STAR FLEET BATTLES

STAR FLEET MARINES

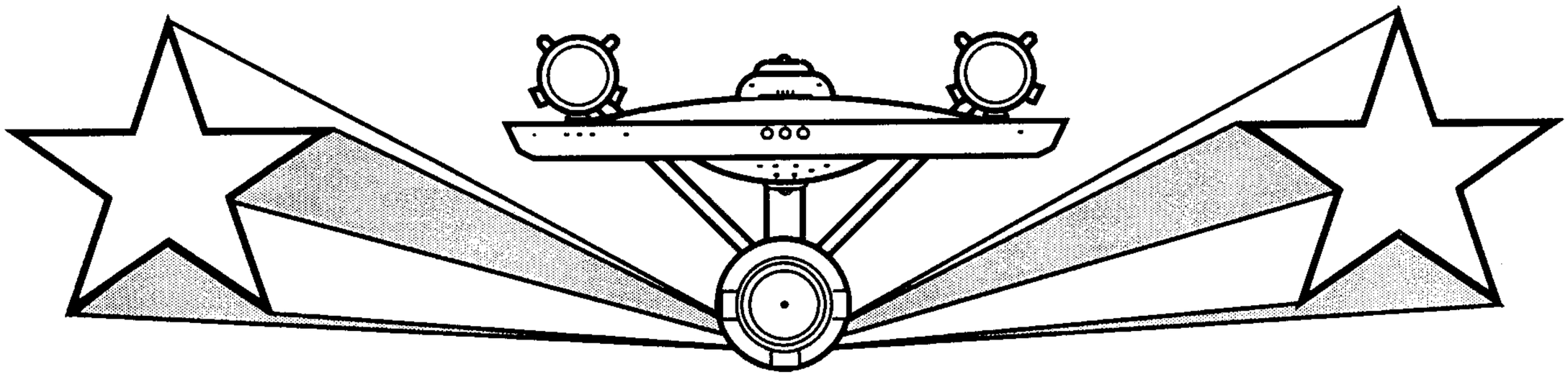
STAR FLEET BATTLES
CAPTAIN'S EDITION

D. MARTIN

CAPTAIN'S MODULE M

TASK FORCE GAMES™

STAR FLEET BATTLES



CAPTAIN'S MODULE M
STAR FLEET MARINES

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(Z24.1) PRODUCT ORGANIZATION AND COMPONENTS

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

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

A complete copy of Module M includes:

160-page book with rules, tables, SSDs, and Boarding Diagrams
two sheets of die-cut counters (216 counters)

(Z24.2) DESIGN CREDITS

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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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When the cannons have fired at the enemy, the planes have bombed him, and the tanks have rolled over his trenches, it is the infantry which must convince that enemy to get out of his foxhole and sign the peace treaty.

(D15.0) GROUND COMBAT

Major interstellar battles were often fought over small mining or agricultural colony planets. Such planets were long on important resources and short on population. Thus, a battalion of ground troops (30-40 boarding parties) would often suffice to capture them. This rule is intended to provide a simplified system for resolving the capture of such a planet.

It is important to realize just what this rule is and what it is not, and what it can be used for and what it cannot be used for. This is an abstract system designed to create a ground combat situation, including its own tactics and conditions, which can be combined with the ship-to-ship combat system to recreate the overall situation. This system cannot be used to invade an inhabited planet or one with any significant amount of ground-based military power. This system could not be used to conduct commando raids on 20th Century Earth, for example, because even remote areas would be within range of high performance tactical aircraft.

One key point of this system is that ships cannot fire from orbit in direct support of the ground forces (except transporter artillery). This is for several reasons. In most cases, the ground units of both sides will be too close to each other to allow such fire. In other cases, defensive shields would prevent such fire from having any effect or would prevent the pinpoint accuracy needed. In most cases, the fire would destroy the very installations that the ground units are trying to capture or defend. In the case of a planet where those installations could be destroyed from orbit without compromising the mission objectives, the attacking ships would simply do so and dispense with ground combat altogether. This system simulates combat on planets where that option is not available, a considerable number of which exist. Considering the time required to rebuild destroyed facilities, allowing the enemy to capture them is preferable to their destruction since it can be assumed that they could be recaptured within a year or two. Only empires that are very definitely losing a major war would employ a "scorched planet" policy.

Any of the conditions and specifications of this rule can be modified by the scenario. For example, a given scenario might specify more combat locations or a different number of control stations.

(D15.1) GROUND COMBAT LOCATIONS

Unless specified otherwise in the scenario, there are six "ground combat locations" (GCLs) on a class–M planet, one facing each hex side. Each such GCL may begin the scenario with a specified number of units. These units cannot be attacked from space; they can only be attacked or destroyed by landing ground units or shuttles and using the ground combat routines. All ground units or shuttles on a planet must be at a GCL or in the remote areas (D15.7) of a GCL.

This rule can be used to capture asteroids, except that each asteroid would have only one (or rarely two) GCL(s). As stated in the introduction, this rule could only be used if the GCL (perhaps a mining or ore processing facility) is something neither side can afford to destroy.

See (D7.35) for multi-sided combat.

NOTE ON BASES: This rule (D15.0) assumes that there is no base on the hex side. If there is a base, use the procedures in (P2.75) instead of those in (D15.11). Some scenarios require the player to secure a GCL or achieve other goals before attacking a base within it by (P2.75).

(D15.11) CONTROL STATIONS: Each GCL is has three control stations unless the scenario states otherwise. These stations can never be destroyed; they can be captured.

(D15.111) A player designated by the combat procedure to lose a certain number of casualty points may surrender control of a control station (assuming that he has control of one) to satisfy a requirement that he lose two casualty points. So long as the player controlling one or more control stations has other units available to use for losses, he need never surrender the control stations. They could be captured by Specific Allocation (D15.33). When using specific allocation to capture a control station, the station is equivalent to six casualty points rather than the normal four (two doubled). See (D15.124) for a pre-condition to capturing a control station.

EXAMPLE: The Gorn player has 10 boarding parties at GCL#2 and has control of all three control stations. During the turn, the Romulans land 15 boarding parties. Resolving ground combat, the Gorns are required to lose three casualty points. To resolve the situation, the Gorn player marks one of his 10 boarding parties as destroyed and surrenders control of one control station.

(D15.112) Control stations have no offensive potential and are not used in determining the outcome of combat except for the special provision of (D15.116).

(D15.113) A player must have at least one infantry unit (D15.14) present for each control station he controls. If he lacks sufficient infantry units, some stations are uncontrolled and can be occupied by any enemy infantry units present.

(D15.114) In the case of originally unoccupied planets, the control stations still exist (they are symbolic of "key terrain") and will be captured by the first infantry (D15.14) units to arrive at each specific GCL. If two (or more) groups arrive simultaneously, control of the unoccupied stations goes to the player with the highest offensive potential after the first turn of ground combat is resolved. If this is a tie, control is resolved at the end of the next ground combat resolution.

(D15.115) Hit-and-run raids can be conducted against a control station. While the station cannot be destroyed by hit-and-run raids, such raids could be used to kidnap an individual from it or to steal some item. If the station is occupied by an infantry (D15.14) unit, it is considered to be guarded. A special scenario rule might provide for specific individuals to move between control stations of a GCL as they would move between control stations on a ship, in which case those rules would apply for such things as locating and kidnapping the individual.

(D15.116) A player who controls two of the control stations in a given GCL adds one to one of the die rolls in (D15.32). (If he has 11 or more offensive points, there will be at least two die rolls; only one of them, owner's choice, receives this bonus.) There is no effect for controlling one station and no additional effect for controlling all three.

(D15.12) DEFENSIVE SYSTEMS: Each GCL has six ground defensive systems (GDSs, two per control station) unless otherwise specified by the scenario or campaign. This is an abstract feature representing various ground defenses; each system can be thought of as a small fort with something akin to a tank turret on it.

(D15.121) At the start of the scenario, each GDS is controlled by the defending player.

(D15.122) GDSs count as two offensive points for offensive purposes and can be destroyed by two casualty points. GDSs can be destroyed (in this manner), but cannot be captured or repaired. They cannot be built during a scenario.

(D15.123) Each control station has control over two of the GDSs. (If the scenario provides a different number of control stations and defense systems than normal, the command arrangement will be specified.) If a control station is surrendered, the GDSs (assuming that they still exist) controlled by that station are also surrendered. (The GDSs cannot be surrendered unless the control station is surrendered.) In this

case, the GDSs would not fulfill loss requirements. GDSs do not need crews; they are controlled by the control station.
(D15.124) A control station cannot be captured by Specific Allocation (D15.33) unless its GDSs have been destroyed.
(D15.125) In the case of a previously unoccupied planet, there are no GDS systems.
(D15.126) The player who controls a GCL at the start of the scenario may spend Commander's Option Points to add one GDS to any control station, but no control station can control more than three GDSs. It is not possible to buy extra control stations or civilians; these are specified by scenario.

(D15.13) ATTACKER FIRE SUPPORT: Either player can send shuttlecraft to support the ground combat operations. These can be admin, MRS, ground assault shuttles (GAS), or other shuttles. See (D15.43).
(D15.131) To provide such support, the shuttles must be in the atmosphere (descending or in level flight, P2.4) of that hex side; shuttles that have landed (to unload ground units or whatever) can also provide fire support. The various types of shuttles each have an offensive potential rating and require a specified number of casualty points to be destroyed, as is shown on the summary in (D15.87).
(D15.132) Fighters can also be used for ground support, but because of their nature, they are not well suited to this role (D15.44). See (J11.34) for ground support pods.

(D15.14) DEFINITIONS: The term "infantry unit" includes boarding parties, commandoes, combat engineers, Prime Teams, heavy weapons squads, and militia squads.

(D15.15) TACTICAL INTELLIGENCE: A player can determine the number of crew units present at a ground combat location using (D17.4) Level M. This does not identify the units as to quality (e.g. poor or elite) or sub-type (heavy weapons, commando, civilian, etc.). Sub-types are identified only when used in combat with enemy forces under (D15.87).

(D15.2) OPERATIONS

The Ground Combat rule is integrated into the normal game Sequence of Play. During the various impulses of a turn, players may endeavor to transport boarding parties (or other ground units) to the surface of the planet, depositing them at one or another GCL for purposes of combat. Such combat is resolved in Phase 7 (Final Activity Phase), according to the following procedure:

1. Move units between the GCL and associated remote areas.
2. Resolve ground combat; allocate casualties.
3. If there was no ground combat in a given GCL, S&D (D15.75) missions may be conducted in that GCL.

(D15.3) COMBAT RESOLUTION PROCEDURE

Combat at a Ground Combat Location is resolved according to the steps given below.

(D15.31) STEP 1 OFFENSIVE POTENTIAL: Each player determines his total offensive potential, which is the sum of the offensive potential of all of his units at that GCL.

(D15.32) STEP 2 CASUALTY DETERMINATION: Each player rolls a single die and cross indexes the result with his offensive potential on the chart below to reveal the number of casualty points scored on the other player's forces. Note that if a player has more than 10 offensive points, he resolves his points in one or more groups of 10 and (usually) a single group of less than 10. He must resolve 21 offensive points as (2x10 and 1x1); he could not resolve them as (3x7) or as (4x4 + 1x5). Roll a separate die for each group of ground units.

GROUND COMBAT CASUALTY RESOLUTION TABLE

DIE ROLL	OFFENSIVE POTENTIAL 1	2	3	4	5	6	7	8	9	10
1	0	0	0	0	1	1	1	1	1	1
2	0	0	1	1	1	1	1	2	2	2
3	0	1	1	1	2	2	2	2	3	3
4	0	1	1	2	2	2	3	3	4	4
5	1	1	2	2	3	3	4	4	5	5
6	1	1	2	2	3	4	4	5	5	6

EXAMPLE: The Klingon player is assaulting a GCL with six boarding parties, two admin shuttles, and one GAS shuttle. His total offensive potential is thus (6 + 2x2 + 1x4 =) 14. He rolls a 6 when resolving the first 10 points (6 casualties) and a 3 when resolving the other 4 (1 casualty). The Federation player is thus obligated to eliminate some of his units equal to 7 or more casualty points.

(D15.33) STEP 3 SPECIFIC ALLOCATION: After the number of casualty points to be scored is determined, each player has the option of calling for "specific allocation". In this case, each player can insist on which units will be eliminated by the casualty points. (Otherwise, in step #4 below, each player can score the casualty points on his own units at his own option.) If a player chooses this option, the elimination of each unit (destruction of a GDS) requires double (control stations require triple) the normal number of casualty points. A player is not obligated to use all (or any) of the casualty points he has scored in this manner. This procedure can be used to score one or more SFB damage points on a shuttle. Each player makes his decisions on the use of Specific Allocation secretly, simultaneously, and in writing. Specific Allocation is used once per phase, but can be used on as many enemy units as the player wishes (given enough points).
See (D15.42) in the case of control stations.
See (G21.141) and (G21.241) for crew quality modifiers.
EXAMPLE: In the above example, the Klingon player could have insisted on being given one of the control stations if the GDS turrets had been destroyed (D15.124). This would normally satisfy the obligation of two of the casualty points, but because it was required under specific allocation (and is a control station), it satisfies six. The Klingon player is not obligated to use specific allocation for the remaining point (or points). If either player calls for specific allocation, the other player has the option to also require it. In cases where both require it, each player must write down his requirements; these are then revealed simultaneously. Since neither player is required to use all of his casualty points for this purpose, there may be several rounds of this procedure in each SFB turn. Also see (D15.42).

(D15.34) STEP 4 CASUALTY RESOLUTION: After any Specific Allocation, each player must eliminate units to satisfy the casualty points scored against him. Both players do this secretly, simultaneously, and in writing, then expose their written notes and adjust their records. Units are eliminated one at a time, with points adjusted accordingly.
A player is not obligated to eliminate a unit if there are not enough casualty points to eliminate his smallest unit (in terms of casualty points). In this case, score the designated number of casualty points against a unit (without destroying it), and keep a record of the number of such points scored against each unit. When the total number of such points equals the number of points required to destroy the unit, it is

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destroyed. This system cannot be used to "partially capture" a control station.

EXAMPLE: Five Klingon boarding parties are in combat with a single GAS shuttle. Since five boarding parties can score at most three casualty points, and since it takes four casualty points to eliminate the GAS shuttle, they could never destroy it in a single turn. By recording the accumulated damage, the boarding parties might destroy the shuttle after two or three turns of trying.

(D15.35) COMPLETE COMBAT EXAMPLE: The Gorns hold GCL#3 with the original 10 boarding parties assigned by the scenario, all three control stations, and have four GDSs still in operation. In addition, they have transported down six boarding parties and have sent three shuttlecraft (one Admin, one MRS, and one GAS) carrying five more boarding parties to the location. Thus, they have 21 boarding parties, plus 10 points of offensive potential from the shuttles and 8 from the GDS, for a total of 39.

The Romulans have landed 14 boarding parties by transporter and have sent six GAS and two admin shuttles, with 14 more boarding parties. This gives them a total of 28 boarding parties and (counting shuttles) 56 offensive points. The Gorns roll 3-3-4-1 (the first roll of 3 is increased to 4 because he has the control stations) for a total of (4+3+4+1=) 12 casualty points; the Romulans roll 2-1-6-3-3-4 for a total of (2+1+6+3+3+2=) 17 casualty points. Neither side seeks specific allocation. The Gorn player chooses to lose the Admin and GAS shuttles (6 points), all four GDS systems, and three boarding parties. The Romulans choose to lose both admin shuttles (4 points total), one GAS shuttle (4 points), and four boarding parties to satisfy their casualties.

(D15.36) LINK WITH SFB: Damage to shuttles (D15.32) is resolved at a rate of one ground casualty point equals three SFB damage points. (In the case of GAS, GBS, and HAS shuttles, one ground casualty point equals two SFB damage points.) Crippled shuttles cannot support ground combat. Ground combat potential (D15.32) cannot damage ships or bases (or their shields); those are attacked by (P2.75). The shields on a ground base or landed ship do not stop a ground assault using (P2.75).

(D15.4) COMBAT RESTRICTIONS AND PROHIBITIONS

(D15.41) INFANTRY REQUIREMENT: A player cannot control any control stations without infantry (D15.14) units. (Shuttles, GCVs, and GDSs cannot control a control station.) This requirement reflects the historical fact that only infantry can seize and hold terrain. If an enemy scores casualty points but has no infantry (taking into account losses from the current turn), he cannot take a control station by specific allocation. A player controlling a control station, facing an opponent without infantry units, may use the control stations to satisfy a requirement for casualties without losing control of the station. If a defending player loses his last infantry units, he immediately loses the control station if the enemy has infantry units. If neither has infantry, the control station is unoccupied. (At the end of the scenario, whoever controls the GCL gains control of any unoccupied control stations, even without infantry.)

EXAMPLE: The Klingon player has 4 boarding parties and 12 shuttlecraft. The Federation player has scored 8 casualty points, which he demands be used to eliminate the four boarding parties (at double the normal rate, requiring all 8 points to kill 4 points worth of units). The Klingon player, with 28 offensive points, scored 9 casualty points. The Federation can satisfy six of these with the control stations, but does not lose control of them as the Klingon cannot capture them!

(D15.42) USE OF SPECIFIC ALLOCATION: If one player uses specific casualty allocation to capture a control station, the other player may immediately (in the same step) use specific casualty allocation to take it back. In this case, a player in a GCL with some enemy-held control stations must state, when declaring that he will use specific allocation, that he will use it against the control stations. (If there are some control stations held by each player, both would have to make such a declaration in writing, with the notes written secretly and exposed simultaneously.) The other player can then decide if he will use specific allocation to take them back. If the first player then has more casualty points to use, he could capture it again — and lose it again.

EXAMPLE: The Gorns hold the sole control station in a GCL; all GDSs have been destroyed previously. The Romulan assault force scores 17 casualty points; the Gorn defenders score 12. The Romulan player then announces that he will be using specific allocation, and further that this will be 6 points to capture the control station. The Gorns then immediately counter by using 6 of their points to take it back. The Romulans then use another 6 points to re-recapture the control station. He would like to use 4 of his remaining 5 points to destroy the last two Gorn infantry units, but cannot because the Gorn is allowed to "immediately" use specific allocation to recapture the control station, which the Gorn player does with his last 6 points. The Romulan player then uses 4 of his last 5 points to kill the two infantry units, seizing the control station. (Of course, it would have been simpler to just destroy the Gorn infantry.)

(D15.43) SHUTTLES: Shuttles that have landed on the planet for the purposes of ground combat (or delivery of ground units) cannot be fired at from space. (They are too close to friendly ground units and to the facilities being contested.)

(D15.44) FIGHTERS: Up to four fighters can participate (although with limited effect) in a round of combat at a GCL as direct support. Each (other than an A–7) provides one point of offensive potential (possibly increased by ground attack pods) and counts as a number of points for casualties (D15.36). Fighters (other than the A–7) are not really designed for this type of mission, and their ability to conduct it is nominal. Specialized ground-attack fighters may be provided in some later expansion. Note that the fighters provide this firepower in addition to any space combat they conducted during the turn. This attack ability is not affected by use of low-powered phasers (J7.52).

(D15.45) LEGENDARY OFFICERS: Legendary Captains, Majors, Engineers, and Weapons Officers can participate in combat as Legendary Ground Forces Officers (LGFOs or LegFos). In some cases, actual LGFOs may be assigned as part of the scenario. (Players may wish to assume that there is a 50% chance of a LGFO with each group of 40 boarding parties and roll to determine if such an individual is present.) LGFOs have the following effects:

(D15.451) An LGFO can be added to any ground combat situation in addition to other units present. An LGFO is transported at no extra cost with a BP on a GCV or shuttle. An LGFO can be moved with a BP by transporter at no extra cost in power but requires the expenditure of normal power for transporters if he is beamed by transporter alone.

(D15.452) If more than one LGFO is present (on one side, at a single GCL), only one is used in combat regardless of the number of offensive points involved.

(D15.453) LGFOs have no offensive potential but count as two casualties. They can be eliminated by specific casualty allocation, although this costs four points. The officer is then treated as per (G22.234).

(D15.454) If with a group (of up to 10 offensive points) in ground combat, the LGFO can do one of two things:

1–Roll two dice for his side (for his group of up to 10 points), and take his choice of either of the results.

2–Force the enemy player to roll two dice for one group of up to 10 points, and then use the lower result.

If there is a LGFO on each side, and both try to affect the same group's die roll, they cancel each other out and the normal one-die system is used.

(D15.455) In a Search and Destroy operation (D15.75), an LGFO will add one to the contact die roll when used in an S&D operation, or if defending, he can subtract one from the enemy's contact die roll. If the LGFO is with the ground units in the remote area and does not subtract one from the enemy's contact die roll, he can add two to his own "number of units in contact" die roll and can participate in that combat himself.

(D15.456) A Legendary Doctor could conduct his normal "healing" within a GCL or remote area.

(D15.46) GORN SHIPS: The Gorns, with their notorious penchant for ground combat, carry some GAS shuttles as standard equipment on their ships. See (R6.R3).

(D15.5) TRANSPORTATION AND LOGISTICS

Either player can land ground units at any GCL, subject to the rules on transporters, shuttlecraft, or ships able to land. Ground units may not leave GCLs by other means; no surface transportation is available. (Ground vehicles cannot travel fast enough to reach another GCL within the time frame of a scenario.)

(D15.51) TRANSPORTERS: Transporters must have a direct line-of-sight to the GCL hex side (P2.62); they cannot be used through the planet itself. (They can be used through several thousand feet of rock, to an underground cavern for example, but not through several thousand miles.) A ship within the firing arc of a (hypothetical) base on that planet-hex-side is considered to have a transporter line-of-sight if an appropriate shield (on the ship) has been dropped. Bases on the planet can transport to any point on the planet's surface.

(D15.52) SHUTTLES AND SHUTTLE CONVOYS: A number of shuttlecraft types, including the standard administrative (or utility) shuttle, can be used to transport ground units to the planet. These use the standard movement and personnel loading/unloading rules for such shuttles. Shuttles carrying ground units to or from a planet, or returning from such a mission, may be formed together with escorting fighters into a "convoy". This provides several advantages in combat. Convoys are formed, however, specifically for the purpose of protecting troop transport shuttles.

(D15.521) To be considered as a convoy, all shuttles and/or fighters must be in the same hex (or atmospheric hex side), facing the same direction, traveling at the same speed, and on the same side (i.e., be allied or of the same side).

(D15.5211) Shuttles may join or leave a convoy at the start of any impulse, and not all shuttles in a given hex must be a member of that convoy.

(D15.5212) Any type of shuttle (even a crippled shuttle) can be used as an escort, but only non-fighter shuttles can be escorted. The designation of which shuttles are escorts and which are escorted, as well as which are members of the convoy and which are not, is made by a public announcement by the owning player of each shuttle (and can be changed in any impulse) in Stage 6B1. Two or more convoys in the same hex could be combined. If the shuttles in a convoy are not of the same speed, all must slow to the speed of the slowest shuttle (or less). Non-fighter shuttles cannot make unplotted speed changes during the turn (C12.342), limiting their opportunities to join convoys.

(D15.5213) At least four shuttles are required for a group to be considered a convoy; a group of three or fewer shuttles cannot be considered a convoy. At least one of the shuttles must be a non-escort; there is no minimum number of escorts. If casualties reduce a convoy to the point it no longer meets these requirements, it loses that status during the next Stage 6B1.

(D15.522) Seeking weapons fired at a unit in a convoy, upon entering the convoy's hex, select a target randomly. (Assign each shuttle a number, and roll a die.) Chaff dropped by any member of a convoy will break the lock-on of a drone against any member of that same convoy, presuming the appropriate die roll (D11.3). An ECM drone targeted on a convoy will have no effect (FD9.16).

(D15.523) Direct-fire weapons cannot be targeted on a specific member of a convoy if that convoy is in an atmosphere. Designate the weapons as firing on the convoy, and when it is time to fire each one, randomly allocate the fire of that weapon to a specific shuttle by (D15.522). If a weapon is allocated to a shuttle which was destroyed by a previously-fired weapon (in the same step), that subsequent weapon still fires (and has no effect). No unit can tractor a shuttle that is a member of a convoy if the convoy is in an atmosphere. No enemy unit can transport anything onto or off of a shuttle in a convoy if that convoy is in an atmosphere.

(D15.524) Direct-fire weapons cannot be targeted on any escorted member of a convoy outside of an atmosphere unless all escorts have been eliminated or none are present.

(D15.525) Escorts can be eliminated by one of three means:

1–The owning player can change their designation or detach them from the convoy.

2–They can be destroyed by weapons fire. Direct-fire weapons will strike a randomly-selected shuttle if the convoy is in an atmosphere (D15.523).

3–They can be forced to participate in a dogfight, which separates them from the convoy.

(D15.526) Convoys can be intercepted; see (D15.6).

(D15.527) Shuttles on a seeking or ballistic course cannot be escorted, nor may they be escorts.

(D15.528) Elements of a convoy may not fire DF weapons or launch seeking weapons on any enemy unit unless that unit is attacking them with DF weapons, guiding a seeking weapon that is within three hexes, or is itself within three hexes. Shuttles which leave a convoy remain under the convoy's firing restrictions for four impulses after separation.

(D15.53) SHIPS: Certain ships can land on planets (Annex #7B), and these ships are sometimes used to land ground units.

(D15.531) Ships used to carry ground units to the planet's surface participate in ground combat (while on the surface) as per (P2.751) with a -1 modifier (ignore the weapons/repair area modifiers listed). PFs are treated as per (P2.755). The ground units can fight their way into any (D16.0) "area" of the ship.

(D15.532) While on the surface, the ship is treated as per (P2.52), (P2.53), and (if applicable) rule (P2.54). A ship landed on a planet cannot be fired at if it is under assault by ground forces friendly to the firing unit. A ship cannot fire during a turn in which it loads or unloads ground units or is assaulted by unfriendly ground units.

(D15.533) Ships on a planet can load or unload two BPs (or one crew unit) per impulse, and one GCV every even-numbered impulse, during Stage 6B7 as a crew unit transfer (assuming that said units are available for this action).

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(D15.54) TRANSFER BETWEEN GCLs: Units can be transferred between two ground combat locations by any of the means listed below.
(D15.541) Ground units can be transferred by transporter using the transporter rules.
(D15.542) Shuttles and troop-capable PFs (and any ground units they are carrying) can move from one GCL to an adjacent GCL at the end of Impulse #32 of the turn (as their only movement during that turn). Shuttles and PFs used to move ground units from one GCL to an adjacent one via (P2.423) cannot be attacked or intercepted by enemy units. (Only ground-assault and cargo PFs are troop-capable.)
(D15.543) Ground units or shuttles could board a friendly ship landed in that GCL (e.g., a Romulan Commando Eagle) and be carried by it to another GCL. This process would use the normal movement rules (P2.4123).
(D15.544) Between scenarios of a campaign (unless prohibited due to a short schedule), ground units can be redistributed between GCLs using available vehicles or systems. (This would be done by secret and simultaneous written orders if both sides were mobile.) This could theoretically result in an interim-scenario to resolve any resulting ground combat situations. In many cases, this will be defined by scenario rules. As a general rule, if the only units belonging to one side are ground units in remote areas, the other player may, at his option, consider the scenario over.

(D15.55) COMBAT AND NON-COMBAT TRANSPORTATION RATES: Transporters, as well as most shuttlecraft, have the ability to transport a number of ground units into a "combat" situation and a greater number (usually double) into a "non-combat" situation. See (G8.3) for transporters and (G9.14) and (J2.211) for shuttles.
(D15.551) If ground units are transported to a GCL at the non-combat rate (D15.712), they could not be used for offensive potential or casualty resolution purposes on the turn of landing [unless attacked under the S&D rules (D15.75) and even then only to absorb casualties]. In effect, they land in remote areas and cannot be moved into the GCL itself until the next turn.
(D15.552) Transporting ground units, by shuttle or transporter, out of a combat situation is conducted at the same rates as transporting them into such a situation.

(D15.6) INTERCEPTION OF CONVOYS

(D15.60) INTERCEPTION: Shuttles (including fighters) can be used to intercept troop-carrying shuttles or to escort them. Crippled shuttles cannot perform interceptions. Shuttles must be in the same hex (or hex-side in the case of an atmosphere) as the convoy to intercept it.

(D15.61) DOGFIGHTS: Escorts can be challenged to dogfights by (J7.1), forcing them to leave the convoy (D15.525).
(D15.611) If the challenge takes place within an atmosphere, and if a dogfight ensues, that dogfight is immediately moved to an adjacent (or the nearest) non-atmosphere hex directly away from the center of the planet.
(D15.612) Escorted shuttles cannot be challenged to a dogfight (as long as the convoy has escorts).

(D15.62) EXO-ATMOSPHERE: If there are no escorts, and if the convoy is not in an atmosphere, the intercepting shuttles may fire on the convoy shuttles or may challenge them to dogfights, forcing them to leave the convoy (D15.525).

(D15.63) ATMOSPHERE: If there are no escorts present, and if the convoy is in an atmosphere, each intercepting shuttle that is in the same hex as the convoy may make one attempt (each turn) to intercept a shuttle. Roll one die:

If the result is a "1" or "2", the shuttle has intercepted an enemy shuttle. Select one from the convoy at random (i.e., by die roll), and treat the result as a dogfight (D15.61).

If the intercept die roll is a "6", and if there are at least three shuttles in the convoy armed with a phaser and capable of firing, the intercepting shuttle is considered to be crippled (score enough damage points to cripple it) and one convoy shuttle (owner's choice) is presumed to have fired one phaser at low-power levels, a partial exception to (J7.52).

Die rolls of 3–5 have no effect in the intercept.

A shuttle used to conduct an unsuccessful interception (one that does not result in a dogfight) cannot move for the remainder of that turn.

(D15.7) REMOTE AREA COMBAT

Certain units may be declared, by their owners, to be in remote areas several dozen kilometers (or more) from the GCL. This is usually done in an attempt to avoid combat.

(D15.71) DECLARATION: Units in a given GCL may be declared, by their owner, to be in the "remote areas" of that GCL. This declaration is made immediately prior to the resolution of boarding party (ground) combat.
(D15.711) Units in remote areas are not involved in the combat resolved at that GCL. They cannot be used for offensive or casualty purposes. They do not affect the control of that GCL.
(D15.712) Units landed into "non-combat areas" are in fact landed into remote areas.
(D15.713) Ships cannot fire at units in remote areas because of the poorly defined targets.

(D15.72) CONTROL STATIONS: Control stations and GDSs can never be in remote areas.

(D15.73) MOVEMENT: Units can move freely between a GCL and its remote areas. Ground units of opposing sides that are in remote areas are presumed to be in different remote areas and cannot engage each other in combat; exception: search and destroy missions (D15.76).

(D15.74) SEARCH & DESTROY AUTHORIZATION: If, at the time when boarding party (ground) combat is to be resolved, a given GCL is completely under the control of one player (there are no enemy units there), AND IF there are enemy units in a remote area of *that* GCL, that player can conduct a "search and destroy" (S&D) operation against those enemy units.

(D15.75) S&D PROCEDURE: To conduct an S&D operation, the player in control of the GCL designates certain units to participate in it.
(D15.751) He must leave enough infantry (D15.14) to garrison the control stations (one unit each).
(D15.752) Only non-fighter shuttles and ground units may participate in S&D operations. Ground-support fighters (e.g., A–7s) and normal fighters cannot.
(D15.753) The player conducting S&D operations may use any or all of his eligible units from that GCL (including remote areas). Units from other GCLs cannot be used.
(D15.754) More than one S&D operation can be conducted during a turn, but each is resolved separately, and a given boarding party or shuttle can only participate in one S&D operation per turn.

(D15.76) S&D RESOLUTION

(D15.761) STEP 1 CONTACT: Determine if contact was made with the enemy forces in the remote areas. Roll a single die. Contact was made if the result is "5" or more, subject to the following die roll adjustments:

+2 If the force conducting the S&D is entirely in shuttles (this can only be done at combat loading rates).
+2 If the enemy in the remote area has one or more shuttles (they are easier to find).
+2 If there is an enemy ship which has landed in the remote area (in which case any contact will be with enemy forces designated by the owner as being with that ship; this modifier may be declined by the S&D player).
+1 If there is a friendly ship in orbit or at speed zero one hex above the GCL which has not fired or been hit during the turn.
+1 If the entire S&D searching force is mounted in ground combat vehicles (GCVs) or other ground vehicles and/or shuttles.
+1 If the hiding force has ground vehicles, but not shuttles.
+1 If there is a friendly ship within three hexes with direct line of sight to the GCL using a special sensor to gain tactical intelligence (G24.29).
–1 If there are five or fewer enemy BPs and/or ground vehicles (total) in the remote areas.

If no contact was made, the S&D operation was a failure and no battle ensues. Do not continue resolution with that mission.

(D15.762) STEP 2 EVALUATION: Determine how many of the enemy ground units were contacted. Roll two dice. The resulting total (with adjustments noted herein) is the number of ground units in the remote area that have been contacted. (The owning player determines just which units are in contact.) This is adjusted as follows:

(D15.7621) Obviously, it cannot exceed the number of ground units present.

(D15.7622) The number may be voluntarily reduced by the player in the remote area up to 50%, but may not be increased.

(D15.7623) No ground unit can fight in two ground battles during the same turn.

(D15.7624) Any shuttles present with the forces in the remote area can be added to the forces contacted. If more than one shuttle is present, at least one must be added. Shuttles (other than the first one) can carry additional defending ground units to the battle. Shuttles or ground vehicles can carry ground units to a battle (or move there without carrying ground units) when contact was gained by a force without shuttles, but ground vehicles cannot carry ground units to a battle when contact was gained by shuttles.

(D15.7625) Either player may use up to three transporters (from ships or bases in range) to bring additional ground units to the battle, assuming that these transporters are available, have power, were not used during the turn, and satisfy all requirements of (G8.0). This will count as using them during Impulse #32.

(D15.763) STEP 3 REMOTE AREA COMBAT: Combat is resolved between the forces assigned to the S&D operation and the forces contacted using (D15.3).

(D15.764) EXAMPLE: Kobol and his ground units are not doing well. The Kzintis control GCL #3 with a considerable force, enough to make any attack against it suicidal. Twenty Klingon boarding parties and four GAS shuttles are in the remote areas surrounding GCL #3. The Kzinti player designates two S&D forces. One is a ground element with 20 boarding parties. The other element consists of three GAS shuttles carrying six boarding parties.

The first element searches. Since Kobol's force has shuttles, 2 is added to the die roll of 3 to result in a 5, meaning that contact has been made. The Klingon player rolls two dice and is shocked to find that the Kzintis have cornered only three of his boarding parties (plus the obligatory shuttle). The Klingon player considers, and then dismisses, the idea of sending his other shuttles to the battle. The battle is resolved. Twenty Kzinti boarding parties roll a "2" and "4", causing six casualties. The Klingon promptly eliminates his three BPs and then scores six SFB damage points on the GAS shuttle with the three remaining ground casualty points. The Klingon player had 7 offensive points, and a die roll of "4" scores three casualties, destroying three Kzinti BPs.

The second Kzinti element searches. With the die roll adjustments, contact is automatic. The Klingon player rolls two dice and finds that 9 of his 17 remaining boarding parties are in contact, along with one shuttle. He sends the other two shuttles (the other one has fought in ground combat once on this turn and cannot fight again), with four more boarding parties, to the scene. He thus has 13 boarding parties plus 3 GAS shuttles for a total of 25 offensive points. The Kzintis have only six BPs and three shuttles for a total of 18.

Combat is then resolved by the normal procedures, although the Klingons have a numerical advantage.

(D15.8) ADDITIONAL MARINE COMBAT UNITS

Players may use these additional ground units:

(D15.81) HEAVY WEAPONS SQUAD: This is a regular boarding party equipped with heavier weapons for ground combat. Normally, 10% of the boarding parties on a troop ship are equipped as HWSs. (This is specified in the ship description. Also, Commander's Option Points can be used to purchase extras or convert standard marine BPs.) An HWS counts as two offensive points, but counts as a single regular boarding party for casualty and transport purposes. Heavy Weapons Squads function as normal boarding parties for ship boarding actions (they leave their mortars and rocket launchers behind).

(D15.82) GROUND VEHICLES: There are several types of ground vehicles. The offensive and defensive abilities of these are summarized in (D15.87). Except where noted in the rules, these can perform any GCV function, including S&D missions. All ground vehicles have a "crew" of some type, but this crew never leaves the vehicle, shares its fate, and is not reflected in the game (although it could be a feature of some special scenarios). There is no "non-combat rate" for passengers carried in ground vehicles.

(D15.820) GROUND COMBAT VEHICLES (GCV): The basic GCV is an armored car with a phaser turret and the ability to carry one boarding party (in addition to its crew). Various types use wheels, hover-technology, or anti-gravity. It can be transported (including its crew and one boarding party) by either an HTS shuttle or by three transporters (all from the same ship) working together; see (G25.211) for specific instructions. (Andros can move vehicles with one transporter, paying two points of power.) Ground vehicles are used *only* in ground combat. Commando and troop ships (and pods/pallets) will have GCVs in their cargo storage; the exact number is specified in the ship description.

(D15.821) GROUND ASSAULT VEHICLE (GAV): This is treated as a GCV, except that it cannot carry an infantry unit, has more offensive points, and costs more. Any commando or troop ship can replace one GCV with a GAV using Commander's Option Points.

(D15.822) TANK: This is a hover-tank (some use anti-gravity) with heavy armor and firepower. A tank carries no passengers

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(beyond its crew). Units already on planets can replace some of the GCVs with tanks (or buy extra tanks) using Commander's Option Points. Tanks cannot be disassembled or moved by transporter and are seldom carried on ships, although they can be bought with Commander's Option Points. (They are often built on planets from kits, a process taking a week or more. This is the only way to get large numbers of tanks onto a planet.) In assaults, they are landed by special ships or by heavy transport shuttles.

(D15.823) ARMORED PERSONNEL VEHICLE (APV): This is a GCV without the phaser turret and is able to carry two infantry squads (BPs). GCVs can be replaced with APVs at no cost and with no restrictions. Additional APVs can be purchased with Commander's Option Points.

(D15.824) COMMAND POST VEHICLE (CPV): This is a modified APV used for command and communications. Any group of 10 or more GCV/APV/GAV vehicles which includes one CPV has a +1 modifier for the combat die roll of one group of 10 offensive points. It can carry two infantry squads (BPs) or a crew unit. Forces on a planet or ship can replace one GCV or APV with a CPV for the appropriate cost.

(D15.825) TRUCK: This is a hover (or anti-grav) truck to carry cargo. It has no offensive ability, but can carry four squads (BPs) or two crew units or five points of cargo.

(D15.826) TRANS-HOWITZER: This is an armored vehicle carrying a small transporter (able to fire transporter artillery) and five rounds of ammunition. The Trans-Howitzer can attack units in the same ground combat location (including its remote areas) and not in other GCLs. The transporter cannot be used to move cargo or personnel.

(D15.827) ARMORED ARTILLERY AMMUNITION VEHICLE: This variant of the GCV carries five rounds of transporter artillery ammunition for a Trans-Howitzer.

(D15.828) COMBAT ENGINEER VEHICLE: This armored unit has the same effect on (P2.75) as a combat engineer squad.

(D15.83) THE MILITIA: Crew units and other personnel not normally assigned to combat duty can be pressed into service in an emergency. A ship needing extra ground units to take over a ground installation (or a ground installation under attack) could "draft" its surplus crewmen for this purpose.

(D15.831) Crew units can be converted into militia squads; each crew unit becomes one militia squad when converted.

(D15.8311) A number of crew units equal to a minimum of 50% (round fractions up) of the original crew (including boarding parties and deck crews) must remain as crew units; others are eligible for conversion to militia.

(D15.8312) A given ship or GCL can convert one crew unit per turn into a militia squad. (Size-2 units and battle stations can convert two crew units to militia per turn; size-1 units can convert five.)

(D15.8313) Ships and ground combat locations cannot begin converting crew units to militia squads until enemy units have boarded the ship or ground units have landed at a GCL. Exception: At WS–III a ship can convert crew to militia before the scenario begins under the provisions and limits of (S4.13). See also exceptions in (D16.134) and (D16.522).

EXAMPLE: A Klingon F5 has 22 crew units of which 4 represent the 8 boarding parties. One crew unit was killed earlier by 10 points of internal damage. As 11 crew units must remain as crew units, 6 crew units could be converted into 6 militia squads to reinforce the 8 boarding parties.

(D15.832) Militia is created during the Initial Activity Phase (Assign Guards Step) and disbanded during the Record Keeping Phase (Legendary Officer Step).

(D15.833) A militia squad is twice as large as a boarding party (and consequently takes twice the effort to transport). Militia squads can never be transported (by shuttle or transporter) into a combat situation, i.e., they cannot be used offensively on the turn of arrival but could be used as casualties. Militia squads are carried on a single shuttle at non-combat rates but can leave a combat area in a shuttle at the combat rate (i.e., evacuation). Militia squads cannot be divided in half for transportation purposes.

(D15.84) COMMANDOES: These are specially trained boarding parties for use primarily in hit-and-run raids. Commandoes have other special combat attributes; see the special boarding party tables for (D7.6), (D7.61), (D7.62), (D7.8), and (D7.831) in Basic Set, page 54. Commandoes are rare (no more than four teams per troop ship; two per other ship), cost twice as much as regular boarding parties, and are no different in combat other than hit-and-run raids. They can be purchased using Commander's Option Points. Some ships have commandoes in their BPVs; these are noted in the ship descriptions. See also Prime Teams (G32.0).

(D15.85) CIVILIANS: In some scenarios, civilians may be designated as being at a particular location. These can include non-combatant crew personnel. Civilians have no offensive potential, cannot become militia (unless allowed by a scenario rule), and cannot be given up as casualty points if ground units are available. They can be targeted by the enemy using specific allocation. They are, sadly, little more than targets for atrocities.

(D15.86) COMBAT ENGINEERS: This is an expensive type of infantry with special added abilities. If included in a (P2.75) attack, reduce the die roll by one. Their offensive potential is 2 in passage combat (D16.63).

(D15.87) GROUND COMBAT UNIT SUMMARY

UNIT TYPE	OFFENSIVE POTENTIAL	CASUALTY PTS TO DESTROY	COST BPV
Boarding Party	1	1	0.5
Commando Squad	1	1	1.0
Hvy Wpns Squad	2	1	1.0
Militia Squad	1	1	0.5
Combat Engineer	1	1	1.0
Civilians	0	2	—
GCV	3	3	1.0
GAV	6	3	2.0
Tank	6	6	3.0
Trans-Howitzer	0	3	3.0
Armored Ammo Veh	0	3	2.0
APV	1	3	1.0
CPV	0	3	2.0
CEV	2	3	3.0
Truck	0	1	0.2
Control Station	0	2*	—
GDS	2	2	2.0
Admin Shuttle	2	2†	2.0
MSS Shuttle	2	2†	2.0
MRS Shuttle	4	4†	8.0
GAS Shuttle	4	4†	4.0
GBS Shuttle	6	4†	4.0
HAS Shuttle	4	7†	9.0
HTS Shuttle	0	4†	6.0
Fighter	1‡	†	Varies

* To capture; cannot be destroyed. See also (D15.33).
† See (D15.36).
‡ Might be increased by Ground Attack Pods (J11.34).

(D16.0) ADVANCED MARINE BOARDING PARTY COMBAT

(D16.1) INTRODUCTION

(D16.11) PURPOSE AND SCOPE: The basis of this rule is to divide the base or ship into a number of areas, each of which is then resolved as a separate boarding party action.

The need for this rule in the case of a starbase is obvious (they are so big, and their defenders, if counted as being in a single area, would overwhelm the invaders). The use of the rule in ship-to-ship actions adds another level of play to the game.

On the boarding party diagrams, the large numbers indicate the docking points (C13.915).

Use the procedure in (D7.35) to resolve multi-sided combat situations.

(D16.12) BASIC DEFINITIONS:

ATTACK/DEFENSE: The defending player is considered to be the one who owns the ship or base being boarded. The attacking player is the one trying to board it.

UNIT: Each crew unit, boarding party, or militia squad is considered a "unit" for purposes of boarding party combat.

COMBAT/NON-COMBAT: Crew units are considered non-combat units. Boarding parties, militia, commandoes, etc. are considered combat units.

CONTROL Areas are (D16.0) areas of a ship or base containing one or more "control" boxes (bridge, security, flag, Aux, Emer). A "control station" is a group of contiguous control boxes, such as the two-box bridge of a Fed CA.

CONTROL OF an area is defined as being the only one to have combat units in that area, with the player originally owning the ship assumed to control ALL areas with no enemy units in them. Areas with units of both players are designated as "contested" areas.

(D16.13) CREW UNITS *(Optional):* This rule is not designed or intended to account for crew units, other than their potential for conversion to militia squads as defined in (D15.83). Players can, however, account for them more completely as follows:

(D16.131) Players will have to provide their own counters for each crew unit.

(D16.132) Crew units are divided more or less evenly between areas when beginning play. Movement between areas is as per (D16.3) and (D16.4).

(D16.133) When converting crew units into militia squads, you may not reduce the functioning crew below the minimum crew levels specified in (G9.41). At least one functioning crew unit must be in each area of the ship (or an adjacent area) to operate the systems in that area. The restrictions here and in (G9.41) are separate, and both apply at all times.

(D16.134) The owning player can convert one crew unit to a militia squad (or vice versa) on each turn (D15.83). Exception: (D16.522). The unit must physically be in the area where it is converted. A unit cannot move on the turn it is converted.

(D16.135) Cross References: See (D18.18) for a ship which has been surprised. For purposes of escape (D21.5), see (D21.313) for transporters, (D21.3422) for prisoners, and (D21.416) for shuttles. Remember that all of (D7.0) applies to each area within (D16.0). See (D7.51) for prisoners. See (G9.23) for wounded.

(D16.136) Individual sections of Klingon ships do not mutiny, nor does control of a section directly affect mutiny beyond the effects of (G6.22). (If control of the section destroys a security station, this would be an indirect effect.)

(D16.14) LEGENDARY OFFICERS: These special individuals (G22.0) require special handling.

(D16.141) LGFOs (G22.9) can function for (D16.0).

(D16.142) Legendary officers cannot move (G22.132) through an area controlled by enemy forces. They could enter such an area only if they were serving as an LGFO and accompanied by infantry units.

(D16.143) Legendary officers can only activate (D18.18) units in the same area as they (the officers) are located.

(D16.2) SEQUENCE OF PLAY

(D16.21) COMBAT RESOLUTION: All boarding party combat is resolved in the Boarding Party Combat Segment of the Final Activity Phase in the following order:

A. The defending player moves any of his units within the limits of the rules. Resolve Passage Combat if any.

B. The attacking player moves any of his units within the limits of the rules. Resolve Passage Combat if any.

C. *(Optional)* Unit counters in areas occupied by one side only are turned upside down. Unit counters in areas occupied by both sides are turned right side up. This provides for limited intelligence.

D. Boarding party combat is then resolved one area at a time. Combat on bases is generally resolved from the outside working toward the center; some bases have special rules.

(D16.22) STARBASE ORDER: Combat on a starbase is resolved in the following order. In each case, resolve all combat in areas of the designated type in order from A-F before proceeding to the next type: weapons, repair, pod, modules, cargo, power, hull, lab, flag control, auxiliary control, emergency control.

(D16.23) BATTLE STATION ORDER: Combat on a battle station is resolved in the following order. In each case, resolve all combat in areas of the designated type in order from A-C before proceeding to the next type: weapons, repair, modules, hull, power, core.

(D16.24) SHIP ORDER: Combat on a starship is resolved in alphabetical order by the code letters of each area.

(D16.3) PLACEMENT OF BOARDING PARTIES ON THE DISPLAY

(D16.31) PLACEMENT: Each unit occupies a specific area at any given time. The units originally assigned to the ship may be placed in any area by the owning player at his option; this is done secretly and in writing before enemy units board the ship. Those boarding parties assigned as guards must be placed in the area containing the box they are guarding. See (G11.26) for robot guards of computer-controlled ships.

(D16.32) ARRIVAL: Units beamed aboard may be placed in any area at the owning player's option, but not control areas.

(D16.321) Invading units cannot beam directly into enemy-controlled control areas or those with disputed control; they must enter these areas by movement.

(D16.322) In the case of a ship (such as the Tholian PC) which has control boxes in all of its areas, invading boarding parties may transport into any area already controlled by other invading boarding parties. If no such area exists, they may transport into any area containing other invading boarding parties. If no such area exists, they may transport into the area which contains the fewest undestroyed control boxes. If two or more areas each have the fewest, the invading player can select one of them.

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(D16.33) DEPARTURE: Units leaving the ship (via a transporter at another location) can leave from any area.
(D16.331) Those leaving via transporters located on the ship must leave from an area containing working transporters under friendly control. The transporters must be powered; see (D16.82) and (D16.83).
(D16.332) Units "leaving" from a transporter could go to other areas on the same ship, but could not be brought back.
(D16.333) If in control of a transporter (with the power allocated to use it), an enemy player could use it to bring more of his own boarding parties (from another ship) to the area containing the transporter within the limits of the other rules (shields down, active fire control, etc.).

(D16.34) DOCKING: In the case of bases, ships are presumed to be docked to the repair area for purposes of movement to and from the base. Ships dock to ships by (C13.9); the docking stations are noted on the diagrams.

(D16.35) SHUTTLE BAY: The shuttle bay on all ships is designated as being in a given area. Any units arriving by shuttle are initially placed in that area (or the area containing the bay they landed in, if the ship has more than one). If an enemy player controls an area including a shuttle bay, that player can, within the limits of (D7.541), launch the shuttles in the bay (and the player owning the ship cannot). The shuttles cannot be individually captured in a contested area, and the enemy player cannot fire the weapons on shuttles in an area he controls outright.

(D16.4) MOVEMENT OF BOARDING PARTIES

(D16.41) ACCESS LINES: At the appropriate point in the Sequence of Play (D16.2), each player can move his units from the area they are in to any other area that is connected by a line (known as a "passage"). This is a "movement rate" of one area per turn. Units cannot skip areas.

(D16.42) REQUIREMENTS: A player is not required to move all of his units. All units in a given area are not required to move or to remain together.

(D16.43) REACTION: If attacking units (which move second) move along an access line which was used in the opposite direction by the defending units in the previous step (see Sequence of Play), the defending player has the option to return any units which moved along that access line to the previous area.

(D16.44) MOVEMENT LIMIT: No more than 10 "units" can be moved by one player along a single access line during a single turn. Movement under (D16.45) is not included in this limit.

(D16.45) TURBO-LIFT: Each ship or base has a turbo-lift system (essentially a multi-directional elevator). The player controlling the ship can, each turn, move one BP/Crew unit by this system up to three areas. (Battle stations and size class 2 ships can move two; size class 1 units can move five BPs/crew units.) However, this unit must cease movement when entering an area which includes at least one enemy combat unit. The turbo-lift must have a power source (but does not consume power) to be used; see (D16.82) and (D16.83).

(D16.46) WARP ENGINES: Units cannot enter the warp engines. If enemy forces control ALL areas with access to a given warp engine, they may conduct (D16.54) attacks on that engine. Weapons mounted on the engines are assigned to an area by the boarding diagram tables.

(D16.5) BOARDING PARTY COMBAT

(D16.51) RESOLUTION OF AREAS: Combat is resolved via the rules in (D15.3). Each area is treated as if it were a separate "ship" under the (D7.0) rules, including the effect of any control stations in the area.

(D16.52) CONTROL AREAS: Control stations are resolved as in (D7.36).
(D16.521) Capture of a control station on a ship by casualties causes one box on the SSD of that control station to be destroyed. This is ignored if there is only one box of that station undestroyed. If the ship is captured, see (D7.52).
(D16.522) If no friendly boarding parties are present when a control station is attacked, one crew unit is immediately converted to a militia squad to defend the station (in excess of the normal conversion rate and limits). This militia squad cannot leave the station it is in, cannot defend a passage, is the last to be given up as a casualty, and is converted back into a crew unit the instant that all enemy forces leave the area.
(D16.523) Each group of control boxes in a given area (not each type) is considered to be a single control station (e.g., a D7 boom has a two-box bridge, a one-box emergency bridge, and a one-box security station).

(D16.53) COMBAT LIMIT: No more than 10 units belonging to one side can participate in a single combat, including a passage combat. Only one combat can happen in each compartment/ passageway.

(D16.54) VANDALISM: If there are no enemy units in the area during the Boarding Party Combat Step, each group of five units (ignore smaller groups) may destroy one box (on the SSD) or one crew unit within the area. Units involved in vandalism cannot also be involved in combat (e.g., defending passages into the area).
(D16.541) The boarding parties in an area they control can determine whatever the owning player of the ship knows about its contents. They can determine (and therefore must be told) the contents of each drone rack, what is loaded on each fighter, the damage status of each shuttle, which shuttle is a web anchor or cloaked decoy, etc. They cannot unload drone racks, fighters, etc., since those are "crew" functions.
(D16.542) Boarding parties cannot destroy T-bomb storage (except mine racks) or fighter supplies (warp boost packs, chaff packs, spare pods) or reload drone (or ADD or plasma-D) storage, shield boxes, excess damage, damage control. Exception: Destruction of a "cargo" box destroys its contents.
(D16.543) Cloaking devices, sensor and scanner tracks, Orion suicide bombs, aegis, UIM, and DERFACS are all located in the same area as the main bridge and can be vandalized only if that area is held.
(D16.544) A player can vandalize his own ship. See (U7.126).

(D16.55) SECURITY STATIONS: Each security station (whether one or more boxes) can use its (D7.422) die roll modifier in their own area *and* in one other area. The other area can be selected each turn. Note the maximum adjustment. X-ships use this same procedure; see (XD7.422).

(D16.56) GUARDS (D7.83) have no offensive capability but can be given up as casualties (or attacked by Selective Allocation). The presence of guards does "contest" the control of an area.

(D16.6) PASSAGE COMBAT

Units from one player who have undisputed control (no enemy combat units present) of a given area may attempt to prevent units from another area from entering their area along an access line.

(D16.61) CONTROL DETERMINATION: At the first of each of the two movement steps (D16.21), the non-moving player must determine if any compartments are under his exclusive control and determine if he will oppose the entry of those areas by enemy units. He then designates some of his combat units to defend against each access line. No unit can defend against more than one access line.

(D16.62) FORCED ENTRY: If units attempt to enter an area occupied by enemy combat units qualifying under (D16.61), the enemy player may declare that he will oppose their entry. Entry by turbo-lift (D16.45) would also be considered forced entry.

(D16.63) ENTRY BATTLE: In the case of (D16.62), combat takes place immediately (during the Movement Step) between the combat units trying to move and the combat units trying to prevent movement (no others are involved).
(D16.631) In this case, all defending units (those trying to block movement, not necessarily the units of the host ship/base) are doubled in offensive capability but not in their ability to absorb casualties. See Combat Engineers (D15.86).
(D16.632) If the moving units score more casualty points than the blocking units, they may enter the area if they wish. If not, they may not (even if all defenders were eliminated). Units involved in passage combat may (and probably will) participate in regular combat in the following combat step.

(D16.64) COMBAT LIMIT: Only 10 units can attack or defend along a single access line. Note that more than 10 units may attack an area by passage combat (although no more than 10 by any one access line), although no more than 10 could fight a battle later in the sequence inside that area. Two different forces cannot attack through the same passage line during a single turn.

(D16.7) CAPTURING THE BASE OR SHIP

At the start of each turn, whichever player controls one or more undisputed control areas (the others being disputed or destroyed) owns and controls the ship or base for all purposes. If both players control one or more undisputed control areas, the original (not the most recent) owner controls the ship or base for all purposes.

Note that a captured base or ship is still under the restrictions that weapons cannot be used until the safety interlocks are removed (D7.55), a process that could take several days or weeks (longer than the scenario will last). See (G22.75) for legendary officers unlocking weapons.

(D16.8) INTERACTION WITH THE MAIN GAME

Interaction between this module and the *SFB* combat system is resolved according to this section.

(D16.81) DESTROYED AREAS: If all boxes within a given area on the SSD are destroyed, that area still exists and units can enter and exist there. However, there is no (D16.63) benefit to defenders.

(D16.82) CONTROL OF AN AREA: If one player controls a given area (D16.12), that player controls what is done with the systems contained in that area within the limits of (D7.54). Thus, if the attacking player controlled weapons area A of a starbase, he could operate its transporters and tractors just as if he controlled the entire base. He could not, of course, control the weapons (D7.55). Negative tractor (G7.354) cannot be turned off by the enemy unless the ship is captured.
(D16.821) If power is required, it must be provided by an area under friendly control, and that area must be connected by an unbroken string of undestroyed "adjacent" areas under friendly control. Power could be supplied by a ship docked at a base. See (D16.832).
(D16.822) If control has not been resolved, the original owning player can use the systems of that area during the next turn. For example, if Federation Marines captured area E of a Klingon D7, they could prevent the use of the right disruptors. However, during the battle before this area was captured, and as soon as Klingon units return to the area, the Klingon player can use those weapons.
(D16.823) Repair systems on a foreign ship or base cannot be used even if the area is under control.
(D16.824) If enemy units board a ship, the owner of the ship must designate what portion of any phaser capacitor power and battery power is in any area or areas containing enemy boarding parties for as long as those boarding parties are present. Power from contested areas can be used, but use of power in enemy-captured areas is controlled by the enemy forces.

(D16.83) ENERGY ALLOCATION: The owning player (only) fills out an Energy Allocation Form, using only power produced by systems in areas he controls or where control is disputed. The other player need not fill out an Energy Allocation Form, but must have power for whatever equipment he is trying to operate, as above.
(D16.831) It is assumed that all areas include emergency life support capability, so if an area held by one player is without power and unconnected to an area able to provide power, the crew and boarding party units in it are unaffected.
(D16.832) If enemy forces control all areas with access to a warp engine, the power from that engine is available to the enemy, but not to the owner of the ship.

(D16.84) COMMAND FUNCTIONS: The owning player must have undisputed control of at least one control area to execute self-destruction, separate sections, adjust fire control, operate EW, maintain lock-ons, etc. Even so, the enemy may attempt to prevent self-destruction by (D7.7).

(D16.85) DOCKING: The player in control of the "repair" area of a pod/module controls the ability of ships to dock and undock from that module.

(D16.86) CASUALTIES Damage to a given area can cause boarding party (and crew) casualties. The player controlling the ship selects where each damage point will be scored.

If there are units from both sides in an area which received damage, and the total damage points to that area require a boarding party casualty, both players roll one die. (There are no adjustments.) The player with the lowest die roll (re-roll any ties) removes one of his units.

(D16.87) REPAIRS: Damage control cannot repair a box in an area the owning player does not control, and a friendly crew unit is needed to execute any repairs.

END (D0.0) FOR MODULE M

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(E20.0) TRANSPORTER ARTILLERY

Starships and ground bases are able to support ground troops in combat through the use of transporter artillery. This system uses pallets of conventional explosive artillery shells which are materialized (by the transporter) over the target. The shells have fins (or other means) to provide a proper dispersal pattern (with or without an atmosphere). Various types of shells exist (anti-armor, incendiary, fragmentation, and combinations), but these are not shown in the game; the transporter crews select the appropriate type.

(E20.1) OPERATIONS

Each "round" of transporter artillery shells (consisting of about 64–100 shells) is transported as a single transporter operation and is subject to all of the rules on transporters (G8.0).

(E20.11) TARGET LIMITATIONS Transporter artillery can only be used against targets on a planetary surface (i.e., the surface of a planet, moon, or large asteroid). They cannot be used against targets in space, and if transported into a space hex will disappear and have no effect whatsoever on the game. Transporter artillery cannot be used on targets inside of a ship.
(E20.111) A maximum of one round can be used by each side during each impulse in each GCL.
(E20.112) Casualty points from transporter artillery cannot be used for directed damage.

(E20.12) NON-VIOLENT COMBAT: Transporter artillery cannot be used for non-violent combat (D6.4).

(E20.13) LINE OF SIGHT REQUIREMENT: Transporter artillery can only be used by a ship if a ship has a "line of sight" to the planetary surface hexside where the target is located. Bases on a planet can transport to any adjacent hexside.

(E20.14) SURPRISED UNITS cannot use transporter artillery until the turn AFTER the turn in which they are reactivated (D18.3).

(E20.15) RATE OF FIRE: Transporter artillery can only be used at the standard (G8.31) rate, not at the higher rates.

(E20.16) TARGETING AND EW: Ground units, by their nature, are difficult to target. This is accounted for in the basic effect of transporter artillery. EW calculations are only done in three cases.
(E20.161) Naturally occurring EW (D6.3143), such as that provided by sun spots (P11.3) and asteroid fields (P3.33), will affect the accuracy of an attempt to place transporter artillery normally under (D6.37). The "ground clutter" bonus (P2.52) is not used. If the placement attempt is not successful, one ground casualty point will be scored on friendly troops (if any are in the GCL) or the rounds will simply land in open country and cause no casualties. This ECM may be offset by self-generated (D6.3141), built in (D6.3142), or lent (D6.3144) ECCM.
(E20.162) Offensive Electronic Warfare (G24.219) may be applied to the ship attempting to use its transporters in this fashion. This must have been applied during the normal impulse procedure and can be countered by lent (D6.3144), self-generated (D6.3141), or built-in (D6.3142) ECCM. As with naturally occurring ECM above, a shift caused by this form of ECM will result in friendly troops being hit (E20.161).
(E20.163) Poor crews are penalized in the use of transporter artillery as if it was a direct-fire weapon and, as such, operate under the EW penalties of (G21.111) and (G21.112). Outstanding crews apply the ECCM benefits of (G21.211) and (G21.212) to their use of transporter artillery, but do NOT modify their die roll on table (D7.421) or (E20.212).

(E20.2) EFFECT IN COMBAT

Transporter artillery can be used against personnel, vehicles, and shuttles in the open on a planetary surface. It cannot affect other targets. There is no means to stop or shoot down the shells once they have successfully materialized.

(E20.21) GROUND COMBAT LOCATION: Transporter artillery can be used against enemy troops and vehicles (or other personnel outside of structures) in a ground combat location (D15.1).
(E20.211) This attack is executed in the Operate Transporters Step of the 6B7 Marines Activity Stage and is not in any way combined with normal ground combat in the Final Activity Phase.
(E20.212) For each round used, roll two dice and add them. If this total is within the range of the "casualty" column for the number of troops in the GCL, the round produces one casualty point.
Note that the number of casualties is, in part, dependent on the number of enemy troops in the area. Note that the number of enemy personnel is expressed in terms of crew units (counting each vehicle and shuttle and its passengers as one "crew unit" for this purpose), but the number of casualties is expressed as Ground Casualty Points (D15.14). These Ground Casualty Points are resolved immediately as per (D15.34).

NUMBER OF ENEMY CREW UNITS IN GCL	DIE ROLL FOR ONE CASUALTY	DIE ROLLS NO EFFECT†
1–3	2	3–6, 8–11
4–6	2–3	4–6, 8–11
7–9	2–4	5–6, 8–11
10–19	2–5	6, 8–11
20+	2–6	8–11

† See (E20.214) for result 12 and (E20.215) for result 7.

(E20.213) Casualty points from transporter artillery cannot be used for directed damage, or to capture control stations, or to destroy GDS defense turrets.
(E20.214) If friendly troops outside of structures are also in the Ground Combat Location, then a die roll of 12 will indicate one friendly casualty point.
(E20.215) A die roll of 7 indicates that one enemy boarding party or militia squad or vehicle (owner's choice, *not* a shuttle) has "taken cover" and will not be able to use its offensive potential (and cannot be used for S&D) in the subsequent Final Activity Phase. The unit in question might be given up as a casualty in a subsequent bombardment. If there are 10 or more crew units in the GCL, two boarding parties or militia squads or vehicles "take cover". If there are 20 or more crew units in the GCL, two boarding parties or militia squads or vehicles "take cover" *AND* one ground casualty point is scored.

(E20.22) REMOTE AREA: When used against enemy troops in a Remote Area (D15.7) when there are no friendly troops in combat with them, add one to the dice roll in (E20.21). [Treat

a result of more than 12 as 12. All results are based on modified rolls.] Any shuttle in a remote area can be hit.
(E20.221) If there was no contact in the remote areas of that GCL on the previous Final Activity Phase, add three to the die roll in (E20.21).
(E20.222) If a "take cover" result is achieved against troops in a remote area, those troops are automatically contacted by an S&D mission in the next Final Activity Phase (if there is such a mission in that Final Activity Phase).

(E20.23) SHUTTLES: Transporter artillery can be used against shuttles parked in the open, either at a casual base (J13.0) or in an "outdoor" hangar of a small ground base (R1.28A) which has its shields down. Shuttles in flight can only be hit as part of (E20.22).
(E20.231) A maximum of one round can be used each impulse against any single ground base. A round can be targeted on the shuttles using this rule or on troops using (E20.21) but not both.
(E20.232) Roll one die for each round to determine how many shuttle boxes were damaged. Then determine the actual damaged shuttles (or SSD shuttle boxes) by a series of random die rolls. (It is possible for a given shuttle to be selected two or more times by a single round, or for only empty shuttle boxes to be hit.)
(E20.233) For each shuttle hit (or each time a given shuttle is selected), roll one die to determine the number of SFB damage points (*not* Ground Casualty Points) scored.
(E20.234) In the case of a Casual base, any supplies stacked in a "box" that is hit are destroyed.
(E20.235) For each round applied to a given base, roll once under (E20.21) for casualties among the deck crews. Deck crews which "take cover" cannot work on shuttles for 32 subsequent impulses.

(E20.24) OTHER TARGETS: Transporter artillery cannot damage ships, bases, PFs (or the ground crews servicing them at a base), asteroids, planets, or moons.

(E20.25) PLANETARY BOMBARDMENT: Each round of transporter artillery counts as one damage point for those scenarios where general destruction of infrastructure is a victory condition.

(E20.26) OFFICERS, CREW: Die rolls are not affected by legendary officers or crew quality except as per (E20.16).

(E20.3) CARRIAGE

Transporter artillery rounds are carried by commando ships and troop ships, and can be carried by other ships.

(E20.31) COMMANDO SHIPS and troop transports have one round of transporter artillery on board for each original boarding party on board. This is included in their BPV.

(E20.32) GENERAL: All ships may purchase transporter artillery rounds as Commander's Option Items at a cost of 1/4th a point per round up to a maximum of one round per boarding party of the ship's original crew.
(E20.321) Storage space is one cargo point per round, although rounds are not normally stored as cargo.
(E20.322) PFs, even leader and commando PFs, cannot employ transporter artillery.

(E20.33) HANDLING: Rounds of transporter artillery ammunition are treated in the same manner as transporter bombs (M3.14).

(E20.331) They cannot be attacked directly, even by hit-and-run raids. They are stored with any (or several) of the transporters at the owning player's direction. The rounds will not chain react or increase the explosion size.
(E20.332) Rounds on a captured ship cannot be used during the scenario but can be used during a subsequent scenario. A legendary weapons officer, marine major, or engineer can "unlock" one round per turn, allowing captured rounds to be used during a scenario.

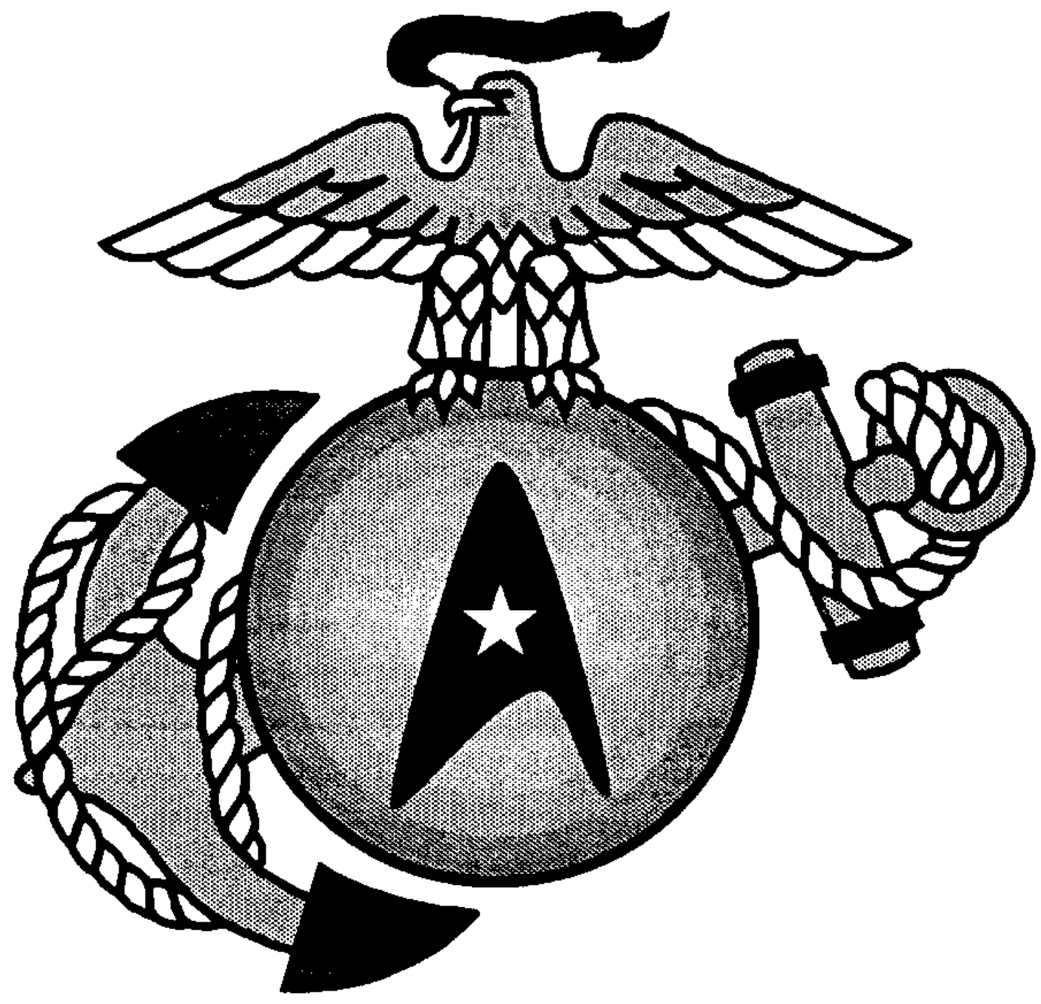
(E20.34) OTHER CARRIAGE: Mines and defense satellites cannot carry transporter artillery rounds. Shuttles can carry them only as cargo.

(E20.35) EXPLOSIVE ORDNANCE: For purposes of transport and storage, transporter artillery rounds are considered "explosive ordnance" (G25.3).

(E20.36) CLUSTER BOMBS: Transporter artillery can be carried and dropped by fighters. Each round of transporter artillery can be loaded into canisters (four deck crew operations per round) which take up two drone spaces (or two pod rails) on the fighter. These are dropped by a fighter which is in the atmosphere over the GCL and are resolved as per (E20.212). (Add one to that die roll for a Green pilot and subtract one for an Ace.) Fighters may be loaded with cluster bombs at the start of any scenario, but each cluster bomb counts as one round of transporter artillery ammunition for the limits in (E20.31) and (E20.32).

(E20.37) GROUND ATTACK DRONE: This drone warhead module, a conventional cluster bomb, takes one payload space. It has no effect in space combat, but when fired into the GCL is treated as one pallet of transporter artillery (E20.0). This drone is considered restricted availability.—*The ground attack drone is based on a proposal by John Berg*

The concept of transporter artillery was invented by Steven P Petrick during preliminary discussions of Module M. The above rule was written by Mr Petrick. The ground attack drone was proposed by John Berg. Spence Cocherl resolved a statistical problem that made the cluster bombs workable.



END (E0.0) FOR MODULE M

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(R0.0) COMMANDO SHIPS

The ship description section of this rulebook is not arranged as it has been in other products, where each race was on a separate sheet. There are relatively few ships per race in Module M, and spreading them out would have added almost 30 pages (and several dollars) to the product for no real purpose. Many of the ship descriptions here have already appeared in other products. The others will be repeated in Module R6, where the pages will be laid out in the usual manner. We appreciate your understanding of the arrangement, which is ultimately in your own best interest.

(R1.0) GENERAL UNITS

(R1.18) SMALL TROOP TRANSPORT (F–TS): This is a variant of the small freighter designed to carry 300 Marines.

Maneuver: Troop transports can accelerate by five movement points per turn and can disengage by acceleration.

Data: 60 BPs, 2 Cmdo, 6 HWS; 4 GCV; 2 GAS; 2 HTS.

SSD and counters are in Module M.

(R1.19) LARGE TROOP TRANSPORT (F–TL): This is a variant of the large freighter designed to carry 600 Marines.

Maneuver: Troop transports can accelerate by five movement points per turn and can disengage by acceleration.

Data: 120 BPs, 4 Cmdo, 12 HWS; 8 GCV; 4 GAS; 4 HTS.

SSD and counters are in Module M.

(R1.41) FREE TROOPER (FTR): This is a variant of the Free Trader. Most of the political entities in Star Fleet Battles employ several of these ships to back up their larger transports and relieve their tugs of the mission of landing troops. The ability of the Free Trooper to self-deploy and land directly on the target site are major pluses, allowing it to quickly offload large units. It still required supporting ships if any significant opposition was expected.

Data: 30 BPs, 2 Cmdo, 4 HWS; 4 GCV; 3 GAS.

SSD and counter are in Module M.

(R1.42) FREE TANKER (FTK): This is a modified version of the Free Trooper designed to land heavy armor directly on a planet.

Data: 10 BPs, no commandoes or HWS, 6 tanks, 6 GCVs. There are two HTS shuttles to land the vehicles in cases where the ship itself does not land or to help move the vehicles around after they are landed. There is space in the cargo bays for more armored vehicles, but these would have to be purchased as part of the overall "forces cost" (not just through Commander's Options).

SSD and counter are in Module M.

SHUTTLECRAFT

(R1.F4) GROUND ASSAULT SHUTTLES (GAS): These shuttles are used in support of ground combat operations. These shuttles are sometimes used on scientific missions to deliver armed teams into areas with very hazardous wildlife. See (G25.131) for information on its cargo capacity. Counters for GAS shuttles are in Module M.

(R1.F4A) GAS shuttles are normally carried only by troop transport ships, such as the Klingon Troop Transport Pod (for their tug) or the Romulan SparrowHawk-G, but any ship assigned to carry out a ground raid might be issued one or more such shuttles. Exception: Gorns have GAS shuttles on standard warships; see (R6.R3).

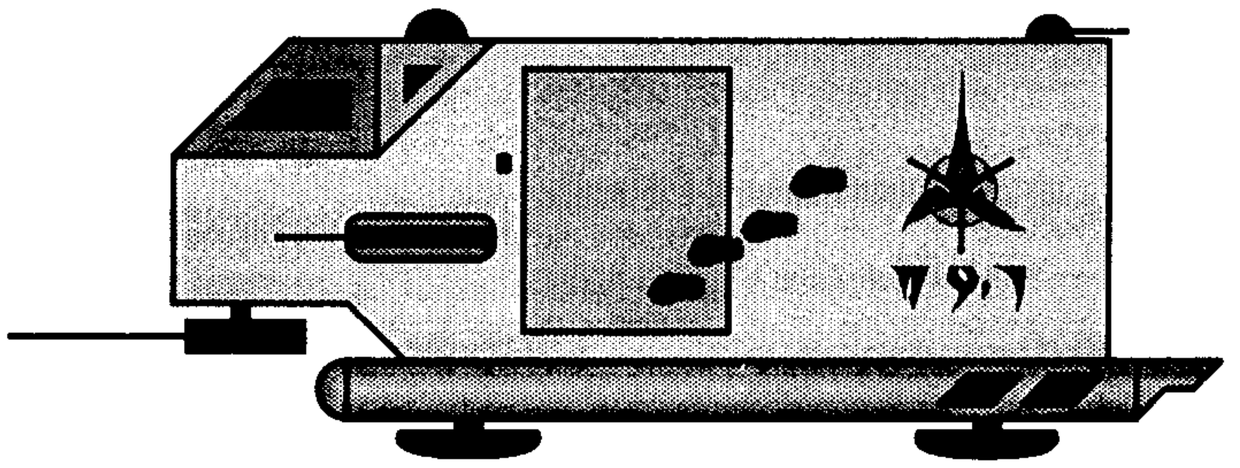
NOTE: If a ship's description specifies GAS shuttles, they are included in the BPV. If not, they can be purchased (S3.2).

(R1.F4B) Each GAS shuttle can carry two boarding parties into a combat situation or four into a non-combat situation.

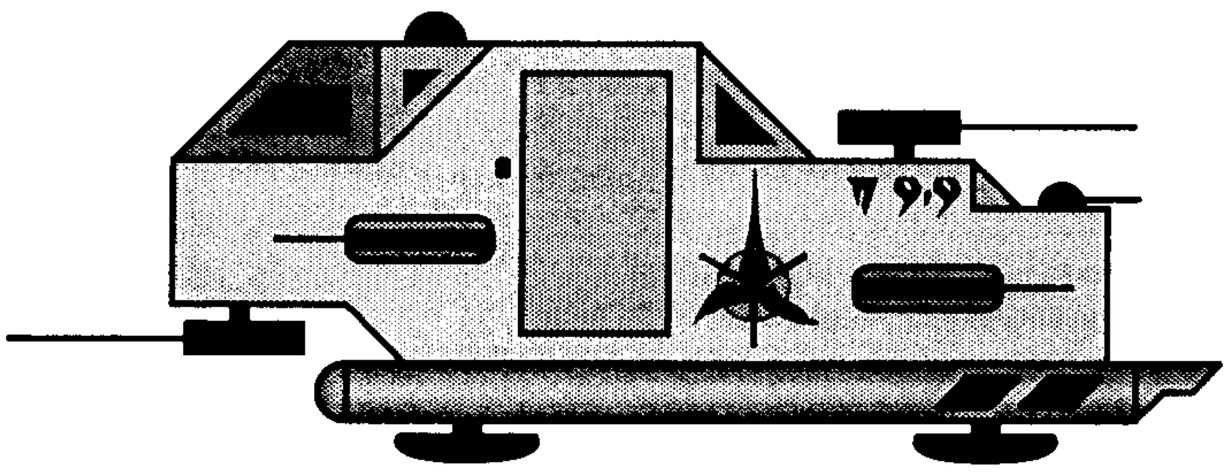
(R1.F4C) Each GAS shuttle has a single phaser-3 (360°) for combat in space. In addition, it has weapons to support ground operations; these cannot be used in space.

(R1.F4D) GAS shuttles cannot be used for SP, minesweeping, or suicide missions. They can be used for WW or scientific missions.

(R1.F4E) Commando ships often had GAS shuttles in their spare shuttle storage (no extra cost). This is up to the owning player at the start of any campaign.

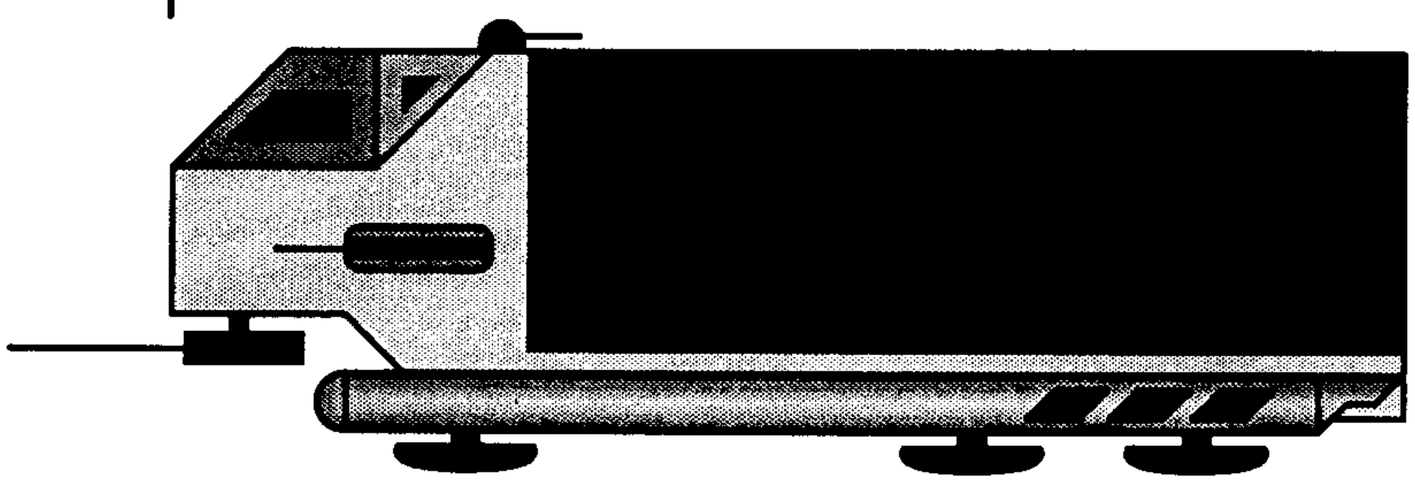


(R1.F10) GROUND BOMBARDMENT SHUTTLE (GBS): This is a variant of the GAS shuttle, sacrificing troop-carrying capability for increased firepower. It functions as (and is treated as) a GAS shuttle except that it cannot carry personnel or cargo and has a higher ground combat rating. Like a GAS, it cannot be used as an SP or SS but could be used as a WW. There are two counters in Module M.



(R1.F11) HEAVY ASSAULT SHUTTLE (HAS): This is the military variant of the HTS, including the weapons and armor of the GAS on the chassis of the cargo shuttle. It has the ground assault firepower of a GAS and the cargo-carrying capacity of an HTS. It is more expensive, but no faster, and has no space combat capability. It is treated as a GAS for purposes of (D15.0) other than those noted here. Like an HTS, it cannot be used as an SP or SS but could be used as a WW. Like an HTS, the large cargo compartment can be "folded" down into the bed to create a "flatbed" area that could carry odd-shaped cargo (such as tanks).

There are two counters in Module M.



(R2.0) FEDERATION COMMANDO SHIPS

(R2.31) COMMANDO CRUISER (CMC): Several old *Texas*-class CLs were modified for use as assault transports for ground troops. While they could make a powered landing (P2.434) on planets (other CLs cannot), they could not take off again without considerable work (i.e., several weeks later, not during the same scenario). See scenario (SH7.0) for an example of a commando operation.

Data: 32 BPs include 2 Commando, 3 HWS; 3 GCV; 3 GAS; 1 HTS.

SSD and counter are in Advanced Missions.

(R2.51) COMMANDO CARRIER (COV): One or two Galactic Survey Cruisers were used as commando ships. This ship cannot land and relies on its transporters and shuttles to put its troops on the surface.

Data: 42 BPs include 2 Commando, 4 HWS; 4 GCV; 4 GAS; 1 HTS.

SSD and counter are in Module M.

(R2.79) NEW COMMANDO TRANSPORT (NCT): With the supply of old Light Cruiser hulls dwindling rapidly as a result of the demands of the General War, the Federation developed this design to replace the Commando Cruiser. While it lacked the Commando Cruiser's ability to land directly on planets and was not as well armed when the Commando Cruiser's refit was considered, it was better shielded, was able to operate with other NCL hulls, and had a larger shuttle bay.

Data: 32 BPs include 2 Commando, 3 HWS; 3 GCV; 4 GAS; 1 HTS.

SSD and counters are in Module M.

(R2.80) COMMANDO FRIGATE (CFF): The Federation produced a commando variant of its FFT transport frigate able to carry an entire Marine battalion. Transporter facilities were increased to allow the GCVs to be landed.

Data: 32 BPs include 2 Commando, 3 HWS; 3 GCV; 2 GAS, 1 HTS.

SSD and counters are in Module M.

(R2.81) COMMANDO WAR DESTROYER (CDW): The Commando Frigate was a pre-General War design and, in the heat of the General War, was found increasingly less capable of operating where interception was possible. Unfortunately, there were many more missions than there were Commando ships to perform them, resulting in some serious losses. When the War Destroyer hull became available, the Fleet Marine office campaigned, successfully, for some of the hulls to be diverted to this design. Larger, better shielded, and faster that the CFF, the CDW would soldier on well into the next century as the soulmate of the larger NCT.

Data: 28 BPs include 2 Commando, 2 HWS; 3 GCV; 2 GAS; 1 HTS.

SSD and counter are in Module M.

STAR FLEET MARINES BATTALION ORGANIZATION

3 Companies, each:
- 3 Platoons (3 Squads each)
- 1 Heavy Weapons Squad

1 Commando Platoon (2 Squads)
1 HQ element (non-combat crew unit)

Federation Marine battalions are temporary groupings of separate Marine companies. They could include two to five companies, although three is the official organization.

(R3.0) KLINGON COMMANDO SHIPS

(R3.48) D6G COMMANDO CRUISER: Designed as a heavy assault transport to deliver troops to planetary combat, this is one of the most effective commando ships in the galaxy. However, because heavy cruiser hulls were hard to spare, very few of these were built.

Data: 44 BPs include 2 Commando, 4 HWS; 4 GCV; 4 GAS; 1 HTS (in BPV).

Refits: Never received K-refit or Y175 refit.

UIM: Not available.

SSD and counter are in Module M.

(R3.53) D5G COMMANDO CRUISER: Designed for use in ground assaults, it became the workhorse of the Klingon Marines in the General War. Good shielding and the traditional copious supply of transporters made it a dangerous ship for fast raids.

The D5G had the tug capabilities of the D5H. It can carry one pod; this increases movement cost to one. The LR and RR arcs of the wing phasers are blocked by a pod.

Data: 34 BPs include 2 Commando, 3 HWS; 2 GCV; 2 GAS, 1 HTS.

Limited aegis controls the phaser–3s.

Refits: Never received K-refit or Y175 refit.

UIM: Not available.

SSD and counters are in Module M.

(R3.90) F5G COMMANDO FRIGATE: Designed for use in ground raids, particularly inside the Empire where its weak shields (before the refit) were not a problem. The small hull provided for reduced capabilities, but the F5G was still adequate to many tasks and freed larger commando ships for more important missions. During the pre-war years, F5Gs conducted the bulk of commando operations (not counting those conducted by standard warships). The shuttle bay was expanded to accommodate an HTS.

Data: 26 BPs include 2 Commando, 2 HWS; 1 GCV; 2 GAS, 1 HTS.

Refits: Received B-refit (shields only). Never received K or Y175 refit.

UIM: Not available.

SSD and counters are in Module M.

(R3.91) E4G COMMANDO ESCORT: Designed to perform pre-War missions which did not require the diversion of a D6G, the E4G would soldier on for years after its basic hull design was regarded as obsolescent. The last examples of this design were all in mothballs or in the ISF when the General War began. Mostly they reinforced or relieved garrisons behind the battle lines, but some were pressed into service on the front lines, where they did not belong.

Data: 26 BPs include 2 Commando, 2 HWS; 1 GCV; 2 GAS, 1 HTS.

Refits: Received modified B-refit (shields only). Never received Y175 refit.

UIM: Not available.

SSD and counter are in Module M.

KLINGON MARINE BATTALION ORGANIZATION

1 HQ Element, 1 Squad
3 Companies, each:
- HQ (1 Squad)
- 3 Platoons (each 3 Squads)

1 Special Company including:
- 1 Independent Platoon, 3 Squads
- 1 Commando Platoon, 2 Commando Squads
- 1 Weapons Battery, 4 Heavy Weapons Squads

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(R4.0) ROMULAN COMMANDO SHIPS

(R4.20) SPARROWHAWK-G COMMANDO CRUISER (SPG): Carrying the 240 fighting men of an imperial marine battalion, the SpH-G was to prove itself capable, again and again, of fighting its way to its destination.

Data: 48 BPs include 2 Commando, 4 HWS; 3 GCV; 4 GAS; 1 HTS.

SSD and counter are in Module M.

(R4.27) SKYHAWK-G COMMANDO DESTROYER (SKG): Intended for raids rather than deliberate ground assaults, the SKG was often included in fleets when the mission was to capture enemy ships.

Data: 24 BPs include 2 Commando, 2 HWS; 1 GCV; 2 GAS, 1 HTS.

SSD and counters are in Module M.

(R4.54) COMMANDO EAGLE (CE): This is a standard Freight Eagle with extra boarding parties and some of the cargo bays rigged for troop quarters. Its ability to land on planets was a considerable advantage.

Data: 24 BPs include 2 Commando, 2 HWS; 2 GCV; 2 GAS.

The cargo pallet (R4.30A) operates the same as the one on the Freight Eagle (R4.30).

The BPV includes one NSM (M2.72).

SSD and counters are in Module M.

(R4.57) KRG COMMANDO CRUISER: The Romulans converted one (or perhaps two) KR ships to this commando design based on the Klingon D6G. The B-refit was added during conversion and hence was standard.

Data: 48 BPs include 2 Commando, 4 HWS; 4 GCV; 4 GAS; 1 HTS.

SSD and counter are in Module M.

(R4.85) COMMANDO HAWK (COH): The consort of the Commando Eagle, the Commando Hawk lacked the Commando Eagle's ability to carry a pallet. However, the ship served well during the early stages of the General War, particularly with its ability to land directly on its targets to rapidly offload its troops and equipment.

Data: 24 BPs include 2 Commando, 2 HWS; 2 GCV; 2 GAS

The BPV includes one NSM (M2.72).

SSD and counter are in Module M.

(R4.86) SEAHAWK-G COMMANDO FRIGATE (SEG): The Seahawk-G suffered from all the problems of its consorts. It simply entered the General War too late to make a really significant contribution. Still, the few ships of this class that were built found a variety of resupply and relief roles that they could fulfill, even though they almost never appeared in the forward combat areas.

Data: 25 BPs include 2 Commando, 2 HWS; 1 GCV; 2 GAS, 1 HTS.

SSD and counter are in Module M.

ROMULAN COHORT (BATTALION) ORGANIZATION
1 HQ Section, 2 Squads
2 Centuries, each:
5 Platoons (of 4 BP each)
2 Weapons Batteries (2 Heavy Weapons Squads each)
1 Commando Platoon (2 Commando Squads)

(R5.0) KZINTI COMMANDO SHIPS

(R5.54) GROUND ASSAULT CRUISER (MCG): Intended to support planetary assaults with landing forces. The CMG does not have double seeking weapon control, almost unique among CM variants. Due to the limited space for drone racks and the need for ground bombardment drones, this ship used type–G drone racks, rare for a non-escort Kzinti warship.

Data: 32 BPs include 2 Commando, 3 HWS; 3 GCV; 2 GAS; 1 HTS.

Design by Stephen V Cole and David Zimdars.

SSD and counters are in Module M.

(R5.63) LIGHT COMMANDO CRUISER (CLG): The original Kzinti commando ship. Several of these served in the Kzinti fleet until well into the General War. Some were later withdrawn and converted to the CVE design. The ships suffered from the Kzinti preoccupation with themselves (i.e., civil wars) and were inadequately armed, virtually requiring an escorting unit. The class was supplanted by the MCG.

Seeking weapon control is equal to one-half of the sensor rating (due to the lack of drone racks).

Data: 30 BPs include 2 Commando, 3 HWS; 3 GCV; 2 GAS; 1 HTS (in BPV).

SSD and counter are in Module M.

(R5.64) COMMANDO FRIGATE (FFG): The Commando Frigate was the consort of the Kzinti Commando Light Cruiser. The design, like that of the Commando Light Cruiser, continued in service well into the General War. The ship suffered from many of the deficiencies of the Commando Light Cruiser, but had the saving grace of being able to outrun most other Kzinti ships. The ships received a modified version of the C-10 refit, strengthening the rear shields. The class was augmented by the DWG, but not totally supplanted until sometime after the General War due to its ease of production and the demand for DW hulls in other roles.

Seeking weapon control is equal to one-half of the sensor rating (due to the lack of drone racks).

Data: 26 BPs include 2 Commando, 2 HWS; 1 GCV; 2 GAS.

SSD and counter are in Module M.

(R5.65) COMMANDO WAR DESTROYER (DWG): The Commando War Destroyer was the consort of the Kzinti Medium Commando Cruiser. The design supplemented, but did not fully replace, the FFG during the General War because of the demand for DW hulls in other roles.

Seeking weapon control is equal to one-half of the sensor rating (due to the lack of drone racks).

Data: 28 BPs include 2 Commando, 3 HWS; 2 GCV; 3 GAS; 1 HTS

SSD and counter are in Module M.

KZINTI BATTALION ORGANIZATION
1 HQ Element (1 Squad)
3 Companies, each:
HQ Element (1 Squad)
2 Platoons (5 Squads each)
1 Commando Platoon, 2 Commando Squads
1 Weapons Battery, 4 Heavy Weapons Squads

(R6.0) GORN COMMANDO SHIPS

(R6.29) COMMANDO TRANSPORT (COM): Three CLs were converted in Y125 to serve as commando transports. These were used to carry Gorn Marines on raids against Romulan outposts and colonies and the occasional pirate base. The ship carries a battalion of 32 boarding parties. The presence of GAS shuttles on many other ships in the Gorn fleet often allowed the entire battalion to land in a single wave.

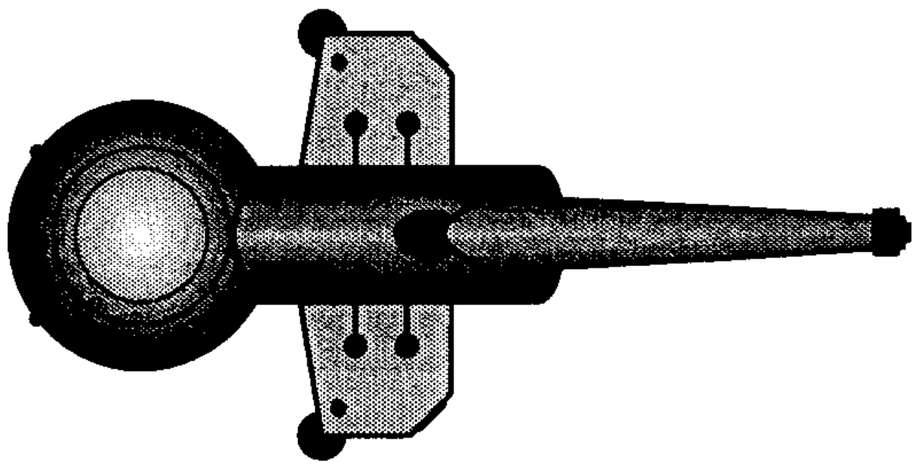
Data: 32 BPs include 2 Commando, 3 HWS; 3 GCV; 3 GAS; 1 HTS.

Federation reporting name: *Megalosaurus–G*.
Balcony positions: 2 left + 2 right.
Two shuttle bays; transfers by (J1.59) allowed.
SSD and counter are in Module M.

(R6.44) HEAVY COMMANDO DESTROYER (HCD): Intended to support planetary assaults with landing forces. Note that the Marine battalion and shuttle complement for this ship are identical to that for the COM, allowing for standardized doctrine.

Data: 32 BPs include 2 Commando, 3 HWS; 3 GCV; 3 GAS; 1 HTS.

Federation reporting name: *Stegosaurus–G.*
Balcony positions: 2 left + 2 right.
Two shuttle bays; transfers by (J1.59) allowed.
SSD and counters are in Module M.



(R6.53) DESTROYER COMMANDO TRANSPORT (DDG): Designed as a consort for the Commando Transport, the DDG retained its plasma-G torpedo, enabling it to operate as a standard DD in a squadron. It did not prove possible to equip it with the wing plasma-Fs, and it continued into the General War with only a minor refit. The landing battalion was slightly smaller, and somewhat less well equipped, due to the smaller size of the ship, but still formidable.

Data: 30 BPs include 2 Commando, 3 HWS; 1 GCV; 4 GAS.

Federation reporting name: *Carnosaurus–G.*
Balcony positions: 2 left + 2 right.
Two shuttle bays; transfers by (J1.59) allowed.
SSD and counter are in Module M.

(R6.54) COMMANDO BATTLE DESTROYER (BDG): Essentially a DDG upgraded to the BDD design, the BDG carried a full battalion of troops with somewhat improved support. Like the original DDG, the BDG was not able to incorporate the wing plasma-Fs, but it did retain the plasma-G. It was not a fully capable BDD, but still formidable for a Commando ship.

Data: 32 BPs include 2 Commando, 3 HWS; 3 GCV; 4 GAS

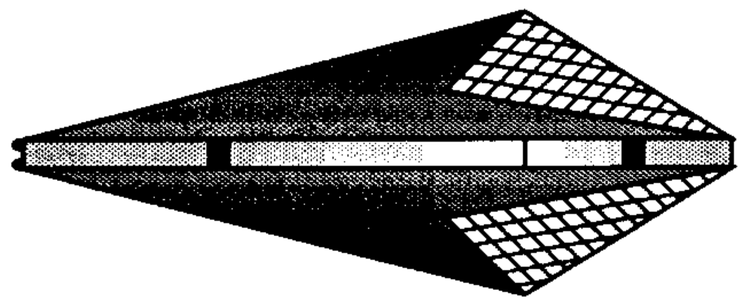
Federation reporting name: *Ceratosaurus–G.*
Balcony positions: 2 left + 2 right.
Two shuttle bays; transfers by (J1.59) allowed.
SSD and counter are in Module M.

(R7.0) THOLIAN COMMANDO SHIPS

(R7.26) COMMANDO PATROL CORVETTE (CMC): This ship was designed for small raids and used the ubiquitous patrol corvette hull.

Data: 24 BPs include 2 Commando, 2 HWS; 1 GCV; 2 GAS, 1 HTS.

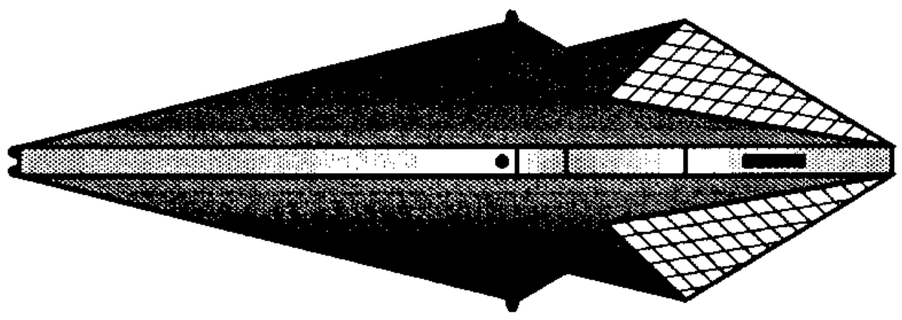
This ship can use the gravity landing system (P2.432).
This ship is nimble (C11.0).
Suggested by Demetrios Papadopoulos.
SSD and counter are in Module M.



(R7.27) COMMANDO TRANSPORT (CT): This is an LTT carrying a troop transport pack. Because of the specialized mission, the two ships of this type were semi-permanent configurations. See (R7.25C) for information regarding HTS and GCV carriage. The ship can buy extra armored vehicles as Commander's Options or as part of a force pool and carry them in its copious cargo hold.

Data: 48 BPs include 4 Commando, 4 HWS; 2 GCV, 2 GAS, 1 HTS.

Designed by Stacy Bartley.
SSD and counter are in Module M.



THOLIAN BATTALION ORGANIZATION
HQ Element (2 Squads)
2-4 Companies, each:
HQ Element (1 Squad)
2 Platoons (4 Squads each)
1 Heavy Weapons Squad
Commando Platoon (2 Commando Squads)

GORN BATTALION ORGANIZATION
Senior HQ Element (1 Squad)
2 Junior HQ Elements (1 Squad each)
6 Ground Assault Platoons (4 Squads each)
1 Scout Platoon (2 Commando Squads)
1 Weapons Platoon (3 Heavy Weapon Squads)
The Gorns reorganize their battalions continually in combat, giving each of the three headquarters from 1-3 of the platoons for the next mission.

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(R8.0) ORION COMMANDO SHIPS

(R8.8) VIKING COMMANDO SHIP (VIK): This ship is a variant of the Slaver. It is used for raids on isolated outposts or other places where making off with the loot required actually picking it up. In rare cases, this was used by the Orions to land armored vehicles (not included in its BPV), but Orion operations where they remained on the ground long enough to need armor support were extremely rare.

Data: 24 BPs include 2 HWS, 2 Commando; 4 GCVs; 4 GAS.

Federation codename: *Viking.*

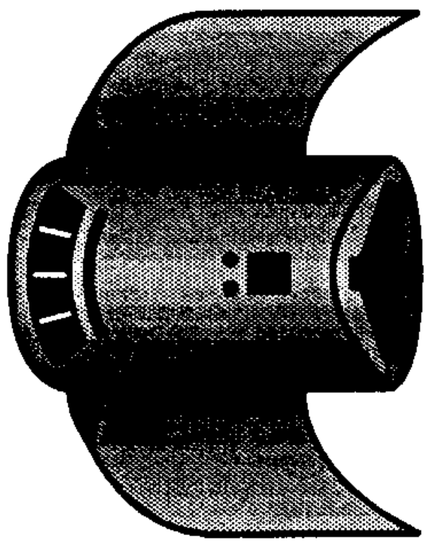
Cost of OAKDISC: 5.

Cargo : 25 spaces (G25.12).

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

This ship is nimble (C11.0).

SSD and counters are in Module M.



(R8.30) BATTLE COMMANDO RAIDER (BRC): The Orion Battle Commando Raider was intended primarily to serve in mercenary units, resulting in a very low production rate. Most Cartels never operated more than two, and many only one. During quiet periods (i.e., when the ship was not rented out), these ships would sometimes be used as the centerpiece of a significant raid. It is believed this was to encourage their being rented to prevent further such raids.

Data: 36 BPs include 2 Commando, 3 HWS; 3 GCV; 4 GAS; 1 HTS.

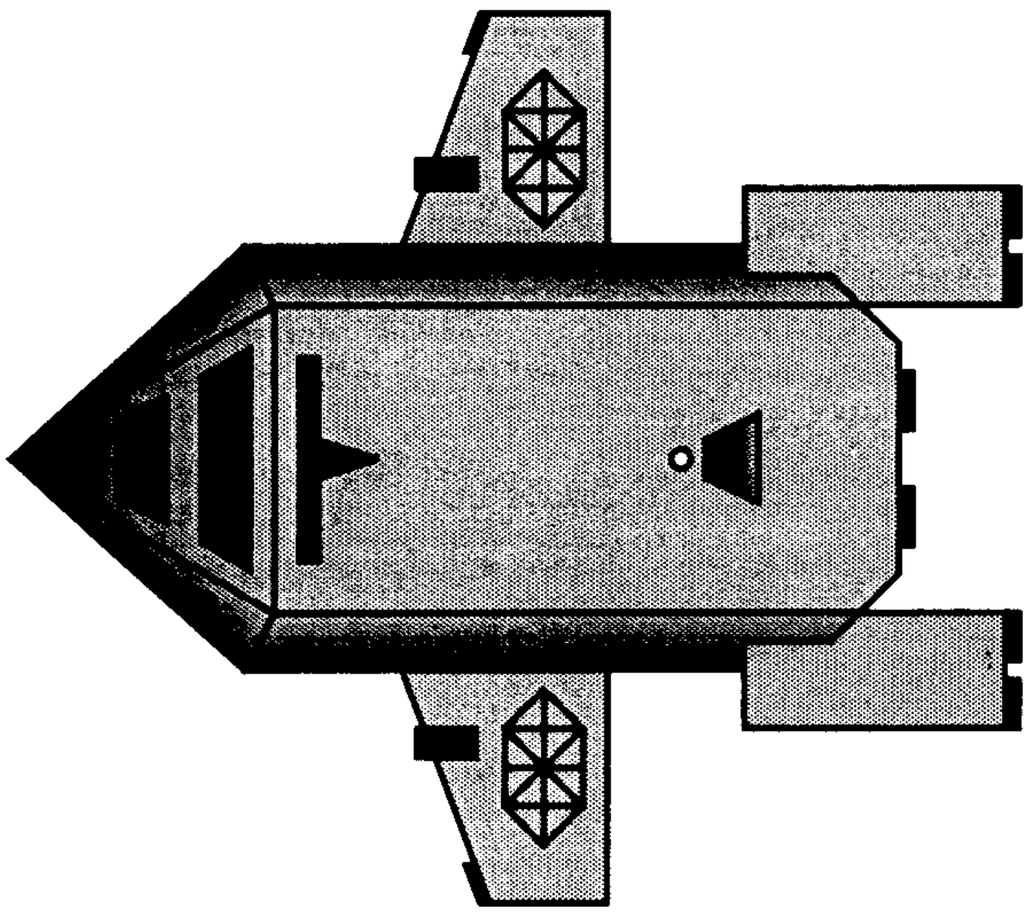
Federation codename: *Wrecker.*

Cost of OAKDISC: Not allowed.

Cargo boxes: 50 spaces.

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

SSD and counters are in Module M.



ORION "HORDE" ORGANIZATION
- Command Element (2 Squads)
- 2 Companies, each:
  - Command Element (1 Squad)
  - 2 Platoons (4 Squads each)
  - Commando Squad
  - Heavy Weapons Squad

The Orion organization usually breaks down into ad hoc platoons of five squads each which operate independently.

(R9.0) HYDRAN COMMANDO SHIPS

(R9.31B) OUTRIDER COMMANDO SHIP (SRG): In wartime, some SRs operated (at least part of the time) as Commando ships. Because of the risk and economic cost, this was done only in very special cases.

Data: 34 BPs include 2 Commando, 3 HWS; 3 GCV; 4 GAS; 1 HTS.

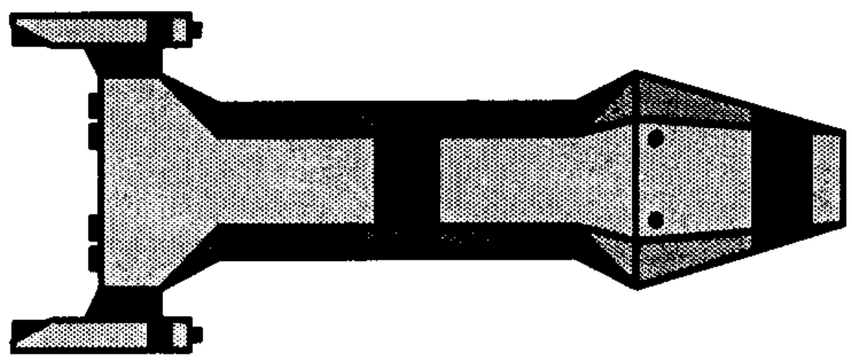
SSD and counter are in Module M.

(R9.53) CATAPHRACT COMMANDO CRUISER (CAT): Intended to support planetary assaults with landing forces. Has shield part of plus refit. Note that launch tubes are present (part of the basic design) but that the GAS and HTS shuttles cannot use them. As with all Hydran Commando ships, the gatling phasers made them very dangerous opponents in space combat.

Data: 34 BPs include 2 Commando, 3 HWS; 3 GCV; 2 GAS; 1 HTS.

Shield refit installed Y175.

SSD and counter are in Module M.



(R9.65) COMMANDO LANCER (LNG): The first Commando ship deployed by the Hydran Kingdom after its restoration, the Commando Lancer served well into the General War. Note that launch tubes are present (part of the basic design) but that the GAS and HTS shuttles cannot use them.

Data: 28 BPs include 2 Commando, 2 HWS; 2 GCV; 2 GAS; 1 HTS.

Shield refit installed Y174.

SSD and counter are in Module M.

(R9.66) COMMANDO HUNTER (HNG): Initially deployed concurrently with the Commando Lancer, Commando Hunters continued in service throughout the General War and beyond. The ships were too small for the mission during the General War, but their ease of production, especially during the dark years of the early General War, kept them in service well past their time.

Data: 26 BPs include 2 Commando, 2 HWS; 1 GCV; 2 GAS.

SSD and counter are in Module M.

HYDRAN BATTALION ORGANIZATION
- 1 Headquarters Squad
- 2 Light Companies
  - 1 Headquarters Squad
  - 3 Platoons (3 Squads each)
- 1 Heavy Company
  - 1 Headquarters Squad
  - Commando Platoon (2 Squads)
  - Heavy Weapons Platoon (3 Squads)
  - Ground Vehicle Dismount Platoon (3 Squads)

(R10.0) ANDROMEDAN COMMANDO SHIPS

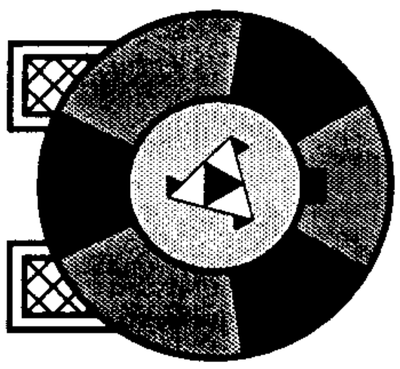
(R10.20) RATTLER (RAT): A variant of the Bull Snake used for raids by ground forces. This was one of the smallest ships equipped with its own displacement device.

Data: 18 BPs include 2 Commando, 2 HWS; 3 GCV.

This ship can land on planets using the powered landing system (P2.434).

Satellite Ship: Small Size (G19.211).

SSD and counter are in Module M.



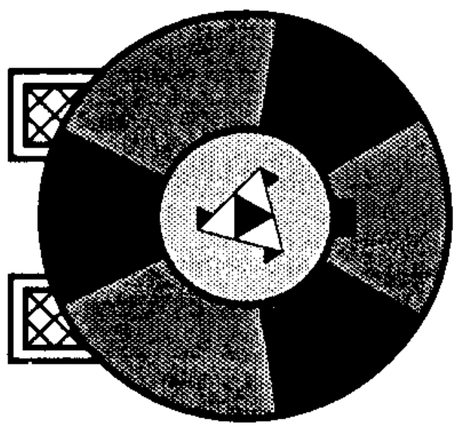
(R10.21) DIAMONDBACK (DIA): A variant of the King Snake used for raids by ground forces. This ship had a displacement device, allowing it to use the Rapid Transport Network independently.

Data: 24 BPs include 2 Commando, 2 HWS; 4 GCV.

This ship can land on planets using the powered landing system (P2.434).

Satellite Ship: Medium Size (G19.211).

SSD and counter are in Module M.



ANDROMEDAN GROUND FORCES ORGANIZATION

The Andromedans use robot boarding parties. The organization of those boarding parties and ground troops cannot be determined from available intelligence data.

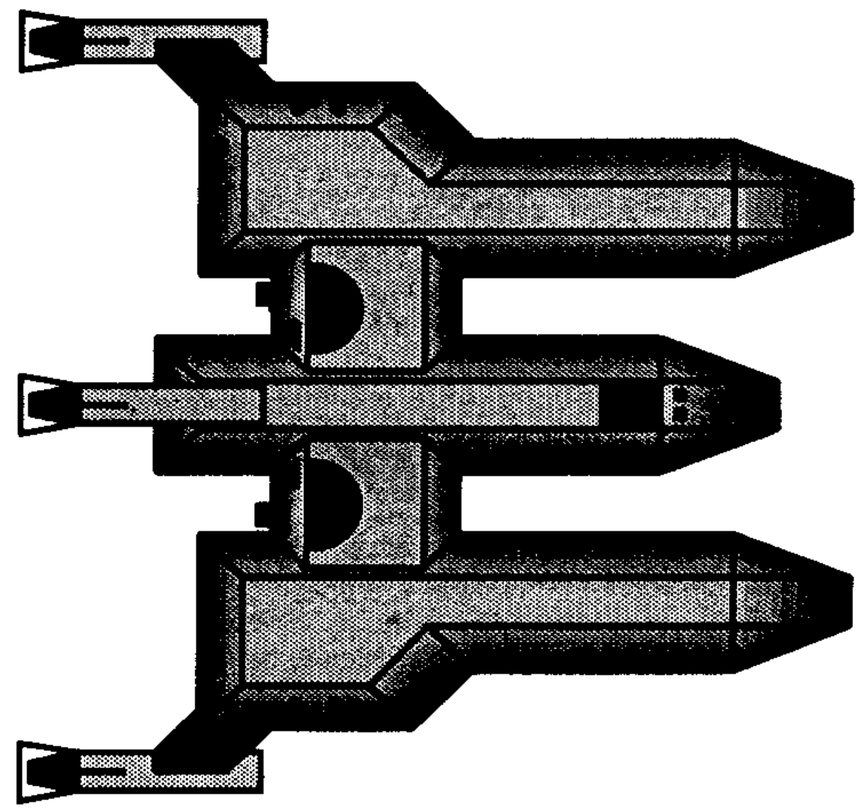
(R11.0) LYRAN COMMANDO SHIPS

(R11.44) COMMANDO WAR CRUISER (CWG): Intended to support planetary assaults with landing forces.

Data: 36 BPs include 2 Commando, 4 HWS; 3 GCV; 3 GAS; 1 HTS.

Refits: Power pack never used. Plus refit standard by Y175. Phaser refit never installed. Mech links very common after Y178; used for Commando PFs. UIM: Not available.

SSD and counters are in Module M.

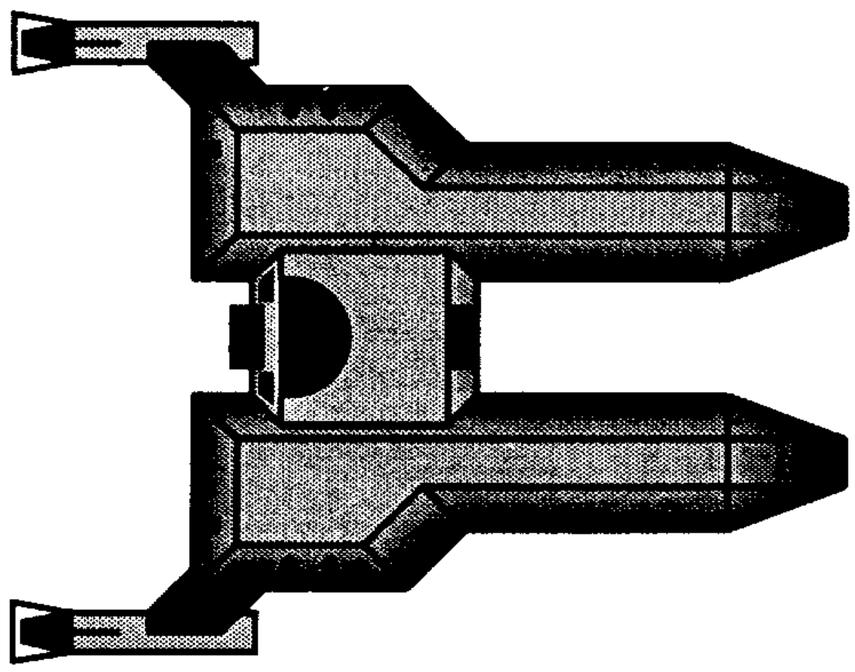


(R11.55) COMMANDO DESTROYER (DDG): The Commando Destroyer served in the Lyran Empire until well into the General War. Most surviving examples were eventually converted into CWGs.

Data: 26 BPs include 2 Commando, 3 HWS; 2 GCV; 2 GAS, 1 HTS.

Refits: Plus refit standard by Y175. Phaser refit never installed. Mech links very common after Y178; used for Commando PFs. UIM: Not available.

SSD and counter are in Module M.



LYRAN GROUND FORCES RAKAZAN (BATTALION)

1 HQ Element, 4 MS
4 Ground Companies, each:
- HQ Element, 1 Squad
- 2 Platoons, each 5 Squads
- 1 Heavy Weapons Squad

2 Assault Platoons, each:
- 4 Marine Squads
- 1 Heavy Weapons Squad

Commando Platoon, 2 CS

The Lyrans also use a formation known as a Tarakaz (half-battalion) which includes two companies and one assault platoon, and sometimes a commando platoon or squad.

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(R12.0) WYN COMMANDO SHIPS

(R12.30) AUXILIARY COMMANDO CRUISER (AxCC): At least two of these were in service at any one time. They were not intended for major offensive operations. They served a variety of roles in the Usurper's navy, mostly training and administrative duties, but sometimes for internal security missions inside the Cluster. Occasionally, one of these ships would be encountered by a deeper than normal penetration into the Cluster. The consequences of such an encounter usually led to the replacement of the AxCC shortly thereafter.

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

Data: 24 BPs include 2 Commando, 2 HWS; 2 GCV.

SSD and counter are in Module M.

(R12.31) BARRACUDA-C COMMANDO FRIGATE (CFF): At least two, and maybe three, of these ships were built or converted from existing FFs. While not as capable as either of the larger designs, it was all the Usurper could really afford. For the most part, however, the Usurper would rely on hired Orion Commando ships.

This ship can control a number of seeking weapons equal to one-half of the sensor rating.

Data: 26 BPs include 2 Commando, 3 HWS; 2 GCV; 2 GAS; 1 HTS.

SSD and counter are in Module M.

(R12.32) MAKO-C COMMANDO DESTROYER (CDD): A never-built design intended as a consort for the CCW. The lack of hulls doomed this design as with the CCW. An analysis of the plans reveals a ship which would have been very capable, as the basic destroyer design benefited from the experiences of the surrounding races.

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

Data: 30 BPs include 2 Commando, 3 HWS; 2 GCV; 4 GAS; 1 HTS.

SSD and counter are in Module M.

(R12.33) ORCA-C COMMANDO CRUISER (CCW): Another never-built design. The Usurper simply did not have enough time to build all of the ship classes that he wanted, and needed, to retake the Hegemony's throne. The design was adequately armed (by comparison to other race's war cruiser commando ships) and quite capable of the commando mission. The planned Marine contingent was very large.

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

Data: 42 BPs include 2 Commando, 4 HWS; 4 GCV; 2 GAS; 1 HTS.

SSD and counter are in Module M.

WYN GROUND FORCES BATTALION ORGANIZATION

Headquarters Element (non-tactical)
2-4 Companies, each:
1 Headquarters Squad
2 Platoons (4 Squads each)
1 Heavy Weapons Squad
Commando Platoon (2 squads)

The WYN organization is based on temporary groups of independent companies due to the small detachments on their small ships. The organization is similar to that of the Kzintis but with smaller platoons.

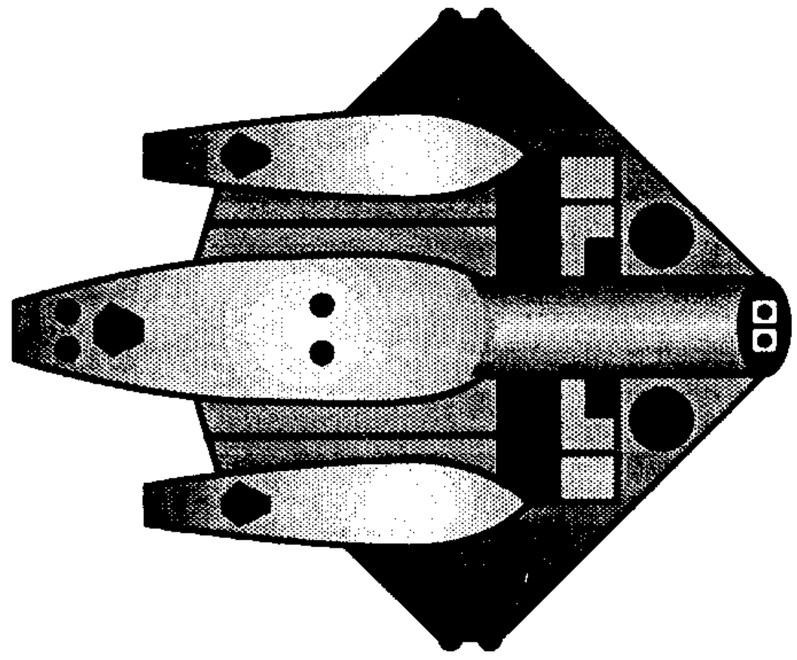
(R13.0) ISC COMMANDO SHIPS

(R13.33) COMMANDO CRUISER (CCL): Intended to support pacification efforts with landing forces when it was necessary to destroy weapons production facilities with surgical strikes that would minimize civilian casualties.

Data: 32 BPs include 2 Commando, 3 HWS; 3 GCV; 4 GAS; 1 HTS.

Balcony positions: 4.

SSD and counter are in Module M.

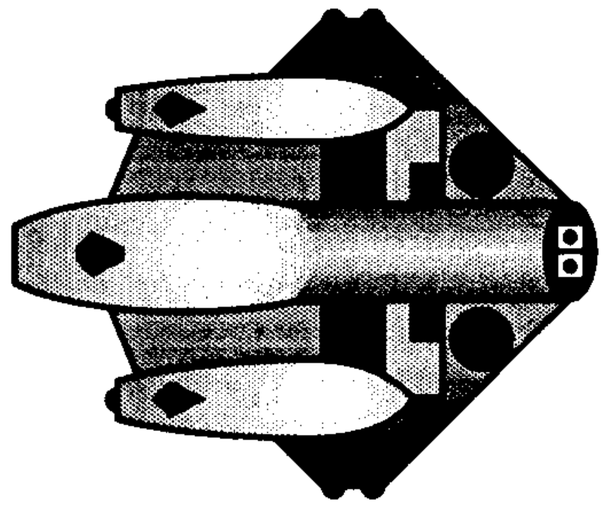


(R13.47) COMMANDO DESTROYER (CDD): Intended to perform the same mission as the CLG, but against less well defended objectives.

Data: 28 BPs include 2 Commando, 3 HWS; 3 GCV; 2 GAS; 1 HTS.

No balcony.

SSD and counter are in Module M.



ISC CONSTABULARY BATTALION ORGANIZATION

Headquarters, 1 non-combat crew unit
3 Constabulary Companies, each:
1 Headquarters Squad
2 Patrol Platoons, 3 Squads each
1 Support Platoon, consisting of:
2 squads + 1 Heavy Weapons Squad

(R14.0) LDR COMMANDO SHIPS

(R14.28) COMMANDO WAR DESTROYER (CDW): A design exercise by the LDR military, the ship was never built. The LDR did not feel a need for an obviously offensive unit, and could not spare a hull for such a ship in any case.

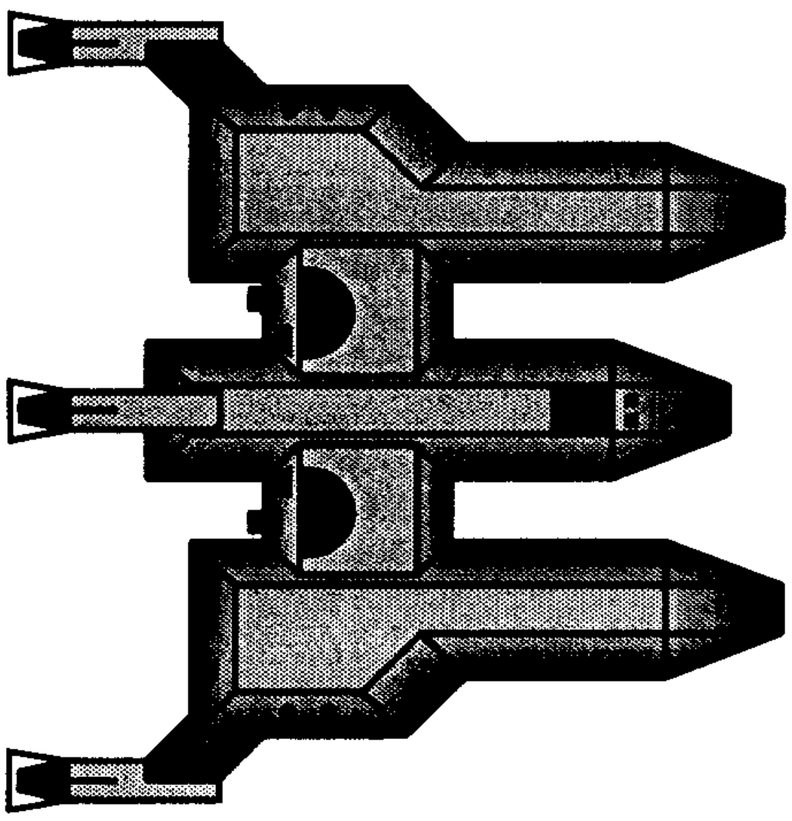
The Lyran Empire reportedly considered the design (without the gatlings) and may have built one or more of them. To experiment with this concept, use the SSD but fire the gatlings as standard phaser-3s and replace the side ph–1s with ph–2s. Such a ship would not have the phaser refit.

Data: 28 BPs include 2 Commando, 3 HWS; 2 GCVs; 2 GAS, 1 HTS.

Refits: Power pack never used. Plus refit standard by Y175. Mech links would have been very common after Y178; used for commando PFs.

UIM: Not available.

SSD and counter are in Module M.



(R14.29) MILITARY POLICE COMMANDO CORVETTE (CMP): It is believed that one of these units may actually have been built, but there is no definitive proof that this is so. The design drew heavily from experience in the construction of the MPV design to provide for a larger contingent of ground support shuttles.

Data: 28 BPs include 2 Commando, 3 HWS; 2 GCV; 2 GAS, 1 HTS.

Refits: Power pack never used. Shield refit standard by Y175. Mech links would have been very common after Y178; used for commando PFs.

UIM: Not available.

SSD and counter are in Module M.

LDR TARAKAZ (HALF-BATTALION) ORGANIZATION
- 1 HQ Element, 1 MS
- 2 Ground Companies
  - HQ Element, 1 squad
  - 2 Platoons, each 5 Squads
  - 1 Heavy Weapons Squad
- 1 Assault Platoon
  - 4 Marine Squads
  - 1 Heavy Weapons Squad
- 1 Commando Platoon
  - 2 Commando Squads

(R15) SELTORIAN COMMANDO SHIPS

(R15.11) COMMANDO DESTROYER (CMD): The Seltorians had been the primary ground troops for the Tholian Will in the original galaxy, and commando ships were part of the original complement of ships carried inside the Hive Ship. The two versions carried identical Marine complements, but the destroyer version had more firepower and protection.

The 30 boarding parties include 2 commando and 3 Heavy Weapon Squads. There are three GCVs. Note that GAS shuttles and HTS occupy most of the shuttle bay. The spare shuttles include one GAS and one Admin.

SSD and counter are in Module C3.

(R15.12) COMMANDO FRIGATE (CMF): The frigate version of the commando ship was generally used to support larger operations, when ground strength was important but there would be other ships around to provide protection.

The 30 boarding parties include 2 Commando and 3 Heavy Weapon Squads. There are three GCVs. Note that GAS shuttles and HTS occupy most of the shuttle bay. The spare shuttles include one GAS and one Admin.

SSD and counter are in Module C3.

SELTORIAN BATTALION ORGANIZATION
- Headquarters
  - 1 Marine Squad, 1 Heavy Weapons Squad
- 2 Companies, each:
  - 2 Platoons (6 Squads each)
  - 1 Heavy Weapons Squad
- Commando Platoon (2 Squads)

(R16.0) JINDARIAN COMMANDO SHIPS

(R16.18) LIGHT COMMANDO CRUISER (CLC): Few Jindarian caravans actually tried to raid defended planets and other installations, but in several cases where this was known to happen, light cruisers modified to carry ground troops were known to have been used.

The 28 boarding parties include 2 Commando and 2 Heavy Weapon Squads. There are 3 ground combat vehicles.

SSD and counters are in Module F1.

(R16.25) COMMANDO DESTROYER (DDC): Designed to raid planets, bases, and occupied asteroids of the local powers, the commando destroyer was more efficient (and could be risked more readily) than an asteroid-hulled ship.

The 50 boarding parties included 2 Commando and 5 Heavy Weapon Squads. There was space for five GCVs.

SSD and counters are in Module F1.

(R16.33) COMMANDO FRIGATE (FFC): Designed for light raids and small evacuations, the commando frigate was cheap enough to risk and could still produce effective results.

The 26 boarding parties included 2 Commando and 2 Heavy Weapon Squads. There were two GCVs.

SSD and counters are in Module F1.

ORGANIZATION: Every Jindarian ship organizes its Marine forces differently, at the whim of the Jindavo.

NOTE: The boarding party diagrams for Jindarian ships in Module F1 (done before the "revolution" in boarding party diagram design) remain correct. The Jindarian ships (particularly the asteroid ships) have their internal volume divided into many small areas with complicated connecting passageways.

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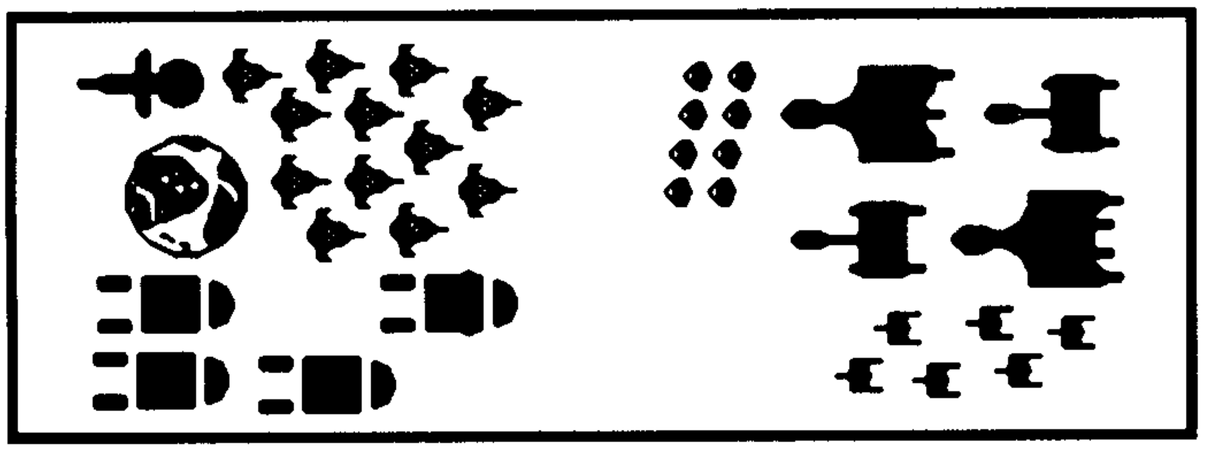
(SH28.0) DESCENT OF THE HAWK



Y184 *by Jeff Smith, Tennessee*

The Romulans, unable to mount a major offensive, conducted a series of raids in Y184-85 designed to disrupt the Gorn's efforts to establish support bases for operations in Romulan territory and prevent them from consolidating their forces for offensive operations. One of the more notable of these was the raid on Gijard III.

(SH28.1) NUMBER OF PLAYERS: 2; the Gorn player and the Romulan player.

(SH28.2) INITIAL SET UP

TERRAIN: Class-M planet (P2.21) in hex 2215. Defense satellites (controlled by the Gorn player) in 2216, 2115, and 2315 in standard orbit. (The Gorn player may select any type of DefSat available to Gorns.)

GORNS: Ground Combat Location on 2215-C [84th Defense Battalion (less detachments): 18 boarding parties, 3 Heavy Weapon Squads, 4 GAS shuttles, 8 Ground Combat Vehicles].

Small Military Garrison on 2215-C. The boarding parties and shuttles have all been deployed to the Ground Combat Location, and only four crew units remain inside.

Large fighter base on 2215-C [12xG-20 (88th Ftr Sqdn)].

Police frigate *Iron Will*, in 2214, heading at Gorn player's option, speed 1, WS-I.

Convoy consisting of three small plasma-armed freighters and a small Q-ship, one ship each in 2315, 2316, 2216, 2116, or 2115 (note that there are five possible locations but only four ships). All in standard orbit, heading at player's option, WS–0, except the Q-ship which is at WS-I.

REINFORCEMENTS: 37th, 39th, and 44th PF flotillas arrive in accordance with (SH28.45) at 3101-4201, speed max, heading at player's option, WS-III.

ROMULANS: ThunderHawk *Thunderbolt* (4xG-FSF, 4xG-III, 6xStarhawk PFs) in 4230.

SparrowHawk-M *Eternal Guardian* in 4028.

SkyHawk-EA *Adamant* in 4030.

SkyHawk-EA *Bastion* in 4228.

All ships' heading is at the Romulan player's option, except that the planet must be in the forward arc of each ship, speed 10, WS-III.

(SH28.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged. In any event, the scenario must be completed before the end of Turn #10 (SH28.5).

(SH28.4) SPECIAL RULES

(SH28.41) MAP: The map is fixed; it does not float. Any unit leaving the map has disengaged and cannot return. The Romulans can only disengage through the 42xx map edge. Gorn units can only disengage from the 01xx map edge. (Note, these disengagement restrictions are the result of the Gijard system being on the flank of a Gorn salient thrust into Romulan space.) Units which disengage in unauthorized areas are considered destroyed.

(SH28.42) SHUTTLES AND PFs: All shuttles and PFs have warp booster packs.

(SH28.421) If using the optional MRS shuttles, the ThunderHawk has one MRS.

(SH28.422) If using EW fighters, one of the G-20s on the Large Ground Fighter base is a G-20E. If not using EW fighters, it is a standard G-20. The ThunderHawks never used EW Fighters.

(SH28.423) The three Gorn PF flotillas are all standard Pterodactyl flotillas, including one leader and one scout in each flotilla.

Three of the Romulan Starhawks have "G" Modules (each "G" Module has 10 Boarding parties of which one is a Heavy Weapons Squad), one has a Leader Module. Any Starhawk Modules can be selected for the remaining two Starhawks, but no additional "G" or "L" Modules are available. [This form an exception to (R4.PF2).]

(SH28.43) COMMANDER'S OPTION ITEMS

(SH28.431) The following ships have the following special equipment in lieu of purchasing Commander's Option Items:

Each PF Leader has one T-bomb.

Each Romulan ship and the Gorn Frigate and Q-ship has its full complement of T-bombs.

Each SkyHawk has two GAS shuttles. The ThunderHawk and the SparrowHawk each have one GAS shuttle. One of the Thunderhawk's other shuttles is either an Admin shuttle or an MRS (SH28.421).

Each Romulan ship has five extra boarding parties for this operation. One of the extra boarding parties on each SkyHawk is a Heavy Weapons Squad, and one of the extra boarding parties on the TH and SPM are commandoes. These comprise the 101st Cohort.

(SH28.432) There are no drone-armed ships in this scenario, but in a variant of this scenario where drone-armed ships are used, all drones are "fast," i.e., speed–32. Each drone-armed ship, in a variant where drones are used, can have 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.

(SH28.433) No ship in this scenario normally carries a Prime Team (G32.0), but such Teams are sometimes assigned to various ships. Players may experiment with Prime Teams, perhaps as a balance factor.

(SH28.44) REFITS: The *Iron Will* has the plus refit. All Gorn PFs have received the shield refit.

The Romulan SparrowHawk-M and both SkyHawk-EAs have the mech-link refit (R1.R1).

(SH28.45) GORN PF ARRIVAL: At the start of each turn, before Energy Allocation, the Gorn player rolls one die for each flotilla and adds each individual flotilla's modifier to the total. If the result is less than or equal to the turn number, that flotilla arrives on that turn. Each flotilla is at a varying distance from the planet, as is represented by the modifiers below. It is possible that all of the flotillas will arrive on the same turn. It is also possible that one flotilla will not arrive until after the scenario is over.

Flotilla	Modifier
37th	+1
39th	+3
44th	+5

(SH28.46) GORN MILITIA: During the Energy Allocation Phase of the turn after the first Romulan ground troops appear on the planet, or the first Romulan PF or shuttle lands on the planet, and each subsequent Energy Allocation Phase, the Gorn player's ground force is joined by five militia squads, plus the result of one die more. He cannot receive the militia from any other source (such as bringing down crew units from the ships or trying to convert them from the fighter base or Small Military Garrison).
(SH28.47) ROMULAN MILITIA: The Romulan player cannot convert any crew to militia unless one of his ships is boarded, and any such militia so converted cannot be sent to the planet except by (D21.0), and then only if no other Romulan ship is available for them to transfer to.

(SH28.5) VICTORY CONDITIONS: To win the scenario, the Romulans must land ground forces on the planet and capture all three control stations. (He will eventually abandon these control stations, but must capture them to complete his mission. While each must be captured, they do not all have to be captured at the same time.) Any other result is a Gorn victory. The Romulans automatically lose the scenario if any of their ships remain on the map at the end of Turn #10, or if more than five undestroyed boarding parties are left behind, or if the ThunderHawk is destroyed. (Romulan ships that are destroyed by enemy fire do not count for this. Romulan ships that self-destruct *do* count as left behind. Any Romulan PF NOT docked to a mech link counts as left behind. Units which sublight disengage count as left behind.)

(SH28.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:
(SH28.61) Replace the Romulan force with a Kzinti MCV (12xTADS fighters), MAC, DWA, and MPFT (with Multi-Role Needles). Replace the armed freighters with drone-armed freighters, the G-20s with Z-Vs, the Gorn FF with an E4B. Allow the Klingons to use any variant of G1, but each flotilla must be a different variant.
(SH28.62) Allow the Romulan player to substitute any similar hulls for those presented so long as the appropriate escort(s) are used for any carriers.
(SH28.63) For a shorter and faster battle, replace the Romulan force with a SparrowHawk-A and a SkyHawk-A, each with two Centurion Ground Assault PFs on mech links. Replace the Gorn fighter base with a small fighter base (only six G-20s and no EW version), and delete the convoy (but not the police ship). Only the 39th Gorn Flotilla is available as reinforcements.
(SH28.64) Assume that the scenario takes place in Y183. Replace the ThunderHawk with a SparrowHawk-E, and replace the StarHawks with Centurions (some will have to be ground assault variants). The Centurions would all have the shield refit.

(SH28.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:
(SH28.71) Change the Gorn Police ship to a BDD or an HDD.
(SH28.72) Replace the Ground Fighter Base and its fighters with a Ground PF Base with six Pterodactyls.
(SH28.73) Add three Ground Based Phaser–4s to the Gorn defenses, one each in 2215-A, 2215-C, and 2215-E.
(SH28.74) Add or delete boarding parties to (from) either side.

(SH28.8) TACTICS

ROMULANS: Eliminate the satellites immediately [see (R1.15E); you must lock-onto them first], and the fighters, police ship, and freighters as soon as possible. You have to get the troops down to the planet quickly, and in enough force to take each objective by specific allocation. The problem is that you cannot keep them down there because of your need to retreat, and you have to balance the need to get more of them down against your ability to get them back on the ships.

The ships, with whatever Starhawks are available, must be ready to deal with the Gorn PFs. By the time they arrive, you must have eliminated the other space forces and sent your troops to the planet, but you need to both protect the ThunderHawk and drive off the arriving Gorn PFs so that you can evacuate your troops.

Save your repairs to fix your mech tractors so that you can dock your PFs. Remember, all of your ships have mech links, so this should not be too much of a problem, provided a PF is not so badly damaged it cannot make it to a ship.

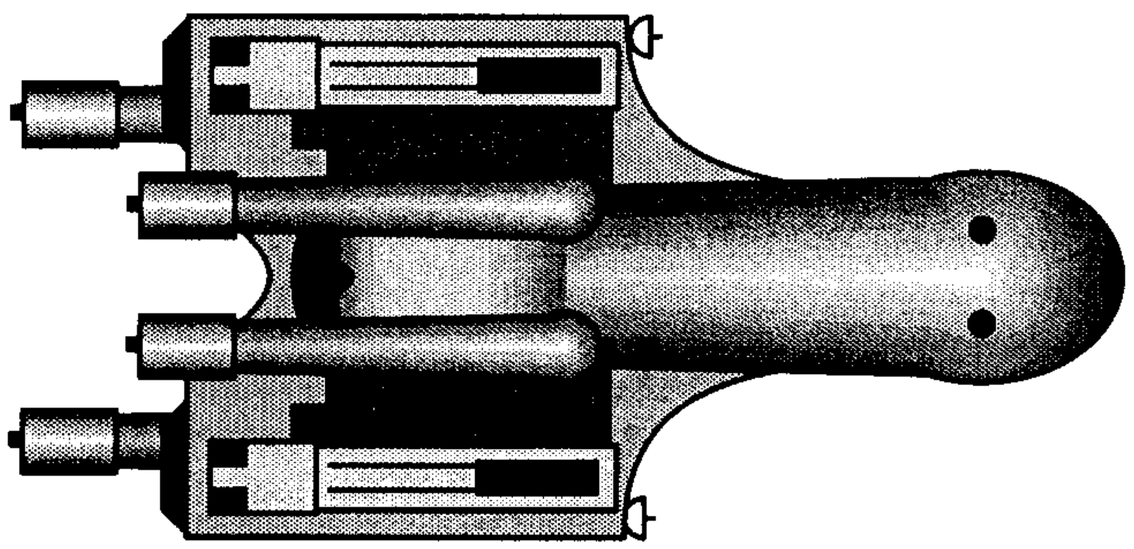
GORNS: Take advantage of any explosion possibilities. Try to cripple one or two PFs before your space units are wiped out.

As a risky alternative, concentrate everything on the ThunderHawk and leave it damaged for the PFs to pick off. In any case, as each Pterodactyl flotilla comes in, you should probably consider sending them straight in to attack the ThunderHawk since successfully destroying it will win the scenario for you.

Remember that crippled Romulan units are more valuable than destroyed Romulan units in this scenario. This is not because you are showing mercy; you are setting them up to be finished by the other reinforcements that arrive after Turn #10.

(SH28.9) PLAYTESTER'S COMMENTS: A test of Romulan planning and execution.

HISTORICAL OUTCOME: The Romulans inflicted considerable damage before withdrawing. Romulan losses were reported by the Gorn Commander at Gijard III as four Starhawks and all but two of the fighters, with major damage done to all of the ships by the heroic defenders. The actual damage is difficult to determine, as a Gorn X-Squadron intercepted the *Thunderbolt* group during its withdrawal (SH159.0) and reported that there were four Starhawks and at least five fighters present in the subsequent engagement. At least two of the fighters might have been the spares carried by the *Thunderbolt*.



THUNDERBOLT

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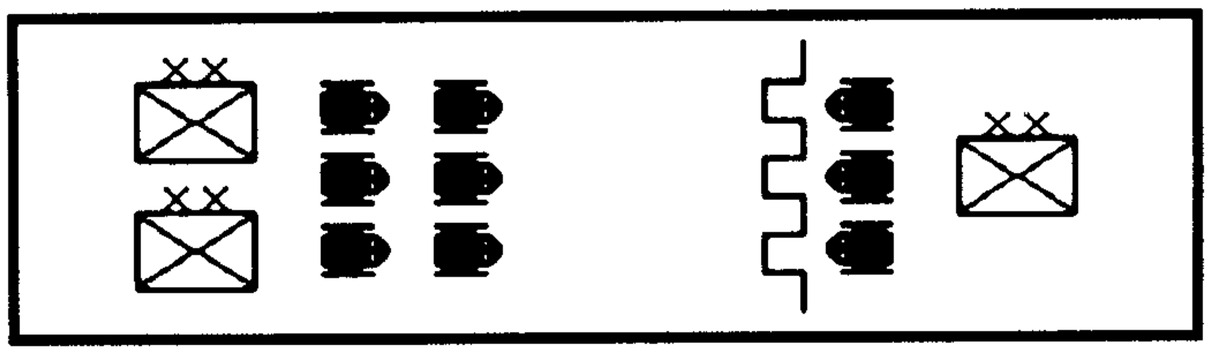
(SH176.0) KOBOL'S ROCK



(Y160) *by Steve Cole, Texas*

The majority of Klingon starship crews are non-Klingon subject races, including Dunkars, Zoolies, Hilidarians, Slirdarians, and Cromargs. The Klingon ground forces, however, are about 50% Slirdarian, 20% Klingon, and 30% a mixture of the other races.

The Slirdarians, humanoid creatures resembling a cross between a bear and a gorilla, are loyal subjects of the Empire but are restricted from positions of high command. One Slirdarian, Razmond Kobol Tsumasoln, achieved the rank of major general when the division he served in was stranded on a desolate planet near the Kzinti border, a planet known only as "the rock". A major when the battle started, he assumed command when the last Klingon officer died of wounds received in combat. That Klingon, Lt. General Kand Gorst, hated Slirdarians in general and Kobol in particular, but knew that the 317th Ground Division would need an undisputed and capable leader if it were to survive. While Kobol was not the senior officer (and there were hundreds of Klingons in the division), he was recognized by almost everyone as the best officer for the job. Kand Gorst promoted the "under-caste barbarian" with his dying words: "Assume rank as Brigadier General and take command of the division. Survive and Succeed." Kobol did survive; his promotion to major general came on the day when the Klingon fleet returned.

NOTE: This special scenario uses ONLY the Ground Combat Module (D15.0). It does not use ships. Players will keep track of the forces at the various locations by paper and pencil.

(SH176.1) NUMBER OF PLAYERS: 2; the Kzinti player and the Klingon player.

(SH176.2) INITIAL SET UP

TERRAIN: The entire map is a class M planet (P2.21) consisting of six Ground Combat Locations (D15.1). Each Ground Combat Location includes three Control Stations.

KLINGON: 317th Ground Division: Each Ground Combat Location begins with 25 Klingon boarding parties, 1 Klingon admin shuttle, and 2 Klingon GAS shuttles. Each Control Station has two Defense Turrets. There are two tanks and four ground combat vehicles at one GCL (Klingon's choice). The Klingon battle fleet, defeated in a major action, has been driven off, leaving the division stranded. [Historically, these are (by hexside): A 21st Regiment, B 22nd Regiment, C 317th Recon Battalion, D 11th Regiment, E 12th Regiment, F Battle Group Kurzan (remnants of the 31st Mechanized Regiment).]

KZINTI: The Kzintis have 200 boarding parties (six provisional battalions formed from various units), 12 administrative shuttles, and 16 GAS shuttles. These must all be transported to the surface using the rules in (SH176.45) below.

(SH176.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, have disengaged, or until the end of Turn #30, at which point the Klingon fleet is assumed to have returned in force and driven off the Kzinti fleet.

(SH176.4) SPECIAL RULES

(SH176.41) MAP: The map consists of six Ground Combat Locations as noted in (SH176.2) above. The Klingon units cannot retreat off the map by any means. Kzinti units may be withdrawn from the map by reversing the procedures in (SH176.45) below.

(SH176.42) SHUTTLES AND PFs: No shuttles have warp booster packs.

(SH176.421) There are no MRS shuttles in this scenario.

(SH176.422) There are no fighters in this scenario.

(SH176.423) There are no PFs in this scenario.

(SH176.43) COMMANDER'S OPTION ITEMS

(SH176.431) There are no Commander's options used in this scenario.

(SH176.432) There are no drones used in this scenario.

(SH176.433) Prime Teams (G32.0) are not available in this scenario. As an alternative, add one (or two) to each side, or use them as a balance factor.

(SH176.44) REFITS: No refits are used in this scenario.

(SH176.45) LANDING KZINTI UNITS: The Kzinti units begin the scenario on "ships" and must move to the planet by the standard rules on shuttles or transporters.

(SH176.451) Shuttles are assumed to come from a ship orbiting directly above the Ground Combat Location where they appear, and must land (or take off to return to the ship) by the procedures outlined in (P2.41). The landing procedure will require that the landing (or taking off) shuttle be placed above the Ground Combat Location. Note that since the shuttles are coming directly from a ship over the landing site just outside the atmosphere, Step #1 of the landing procedure is ignored. In short, a shuttle coming from orbit must spend one turn above the Ground Combat Location it is heading for (or departing from), and cannot participate in combat by any means (including being fired on by the Klingon units) until the subsequent turn, and then only if it actually does join the combat in that Ground Combat Location at that time.

(SH176.452) The Kzinti player has 20 transporters available on Turns #1 through #10, 10 transporters available on Turns #11 through #20, and 5 transporters available on Turns #21 through #25. The Kzintis have no transporter capacity on Turns #26 through #30. Transporters can be used to move troops from the ships to any Ground Combat Location during a given turn, and they may participate in combat on that turn. Transporter capacity can also be used to move Kzinti boarding parties from any Ground Combat Location to any ADJACENT Ground Combat Location on the same turn. Kzinti boarding parties may also be transported up to the "ships" and then beamed back down to ANY Ground Combat Location on a subsequent (not the same) turn.

(SH176.46) SPECIAL STATUS: The Klingons have one Legendary Marine representing Kobol. This Legendary Marine may not be killed unless it is the last Klingon unit left on the "planet".

(SH176.47) LIMITATION ON COMBAT UNITS: No more than 50 offensive potential points can be used by a player at any one Ground Combat Location during any one turn. If more troops than that are present, they cannot be used for offensive potential or casualty resolution and are regarded as being in a remote area.

(SH176.48) SUPPLIES: This scenario actually represents the final Kzinti assault on Kobol's Rock as elements of the Klingon fleet were advancing to its relief. The 317th Division has sustained severe casualties in the preceding actions and

has no remaining capacity to employ transporter artillery. The Kzinti forces represent the remains of several previous assaults, plus troops drawn from various ships. All available transporter artillery has been expended in the previous assaults, and the Kzintis are simply trying to overwhelm the weakened 317th division by weight of numbers.

Alternatively, give the Klingons three Trans-Howitzers and three ammunition vehicles (which they can deploy in any GCL or GCLs) and give the Kzintis 30 rounds of transporter artillery on various "ships".

(SH176.49) SEQUENCE OF PLAY: The Sequence of Play is as follows:

1. Kzintis may load some of their boarding parties into shuttles, then move them to any adjacent Ground Combat Location and unload them. Shuttles may begin to descend from orbit or ascend to orbit to pick up more boarding parties. The Kzintis may then use their transporter capacity to move units.

2. Klingons may load some of their boarding parties into shuttles, then move them to an adjacent Ground Combat Location and unload them.

3. Each side can use one transporter artillery round per GCL, if available.

4. Resolve combat.

(SH176.5) VICTORY CONDITIONS

If the Klingons (Slirdarians) control 0–4 control stations, the Klingon fleet commander evacuates the troops, commenting that you couldn't have expected much else from "the peasants". This is a Kzinti victory.

If the Klingons control 5–10 control stations, the Klingon Fleet commander lands additional troops to "secure the situation" and relieves Kobol of command (reducing him to major with no penalty). This is a draw.

If the Klingons control 11–18 control stations, the Klingon Fleet commander promotes Kobol to major general and asks him what assistance he needs to clean up the remaining Kzintis. This is a Klingon victory.

(SH176.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SH176.61) Allow each player 30 BPV to purchase additional Ground Combat capabilities (Legendary Ground Forces Officers, additional troops, tanks, etc.). Each player must make a written record of his purchases for the other player to review after the battle. Note that this does not increase the Kzinti's transporter capacity, and the Klingon player must deploy all of his extras before the scenario begins. Note that if the Kzinti purchases one or more tanks, he will need to purchase at least one HTS to land them.

(SH176.62) Add one Klingon tank to each Ground Combat Location at start. Provide the Kzinti player with 12 GCVs in his starting force, and allow him to exchange two Admin shuttles for one HTS shuttle up to three times, i.e., a maximum of six Admin shuttles may be exchanged for three HTS shuttles.

(SH176.63) For a smaller and faster battle, do the following: cut the number of boarding parties and shuttles available to both sides in half by eliminating half the Ground Combat Locations. The Kzinti transporter availability is reduced as follows: ten transporters available on Turns #1 through #10, five transporters available on Turns #11 through #20, and five transporters available on Turns #21 through #25, i.e., no change on these five turns. The Kzintis still have no transporter capacity on Turns #26 through #30.

(SH176.64) Allow the Klingons to move up to five boarding parties out of any or all areas and up to ten into any area or areas. This is done secretly, but in writing.

(SH176.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

(SH176.71) Delete some of the Defense Turrets from the Klingon forces.

(SH176.72) Replace some of the GAS shuttles on one side with Admin shuttles, or some of the Admin shuttles with GAS shuttles.

(SH176.73) Delete or add boarding parties to one side.

(SH176.8) TACTICS

BOTH: The key to the scenario is the destruction of the other player's shuttles. Without shuttles (or transporters), the troops cannot move between Ground Combat Location's and that player's ability to influence the situation will be all but nil.

KZINTI: Begin the scenario by landing in one area, expanding to other areas only when you have 50 combat points available. Use specific allocation to destroy shuttles. Try to drive the Klingons into the "hills" (the remote areas), and then hunt them down by search and destroy missions, again concentrating on shuttles.

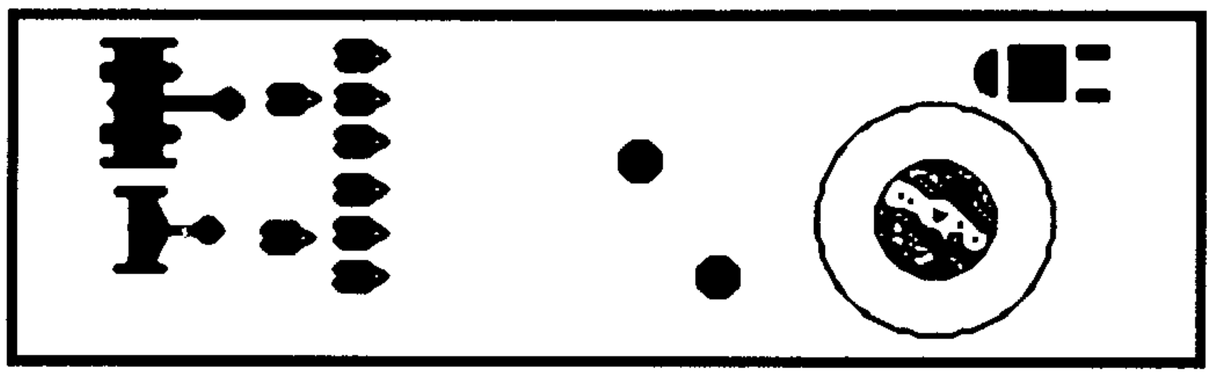
KLINGON: Stand and fight only when you have a superiority or when you have defensive turrets and control stations to soak up casualties. Then run for the hills, keeping your shuttle force intact. Don't be surprised if there are one or two Ground Combat Locations where the Kzintis never attack.

(SH176.9) PLAYTESTERS COMMENTS: An unusual scenario (being without ships), but an amusing introduction to the ground combat system.

(SH176.X) DESIGNER'S NOTES: I wanted a scenario using nothing but ground combat and used it as the opportunity to tell the story of Kobol, the highest-ranking non-Klingon to serve the empire.

HISTORICAL OUTCOME: Kobol held, and his promotion to major general was confirmed by the Klingon High Command. Kobol spent the rest of his career commanding a training school for Klingon Empire troops.

(SH177.0) TANGLING THE WEB



(Y166) *by Raymond Russel, America*

In Y165, the Klingon Galactic Bureau (KGB) learned that the Tholians were working on improving their web. Their experiments had reached an advanced stage, and a small research facility had been established in the Anzec system on the planet Anzec I.

The High Command of the Deep Space Fleet decided to conduct a raid on the facility hoping to learn just what the Tholians were up to. There was a possible bonus, not to be overlooked, that they might learn enough from the facility to finally be able to circumvent the web.

The planning for the raid took more than six months and required reinforcing the Tholian Border Squadron. Various detachments and squadrons struck at unrelated sites all along the border to tie up Tholian reserves and divert their attention

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from the actual objective. Finally, the moment was ripe, and *Strike Group Kothos* moved in for the decisive act of the operation.

The Klingons were unaware of recent Tholian moves to shift forces within their space that resulted from the resolution of a potential conflict with the Federation. Ships that the Klingons did not know were in the area arrived as the operation was reaching the critical moment.

(SH177.1) NUMBER OF PLAYERS: 2; the Tholian player and the Klingon player.

(SH177.2) INITIAL SET UP

TERRAIN: Class M planet (P2.21) in hex 2215 [each hex side is a Ground Combat Location (D15.1)], small moons (P2.23) in 2012 and 2514. Strength 35 globular web (G10.0): 2014–2114–2213–2314–2414–2415–2416–2317–2217–2117–2016–2015.

THOLIAN: Web Tender *Resistance* in 2216, heading E, speed 0 [standard orbit (P8.0)], WS-III.

Small Ground Scientific Outpost, six Ground Military Garrisons. See (SH177.45) and (SH177.46) for rules on the planetary garrison.

DD *Helix* and PC *Barrier* arrive on Turn #2 from direction D; heading A, B, or C; speed max; WS–III.

CA *Antrex* arrives on Turn #6 from direction D; heading A, B, or C; speed max; WS–III.

KLINGON: Tug–A *Commissar Ter Mikon*, with T–3 troop pod [173rd Marine Battalion] and T–5 carrier pod (5x GAS), and F5V *Fire Carrier* (8x Z–1)* enter from the xx01 map edge on Turn #1; heading C, D, or E; speed max; WS–III.

*At the time of this scenario, the Klingons had not begun creating and assigning formal escorts to their carriers.

(SH177.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(SH177.4) SPECIAL RULES

(SH177.41) MAP: The map is fixed; it does not float. Any unit leaving the map has disengaged and cannot return. Klingon units can only disengage off the 01xx map edge. Tholian units can only disengage off the 42xx map edge. Units which disengage in unauthorized areas are considered destroyed.

(SH177.42) SHUTTLES AND PFs: No shuttles or PFs have warp booster packs.

(SH177.421) MRS shuttles may be purchased [up to the limits in (J8.5)] under (SH177.431).

(SH177.422) EW FIGHTERS: EW fighters had not been developed at the time of this action, although carriers sometimes employed MRS shuttles in that role.

(SH177.423) There are no PFs in this scenario.

(SH177.43) COMMANDER'S OPTION ITEMS

(SH177.431) Each ship, except the web tender, 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.

No Commander's Option Items can be purchased by the web tender or any of the Tholian ground bases. No additional boarding parties, Commando squads, or Heavy Weapon squads or GCVs may be purchased by the Tholian ships.

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.

(SH177.432) All drones are "slow," i.e., speed–8. Type-II and type-V drones (speed 12) and "medium," i.e., speed–20 drones (FD10.65) are available for purchase as special drones.

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.

(SH177.433) If players wish to use the optional rules for Prime Teams (G32.0), the Tholian CA would normally carry one such team and it is likely that such a team would have been assigned to the Klingon Tug for this operation.

(SH177.44) REFITS: No refits had been installed on any of the units involved in this battle.

(SH177.45) THE SCIENTIFIC OUTPOST: At the start of the scenario, the Klingon player does not know which hex side of the planet the Small Ground Scientific Outpost is located on.

(SH177.451) The Tholian player must record the Small Ground Scientific Outpost's location on a sheet of paper, and place this paper face down on the table in plain view of the Klingon player. When the Klingon player discovers the location, or when the scenario ends, the Tholian player must reveal this record to the Klingon player.

(SH177.452) There are three ways for the Klingon player to determine which hex side contains the Small Ground Scientific Outpost.

- Use the lab procedure in (G4.1) with 10 points of information about a particular hex side revealing whether or not the Small Ground Scientific Outpost is on a particular hex side.
- Alternatively, if Klingon boarding parties succeed in capturing all control stations (D15.11) in a Ground Combat Location (D15.1), they will be able to determine if the Small Ground Scientific Outpost is in that hex side.
- Finally, if the Small Ground Scientific Outpost activates its fire control, fires its phaser, or launches its shuttle while a Klingon ship/shuttle has line of sight to it, the Klingon will spot its location.

(SH177.453) The Tholian player cannot self-destruct or fire on the Small Ground Scientific Outpost to prevent its capture, nor may he order the crew units to "suicide".

(SH177.454) The Klingon player cannot fire on the Small Ground Scientific Outpost (as this might destroy the items he is here to capture) unless he abandons further attempts to capture those items. In this case, the Klingon ships (other than those captured or destroyed) must all leave the map by the end of the second subsequent turn. For example, if the Klingon fires at the Small Ground Scientific Outpost on Turn #5, he must exit the map with all of his ships by the end of Turn #7. The Tholian player receives a 50-point victory bonus for every turn the Klingon player fails to leave the map after the second subsequent turn after firing at the Small Ground Scientific Outpost.

(SH177.455) There are 10 crew units of scientists and the equivalent of 5 crew units of records and equipment in the Small Ground Scientific Outpost. The Tholian player may not move these by any means, and the Klingon player can only move them by transporter. Each "crew unit" requires the use of one transporter; they cannot be moved by non-combat rates due to the necessity to place them into special environmental tanks to keep them alive and prevent the equipment from being harmed by the Klingon's atmosphere.

(SH177.456) Three of the cargo boxes on the tug have been modified into special holding cells to contain the prisoners, and the prisoners may only be beamed to the tug. [The F5V can use its transporter to beam a "crew unit" directly from the Small Ground Scientific Outpost to

the tug (G8.113).] The Klingon player must number all nine of the cargo boxes on the tug, then record in writing which three are the holding cells. Each holding cell will hold a maximum of five "crew units". Once a captured unit is placed in a cell, it can be moved (by transporter) to another cell. If a holding cell is destroyed, all prisoners held in that cell perish and all equipment is destroyed. If the Klingon beams up more prisoners and equipment than he has remaining cells to hold them, they perish. Repaired cells function as cells, but any prisoners held within destroyed cells cannot be "repaired". The Klingon player must reveal his written records on the status of the cells to the Tholian player at the end of the scenario. The cost to repair a cell is the same as for a normal cargo box, i.e., one repair point.

(SH177.46) GROUND COMBAT: To achieve their ends, the Klingons must capture and hold the Small Ground Scientific Outpost in order to transport up the scientists, their records, and any important experimental devices.

(SH177.461) In order to capture the Small Ground Scientific Outpost the Klingons must first capture all the control stations in the Ground Combat Location. Once they have captured all the control stations, they must achieve a 3-2 combat ratio in offensive potential (D15.14) over the Tholians in that Ground Combat Location. On the turn following the completion of both the above requirements, the Klingons may designate a maximum of two boarding parties to attempt to seize the Small Ground Scientific Outpost by (P2.75) on that turn and, so long as they maintain the above conditions, can try again and again on subsequent turns until they succeed.

(SH177.462) On any turn after a turn in which the Tholians achieve a 3-2 combat ratio in offensive potential and have recaptured all the control stations in the Ground Combat Location, they may attempt to recapture the Small Ground Scientific Outpost by (P2.75).

(SH177.463) Once captured, the Small Ground Scientific Outpost operates under (D7.5). Note that this requires the Klingons to beam down two normal crew units to operate the base, but that these might have been beamed down earlier and "walk in" after the Small Ground Scientific Outpost is secure, or even be militia units that revert to their normal crew duties. These units will be necessary to operate the Small Ground Scientific Outpost's transporter (if desired) and to turn off the Small Ground Scientific Outpost's shields (required). If the Tholians recapture it, it operates normally if there are any crew units left or if they bring in crew units from their military garrisons. The Klingon player will not kill the captive Tholians if he loses the Small Ground Scientific Outpost, because he will believe he can recapture it (and them).

(SH177.464) None of the crew units on the planet or the web tender may be converted to militia. The Tholian warships and Klingon ships may convert crew to militia normally (D15.83).

(SH177.465) The Tholians may not transfer boarding parties or shuttles between Ground Combat Locations by any means until the Klingons land in a Ground Combat Location, and then the Tholians can only transfer boarding parties to Ground Combat Locations in which the Klingons have landed. This reflects that the Tholians did not know the Klingon objective and had to defend against any possibility.

(SH177.47) BOARDING PARTIES: The Tholian Military Garrisons and the Klingon T–3 pod are all assumed to have all boarding parties, including Commando and Heavy Weapons Squads, defined by their "R" rule. There are no GCVs, and no GCVs may be purchased under Commander's Options (SH177.43).

(SH177.48) TRANSPORTER ARTILLERY: Normal allotments of transporter artillery are available to the Klingon Tug and the Tholian Ground Military Garrisons.

(SH177.5) VICTORY CONDITIONS: Use the Modified Victory Conditions (S2.2) with the following additions. Each Tholian scientist crew unit and "crew unit of equipment" captured by the Klingons is worth 10 victory points. These units do not count as captured unless they are in cells on the turn when the tug disengages, and the tug must disengage from the xx01 hex row to successfully return home.

If the Klingon player has destroyed the Small Ground Scientific Outpost in addition to capturing the scientists and their research equipment, he receives a bonus of 50 victory points. The Klingon loses two victory points for every undestroyed Klingon boarding party still on the planet when he disengages, and the Tholian gains five victory points for every scientist or equipment unit that is destroyed or not captured by the Klingons.

(SH177.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SH177.61) Replace the Klingons with a Romulan force consisting of two Commando Eagles and two War Hawks (one with 5x GAS, one with 5x G–I). Each Romulan ship has one special holding cell as in (SH177.456) converted from a hull box.

(SH177.62) Add an F5S to the Klingon force and two Ground Warning Stations to the Tholian initial forces.

(SH177.63) For a smaller and faster scenario, delete the F5V and its fighters from the Klingon initial forces and the CA from the Tholian reinforcements.

(SH177.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

(SH177.71) Change the Tug–A to a Tug–B.

(SH177.72) Replace the DD with a PC+.

(SH177.73) Add two or three ground based phaser–1s to the initial Tholian force. These must be placed to cover all possible firing arcs (e.g., if two were added, and one was placed on hex side A, the other must be placed on hex side D). If three were added, and the first was placed on hex side A, the other two must be placed on hex sides C and E, respectively.

(SH177.8) TACTICS

KLINGONS: You will have to enter the web, but the web tender will be easy to destroy and even easier (and FASTER) to board and capture. Use Labs to find the station. Put the troops on the ground to kick rocks and take files. Be on the road home before the CA arrives.

The F5V draws the mission of delaying the incoming reinforcements with a wall of drones.

THOLIANS: To win, you have to make the Klingons stay around for a while. Move your troops to the battle as soon as you can. Hide the Small Ground Scientific Outpost as long as you can. When your first reinforcements arrive, try to use one to pump up the web.

HISTORICAL OUTCOME: The Klingons inflicted heavy losses on the Tholian forces and succeeded in wrecking the station and initially capturing much of the material there. Unfortunately, they had to abandon the material in the face of the arriving Tholian forces. The mission, ultimately, was a failure.

It remains a mystery to this day why the Tholians would conduct such obviously important research on a planet near the Klingon frontier. The best guess is that they were nearing

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a combat test of the new system, but were not quite ready when the Klingons actually "came calling".

(SH178.0) *KRIPNEY* AT WAR

(Y167) *by Steve Cole & Steve Petrick, Texas*

As tensions built up around the Neutral Zone planet Adanerg, the Klingons decided (early that year) to attempt to seize it with a minimum-force assault. The F5G commando frigate *Senior Sergeant Korl* was sent to eliminate the Federation colony. The Federation, detecting the attack and wanting to respond with a similar force, sent the commando frigate *Kripney*.

(SH178.1) NUMBER OF PLAYERS: 2; the Federation player and the Klingon player.

(SH178.2) INITIAL SET UP

TERRAIN: Class M planet (P2.21) in hex 2215. There is a small Federation Agro Station on the planet, on hex side A.

FEDERATION: CFF in 4210, heading E, speed max, WS–III.

KLINGON: F5G in 1914, heading B, speed 20, WS–III.

(SH178.3) LENGTH OF SCENARIO: The scenario continues until all forces (including ground units) belonging to one side have been destroyed, captured, or have disengaged. If two complete turns (starting at Impulse #1, and after Turn #6) pass without any casualties at the Ground Combat Location, the scenario is over.

(SH178.4) SPECIAL RULES

(SH178.41) MAP: The map is fixed; it does not float. Any unit leaving the map has disengaged and cannot return.

The Federation units can only disengage from the xx01 and 42xx map edges. The Klingon units can only disengage from the xx30 and 01xx map edges. Units which disengage in unauthorized areas are considered destroyed.

(SH178.42) SHUTTLES AND PFs: No shuttles have warp booster packs.

(SH178.421) No ship in this scenario is qualified to carry an MRS shuttle, but in a variant of the scenario where that is possible, they may be purchased [up to the limits in (J8.5)] under (SH178.431).

(SH178.422) There are no fighters in this scenario. In a variant in which fighters are present, use the standard deployment patterns (one EWF for each squadron of eight or more fighters) for EW fighters if desired.

(SH178.423) There are no PFs in this scenario.

(SH178.43) COMMANDER'S OPTION ITEMS

(SH178.431) Each ship (but not the Agro Station) 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.

(SH178.432) All drones are "medium," i.e., speed–20.

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

(SH178.433) No ship in this scenario normally carries a Prime Team (G32.0), but such Teams are sometimes assigned to various ships. Players may experiment with Prime Teams, perhaps as a balance factor.

(SH178.44) REFITS: The Klingon F5G has the B-refit. The Federation CFF has the plus refit.

(SH178.45) PLANET: There is only one Ground Combat Location (D15.1); it is located where the Agro Station is. Any troops landed elsewhere are ignored for all purposes. The Ground Combat Location has three control stations but no defense systems.

(SP178.46) TRANSPORTER ARTILLERY: The Agro Station has no transporter artillery; the F5G and CFF have their normal allotments of transporter artillery.

(SH178.5) VICTORY CONDITIONS: The only basis to determine victory in this scenario is possession of the Ground Combat Location. The player controlling the Ground Combat Location when the scenario ends wins. If both players control one (or two) control stations at the end of the scenario, it is considered a draw.

(SH178.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SH178.61) You can replace the ships with ships from any two opposing races. The Agro Station will be of the same race as the ship replacing the Federation ship.

(SH178.62) Replace one commando ship with a standard frigate of the same hull type. It will have fewer Marines but will have the upper hand in space combat.

(SH178.63) Replace BOTH commando frigates with standard frigates of the same hull types. In this case, the limit on militia units formed (D15.831) is ignored, but ships cannot reduce themselves below a minimum crew. The limit on the rate of formation of militia squads is not changed.

(SH178.64) For a larger battle, add a standard frigate of the same hull type to each side. Alternatively, add a police ship to each side.

(SH178.65) For more Marines, replace the commando frigates with commando war cruisers.

(SH178.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

(SH178.71) Add extra ground troops to the Federation Agro Station, or delete some or all of the boarding parties already there.

(SH178.72) Replace one of the GAS shuttles on one ship with an Admin shuttle.

(SH178.73) Delete or add option points to one ship.

(SH178.74) Add a frigate to one side and a police ship to the other side.

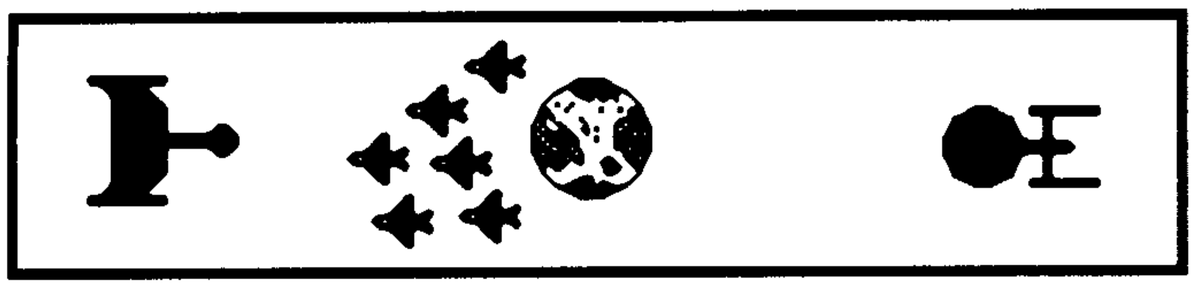
(SH178.8) TACTICS

FEDERATION: Reinforce the garrison. Then use drones to distract Klingon firepower while wrecking the F5G with phaser-1s.

KLINGON: Land as many troops as possible, and try to keep the Federation away from the planet so that he cannot reinforce it. Use transporter artillery if you have the chance.

HISTORICAL OUTCOME: After a sharp skirmish, the Klingons were forced to concede control of Adanerg to the Federation, at least for the time being.

(SH179.0) MARCHING THROUGH SHERMAN'S PLANET



(Y169) *by Ardak Kumerian, Klinshai*

After the incident on Rita's Planet in Y164, the Organians negotiated several treaties and protocols regarding operations in the Neutral Zone. One of these protocols allowed local defense forces for protection from "pirates and renegades", but these were specifically prohibited from being a part of the command structure of the nation involved.

The Federation colonists on Sherman's Planet formed a "battalion" of ground troops and purchased (at remarkably low prices) a half-squadron of "obsolete" fighters from the Federation.

When the Klingons went to war with the Kzintis in Y168, the local militia commanders on Sherman's Planet announced (apparently without consulting the Federation itself) that their militia forces were now part of the Federation National Guard. (The units were in fact always part of the National Guard, but the open secret had not previously been acknowledged.)

Kumerian's cruiser *Destruction* was assigned the mission to destroy the battalion. Other ships were used in a series of deception operations to draw off nearby Federation ships. The *Destruction* then roared into the Neutral Zone with its fire control in passive mode, reaching the planet with a full load of assault troops ready to destroy the "illegal" Federation battalion.

Kumerian led the ground assault himself.

(SH179.1) NUMBER OF PLAYERS: 2; the Klingon player and the Federation player.

(SH179.2) INITIAL SET UP
TERRAIN: Class M planet (P2.21) in hex 2215.
FEDERATION: Small fighter ground base on hex side A of the planet with six F–4 fighters. At the one Ground Combat Location (on 2215A) are 30 "militia squads". Two fighters are at WS–III, two are at WS–I, and two are at WS–0.
Reinforcement: CA+ *Hornet* enters anywhere on the 42xx hex column as per (SH179.46), speed max, WS–III.
KLINGON: D6B *Destruction* enters on Impulse #1 (Turn #1) in hex 0130, heading B, speed max, WS–III. Fire control has been on passive mode on previous turns.

(SH179.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(SH179.4) SPECIAL RULES
(SH179.41) MAP: The map is fixed; it does not float. Any unit leaving the map has disengaged and cannot return. The Klingon units can only disengage from the 01xx hex column. The Federation units can only disengage from 42xx hex column. Units which disengage in unauthorized directions or areas are considered in violation of the Organian Treaty and, while not destroyed, will be counted as such for victory.
(SH179.42) SHUTTLES AND PFs: No shuttles or PFs have warp booster packs.
(SH179.421) No ship in this scenario carried an MRS shuttle in the historical battle, but in a variant of the scenario where that is possible, they may be purchased [up to the limits in (J8.5)] under (SH179.431).
(SH179.422) There are no EW fighters in this scenario.
(SH179.423) There are no PFs in this scenario.
(SH179.43) COMMANDER'S OPTION ITEMS
(SH179.431) 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.
(SH179.432) All drones are "medium," i.e., speed–20.

Each drone-armed ship can purchase special drones up to the historical racial percentages as part of the Commander's Option Items. Note that (S3.2) allows drone ships extra points for this purpose.
(SH179.433) If players wish to use the optional rules for Prime Teams (G32.0), the *Destruction* and the *Hornet* each normally carry one such team.
(SH179.44) REFITS: The CA has the plus refit; the D6 has the B-refit but has not received the UIM.
(SH179.45) *DESTRUCTION* had, historically, used its option points to purchase ten additional Marine boarding parties, two Heavy Weapon Squads, and two Commando Squads. In addition, Kumerian formed four crew units into militia squads prior to his arrival. Both Admin shuttles had been replaced by GAS shuttles. The total cost of these units was 13 points, leaving 12 points for other Commander's Options.
(SH179.46) *HORNET* had been distracted by a Klingon frigate and was out of position when the forces on Sherman's Planet called a Class One Alert. The ship turned around and headed to the rescue at full speed. Historically, the *Hornet* arrived on Turn #7, but to reflect the uncertain success of the deception plan, use the following rule.

At the start of each turn (including Turn #1), before Energy Allocation, the Federation player rolls one six-sided die and records the result. When the running total of all results equals or exceeds 20, the Federation ship arrives on the next turn (not the turn of the die roll). For example, if the Federation player rolled four consecutive "5s", the Federation ship would arrive at the start of Turn #5.
(SH179.47) NATIONAL GUARD: The Guard unit is not kept on full standby. Only 6 militia squads are on duty on Turn #1. Four more are added to the Ground Combat Location each turn during Energy Allocation until a total of 30 are in the battle. The National Guard troops cannot be in remote areas.

(SH179.5) VICTORY CONDITIONS: Use the Modified Victory Conditions (S2.201). In addition, the Klingons score a bonus of 3 points for every Federation militia squad destroyed in lieu of the normal victory points for those units.

(SH179.6) VARIATIONS
(SH179.61) Replace the *Destruction* with any Kzinti, Romulan, or Gorn cruiser.
(SH179.62) For a larger battle, add an F5B to the Klingon side and two police Cutters to the Federation reinforcements. In addition, add 10 more active militia squads to the Federation at start forces (in addition to the 30 militia squads)
(SH179.63) The actual mission of the militia was to resist raids by pirates. It might be interesting to test this by attacking the colony with an Orion CR. The CR wins if it can transfer enough cargo points from the Agro Station to completely fill its own cargo boxes.

(SH179.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:
(SH179.71) Change the CA to a CC or CL.

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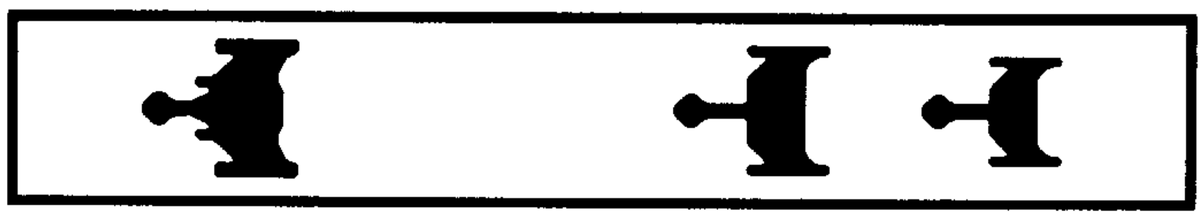
(SH179.72) Replace the D6 with an F5 or D7.
(SH179.73) Raise or lower the required total for the arrival of the Federation ship.

(SH179.8) TACTICS: Kumerian planned thoroughly before arriving at the planet, and you would be advised to do so. Blast the fighter base, land the Marines, and slaughter the National Guardsmen in hand-to-hand combat.

(SH179.X) HISTORICAL OUTCOME: Kumerian had planned in detail, and nothing went wrong. The battalion was all but destroyed (although most of the troops simply discarded their weapons and fled), and five of the six fighters were destroyed. (Kumerian's XO refused a surrender offer by the sixth, ordering it to drop its drones and leave.) The Federation was humiliated, and Kumerian earned a reputation as a tough commander. No one noticed the role that luck had played in the operation, luck Kumerian would not always have.

(SH180.0) *INVINCIBLE* UNDER ASSAULT



(Y170) *by Ken Burnside, Wisconsin*

After the successful mutiny of the D6B *Destruction*, the Klingon Marine Corps took greater precautions in preventing mutinies and in dealing with them after the fact. What follows is perhaps their most grueling training scenario.

The B10 *Invincible*, having successfully mutinied, is on its way to the border, and the remaining officers and crew are overcoming the security interlocks and reactivating the ship.

While this scenario was deemed extremely unlikely, it was retained by the War College for several years as a reminder of the "worst case" and to impress into the minds of the non-Klingon Marines the futility of attempted mutiny.

It was updated several times as operational data on the B10 became available and as refits were installed.

(SH180.1) NUMBER OF PLAYERS: 2; the Mutineer player and the Klingon player.

(SH180.2) INITIAL SET UP
MUTINEER: B10 *Invincible* in hex 2215, speed 4, WS–II, heading E.
KLINGON: D6B in hex 3009, D5G (no Pod) in hex 3005, F5B in hex 3007; all heading E, speed max, WS–III.

(SH180.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(SH180.4) SPECIAL RULES
(SH180.41) MAP: Use a floating map. The B10 can only disengage in direction E and can only disengage by distance, not by acceleration. Klingon units can disengage anywhere.
(SH180.42) SHUTTLES AND PFs: No shuttles or PFs have warp booster packs.
(SH180.421) There are no MRS shuttles in this scenario; the two that would normally be on the B10 were destroyed during the mutiny. (Optionally, use them.)
(SH180.422) There are no fighters in this scenario. (It is assumed that the pilots for the fighters of the B10 were loyal to the empire and were killed in the mutiny. Optionally, these might be available.) In a variant in which fighters are present, use the standard deployment patterns for EW fighters.
(SH180.423) There are no PFs in the basic version of this scenario. In a variant set after Y180, casual PFs could be added on either side.
(SH180.43) COMMANDER'S OPTION ITEMS
(SH180.431) No ship can purchase additional or special equipment as Commander's Option Items (e.g., T-bombs, extra marines, etc.). Instead, all ships have their maximum allowable number of T-bombs (including dummies). In addition, the D6B has 10 extra boarding parties, and the D5G is carrying its standard complement of boarding parties, including commando and heavy weapons squads.
(SH180.432) All drones are "medium," i.e., speed-20.
Each drone-armed ship can select special drones up to the historical racial percentages as part of the Commander's Option Items. Note that (S3.2) allows drone ships extra points for this purpose.
(SH180.433) Prime Teams (G32.0) are not available in this scenario.
(SH180.44) REFITS: The B10 has received no refits; the D6 and F5 have both received the B refit.
(SH180.45) MUTINY: The B10 has suffered the effects of a mutiny. One-third of its crew units have died; one-half of its Marine complement perished in the fighting. It cannot mutiny again. The Security Stations are still active and are under control of the Mutineers for the purposes of (D16.55) and (D7.422).
(SH180.46) INTERLOCKS: The Mutineers have begun to overcome the security interlocks on several systems of the B10. Use the procedure in (G30.0) for the activation of systems. The following systems are considered active automatically: all impulse engines, APRs, batteries, all hull, control stations, shields, any two weapons, and any 30 warp engine boxes. All other systems must be activated by the procedures given in (G30.0).
(SH180.47) PRE-SCENARIO ACTIVATIONS: A certain amount of time has passed while the Klingons have been intercepting the B10. This amount of time will determine the status of several systems on the B10. Players should bid for the amount of time the B10 has had to activate systems, with the low bidder getting the B10. If no bidding has taken place, assume that the B10 has had 7 turns' worth of prior activation.
(SH180.48) SPECIAL SYSTEMS: The Mutineers cannot separate the boom section of the B10 or activate the self-destruct system.

(SH180.5) VICTORY CONDITIONS: Use the Standard Victory Conditions (S2.20) to determine the extent of a victory, but if the B10 is not recaptured, the Klingon player loses.

(SH180.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:
(SH180.61) Substitute another race's BB for the B10.
(SH180.62) Allow the Klingon player to substitute different ships in his force of the same hull types and use TacIntel to sort them out. Note that unless the Mutineer player activates labs, he will be at some disadvantage.
(SH180.63) For a smaller and faster battle, use only the D6B and D5G (without the troop pod) against a mutinous C8.
(SH180.64) Allow the Mutineer player one or more refits to balance the scenario. Note that allowing the Mutineer player the SFG refit could make this scenario very tough for the Klingons.

(SH180.7) BALANCE: As the amount of repair time is open for bids, this scenario is effectively self-balancing.

(SH180.8) TACTICS

MUTINEER: Time is what you need the most, and time is what you have the least of. Be canny in what you've activated and what you haven't. Having a large number of range-10 disruptors can allow you to cripple any ship, and they're very cheap to activate. Also, consider activating your phaser-1s as phaser-2s to save time. Don't forget that inactive systems can be taken as padding for active ones. Be sure to convert crew units to militia, and guard the security stations!

KLINGON: You have to get into the fight as quickly as possible. Fortunately, he isn't going anywhere quickly. He has several advantages in defending that vessel, such as the turbo-lift, and a plethora of security stations that are friendly to him. If you can keep your ships alive long enough under the B10's firepower, you have the marine complement to capture the B10. If he has the SFG refit, stay out of his FA arc!

HISTORICAL OUTCOME: The usual outcome of these contests was the successful recapture of the B10, although sometimes the losses incurred by the Klingon forces were . . . excessive.

(SH181.0) THE ENEMY WITHIN

(Y171) *by Stephen V Cole, Texas*

A Federation ship had been diverted from its normal mission to Calenda–III to deliver a priority shipment of serum to the victims of a plague. Because the serum could not be sent by transporter, all four shuttles went to the surface in a convoy to deliver it, only to fall into a Klingon trap. The shuttles, loaded with Klingon warriors, returned to the ship and quickly took control of the shuttle bay, just as long-range sensors detected the approach of a Klingon cruiser!

(SH181.1) NUMBER OF PLAYERS: 2; the Federation player and the Klingon player.

(SH181.2) INITIAL SET UP

TERRAIN: Class M planet (P2.21) in hex 2215.

FEDERATION: NCL *Renown* (or any ship of the NCL hull type) in hex 2216, heading B, speed 1, standard orbit around the planet, WS–I.

KLINGON: Eight boarding parties in area B of the Federation ship.

(SH181.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(SH181.4) SPECIAL RULES

(SH181.41) MAP: The map is fixed; it does not float. Any unit leaving the map has disengaged and cannot return. The Federation ship can only disengage from the 42xx map edge; the Klingon ship can only disengage from the 01xx map edge. Any unit disengaging in an illegal direction is destroyed.

(SH181.42) SHUTTLES AND PFs: No shuttles or PFs have warp booster packs.

(SH181.421) No ship in this scenario is qualified to carry an MRS shuttle, but in a variant of the scenario where that is possible, they may be purchased [up to the limits in (J8.5)] under (SH181.431).

(SH181.422) There are no fighters in this scenario. In a variant in which fighters are present, use the standard deployment patterns (one EWF for each squadron of eight or more fighters) for EW fighters.

(SH181.423) There are no PFs in this scenario.

(SH181.43) COMMANDER'S OPTION ITEMS

(SH181.431) The NCL can purchase additional or special equipment as Commander's Option Items (except extra marines, commandoes, or HWS) 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.

(SH181.432) All drones are "medium," i.e., speed–20, unless the selection of a scenario year requires a change.

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.

(SH181.433) Prime Teams (G32.0) are not available in this scenario.

(SH181.44) REFITS: The ships have whatever refits the players care to use subject to the year of the scenario.

(SH181.45) BOARDING PARTY COMBAT: Use the (D16.0) boarding party combat system. The Federation ship has two boarding parties each in areas A and C, and four boarding parties in area B. The Klingons are in area B.

(SH181.46) REINFORCEMENTS: A Klingon D5 war cruiser, *Ransacker,* will arrive in hex 0101 on Impulse #1 of Turn #5, speed max, WS–III, heading C.

(SH181.5) VICTORY CONDITIONS: Use the Modified Victory Conditions (S2.201).

(SH181.6) VARIATIONS

(SH181.61) Replace the Klingon ship with a Lyran CW or a Romulan SparrowHawk.

(SH181.62) Use any ship for which you have a boarding party diagram. Note that the ship must be one that has all warp engine access through a single area.

(SH181.7) BALANCE

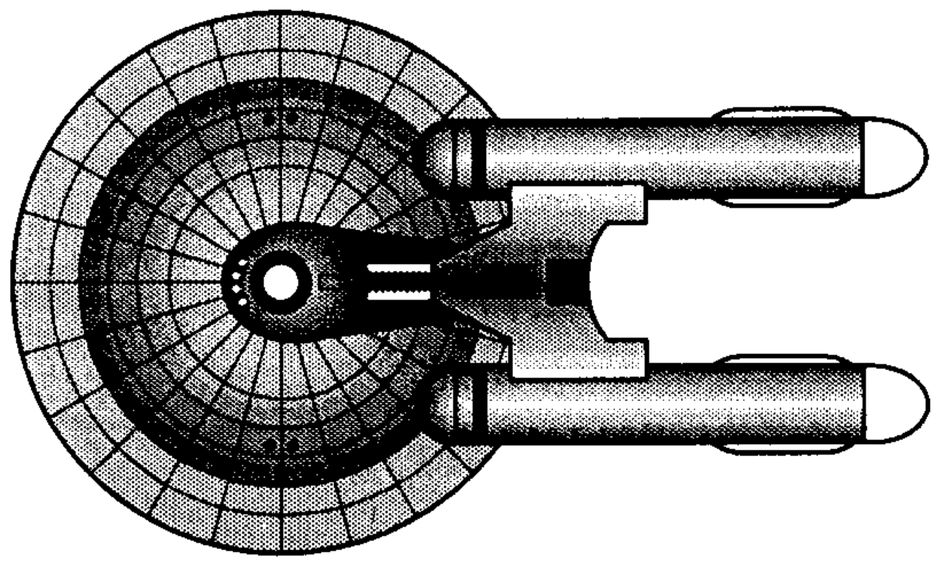
(SH181.71) Adjust the number of Klingon boarding parties.

(SH181.72) Adjust the arrival turn of the Klingon ship.

(SH181.73) Replace the Klingon ship with a smaller or larger one.

(SH181.8) TACTICS: The boarding party rules actually work against the Klingon Marines, who are the "attackers" (even though they need only defend area B to win the scenario).

HISTORICAL OUTCOME: After a desperate battle, the Federation Marines, assisted by militia units, succeeded in clearing the Klingons from the ship. Having sustained severe damage from the attacking Klingon cruiser, the ship disengaged.



USS RENOWN NCC-1504

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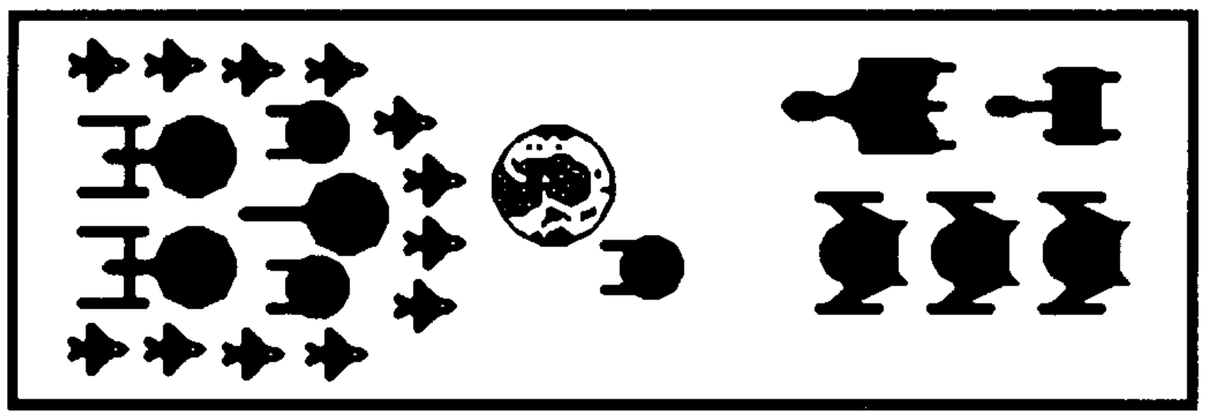
(SH182.0) COUNTERPUNCH



(Y172) *by Doug Turnage, Texas*

This battle was a Romulan attempt, in Y172, to capture a small mining planet in the Neutral Zone. It is typical of many actions that took place along the Federation-Romulan frontier before the Romulans actually entered the War in Y173.

(SH182.1) NUMBER OF PLAYERS: 2; the Federation player and the Romulan player.

(SH182.2) INITIAL SET UP
TERRAIN: Class M planet (P2.21) in hex 2215.
FEDERATION: FFG *Jellicoe* anywhere within 5 hexes of the planet, heading at the Federation player's option, speed 4, WS–I.
9 Boarding Parties and 1 Heavy Weapons Squad at each Ground Combat Location (D15.1) on the planet.
REINFORCEMENTS: CVS *Yamamoto* (12xF–4), DE *Nagumo*, FFR *Takagi*, FFG *Tanaka*, CMV *Sagan* (17 Boarding Parties, 2 Heavy Weapons Squads, 1 Commando Squad aboard); arrive on Turn #3, between hexes 0101 and 0110, heading C, speed max, WS–III.
ROMULAN: SPG *Harrower* (82nd Cohort: 42 Boarding Parties, 4 Heavy Weapons Squads, 2 Commando Squads).
SKG *Sabre* (442nd Half-Cohort: 20 Boarding Parties, 2 Heavy Weapons Squads, 2 Commando Squads).
WE *Fate's Hand*, WE *Night of Fire*, WE *Two Moons*.
All enter on Turn #1 between 4220 and 4230, heading F, speed 12, WS–II, cloaked on prior turn.

(SH182.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, have disengaged, or for six turns. At the end of Turn #6, major fleet elements from both sides will arrive and the side whose foothold is least secure will evacuate. This evacuation is not represented in the scenario.

(SH182.4) SPECIAL RULES
(SH182.41) MAP: The map is fixed; it does not float. Any unit leaving the map has disengaged and cannot return. The Romulan units can only disengage from the 42xx map edge. The Federation units can only disengage from the 01xx map edge. Units which disengage in unauthorized areas are considered destroyed.
(SH182.42) SHUTTLES AND PFs: No shuttles or PFs have warp booster packs.
(SH182.421) MRS shuttles may be purchased [up to the limits in (J8.5)] under (SH182.431).
(SH182.422) If using EW fighters, one of the F–4s on the *Yamamoto* is an F–4E. If not using EW fighters, it is a standard F–4.
(SH182.423) There are no PFs in this scenario.
(SH182.43) COMMANDER'S OPTION ITEMS
(SH182.431) Each ship can purchase additional or special equipment as Commander's Option Items (e.g., T-bombs, MRS shuttles, etc.) up to 20% of its combat BPV. Exception: no additional boarding parties may be purchased in this scenario. 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.
(SH182.432) All drones are "medium," i.e., speed–20.
Each drone-armed ship can purchase special drones up to the historical racial percentages as part of the Commander's Option Items. Note that (S3.2) allows drone ships extra points for this purpose.
(SH182.433) If players wish to use the optional rules for Prime Teams (G32.0), they can purchase such teams (25 points each) as part of their starting forces (not part of Commander's Options).
(SH182.44) REFITS: the *Yamamoto* has the plus refit. The *Jellicoe* and *Tanaka* both have plus refits (designated as "G" in (SH182.2). No other unit in this scenario has any refit.

(SH182.5) VICTORY CONDITIONS: Use the Modified Victory Conditions (S2.2). Also, each control station on the planet is worth 5 points to the player who controls it at the end of Turn #6.

(SH182.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:
(SH182.61) Replace the Romulans with two Klingon D5Gs escorted by two standard D5s.
(SH182.62) Allow the Federation player the option to replace his ships with similar hulls. For example, he could bring in two heavy cruisers, a DD, and two standard FFs in place of the current force.
(SH182.63) Use only the SPG, but require its ground troops to take at least three of the Ground Stations to win.

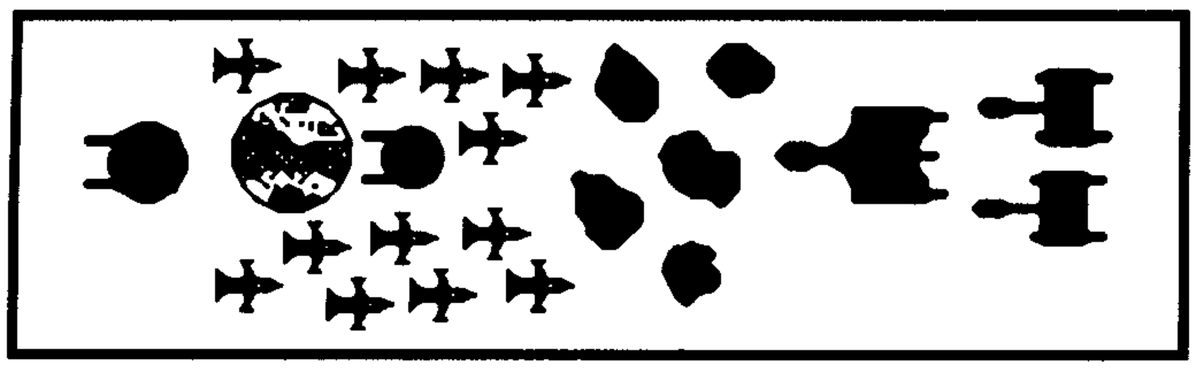
(SH182.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:
(SH182.71) Change one or more of the WEs to BHs.
(SH182.72) Replace the reinforcing FFG with a DDG+.
(SH182.73) Delete or add some boarding parties to either side.

(SH182.8) TACTICS
FEDERATION: You are literally going to have to fly right through the Romulan plasmas to reach the planet, but you do not have time to take it easy. The *Jellicoe* may need to sacrifice itself to try to empty Romulan plasma tubes to let you reach the planet sooner. Time your drone releases carefully to force his ships away from the planet and to keep him swamped with incoming drones.
ROMULANS: Get your troops onto the planet, even if it means letting the frigate escape. Once you have them there, you have to prevent the arrival of new Federation troops.

(SH182.X) DESIGNER'S NOTES: This scenario was from the early era of really BIG scenarios with lots of ships. Few groups play such scenarios, but they demand as many as we can publish.

HISTORICAL OUTCOME: In a brief but desperate ground action, the Federation Marines finally gained the upper hand. The Romulan ships succeeded in evacuating part of the ground force, but the majority of the Romulan ground force battalion was abandoned by the retreating Romulan ships.

(SH183.0) THE BATTLE OF AYER'S ROCK



(Y173) *by Tom Carroll, New Jersey*

The Federation colony of Ayer's Rock was not a very important one. The planet was poor and had limited resources, but the Romulans viewed it as an excellent strategic point to launch an attack into the richer interior of the Federation. A small force was detached to capture the planet. Little did they know how hard the colonists would fight to defend what they had.

(SH183.1) NUMBER OF PLAYERS: 2; the Federation player and the Romulan player.

(SH183.2) INITIAL SET UP

TERRAIN: Class M planet (P2.21) in hex 1216.

Asteroid ring fills hexes 17xx to 21xx, inclusive [i.e., all such hexes are considered to be asteroid hexes (P3.0)].

Large asteroids (P3.4) are in hexes 1825, 1918, 1814, and 2005.

FEDERATION: FFL *Yi Sun Sin* in hex 0110, heading B, speed 5, WS–II.

On Ayer's Rock (1216): 3x Ground base phaser-1s (GBD1); one each 1216-A, 1216-C, and 1216-E, WS–II.

On large asteroid in hex 1918: medium fighter ground base [12x F–8s (81st Squadron *Wombats*)], WS–II.

REINFORCEMENTS: NCL+ *Sun Tzu* arrives at the start of Turn #4 in hex 01xx, heading at the Federation player's option, speed max, WS–III.

ROMULAN: SparrowHawk-A *Havoc* in 4219, SkyHawk-A *Mace* in 4223, SkyHawk-G *Crossbow* in 4221 (352nd Half-Cohort: 20 boarding parties, 2 Heavy Weapons Squads, 2 Commando Squads); all heading F, speed max, WS–III.

(SH183.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(SH183.4) SPECIAL RULES

(SH183.41) MAP: The map is fixed; it does not float. Any unit leaving the map has disengaged and cannot return. The Federation units can only disengage in directions A or F. The Romulan units can only disengage in directions C or D. Units which disengage in unauthorized directions or areas are considered destroyed.

(SH183.42) SHUTTLES AND PFs: No shuttles or PFs have warp booster packs.

(SH183.421) No ship in this scenario is qualified to carry an MRS shuttle, but in a variant of the scenario where that is possible, they may be purchased [up to the limits in (J8.5)] under (SH183.431).

(SH183.422) If using EW fighters, one of the F–8s on the large fighter ground base is an F–8E. If not using EW fighters, it is a standard F–8.

(SH183.423) There are no PFs in this scenario.

(SH183.43) COMMANDER'S OPTION ITEMS

(SH183.431) Each ship (not a ground base) can select additional or special equipment as Commander's Option Items (e.g., T-bombs, extra marines, etc.) up to 20% of its Combat BPV.

(SH183.432) All drones are "medium," i.e., speed–20.

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

(SH183.433) Prime Teams (G32.0) are not available in this scenario but could be used as a balance factor.

(SH183.44) REFITS: The Federation NCL has the plus refit. No other unit in this action had been refitted at this time.

(SH183.45) GROUND COMBAT: The colonists (who have had some training from the Marines at the Ground Based Defense phaser-1 bases) have had a little time to prepare defenses in their harsh terrain. Assume each Ground Combat Location has three militia units and three Ground Defense Stations. In addition, the Federation player may add one militia unit (this represents more colonists answering the call to defend their planet) per turn to one Ground Combat Location. This may be a different Ground Combat Location each turn or the same Ground Combat Location. Maximum militia gained from this is 10 total.

(SH183.5) VICTORY CONDITIONS: The Romulan player wins if he gains control of all Ground Combat Locations on Ayer's Rock. Otherwise, the Federation player wins.

(SH183.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SH183.61) Replace the Romulan force with a Klingon force consisting of a D5, F5B, and F5GB.

(SH183.62) Allow the Federation player to place the Fighter base on any of the other large asteroids and keep it concealed (D20.16) from the Romulans as long as he can.

(SH183.63) For a smaller and faster battle, delete the NCL from the Federation reinforcements and the SparrowHawk from the Romulan initial forces.

(SH183.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

(SH183.71) Change the SkyHawk-G to a SkyHawk-A and the SparrowHawk-A to a SparrowHawk-G.

(SH183.72) Replace the SkyHawk-A with a Snipe-B.

(SH183.73) Delete or add refits to one side or the other.

(SH183.8) TACTICS

BOTH: Use your option points to buy extra Marines, and get them to the planet as soon as possible.

FEDERATION: Load and launch the fighters as fast as you can so they will not be slaughtered when the base blows up. Get enough drones in flight to make trouble, and then pull the fighters away to link up and return with the NCL. The FFL should use his plasmas to distract the Romulans while working up to full speed (otherwise he is a sitting duck). Circle the troops at the Ground Combat Locations, and hope help arrives in time. Try to hold one Ground Combat Location, leaving just enough troops at the others to keep him honest.

ROMULAN: Force the frigate away from the planet, and begin landing the troops. Keep your speed up to evade drones from the fighters. Destroy enough of the fighters that you can still deal with the NCL when it arrives. Blast the fighter ground base so the fighters cannot rearm.

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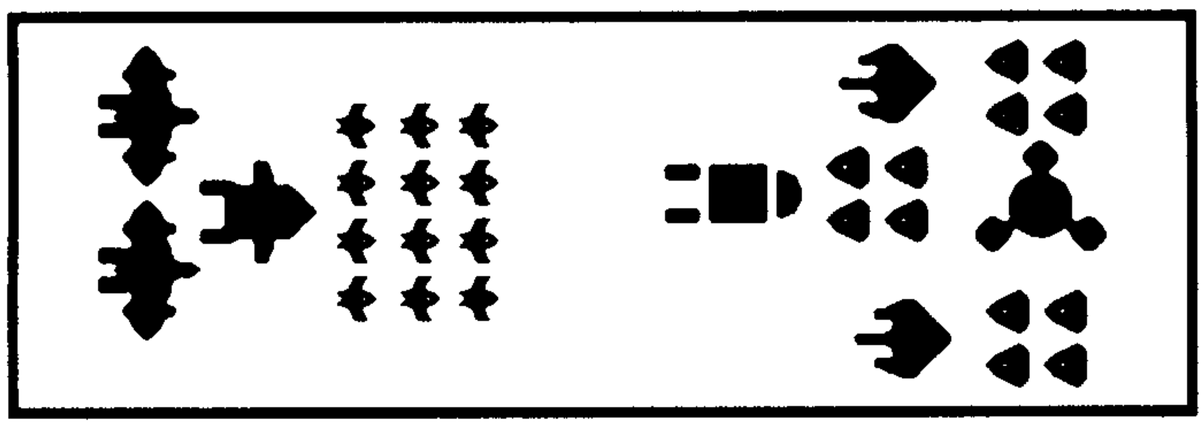
(SH183.X) HISTORICAL OUTCOME: The Romulan 46th Cohort was burned out in the battle, and without reinforcements from the ships might not have triumphed. Some of the Federation troops escaped into the outback and held out for years, although their effect on the Romulans was minimal.

(SH184.0) THE TROJAN FREIGHTER



(Y175) *by Timothy Tow, California*

Nearly every race has some variation of the legend of the Trojan Horse buried in its mythology. Unfortunately, having such a legend does not make one immune from the trick. The ISC was trying to build a major military organization from scratch. Many of the officers suddenly appointed to positions of great responsibility simply did not have the experience to consider all the possible ways that they might be fooled.

In Y175, in a particularly daring operation which took full advantage of this weakness of the ISC commanders, the Orion Pirates of the Omega Cartel captured an ISC battle station. The operation involved seizing a supply ship and destroying its escort before either could transmit a message warning that they were under attack. The Orions then loaded the freighter with troops and an explosive charge.

The Orions broadcast a false message that the supply ship had been attacked but had managed to escape thanks to the gallant fight of the escort vessel which had badly damaged the raider before it was destroyed. The ISC commander of the battle station was not surprised to see the damaged freighter limping in to dock, and his command crew was too busy scanning for the pirate to scan the freighter itself. (A more experienced commander would have scanned the freighter and spotted the excessive number of life forms aboard at 90,000 kilometers [9 hexes].) Suddenly, fighting broke out in the docking module.

(SH184.1) NUMBER OF PLAYERS: 2; the ISC player and the Orion player.

(SH184.2) INITIAL SET UP

INTERSTELLAR CONCORDIUM: BATS with two HBM (12xSF) and a Barracks Module in hex 2215 (77th Constabulary Battalion: 30 BPs), WS–I. The BATS is surrounded by a 300 BPV (150 BPV effective strength) minefield.

Two police corvettes *(Pol–24, Pol–27)* anywhere within 5 hexes of the BATS, heading at ISC player's option, speed 4, WS–I.

ORIONS: CVS *Omega Rampage* [see (G15.7) for fighters], DW *Ambusher*, DW *Price is Right*; arrive from any map edge on Turn #3, heading at option of the Orion player, speed max, WS–III.

Small Freighter docked to BATS with 40 boarding parties aboard. See (SH184.45) for special rules.

(SH184.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(SH184.4) SPECIAL RULES

(SH184.41) MAP: The map is fixed; it does not float. Any unit leaving the map has disengaged and cannot return. The ISC units can only disengage from the 42xx map edge. The Orion units can only disengage from the 01xx map edge. Units which disengage in unauthorized areas are considered destroyed.

(SH184.42) SHUTTLES AND PFs: No shuttles or PFs have warp booster packs.

(SH184.421) MRS Shuttles: The CVS and the BATS each has one MRS shuttle. See (G15.72) to determine the type of MRS the CVS has.

(SH184.422) If using EW fighters, one of the SFs on the BATS and one randomly chosen fighter on the Orion CVS can be EW fighters. If not using EW fighters, they are standard fighters of their types.

(SH184.423) There are no PFs in this scenario.

(SH184.43) COMMANDER'S OPTION ITEMS

(SH184.431) Each ship has the following option items in lieu of purchasing them: All Orion ships and the BATS have the maximum number of T–bombs allowed for their size class and type.

(SH184.432) All drones are "medium," i.e., speed–20.

Each drone-armed ship can select special drones up to the historical percentages as part of the Commander's Option Items. Note that (S3.2) allows drone ships to select a larger percentage of special drones.

(SH184.433) Prime Teams (G32.0) are not available in this scenario but could be used as a balance factor.

(SH184.44) REFITS: The base has the Y170 refit. No other unit has been refitted in any way. See (G15.44) to determine what weapons are available for use in the Orion option mounts.

(SH184.45) ORION MARINES: The freighter had 40 boarding parties on it when it docked.

(SH184.451) Deployment: Ten of the boarding parties boarded the station at start and have seized the weapons and repair areas of the area the ship docked to. The remaining Orion marines will be able to transfer to the station under the provisions of (C13.0).

(SH184.452) Docking Position: The area the ship docked to is determined by die roll. On a 1 or 2, it is area A. On a 3 or a 4, it is area B. On a 5 or 6, it is area C. This die roll is made after the ISC player determines where each of his modules is docked. The ship cannot be undocked by any means voluntarily or involuntarily.

(SH184.46) ISC MARINES: The ISC marines were on a low level of alert as combat did not seem imminent. Only a few were posted as security at this level, the majority still being in quarters or undergoing training exercises.

(SH184.461) Deployment: The normal marine contingent of the BATS is deployed as follows at start: five inactive BPs are in each hull area, three active BPs are in the central core, two active BPs are in each power area. In addition, there are 30 inactive BPs in the barracks module. The boarding parties on the police corvettes cannot be transferred to the base before Turn #2.

(SH184.462) Activation: The ISC player rolls two dice at the start of each turn (including Turn #1) during the Energy Allocation Phase. The total of these two dice is the number of inactive boarding parties he can activate. The only boarding parties which need to be activated are those in the barracks module and in the hull areas. The nine boarding parties outside these areas are already active for all purposes. Once a given boarding party is activated, it is a normal boarding party for all purposes and can move normally on that turn. The boarding parties on the corvettes are considered active and available on Turn #2; there is no die roll to activate them.

(SH184.463) Militia: The ISC player may not begin converting crew to militia until the turn after the last of the 24 inactive original boarding parties on the BATS (not counting the barracks module) has been activated.
(SH184.464) Capture: Any ISC boarding parties which were not activated in an area captured by the Orion boarding parties are considered captured and cannot be activated. Any ISC boarding parties in an area where both Orion boarding parties and ISC boarding parties are fighting (other than passage combat) cannot be activated, but are not captured unless the Orions capture the area by destroying or forcing the retreat of all ISC boarding parties, including any militia. The Orions must guard prisoners (D7.511). The Orions cannot execute prisoners (because if they did, the ISC would devote its total attention to wiping out the pirates).
(SH184.47) THE FREIGHTER has sustained 15 points of damage from the earlier Orion attack in which it was captured. Determine this damage with the DAC as a single volley through the #1 shield. However, the freighter's shuttle bay must be destroyed as part of this volley, and at least two warp boxes must remain operational. The ship has an explosive charge on board, not unlike the charges used in suicide freighters, although not as large. If the Orion player is about to lose the freighter, he can attempt to self-destruct it. This is a normal self-destruct in all respects, except that the force of the blast will be 17 (same as a Light Raider).
(SH184.48) THE BATS cannot launch any fighters or shuttles before Turn #2 or begin to arm the fighters (or the MRS) with plasma-Ds until that turn. The ISC cannot fire on the freighter during the first turn.

(SH184.5) VICTORY CONDITIONS: The Orion player wins if he captures the station and none of his ships are crippled. The ISC player wins if the station is not captured or if he cripples all the Orion player's ships. Any other result is a draw.

(SH184.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:
(SH184.61) Replace the ISC BATS and police corvettes with a BATS and police ships of another race. While it is unlikely that, at the time of this scenario, any other race would have fallen for the ploy, all had fallen for some version of it at some time in their history. (Which is why it is a standard procedure to scan any ship that enters close [90,000 kilometers or 9 hexes with two favorable die roll shifts caused by positive EW] sensor range before allowing it to dock, regardless of apparent damage.)
(SH184.62) Instead of boarding parties and a small freighter, assume it was a large freighter fully packed with an explosive charge which exploded near the BATS. Apply 100 points of damage to a randomly selected shield with no reinforcement other than what can come from the batteries (this means about 50 actual internals after destroying the shield, 6 points of battery reinforcement and 9 points of armor). Once this explosion has been resolved, the ISC player has all of Turn #2 and the Energy Allocation Phase of Turn #3 to prepare for the Orion attack.
(SH184.63) For a smaller and faster scenario, use only the BATS and the small freighter with its Orion boarding parties.

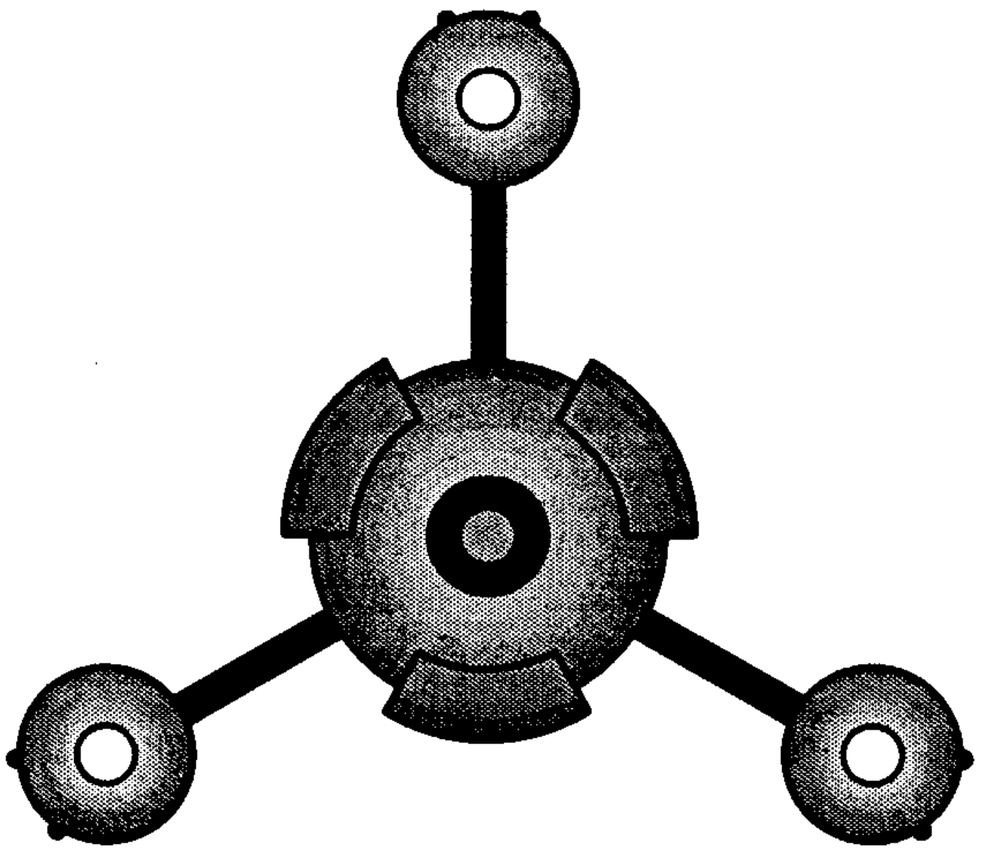
(SH184.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:
(SH184.71) Change one or both police corvettes to frigates.
(SH184.72) Replace the Orion CVS with a CVL or CV.
(SH184.73) Add or delete BPs from one side or the other.

(SH184.8) TACTICS

INTERSTELLAR CONCORDIUM: Move some of the boarding parties from the corvettes to the base to help in its initial defense. You will have to put some of them back on the corvettes when the Orion ships arrive to keep them from being captured though. They will help stabilize the situation on the BATS initially. Get the boarding parties closest to the Orions active first. You cannot afford to let them get loose inside, and you especially cannot afford to have your boarding parties captured in large numbers. The initial landing has already cost you 1/3rd of your phasers and 1/4th of your special sensors. You cannot afford to lose much more. Plan the minefield carefully; it has to buy you the time to get enough militia ready to repulse the initial Orion attack. If you can defeat, or at least contain, the Orion boarding parties, you should be able to repulse the Orion ships. If the Orions are between both of your fighter bays, it may be best to launch the fighters unarmed. If one bay is protected, launch the fighters from the bay close to the Orions and have them land in the second bay to be armed after the fighters of that bay take off.

ORIONS: You must move fast. If you can take the first hull area, it will probably not be possible for the ISC player to stop you from taking most of the station. But since the burden of attack is pretty much on your shoulders, that will probably mean a lot of corridor combat with heavy losses. Get the ships in close as quickly as you can, and get their troops into the battle. It will help tremendously if they can be beamed in behind the main ISC defensive positions. Keep track of what he does with his troops, and maybe you can grab a corvette or two.

HISTORICAL OUTCOME: The Orion marines had an unpleasant surprise when they discovered a battalion of ISC troops at the station. Without these troops, the station would certainly have been taken easily. Instead, a pitched battle was waged through the corridors of the station, with superior numbers and the weight of combat experience finally carrying the day for the Orions, but it had been a near thing. The Orions reaped a rich bounty in equipment, spare parts, and other stores which had been in the station's cargo bays and made the expedition a profitable one. One of the police corvettes escaped to tell the story, so the tactic was never tried again. From painful lessons such as these, the ISC military would learn and evolve into an extremely effective fighting force. They would, however, always have less love for the Orions than for any other group.



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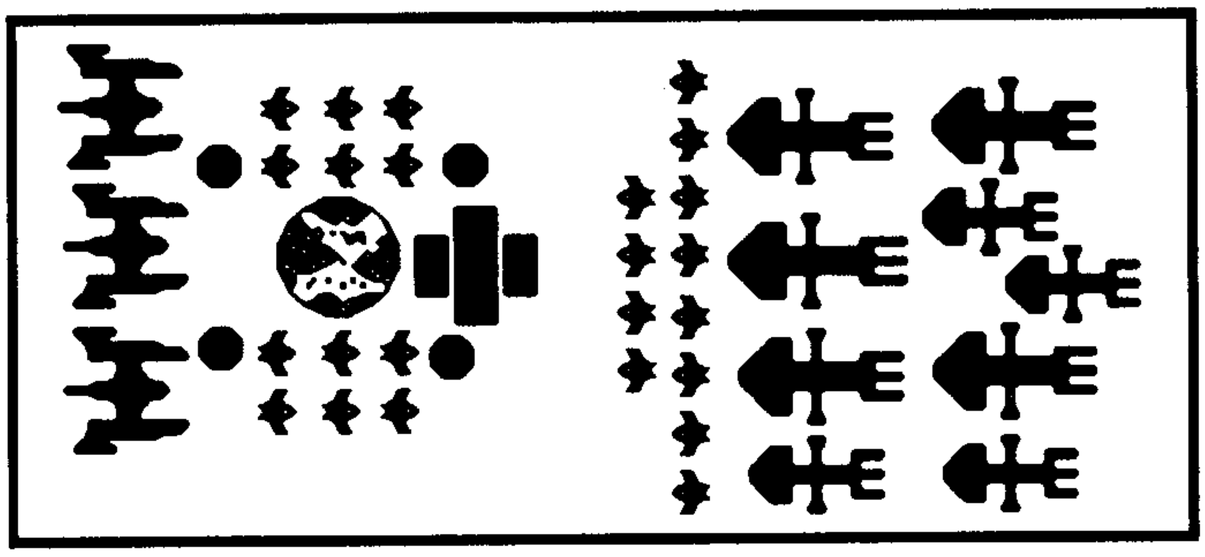
(SH185.0) S.O.S.



(Y177) *by Terrence A. Lee, Ohio*

Coalition forces were gradually being forced to evacuate Kzinti territory which they had held since the first year of the war. As the Kzinti forces advanced, they would conduct raids behind the lines of the Coalition to reduce their ability to rob the Hegemony of its resources. The intent of the raids was to shut down mining facilities, at least temporarily. This would have the additional effect of lessening the desire of their enemies to expend forces to hold onto the system.

An example of such an operation was conducted by the CVS *Scimitar.*

(SH185.1) NUMBER OF PLAYERS: 2; the Kzinti player and the Lyran player.

(SH185.2) INITIAL SET UP

TERRAIN: Class M planet (P2.21) in hex 2215. Four small moons (P2.23) in 3409, 2223, 1216, and 1911.

KZINTI: CVS *Scimitar* (12xTAAS 195th squadron, *The Edge*), MAC *Keenness*, DWA *Dizzy Star*, CM *Fear Bringer*, DW *Red Meteor*, DWS *Red Eclipse*, MCG *Darkness Song* (7th Demi-Battalion), MCG *Rolling Thunder* (16th Demi-Battalion); enter from anywhere along the 42xx map edge, heading E or F, speed max, WS–III.

LYRAN: CWL *Scimitar*, CW *Arrogance*, CW *Shadow*; enter from the 01xx map edge, heading B or C, speed max, WS–III.

LYRAN PLANETARY FORCES: All units at WS–III.

- 6x Ground Based Defense Phaser–4s (one on each hex side).
- Commercial Platform with two Civilian Cargo Pods docked in 2214, standard orbit (P8.0), rotation rate at the Lyran player's option.
- 6x Ground Mining Installations (one on each hex side).
- 3x Small Military Garrisons (one each on hex sides A, C, and D).
- 2x Small Fighter Ground Bases (6x Z-V fighters each) (one on hex side A, one on hex side D).
- 2x Ground Warning Stations (one on hex side A, one on hex side D).
- 5x DefSats: three in low orbit (2115, 2215, and 2216) and two in high orbit (2213 and 2217).

(SH185.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, have disengaged, or until the end of Turn #20.

(SH185.4) SPECIAL RULES

(SH185.41) MAP: The map is fixed; it does not float. Any unit leaving the map has disengaged and cannot return. The Kzinti units can only disengage from the 42xx map edge. Their units are considered destroyed if they leave from any other map edge. The Lyrans can disengage from any map edge, including the 42xx map edge.

(SH185.42) SHUTTLES AND PFs: No shuttles or PFs have warp booster packs.

(SH185.421) MRS shuttles may be purchased [up to the limits in (J8.5)] under (SH185.431).

(SH185.422) If using EW fighters, one of the TAAS on the CVS is a TAASE and one of the Z–Vs is a Z–VE. If not using EW fighters, they will be a standard TAAS and Z–V, respectively.

(SH185.423) There are no PFs in this scenario.

(SH185.43) COMMANDER'S OPTION ITEMS

(SH185.431) 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 (no Commander's Options other than drones can be purchased for any of the Planetary Defense Forces). See (S3.2) for details and exceptions.

(SH185.432) All drones are "medium," i.e., speed–20.

Each 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.

(SH185.433) No ship in this scenario normally carries a Prime Team (G32.0), but such Teams are sometimes assigned to various ships. Players may experiment with Prime Teams, perhaps as a balance factor.

(SH185.44) REFITS: The Lyran ships all have the plus, phaser, power pack, and ESG capacitor refits. The Kzinti ships have all received the Y175 and appropriate "C-#" fleet refits.

(SH185.45) GROUND COMBAT: To achieve their ends, the Kzintis must capture and hold each ground mining station for a minimum of three turns (96 consecutive impulses).

(SH185.451) In order to capture a Ground Mining Station, the Kzintis must first capture all the control stations in the Ground Combat Location. Once they have captured all the control stations, they must achieve a 3-2 combat ratio in offensive potential (D15.14) over the Lyrans in that Ground Combat Location. On the turn following the completion of both the above requirements, the Kzintis may designate a maximum of four boarding parties to attempt to seize the station by (P2.75) on that turn. So long as they maintain the above conditions, they can try again and again on subsequent turns until they succeed. This procedure can also be used to attempt to capture the other Lyran ground installations, although these can be destroyed from orbit. These rules are used instead of (P2.75).

(SH185.452) On any turn after a turn in which the Lyrans achieve a 3-2 combat ratio in offensive potential and have recaptured all the control stations in a Ground Combat Location, they may attempt to recapture a Ground Mining Station by (P2.75) using the procedure in (SH185.461) above.

(SH185.453) Once captured, a Ground Mining Station operates under (D7.5). Note that this requires the Kzintis to beam down two normal crew units to operate the Ground Mining Station, but that these might have been beamed down earlier and "walk in" after the Ground Mining Station is secure, or even be militia units that resume their normal crew duties. These units will be necessary to operate the Ground Mining Station's transporter (if desired) and to turn off the Ground Mining Station's shields. If the Lyrans recapture it, it operates normally if there are any crew units left or if they bring in crew units from their military garrisons or other installations.

(SH185.454) Once the Ground Mining Station is taken, the Kzintis must beam down two more crew units from

any one of their ships. These two crew units are special sabotage teams who will destroy key systems in the Ground Mining Station and render it inoperable. These crew units require a minimum of two turns (64 consecutive impulses) in order to perform these acts of sabotage. The impulse in which they beam down and the impulse in which they are beamed back up do not count as part of the 64 consecutive impulses, which is why the Kzinti player has to hold the Ground Mining Station for three turns. If they are not able to complete their sabotage due to the Ground Mining Station being recaptured before the 64 impulses have passed, the Ground Mining Station is treated as if the Kzintis had never attempted to perform any sabotage on it. (They can, of course, try again.)

(SH185.455) None of the crew units on the planet may be converted to militia. The warships ships may convert crew to militia normally (D15.83).

(SH185.46) BOARDING PARTIES: The Military Garrisons and the CMGs are all assumed to have all boarding parties, including Commando and Heavy Weapons Squads, defined by their ship description.

(SH185.47) DISENGAGEMENT: The Kzintis must disengage by leaving the map through the 42xx hex row by the end of Turn #20. Any Kzinti ship which does not leave the map by the end of Turn #20 is considered destroyed by arriving Lyran reinforcements.

(SH185.48) DESTRUCTION: The Kzintis will not destroy the mining installations (they plan on eventually reoccupying this planet), and neither will the Lyrans (they are not ready to abandon this planet yet). The Kzintis are free to use their weapons to destroy any of the other Lyran ground installations (GBDPs, GWSs, GMGs, and SGFBs).

(SH185.5) VICTORY CONDITIONS: Victory in this scenario is dependent on the Ground Mining Stations, ship losses (not including bases), and abandoned boarding parties. Levels of victory are defined in (S2.3) as Astounding, Decisive, Substantive, Tactical, Marginal, and Draw.

The Kzintis win an astounding victory if they sabotage all six mining stations. For each station which the Kzintis do not sabotage, their maximum victory is reduced by one level. For each Kzinti ship destroyed, their victory is reduced by one level. For each Lyran ship they destroy, their victory is raised one level. In addition, for every four Kzinti boarding parties left on the planet when the Kzinti ships disengage, the Kzinti victory is reduced one level (reduction in the morale of Kzinti marines in general).

The Lyrans win an astounding victory if none of the mining stations are sabotaged. For each station which the Kzintis sabotage, the Lyrans maximum victory is reduced by one level. For each Kzinti ship destroyed, the Lyrans gain one level of victory. For each Lyran ship destroyed, their victory is reduced one level. In addition, for every eight Kzinti boarding parties left on the planet when the Kzintis disengage, the Lyran victory is raised one level (destruction of Kzinti ground combat cadres around which new units could be built).

(SH185.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SH185.61) Replace the Lyran force with a Klingon D5L, D5K, and D5D, and replace the DefSats with drone-armed types.

(SH185.62) Historically, the Lyrans had enough warning to evacuate a convoy from the planet before the Kzintis struck. To reflect what would have happened if the Kzintis attacked earlier, add two large and four small freighters escorted by two Manx Police ships to the Lyran order of battle. These ships are placed within two hexes of 2016, heading E, speed 4, WS–I. Delay the arrival of the Lyran ships (the CWL and CWs) by three turns, and lower the Weapon Status of the Lyran Planetary Defense forces and other at start forces to WS–I.

The Kzintis gain a level of victory if at least 125 of the total cargo boxes on the freighters (200 cargo boxes) are destroyed or captured and moved to the 42xx hex row. The Lyrans gain one level of victory if the Kzintis do not accomplish this.

(SH185.63) For a smaller and faster battle, use only two Ground Mining Stations and one Ground Military Garrison. The Kzintis do not have any CMGs and must conduct the raid only with the boarding parties available on their ships. Neither side may purchase extra boarding parties under Commander's Options. All other scenario factors remain in force, except that the Kzintis win only if both Mining Stations are sabotaged, and the Lyrans win only if both are not sabotaged. Any other result is a draw.

(SH185.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

(SH185.71) Change the CM to an MCC or DW.

(SH185.72) Replace the Ground Based Defense Phaser–4s with Ground Based Defense Phaser–1s.

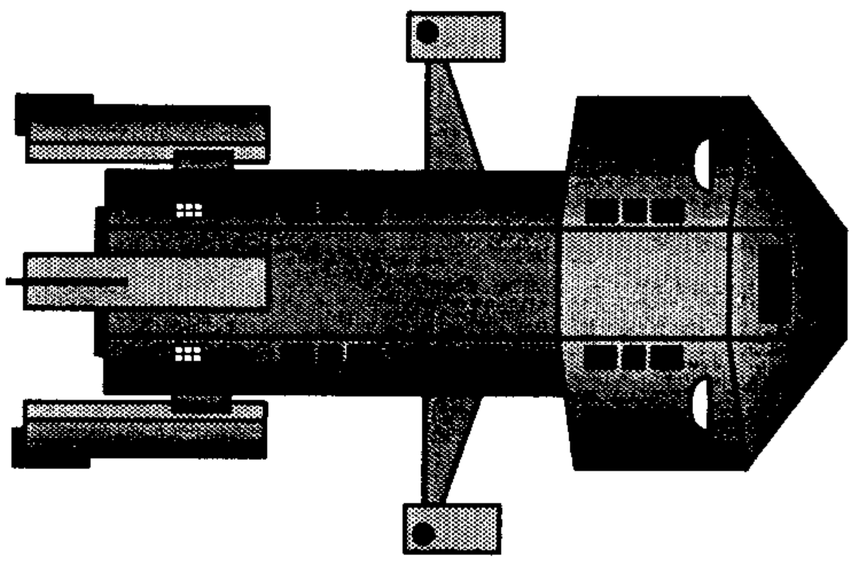
(SH185.73) Increase or decrease the number of turns the Kzintis have to accomplish their objectives.

(SH185.8) TACTICS

KZINTIS: Smash the DefSats and the phaser-4s. Then get your troops down to the planet as quickly as you can. Try to overwhelm as many sites as possible as quickly as possible without getting over-extended. Use your fighters to keep the Lyran fighters honest.

LYRAN: You are going to lose the initiative very fast. You might consider concentrating on a few sites to hold them as best you can, abandoning the others with only token resistance. Ultimately, you are going to have to wear down the Kzinti landing forces, as you probably cannot win a space battle with the Kzintis.

HISTORICAL OUTCOME: The Kzintis succeeded in closing four of the mining installations before they were forced to withdraw. Unfortunately, they were forced to abandon eight marine squads in the withdrawal. Their fate as prisoners was unimaginably horrible. Condemned to hard labor, they were fed only vegetable matter until the last survivors were released at the end of the War.



KHS DARKNESS SONG

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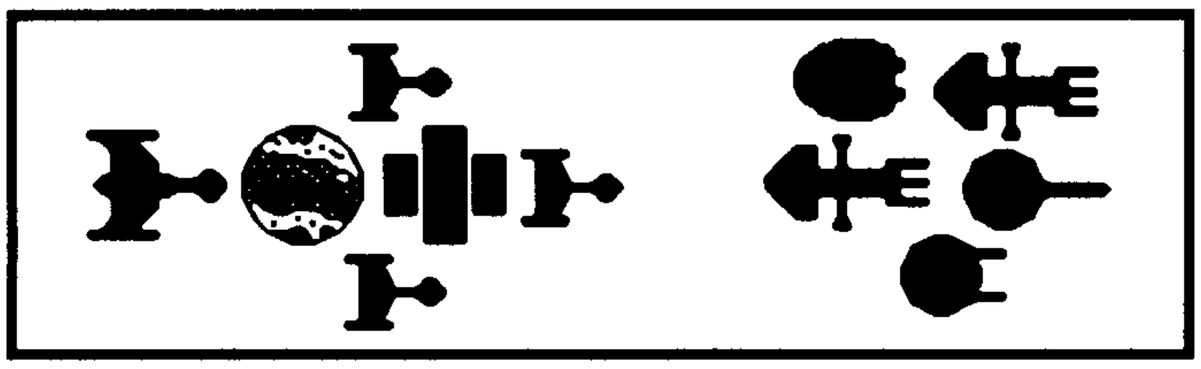
(SH186.0) KLINGONS MAKE LOUSY FARMERS



(Y179) *by Gary Plana, Colorado*

During the General War, the Klingon Empire faced an influx of Alliance POWs with wildly different nutritional requirements and which used up manpower to guard. The High Command decided to kill two gr'lg with one stone: put Alliance prisoners on Kr'Nath IV (an underdeveloped world), give them the agricultural tools and equipment they needed, and let the POWs feed themselves. Meanwhile, Klingon scientists would take notes on their agricultural methods.

The Empire also dumped some of its own prisoners there. As the Klingon prisoners had no value to the Empire, perhaps they would make good farmers.

WHISKERS, the Kzinti Intelligence Service, learned of the POW colony and made plans. These were put into operation when an Alliance breakthrough in the sector allowed a small force to make a raid on Kr'Nath.

(SH186.1) NUMBER OF PLAYERS: 2; the Klingon player and the Alliance player.

(SH186.2) INITIAL SET UP

TERRAIN: Class M planet (Kr'Nath) in hex 2215 (P2.21).

KLINGON: SAMS (with one Barracks Module and one VIP Module) in hex 2214 in standard orbit (P8.0) over Kr'Nath, rotation rate and initial facing at the Klingon player's option.

Six Agro Stations, one on each side of the planet; 100 Prisoner units (see SH186.453) on the planet, and 6 crew units of scientists (see SH186.454);

Three G2 Police Gunboats (*Fencer, Fetcher, Fighter)*, WS–0, all within 5 hexes of the SAMS, any facing, speed 0.

Reinforcements: On Impulse #1 of Turn #5: the Klingon D5H *Resupply*, WS–III, arrives in the 42xx hex row, facing E or F, speed max. The D5H is carrying 1x Cargo pod and has 20 Alliance Prisoner units carried in Cargo boxes. The D5H has received orders to determine the status of the colony; it cannot disengage until after it has gathered 25 Lab Points of information about the planet.

On Impulse #1 of Turn #9: Klingon F5C *Dragon Leader*, 2x F5B *Dragon Cry* and *Dragon Song*; WS–III, enter 42xx hex row, speed max.

ALLIANCE: Federation NCL+ *Prinz Eugen*, DDG+ *Sadat*, FTR *Pickering*; deploy with Kzinti ships.

Kzinti MCG *Darkness Song* (9th Demi-Battalion), MTT *#41* with a Troop Transport pod (4th Battalion); all in xx01 hex row, WS–III, heading B or C, speed max.

(SH186.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to the Alliance player have been destroyed, captured, or have disengaged.

(SH186.4) SPECIAL RULES

(SH186.41) MAP: The map is fixed; it does not float. Any unit leaving the map has disengaged and cannot return. Alliance units can only disengage from the xx01 hex row; Klingon units can only disengage from the xx30 hex row or the 01xx or 42xx hex columns. Units that disengage from unauthorized areas are considered destroyed.

(SH186.42) SHUTTLES AND PFs: No shuttles or PFs have warp booster packs.

(SH186.421) No ship in this scenario is qualified to carry an MRS shuttle, but in a variant of the scenario where that is possible, they may be purchased [up to the limits in (J8.5)] under (SH186.431).

(SH186.422) There are no fighters in this scenario. In a variant in which fighters are present, use the standard deployment patterns for EW fighters.

(SH186.423) There are no PFs in this scenario.

(SH186.43) COMMANDER'S OPTION ITEMS

(SH186.431) 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. Note that SAMS, modules, and ground bases are not ships and may not purchase Commander's Option Items.

(SH186.432) All drones are "medium," i.e., speed-20.

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

(SH186.433) Prime Teams (G32.0) are not available in this scenario.

(SH186.44) REFITS: All ships have refits as indicated in (SH186.2), including the generic Y175 refits. The Federation DDG+ did not receive the AWR refit.

(SH186.45) BOARDING PARTY NOTES

(SH186.451) As this is a prison colony, the 40 Klingon boarding parties from the SAMS and modules are part of the 221st ESS Guard Battalion. Guard boarding parties are hand-picked for loyalty and will not Mutiny under any circumstances (G6.14). Boarding parties on Klingon ships are part of that ship's complement and mutiny normally.

(SH186.452) At the start of the scenario, 24 of the Guard boarding parties are on the planet, one at each of 18 Control Stations and one at each Agro Station. The Guard has 6 Ground Combat Vehicles (D15.82) available, all of which are on-planet. (The Klingon player can assign these to any GCL, but no more than two to a given Ground Combat Location.) The remaining 16 Guard boarding parties (including 4 Heavy Weapon Squads and 2 Commando Squads) are on the SAMS (as a reserve against a prisoner revolt).

(SH186.453) There are 100 units of Prisoners on the planet; 80 of these are Alliance Prisoners, the remainder Klingon; all are Civilians (D15.85). At the start of the scenario, a minimum of 10 Prisoners are at each Ground Combat Location; all are in Remote Areas (D15.71). These are assigned to the various Ground Combat Locations by the Klingon player.

(SH186.454) The Klingons have a group of scientists studying the prisoner's farming methods; they comprise the 6 additional crew units on the VipM. At the start of the scenario, one of these is at each Agro Station in addition to the usual crew.

(SH186.455) The Federation FTR is intended to be used to evacuate the Prisoners and may transfer some of its boarding parties to other Federation ships before the scenario begins.

(SH186.456) To capture the Klingon scientists, score two casualty points on each unit in a single attack. Scientists cannot be formed into militia.

(SH186.5) VICTORY CONDITIONS: Use the Modified Victory Conditions (S2.201).

(SH186.51) Each Alliance Prisoner is worth 2 victory points to the side controlling it at the end of the scenario (any on the planet are controlled by the Klingons); Klingon Prisoners are worth 1 victory point each. Scientists are worth 5 victory points each. Any prisoners or scientists killed in the scenario do not count for either side.
(SH186.52) The Alliance player receives 10 victory points for each full turn he maintains complete control over the SAMS (and its modules); this represents the intelligence data gathered (including records of prisoners who did not survive and the location of other prison planets). The maximum award for this is 50 points.

(SH186.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:
(SH186.61) Substitute equivalent ships from other races.
(SH186.62) Allow the Klingon player to replace the two F5Bs with any F5 variants (except a carrier or leader), and use Tactical Intelligence.
(SH186.63) For a smaller and faster battle, delete the Federation ships and the Klingon reinforcements.

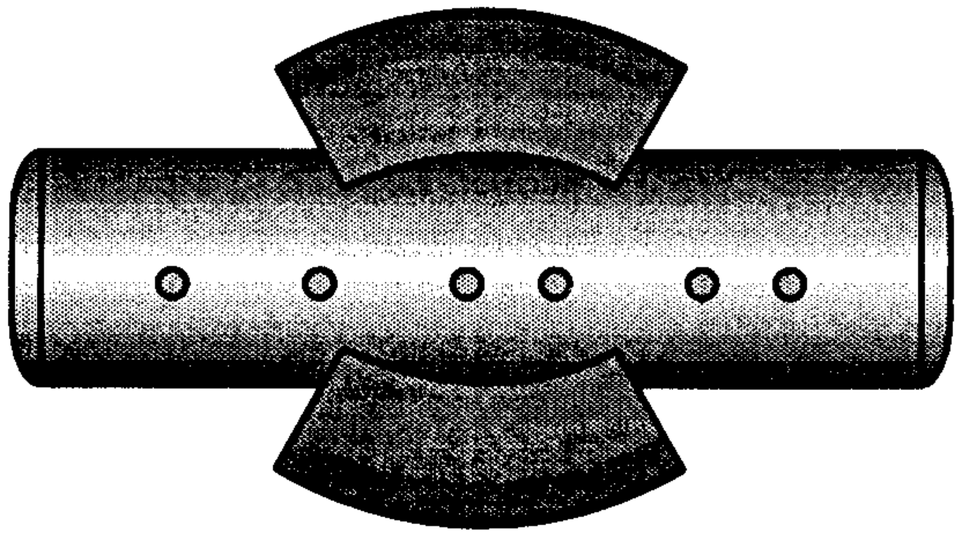
(SH186.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:
(SH186.71) Change the SAMS to a ComPlat or a civilian Base Station.
(SH186.72) Replace the D5H with an D7C or a D5I.
(SH186.73) Delete or add a G2 gunboat.
(SH186.74) Adjust the original number of prisoners on the planet.

(SH186.8) TACTICS

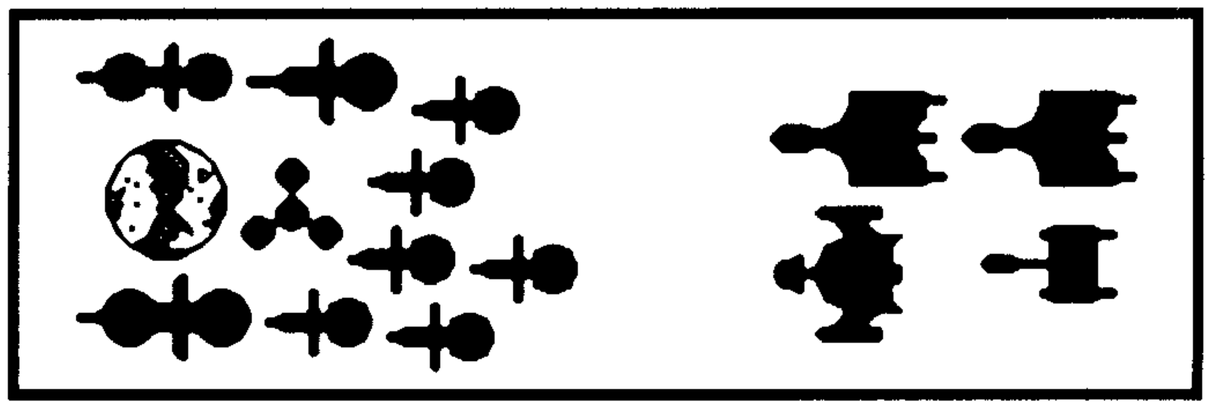
ALLIANCE: Move in fast as you have little time. Get a shield down on the SAMS, and board it immediately in force before the Klingons self-destruct it. It is your only chance to seize it. Once you have it, secure one Ground Combat Location a turn with mass landings by transporter.

KLINGON: Consider abandoning the SAMS and trying to hold some of the Ground Combat Locations until help comes. Your G2s can do little in the face of the alliance attack. Send down what boarding parties you can, and then pull back until help comes.

HISTORICAL OUTCOME: The Operation was considered a success with more than 80% of the prisoners on the planet being rescued. The SAMS was captured and its computer core ransacked for information, although little of value to the Alliance was learned. Similar raids on other prison planets would be made in future, but the Klingons were discovered to have evacuated the other prison planets, moving their prisoners to more secure areas, after this incident. The *Fighter* was destroyed; the other two G2s suffered damage but were able to avoid destruction.



(SH187.0) OPERATION TRIBUNE



(Y180) *by Rob Milcik, Illinois*

In Y180, Romulan Proconsul Octavianus Scipio launched a major fleet operation against the Gorns. The object of the operation was to bring the Gorn Fleet, under Flag Admiral S'Teken, to a decisive battle. The bait was the rich mining planet Hokan, just inside the Gorn lines.

Proconsul Scipio's plan was to take the planet with a small force, then send in additional squadrons only in response to Gorn arrivals. He feared that if his fleet outnumbered the Gorns too drastically at any point, they would disengage, leaving him with the planet (not an inconsiderable prize) but without a victory.

(SH187.1) NUMBER OF PLAYERS: 2; the Gorn player and the Romulan player.

(SH187.2) INITIAL SET UP
TERRAIN: Class M planet (P2.21) in hex 2215.
GORN: SECOND DIVISION: BC *Tricericon*, HDD *Crotalian*, BDD *Strongarm*; within 2 hexes of 0404, heading C or D, speed 12, WS–II.
Base Station *Hokan* with PFM (6xInterceptors docked) in hex 2316 in clockwise orbit (P8.0), rotation rate and initial facing at the Gorn player's option, WS–III.
Ground Forces: Each Ground Combat Location (GCL) on the planet has 11 boarding parties, 1 Heavy Weapons Squad, and 2 GAS shuttles.
REINFORCEMENTS: MAIN BATTLE FLEET: (See (SH187.45).
TURN 4: FIRST DIVISION: DNF *Sword of the Tri-Star*, BC *Reptilicon*, DDF *Coil*, Scout *Black Vigil*; arrive on the xx01 map edge; heading C, D, or E; speed max; WS–III.
TURN 6: THIRD DIVISION: CCF *Tyranicon*, CLF *Spiller of Warm Blood*, DDF *Spine*, Tug-F *Thunderfoot* with two Troop Pods (19th and 20th Battalions); arrive on the xx01 map edge; heading C, D, or E; speed max; WS–III.
TURN 7: FOURTH DIVISION: CV *Archeaopteryx* (12x G–12), HDA *Ironhide*, BDA *Zilzar;* arrive on the xx01 map edge; heading C, D, or E; speed max; WS–III.
TURN 8: FIFTH DIVISION: PFT *Ramoth* with six Pterosaur Interceptors, HDD *Unity*, DDF *Fang*; arrive on the xx01 map edge; heading C, D, or E; speed max; WS–III.
ROMULAN: SECOND STAR LEGION
FIRST COHORT: Condor *Imperator*, SparrowHawk–A *Avenger*, SparrowHawk–A *Havoc*, SkyHawk–A *Mace*; within 2 hexes of 3328, heading A or F, speed 6, WS–III.
ROMULAN REINFORCEMENTS (See (SH187.45).
TURN 2: SIXTH COHORT: SparrowHawk–G *Fearless* (101st Cohort: 42 boarding parties, 4 Heavy Weapons Squads, 2 Commando Squads), SkyHawk–G *Sword* (177th Half-Cohort: 20 boarding parties, 2 Heavy Weapons Squads, 2 Commando Squads), Commando Eagle *F-12* (212th Half-Cohort:

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17 boarding parties, 2 Heavy Weapons Squads, 1 Commando Squad); arrive on the xx30 map edge; heading F, A, or B; speed max; WS–III. (All shuttles on these ships are GAS shuttles.)

TURN 5: SECOND COHORT: NovaHawk–K *Loyal Hawk*, FireHawk–K *Starhawk*, SeaHawk–A *Bravery*, SeaHawk–A *Fervently*; arrive on the xx30 map edge; heading F, A, or B; speed max; WS–III.

TURN 7: THIRD COHORT: King Eagle *Impavidus*, War Eagle *Thundermaker*, War Eagle *Wildfire*, Falcon *Spear*; arrive on the xx30 map edge; heading F, A, or B; speed max; WS–III.

TURN 8: FOURTH COHORT: SparrowHawk–B *Intrepid* (8xG–III and 8xG–FSF), SkyHawk–EA *Adamant*, SkyHawk–EA *Steadfast*; arrive on the xx30 map edge; heading F, A, or B; speed max; WS–III.

TURN 9: FIFTH COHORT: SparrowHawk–A *Defiance*, Chickenhawk *Talon* (3xDecurion), Chickenhawk *Claw* (3xDecurion); arrive on the xx30 map edge; heading F, A, or B; speed max; WS–III.

(SH187.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged. If one player has no forces on the board, but has reinforcements yet to arrive, the scenario cannot end without his consent. If one player has no remaining ships, but has undestroyed ground combat elements on the planet, the scenario cannot end without the surrender or destruction of those forces. If five turns pass with no damage to either side (including ground combat), the scenario ends at that point regardless of the above.

(SH187.4) SPECIAL RULES

(SH187.41) MAP: The map is fixed; it does not float. Any unit leaving the map has disengaged and cannot return. Gorn units can ONLY leave the map from the xx01 hex row; Romulan units can ONLY leave the map from the xx30 hex row. Shuttles and PFs can leave the map independently; they will be recovered by ships off of the map.

(SH187.42) SHUTTLES AND PFs: All shuttles and PFs have warp booster packs.

(SH187.421) MRS shuttles may be purchased [up to the limits in (J8.5)] under (SH187.431).

(SH187.422) If using EW fighters, one of the G–12s on the *Archeaopteryx* is a G–12E, one of the G–FSFs and one of the G–IIIs on the *Intrepid* are, respectively, a G–FSFE and a G–IIIE. If not using EW fighters, these will be standard fighters of their respective types.

(SH187.423) The Gorn Pterosaurs are in two standard flotillas, one based on the PFT and one based off the Base Station. The Romulan Decurions are a single flotilla based off the two Chickenhawks. Each flotilla includes one EW type Interceptor. Note that the PFT and Chickenhawks represent prototypes of the PFT concept being employed in battle for one of the first times.

(SH187.43) COMMANDER'S OPTION ITEMS

(SH187.431) Each ship can purchase additional or special equipment as Commander's Option Items (e.g., T-bombs, MRS shuttles, etc.) up to 20% of its combat BPV. In this scenario, neither side can purchase additional boarding parties beyond those already in use. 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.

(SH187.432) All drones are "fast," i.e., speed–32. While neither of the races involved in this battle used drones, in variants of the basic scenario, drone using races may appear.

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.

(SH187.433) If players wish to use the optional rules for Prime Teams (G32.0), allow each side in this battle to deploy up to four such teams on its Dreadnought, Command Cruisers, and/or Heavy Cruisers, as each normally carries one such team.

(SH187.44) REFITS: All ships on both sides have received all applicable refits, except that no ship has received a mech-link refit.

(SH187.45) COMMAND LIMITS: Both sides will have to track the Command Limits (S8.2) of their forces on the map. No more ships can be brought on the map than the command limit of the designated flagship that is on the map (or arriving as part of that turn's reinforcements) can control. Reinforcements (for both sides) can be voluntarily delayed or declared to have disengaged without appearing. Reinforcements delayed more than three turns are considered to have disengaged.

(SH187.46) REINFORCEMENTS for either side are placed on the map edge heading into the first hex of the map they will enter prior to the Energy Allocation Phase of the turn they arrive.

(SH187.5) VICTORY CONDITIONS: Use the Modified Victory Conditions (S2.2). The Romulans win a 200–point bonus if they capture the planet. To capture the planet, the Romulans must drive off the Gorn ships and possess all 18 control stations at the end of the scenario, i.e., the Gorns are unable to recapture any of them with any ground combat forces remaining to them.

(SH187.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SH187.61) Historically, the Romulans attacked the Gorns, but they might have attacked the Federation. To simulate this, change the Base to a Federation type, replacing the PF Module with two Hangar Bay Modules, the PF Ground Base with a Large Fighter Ground Base, and the Pterosaur Interceptors with 24 F–16 fighters, and substitute the following Federation Squadrons for the corresponding Gorn Divisions:

1st Squadron: DNG, CAR+, 2xFFG, Scout+
2nd Squadron: CC+, NCL+, 2xFFG
3rd Squadron: CAR+, CL+, DD+, Tug+ with Battle Pod+
4th Squadron: CMV+, FFG.
5th Squadron: CVB (12xF–15), NAC, FFA.

(SH187.62) Both sides could place drones numbered the same as their Division/Cohorts into cups and draw a number when a force is to arrive to determine which Division/Cohort actually arrives.

(SH187.63) For a smaller scenario, delete the last two Divisions/Cohorts arriving for each side.

(SH187.64) At the start of the turn prior to the arrival of each group of reinforcements, roll one die. If the result is 1, the group arrives one turn early (i.e., on the turn when the die roll was made). If the result is 2-4, the group arrives on schedule (i.e., the turn after the die roll was made). If the result is 5-6, the group arrives one turn later than scheduled. Delay by this means does not classify the ships as "delayed reinforcements" for the purposes of (SH187.45) above.

(SH187.65) In the event that the scenario goes on for an extended period (probably due to an inability to destroy ground forces), each side receives one CW (Gorn HDD, Romulan SparrowHawk-A) every third turn starting with Turn #12 and continuing until a maximum of three such ships have been received.

(SH186.66) Allow each player to bring in his reinforcing Cohorts or Divisions in any order. For example, the Gorns could elect to bring in the Third Division on Turn #4 and the First Division on Turn #6.

(SH187.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:
(SH187.71) Change the Gorn CL to a BC or BDD.
(SH187.72) Replace the Falcon with a FireHawk–F or SparrowHawk–F.
(SH187.73) Add an extra scout to the reinforcements of one side.
(SH187.74) Replace the Gorn CV with the conjectural CVS or the slightly less powerful HDV.

(SH187.8) TACTICS

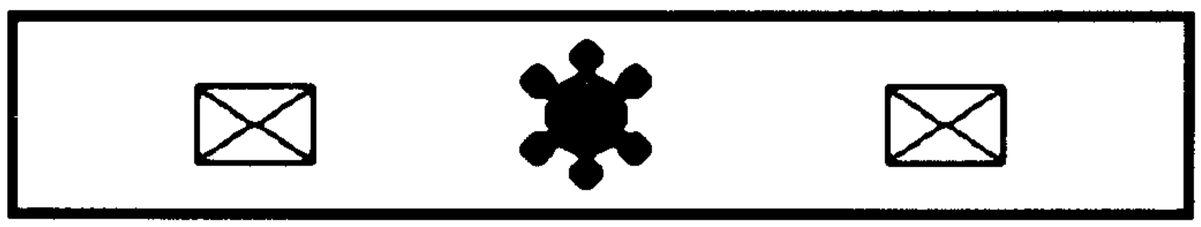
ROMULAN: You must get your ground forces on the planet and then fight a traditional ship-to-ship battle to keep the Gorns away. In a desperate situation, the Eagles could be landed on the planet and some of their crews sent into combat as militia.

GORN: You are going to lose the orbiting base (there is too much Romulan firepower against a stationary target with almost no weasel capacity), so don't panic when it happens. Be very careful about sending in troops from your ships, as this is going to be a tight battle, and there is no reason to give the Romulans a captured ship. Try to destroy the commando ships first, as this will delay (or deny) his capture of the planet (and the 200-point bonus).

(SH187.9) PLAYTESTER COMMENTS: A huge scenario requiring an entire day to play, but using the ground combat rules to their fullest extent.

HISTORICAL OUTCOME: The first elements of the Romulan Second Star Legion let themselves be trapped at low speed too close to the planet. Reinforcements moved to join them. When the *Imperator* was destroyed, the Romulan command structure collapsed, as each Cohort tried to fight its way out of the trap on its own. The result was a disaster. Besides the *Imperator,* the Romulans lost the cruisers *Loyal Hawk, Intrepid, Havoc,* and *Impavidus;* the mauler *Spear;* and the support ships *F12, Talon, Bravery, Steadfast,* and *Sword.* The Gorns lost the base (which was annihilated when the Romulans briefly took the planet); the cruisers *Tricericon* and *Unity;* and the destroyers *Coil, Black Vigil, and Zilzar.* Both sides lost most of their fighters and interceptors. Most of the Romulan ground troops were annihilated or captured.

(SH188.0) REVOLT ON STARBASE GAMMA



(Y186) *by Tony Zbaraschuk, Washington*

During the Romulan Civil War, the Romulan Republic's initial concerns were for Proconsul Rolandus, rather than the backwater of Starbase Gamma. That base, to galactic south of Romulus and Remus, had been the administrative center for the Romulan southern sectors, never a theater of war. That was about to change.

When the news of the Republic reached Gamma, the base commander, Admiral Morus, announced his adherence to the new Republican order, and the starbase security forces followed him. However, neither Morus nor his staff had considered that the Fifteenth Heavy Cohort, on-base for training, might refuse to follow the new order. Thus, when the troops under Cohort Commander Tylen revolted, it came as a complete surprise.

Tylen's revolt was timed for a period when most of the local forces (including the starbase's own fighters and its PFs and their crews) were on a training exercise some distance from the starbase. Tylen had been in communication with Rolandus, who had sent an assault squadron (under cloak) to Starbase Gamma; her intention was to take the base and hold it until the fleet arrived, thereby delivering most of the southern marches of Romulan space into the new Emperor's control.

(SH188.1) NUMBER OF PLAYERS: 2; the Republican player and the Imperial player.

(SH188.2) INITIAL SET UP

TERRAIN: There is no map; use the Starbase Boarding Party diagram from Module M. The starbase has four fighter modules (in positions B, C, E, and F), two PF modules (positions A and D), and two Barracks modules (positions A and D).

REPUBLICAN: 50 boarding parties (the starbase security forces) and 1 legendary ground forces officer (Morus) set up as follows: 10 boarding parties each must start in the flag bridge, auxiliary bridge, and emergency bridge sections of the starbase core; the other 20 may be deployed anywhere except in the Imperial player's set-up areas. Admiral Morus starts in the flag bridge area.

IMPERIAL: 60 boarding parties (the 15th Heavy Cohort) and 1 legendary ground forces officer (Tylen). They have just begun to move out of barracks when the scenario begins. Ten boarding parties each are in the following areas: weapons A, weapons F, module A, module F, repair A, and repair F. Tylen is with one of the groups at the Imperial player's choice.

(SH188.3) LENGTH OF SCENARIO: The scenario continues for 20 turns. At the end of Turn #20, Rolandus' squadron arrives at the base. Since the squadron is not strong enough to attack the base, it will have to retreat if Tylen has not yet managed to seize "control" as defined in (SH188.5).

(SH188.4) SPECIAL RULES

(SH188.41) MAP: There is no map; use the starbase boarding party diagram. There is no way to disengage for either side/ This battle is to victory or surrender.

(SH188.42) SHUTTLES AND PFs: All shuttles and PFs have warp booster packs, but as none are used in the basic version of this scenario, it does not matter. (The starbase's PFs and fighters were some distance away on a training exercise; the shuttles were not launched because they could contribute nothing to a fight inside the starbase and would probably have been destroyed by phasers operated by the opposing side before they could land again in any case.)

(SH188.421) If using the optional MRS shuttles, the starbase has one MRS, but its position must be randomly determined after set up and before the first turn of play. This unit has no function in the scenario, but in a campaign its capture might allow its deployment elsewhere.

(SH188.422) There are no fighters in this scenario. In a variant in which fighters are present, use the standard

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deployment patterns (one EWF for each squadron of eight or more fighters) for EW fighters.

(SH188.423) There are no PFs in the basic version of this scenario.

(SH188.43) COMMANDER'S OPTION ITEMS

(SH188.431) No Commander's Option Items are available for purchase. Instead, two of Cohort Commander Tylen's boarding parties are actually commandos.

(SH188.432) There are no drone-armed units in this scenario. In a scenario where drone-armed units are used, all drones are "fast," i.e., speed–32. Each drone-armed ship can select special drones up to the historical racial percentages as part of the Commander's Option Items; these will only be useful in a variation. Note that (S3.2) allows drone ships extra points for this purpose.

(SH188.433) Prime Teams (G32.0) are not available in the basic version of this scenario, but one might be added to either side as a balance factor or to both sides as a variation.

(SH188.44) REFITS: The starbase has the Y170 and Y175 refits.

(SH188.45) SITUATION: The Imperial forces had managed to infiltrate the starbase's computer system to a certain extent. Thus, internal systems were partly under their control and partly under the Republic's control.

(SH188.451) Each side can move two units by turbo-lift each turn (a total of at most four); the fifth turbo-lift movement normally allowed to a starbase is not used due to confusion in the computer system.

(SH188.452) Transporters can be used by the player who controls the area in which they are located, but power must be provided for them.

(SH188.46) MILITIA: The loyalties of the starbase crew were divided. The Republican player can raise two militia units per turn, as can the Imperial cohort. Imperial militia units can only be formed in the same area as Cohort Commander Tylen; Republican militia can be formed in any area where Imperial troops are not present. If Tylen dies, the Imperials can raise only one militia unit a turn in any area where they have troops.

(SH188.47) SELF-DESTRUCTION: Neither player can initiate self-destruction due to the disruption of the starbase's computer systems and the divided loyalties of the base personnel.

(SH188.48) GUARDS AND RAIDS: Hit-and-run raids can be made on Morus, Tylen, and various internal systems on the starbase; guards can be assigned.

(SH188.5) VICTORY CONDITIONS: Victory conditions are determined by considering how many of the three core control areas (Flag Bridge, Emergency Bridge, and Auxiliary Control) are under Imperial control at the end of Turn #20.

DECISIVE IMPERIAL VICTORY: Tylen controls three control areas; Rolandus' squadron can dock unopposed at the starbase, and the southern marches of Romulan space will fall under his control.

MAJOR IMPERIAL VICTORY: Tylen controls two control areas; Rolandus' squadron can dock, but some ships will be damaged by surviving Republican gunners. The southern marches of Romulan space will be unable to lend any aid to the Republic.

DRAW: Tylen controls one control area; the Republican forces hold the starbase but, impressed by the Imperials' courage, will allow them to evacuate.

DECISIVE REPUBLICAN VICTORY: No control areas are in Tylen's hands; Rolandus' squadron will be unable to dock before returning Republican ships reach the starbase.

(SH188.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SH188.61) Similar situations could have occurred in a Kzinti or Lyran starbase during one of their civil wars. If before PFs, use cargo modules in place of the PF modules. If before fighters, use cargo modules in place of the hangar modules.

(SH188.62) Assume that the PFs had not been deployed for the training exercise. Their crews and boarding parties are in the PF docking modules. Roll one die for each flotilla to determine how many PF boarding parties from each flotilla go over to Tylen's plan.

(SH188.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

(SH188.71) Increase or decrease the number of boarding parties available to one side.

(SH188.72) Add an additional legendary ground forces officer to one side, or delete the legendary ground forces officer from the other side.

(SH188.73) Add a Prime Team to one side.

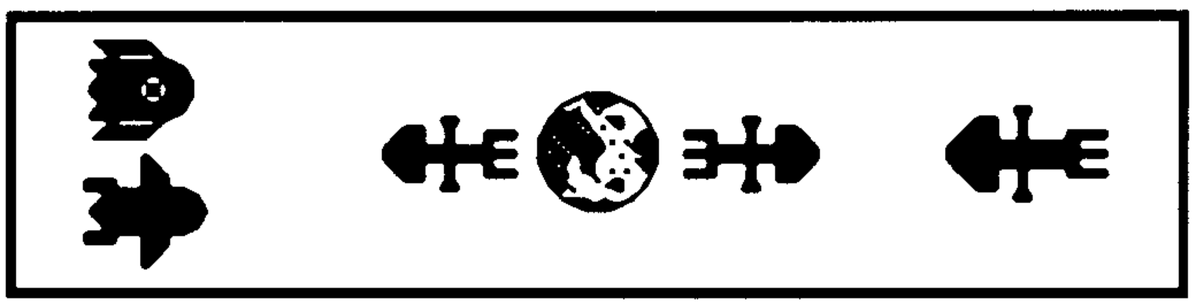
(SH188.8) TACTICS

REPUBLICAN: You have to buy time until you can concentrate your forces. Try to let the Imperials waste themselves against fixed defenses while you rally militia.

IMPERIAL: You are going to have to drive hard and keep your forces consolidated. You cannot wait, or you will lose.

(SH188.X) HISTORICAL OUTCOME: Tylen's attack was near success when a hit-and-run raid by the Republicans resulted in her death. The resulting confusion in the 15th Cohort's command created just enough of a delay for Morus to rally his troops and loyal members of the crew. A cease-fire was negotiated, and Rolandus' ships evacuated the remnants of the Cohort.

(SH189.0) FAMILY FEUD



(Y187) *by Steven Paul Petrick, Texas*

Supply is always central to any operations. During the WYN War of Return, this was demonstrated again and again as the contending forces found themselves forced to launch operations to gain resources, or deny them to their foes. The situation was aggravated by fence-sitters, who would not provide their resources to either side.

One classic example of this three way tug-of-war occurred in the Krr'aal system. One planet of this system had been turned into a supply dump by the Duke. His intent was to have a position from which he could supply his forces in the event of an incursion by the Klingons.

The planet did not possess any orbital defenses, or even any major fixed ground defenses, since the Duke was concentrating his construction efforts in reestablishing his border with the Klingon Empire. The planet was not defenseless, as the Duke had positioned the entire *Crushing Blow* Infantry Division on the planet to defend the logistics.

Both the Crown Prince and the Usurper learned of this supply dump. The Usurper laid plans to seize it by a Coup-de-main, relying heavily on fifth columnists within the garrison

and surprise. The Crown Prince, alerted to the Usurper's intent by spies, rushed the nearest available unit to block the move and activated his own fifth column. The Duke's internal security forces within the division determined that something was up, although they did not know what it was, and tightened security. The Duke wanted to avoid taking sides, and more importantly wanted his war reserve stockpiles left alone!

As fate would have it, it all came to a head at once.

(SH189.1) NUMBER OF PLAYERS: 3; the Crown Prince player, the Usurper player, and the Duke player.

(SH189.2) INITIAL SET UP

TERRAIN: Class M planet (P2.21) in hex 2215.

CROWN PRINCE: MCG *Rolling Thunder* enters anywhere along the xx01 map edge on Turn #1, heading at player's option, speed max, WS–III. This ship has 27 Boarding Parties, 3 Heavy Weapons Squads, 2 Commando Squads, and 3 Ground Combat Vehicles, 2 Admin shuttles, 2 GAS, and 1 HTS.

USURPER: Orion Viking *Special Delivery*, WYN Barracuda *Black Light*; enter anywhere along the xx30 map edge on Turn #1, heading at player's option, speed max, WS–III. The Viking has 20 Boarding Parties, 2 Commando Squads, and 2 Heavy Weapons Squads. Its shuttles include 1 Admin and 3 GAS.

DUKE: FFK *203*, POL *116*, Set up anywhere within 5 hexes of 2215, initial heading at the Duke player's option, speed 5, WS–I.

GROUND FORCES: *CRUSHING BLOW* DIVISION [See (SH189.46).]

24th Light Battalion (*Silent Death*): 34 Boarding Parties, 4 Heavy Weapons Squads, 2 Commando Squads, 1 Command Post Vehicle.

59th Mobile Battalion (*Blood Drinkers*): 23 Boarding Parties, 4 Heavy Weapons Squads, 14 Armored Personnel Vehicles, 2 Command Post Vehicles.

63rd Tank Battalion (*Death Dealers*): 20 Tanks, 2 Command Post Vehicles.

73rd Heavy Battalion (*Throat Rippers*): 12 Boarding Parties, 2 Heavy Weapons Squads, 14 Ground Combat Vehicles, 1 Command Post Vehicle.

88th Field Artillery Battalion *(Dead Bangers):* Eight Trans-Howitzers, 8 Ammunition Vehicles, 2 CPVs.

94th Planetary Assault Battalion (*Skull Crushers*): 23 Boarding Parties, 2 Commando Squads, 3 Heavy Weapons Squads, 7 Heavy Assault Shuttles.

110th Fire Support Battalion (*Smash and Slash*): 9 Ground Bombardment Shuttles, 2 Ground Assault Shuttles.

145th Light Battalion (*Cold Fury*): 34 Boarding Parties, 4 Heavy Weapons Squads, 2 Commando Squads, 1 Command Post Vehicle, 10 Trucks.

193rd Mixed Battalion (*Snarling Fangs*): 11 boarding Parties, 1 Heavy Weapons Squad, 6 Armored Personnel Carriers, 6 Tanks, 2 Command Post Vehicles.

210th Light Armored Battalion (*Swift Doom*): 20 Ground Assault Vehicles, 1 Command Post Vehicle.

213th Combined Arms Battalion (*Rending Fang*): 11 Boarding Parties, 3 Heavy Weapons Squads, 3 Armored Personnel Vehicles, 6 Tanks, 6 Ground Combat Vehicles, 6 Ground Assault Vehicles, 2 Command Post Vehicles.

317th Combat Engineer Battalion *(Trap Builders)* : 12 Combat Engineer Squads, 3 Trucks, 3 Combat Engineer Vehicles, one Command Post Vehicle.

Note: None of these units are at full strength, so players should not attempt to infer tables of organization from them.

(SH189.3) LENGTH OF SCENARIO: The scenario continues until all forces remaining at the Ground Combat Location belong to one side, all other ground forces having been destroyed, captured, or having disengaged (by a ship).

(SH189.4) SPECIAL RULES

(SH189.41) MAP: The map is fixed; it does not float. Any unit leaving the map has disengaged and cannot return. The Crown Prince's units can only disengage from the xx01 map edge. The Usurper's units can only disengage from the xx30 map edge. The Duke's units can only disengage from the 01xx map edge. Units which disengage in unauthorized areas are considered destroyed.

(SH189.42) SHUTTLES AND PFs: All shuttles and PFs have warp booster packs.

(SH189.421) No ship in this scenario is qualified to carry an MRS shuttle, but in a variant of the scenario where that is possible, they may be purchased [up to the limits in (J8.5)] under (SH189.431).

(SH189.422) There are no fighters in this scenario. In a variant in which fighters are present, use the standard deployment patterns (one EWF for each squadron of eight or more fighters) for EW fighters if desired.

(SH189.423) There are no PFs in this scenario.

(SH189.43) COMMANDER'S OPTION ITEMS

(SH189.431) 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.

(SH189.432) All drones are "fast," i.e., speed–32.

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

(SH189.433) No ship in this scenario normally carries a Prime Team (G32.0), but such Teams are sometimes assigned to various ships. Players may experiment with Prime Teams, perhaps as a balance factor.

(SH189.44) REFITS: The Duke's FFK and POL both have the Y175 refit. The Usurper's Orion Viking has the plus refit. The Crown Prince's MCG has the Y175 refit.

(SH189.45) GROUND COMBAT: Hex side 2215C is a Ground Combat Location (GCL) (D15.1). There are three Control Stations (D15.11), each with three Ground Defensive Systems (GDSs) (D15.12). These positions are initially held by the Duke. The other five hex sides are irrelevant.

(SH189.46) LOYALTY: Elements of the *Crushing Blow* Division have been subverted by both the Usurper and the Crown Prince. Some elements will remain loyal to the Duke. The status of most battalions is determined by a die roll when the scenario begins. These die rolls are done after Energy Allocation but before the Impulse Procedure of Turn #1, and at the same point on all subsequent turns until there are no units whose loyalty has not been determined.

(SH189.461) The 24th Light Battalion is always loyal to the Duke and is deployed within the Ground Combat Location in possession of the Control Stations and GDSs at start. No die roll is made for this battalion.

(SH189.462) All units of the *Crushing Blow* Division, except the 24th Light Battalion, are deployed in (separate) Remote Areas surrounding the Ground Combat Location at start.

(SH189.463) Before play begins, each player selects any three battalions (except the 24th Light Battalion) and records their designations secretly in writing. The three selected battalions have a slightly greater chance of becoming loyal to that player. However, since these selections are secret, it is possible that two players, or all three players, may select the same units. A player who

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selects a unit gets to add one to his die roll (SH189.464) to see if the unit will be loyal to him. This modifier is only used for the first roll to determine unit loyalty.

(SH189.464) The success of die rolls for unit loyalty is determined only by the highest number rolled (plus a modifier, if any). All players roll simultaneously for each unit, including the units that they did not select. A player must reveal his written record selecting a given unit under (SH189.463) before he rolls the die. In the event of a tie between two players who roll the highest number for a unit [including the effect of the die roll modifier in (SH189.463)], the unit is loyal to no one that turn and must be rolled for again on the following turn (the modifiers still apply), but only by the players who tied in rolling for it. This applies if there is a three-way tie as well. It is possible, though unlikely, that the first turn will result in none of the units being activated. Once a player has activated a battalion, it becomes his for all purposes.

(SH189.465) Players may attack one another in the remote areas by the use of Search and Destroy Missions as outlined in (D15.7).

(SH189.47) OPTION MOUNTS: The option mounts of the Viking can be filled with any weapons from the WYN Home Territory (G15.442).

(SH189.5) VICTORY CONDITIONS: Victory is determined solely by who is in possession of the GCL at the end of the scenario. If no one is in possession [defined as occupied with ground troops (D15.41)] of at least one Control Station (D15.11) at the end of the scenario, then all have lost.

(SH189.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SH189.61) Replace the Kzinti ships with those of another race. The Lyrans or Romulans would be most likely.

(SH189.62) Allow each battalion controlled by a player to recruit one Militia squad each turn on a die roll of 2 or less.

(SH189.63) For a smaller and faster battle, use only the 24th battalion as the Duke's initial Ground Forces and allow the Usurper and Crown Prince to attempt to win using only the forces from their commando ships. The Duke's FFK and POL will be present to fight as well as the Usurper's Barracuda.

(SH189.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

(SH189.71) Allow the weaker player additional rounds of transporter artillery.

(SH189.72) Give the weaker player one or more Legendary Ground Forces Officers.

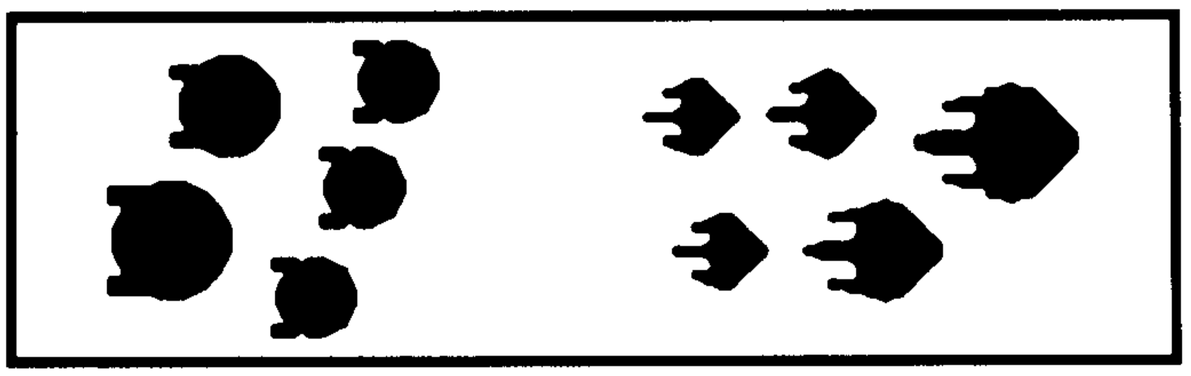
(SH189.73) Add troops or vehicles to the weaker player's at start forces once they are determined by (SH189.46).

(SH189.8) TACTICS

EVERYONE: You are all going to have to take a look at the forces you have managed to recruit. Assess the combat power, and figure out who is strongest. The two weaker players will have to initially gang up on the strongest player. Carefully watch the casualties you sustain, as you cannot afford to assist in weakening one player only to find that your erstwhile ally is now able to pound both of you to chutney. Careful use of transporter artillery can help turn the tide.

(SH189.X) HISTORICAL OUTCOME: After the initial confusion, the Duke's forces successfully rallied and held the base long enough for more of his ships to arrive. He advised both sides that any further attack on his facilities would force him to join the other side.

(SH190.0) CURIOSITY KILLS



(Y188) *by John D. Berg and Mike Incavo, Illinois*

Several years before the Andromedans began assaulting the ISC, they sent out several small reconnaissance patrols. Their missions tended to vary, but they always involved the acquisition of information. In the case portrayed by this scenario, the Andromedans were trying to gain a basic understanding of the ISC command structure. To this end they sought to acquire high ranking officers for interrogation or to gain access to ISC computer data files. The success of these operations was due to the basic biographical and logistical data they collected, rather than the ability to break the high security safety interlocks associated with more sensitive information.

(SH190.1) NUMBER OF PLAYERS: 2; the ISC player and the Andromedan player.

(SH190.2) INITIAL SET UP

ISC: CA *Overseer*, CL *Plasmabird*, DD *Hattor*, 2xFF *Neutron* and *Positron* within 5 hexes of 3625, heading F, speed max, WS–III.

ANDROMEDAN: Intruder *Gilberto* (with 2xCobra, Diamondback), Python *Marcello Missirolli* in hex 0605, heading C, speed max, WS–III.

(SH190.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(SH190.4) SPECIAL RULES

(SH190.41) MAP: Use a floating map. The ISC units can only disengage in directions B or C. The Andromedan units can only disengage in directions E or F. Units which disengage in unauthorized directions are considered destroyed.

(SH190.42) SHUTTLES AND PFs: All shuttles and PFs have warp booster packs.

(SH190.421) If using the optional MRS shuttles, the ISC CA has one MRS.

(SH190.422) There are no fighters in this scenario. In a variant in which fighters are present, use the standard deployment patterns (one EWF for each squadron of eight or more fighters) for EW fighters.

(SH190.423) There are no PFs in this scenario.

(SH190.43) COMMANDER'S OPTION ITEMS

(SH190.431) 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.

(SH190.432) All drones are "fast," i.e., speed–32.

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

(SH190.433) Prime Teams (G32.0) are not available in this scenario but could be used as a balance factor.

(SH190.44) REFITS: The ISC ships have all received the rear phaser-3 and plasma-F refits. Any other race used in this scenario will include all standard refits available in Y188. Mech links will be assumed if PFs are added in a variation or as a balance factor.

(SH190.45) INFORMATION: The Andromedans have two objectives: to capture high ranking officers and/or access ISC computer banks.

(SH190.451) High-ranking ISC officers can be captured only from the CA or CL. The ISC player must record the SSD box location of the captain and four "command" officers that are on board the CA and CL (each has five officers). All ranking officers must remain in a control box until the ship is boarded and (prior to enemy boarding) must move to another one if they survive destruction of the one they are in. These officers move around the ship by (G22.132) but are not legendary.

(SH190.452) To capture these officers, a successful hit-and-run raid must be made into an SSD box. If an officer is there and the raid is successful, he is captured. Alternately, (SH190.454) can be used to capture officers.

(SH190.453) The Andromedans may capture certain (D16.0) ship sections of the CA and CL in order to gain access to computer files. Sections A, B, or D can be used for this purpose. Each turn the Andromedans control one of these sections they gain 10 points of command information on the ISC (to a maximum of 30 points/section).

(SH190.454) Once in control of a section, the Andros may sweep it for ISC officers. After one turn in control of any section, all ranking officers there will have been captured. The captured officers must be transferred back to an Andromedan ship to count for victory.

(SH190.5) VICTORY CONDITIONS: Use the Standard Victory Conditions (S2.20). The Andromedans gain an extra 20 victory points for each high ranking officer they capture. They also get 1 victory point for every point of command information they get out of the ISC computers.

(SH190.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SH190.61) Substitute a Federation force of a CC+, NCL, DW, and two FFGs for the ISC force.

(SH190.62) Add a scout to the ISC force.

(SH190.63) For a smaller and faster battle, use only the ISC CA and the two FFs versus an Andromedan Conquistador with a Diamondback satellite ship.

(SH190.7) BALANCE: The scenario can be balanced between players of different skill by one or more of the following:

(SH190.71) Change the ISC CA to an ISC CC.

(SH190.72) Replace the ISC DD with an ISC FF.

(SH190.73) Delete the Python from the Andromedan force.

(SH190.74) Raise or lower the number of victory points the ISC officers or the information is worth.

(SH190.8) TACTICS

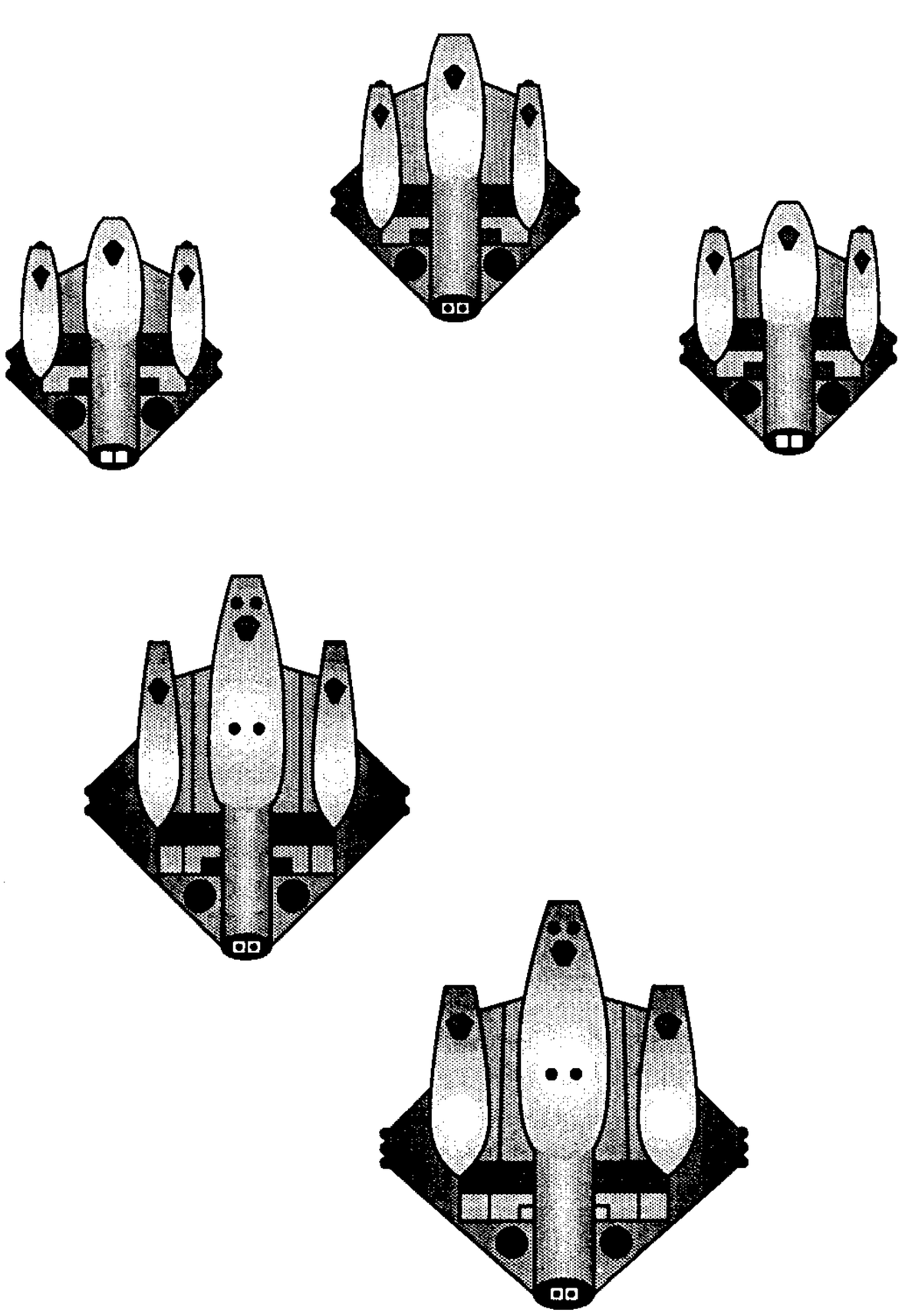
ISC: Call up the militia ASAP. If a ship is boarded, make sure the ranking officers use passage movement to get out of a section before it is swept.

ANDROMEDAN: Soften up a ship before you board it in order to reduce its boarding party effectiveness. Attempt mass boardings simultaneously with hit-and-run raids.

HISTORICAL OUTCOME: The Andromedans captured the captain (driving his mind-linked brothers insane). The cruiser, under command of the gunnery officer, destroyed both Cobras before the Andros disengaged.

PLAYTESTER LIST

BATTLE GROUP AMERICA: William Burnett, Jim Moran.
BATTLE GROUP CHICAGO: Randy Demsetz, John Berg, Mike Incavo, Dave Slavik, and Paul Miller.
BATTLE GROUP CINCINNATI: Mike Filsinger, Todd Warnken, Kyle Marcroft, and Jim Mills.
BATTLE GROUP COLUMBUS OHIO: Gregg Dieckhaus, Allen Phelps, and Dick Herbert.
BATTLE GROUP DENVER: Scott Moellmer, Pat Moellmer, Craig McRae, Ted Fay, Dan Hoffacker, Aaron Brown, Jason Mathis, Mike Raehal, Scott Hontz, and Kie Kreuger.
BATTLE GROUP HOUSTON: Frank Crull, and Randy Lee.
BATTLE GROUP ITHACA: Peter Bakija.
BATTLE GROUP MADISON: Ken Burnside, Ken Feldman, Ken Rotar, Mike Greenholdt, John Hilgers, Dane Jespersen, Rob Baranowski, Brian Hoeft.
BATTLE GROUP MAINE: Gabe Conlon.
BATTLE GROUP NAPERVILLE: Cliff Yahnke, Jon King, Joe Lewis, Alex Pundy, Andy Pundy, and Paul Pundy.
BATTLE GROUP NEW YORK: Richard Citti and Jeff Reiser.
BATTLE GROUP PHOENIX: Scott Malcomson.
BATTLE GROUP RAPID CITY: Anthony Steensgarrd, Daniel Lien, David Laughlin, Rhonda Laughlin, Mark Harris.
CONFEDERATE STAR FORCE: Stewart W. Frazier and Catherine Lizama.
FORT IRWIN GARRISON: Jon Cleaves, Bryan Hamilton, Spence Cocherl, and Marc Lago.
SPACE TACTICS AND RESEARCH (STAR) GROUP: Chuck Strong, Marcus Hill, and Steve Rolston (Colorado).
REPORTS ON 1988 DRAFT: Eric Nussberger, Evelio Perez-Albuerne, Richard Citti, Russ Bullman, Gabe Conlon.



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ANNEXES FOR MODULE M

ANNEX #5 ABBREVIATIONS FOR SHIP CLASSES

AxCC .....Auxiliary Commando Cruiser
BRC .....Battle Commando Raider, variant of Orion BR
BDG .....Ground Assault variant of Gorn BDD
CCL .....Commando variant of Light Cruiser
CCW .....Commando War Cruiser
CDD .....Commando Destroyer
CDW .....Commando variant of War Destroyer
CFF.....Commando Frigate
CLC .....Commando Light Cruiser
CLG .....Ground Assault variant of CL
CMD.....Commando Destroyer
CMF .....Commando Frigate
CMP.....Commando variant of Military Police
CWG.....Commando War Cruiser
COH.....Commando variant of Battle Hawk
DDC .....Commando Destroyer
DDG.....Ground Assault variant of DD
DWG.....Ground Assault variant of DW
E4G .....Commando variant of Klingon E4
F5G .....Commando variant of Klingon F5
FFC.....Commando Frigate
FFG .....Ground Assault variant of Kzinti FF
FTR.....Free Trooper
FTK.....Tank Landing variant of Free Trooper
GAS .....Ground Assault Shuttle
HAS .....Heavy Assault Shuttle
HCD .....Heavy Commando Destroyer, Gorn
HNG.....Ground Assault variant of Hydran Hunter
LNG .....Ground Assault variant of Hydran Lancer
NCT .....New Commando Transport, variant of NCL
SEG .....Commando variant of SeaHawk

ANNEX #6 COMMANDER'S OPTION ITEMS

Transporter Artillery Round; see (E20.32)	0.25
Bombardment Drone Module	0.50
Truck	0.20
Ground Combat Vehicle	1.00
Ground Assault Vehicle	2.00
Tank	3.00
Armored Personnel Vehicle	1.00
Command Post Vehicle	2.00
Trans-Howitzer Vehicle	3.00
Armored Artillery Ammunition Vehicle	2.00

ANNEX #7B: SHIPS ABLE TO LAND ON PLANETS

Various ships in the game can land on planets by various systems. See (P2.43) for details and instructions.
GRAVITY: Detached troop transport pods; Tholian CMC.
AERODYNAMIC: COH, VIK, BCR; WYN Orca–C, Mako–C, Barracuda–C.
ENGINE: FTR, FTK.

ANNEX #7G: CARRIER INFORMATION

Race	CV	Ftrs	Admin	Bays	Store	DC
Hydran	SRG	2	8†	1	0	2

† "Admin Shuttles" for the SRG include one heavy transport, two admin, and four ground assault shuttles.

ANNEX #7K: CARGO SPACE POINTS

1 ..... Transporter Artillery Round
10 ..... Truck
20 ..... Ground Combat Vehicle
20 ..... Ground Assault Vehicle
20 ..... Armored Personnel Vehicle
20 ..... Command Post Vehicle
20 ..... Self-Propelled Trans-howitzer
20 ..... Armored Ammunition Vehicle
50 ..... Ground Combat Tank

ANNEX #10: TACTICAL INTELLIGENCE

Free Trader..... Free Trooper, Free Tanker
Rom SEH.....SEG
Rom WH .....COH
Kzinti CL .....CLG
Kzinti FF.....FFG
Orion BR.....BR, BRP§, BRS, BRC
Hydran DD .....SRG, LNG
Lyran DD .....DDG
WYN Orca .....Orca–C
WYN Mako.....Mako–C
WYN Bar.....Barracuda-C
WYN AxS.....AxCC
ISC CL CCL

DESIGNER'S NOTES

Module M has been one of the longest-awaited products in all of SFB. The rules first appeared (in a very early form) in the ancient Designer's Edition. The commando ships were to have formed an SSD book in the old Commander's Edition, which ended before that could be done (although a few ships and a new draft of the rules appeared in Update #2). The Captain's Edition assigned the commando ships to Module M and previewed them in Module P4. The extreme popularity of the system forced us to release more ships and scenarios in Module MO#2.

The delay in Module M was the boarding party system. Under the original design for (D16.0), it would have taken between 144 and 196 pages for all of the diagrams and tables needed. This made the product too expensive. I went back to the basics of the original design and produced a simplified system that was done with only 65 pages, less than half of the original projection. Even better, the playtesters liked the simpler and cleaner system more than the original!

Once that breakthrough was achieved, the product literally flew through development (the rules had been tested since Module P4). As the final round proceeded, we added nearly 20 entirely new commando ships. We had accumulated a huge stockpile of commando scenarios over the years and were able to fit most of them into this one product.

The counters deserve note. The second countersheet (comprised of boarding party counters) is organized in such a way that each of the six "companies" of counters can be configured (by leaving a few out) to reflect any of the Marine company organizations shown in the rules (except the Romulans, who would need two sets for their huge "century" organization). While these are provided only in six colors, you can easily use them for any race, and can even use the colors to represent boarding parties on the same side who arrived from different sources (allowing you to send the survivors of your ally's borrowed marine contingent home more efficiently). These same counters will, one day, work for the Star Fleet Assault ground combat system.—*Stephen V Cole*

Ship Type	G9.0 Crew Unts	D7.0 Brdg Prts	S2.1 BPV	C6.5 Break Down	C2.12 Move Cost	J1.42 Spare Shttl	R0.6 Size Class	C3.3 Turn Mode	Rule Nbr	Year in Srvc	C13.3 Dock Pts	D5.2 Explo Str	F&E Cmnd Ratng	Notes
F-TL	70	120	250/50	1-6	0.50	–	4	D	19	120	6	5	0	T, ML
F-TS	35	60	100/50	1-6	0.33	–	4	C	18	120	3	2	0	T, ML
FTR	20	30	80/25	4-6	0.50	1	4	C	41	125	3	6	1	T
FTK	20	10	90/25	4-6	0.50	1	4	C	42	135	3	6	1	T, Tk
Fed CMC	41	32	100/80	4-6	0.75	2	3	C	31	125	6	14	6	T
COV	51	42	152	5-6	1.00	2	3	D	51	170	8	18	8	T◆
NCT	40	32	116/100	4-6	0.67	2	3	C	79	173	6	13	6	T
CDW	28	28	100/70	5-6	0.50	1	4	C	81	178	5	10	5	T
CFF	28	32	79/55	5-6	0.33	1	4	B	80	150	4	8	3	T
Kling D6G	51	44	120/90	5-6	1.00	1	3	B	48	125	7	15	8	T
D5G	44	34	110/95	5-6	†	1	3	B†	53	170	6-7	14	6	T, TG
F5G	26	30	90/60	4-6	0.50	–	4	A	90	155	4	10	4	T
E4G	22	26	55/36	4-6	0.33	–	4	A	91	126	3	6	3	T
Rom SPG	44	48	143/110	5-6	0.67	1	3	B	20	168	7	14	6	T
SKG	30	24	107/92	6	0.50	2	4	A	27	168	4	10	5	T
SEG	23	25	85/65	6	0.33	–	4	A	86	177	4	7	3	T
COH	24	24	95/55	5-6	0.50	1	4	D	85	166	5	9	6	T
KRG	50	48	133/103	5-6	1.00	1	3	B	57	166	7	15	8	T
CE	28	24	110/70	5-6	1.00†	1	3	D	54	166	5	12	3	T,*
Kz MCG	39	32	110/95	5-6	0.67	1	3	B	54	173	6	13	6	T
CLG	36	30	84/59	5-6	0.67	2	3	B	63	127	6	11	6	T
FFG	24	26	81/51	5-6	0.33	1	4	A	64	128	4	7	3	T
DWG	28	28	89/60	5-6	0.50	1	4	B	65	177	5	10	4	T
Gorn COM	38	32	100/75	4-6	0.67	2	3	D	29	125	6	14	6	T
HCD	38	32	116/96	5-6	0.67	1	3	C	44	172	6	12	6	T
DDG	26	30	76/68	4-6	0.50	1	4	C	53	127	4	8	4	T
BDG	30	32	100/75	5-6	0.50	1	4	B	54	173	4	9	5	T
Thol CT	46	52	132/140	5-6	0.83	1	3	B	27	179	6	13	6	T, Y1
CMC	22	24	60/50	5-6	0.33	1	4	A	26	110	4	8	3	T, N
Or VIK	20	24	83	3-6	0.25	1	4	D	8	129	3	15	3	T, N
BRC	36	36	120/95	6	0.67	2	3	A	30	173	6	23	6	T
Hyd CAT	37	34	100/75	5-6	0.67	2+1	3	B	53	173	7	13	6	T
SRG	31	34	130	6	0.50	1+1	4	B	31B	158	5	9	4	T, V◆
LNG	29	28	77/57	6	0.50	2+1	4	B	65	138	5	9	4	T
HNG	20	26	58/38	6	0.33	1	4	A	66	138	4	7	3	T
And DIA	25	24	100	6	0.50	–	4	A	21	171	4	12	4	T
RAT	22	18	80	6	0.33	–	4	A	20	167	3	9	3	T
Lyr CWG	39	36	115/100	5-6	0.67	1	3	B	44	172	7	14	6	T
DDG	29	26	81/66	6	0.50	1	4	B	55	124	4	10	4	T
WYN CWG	39	42	115/95	5-6	0.67	2	3	C	33	183	7	14	6	T,CJ
CDD	26	30	95/75	6	0.50	1	4	B	32	183	5	11	4	T,CJ
CFF	29	26	75/45	6	0.33	1	4	A	31	178	3	8	3	T,N
AxCC	18	24	74/30	3-6	0.33	–	4	C	30	148	3	6	3	T,ML
ISC CCL	40	34	120/100	5-6	0.67	2	3	C	33	165	6	15	6	T
CDD	24	28	100/82	6	0.50	2	4	B	47	165	4	10	4	T
LDR CDW	27	26	110/95	6	0.50	1	4	A	28	168	5	10	5	T,CJ
CMP	24	28	80/60	6	0.50	1	4	A	29	168	4	9	3	T
Selt CMD	35	30	100/80	4-6	0.50	1+1	4	C	11	182	5	11	4	T
CMF	30	30	75/60	4-6	0.33	1+1	4	C	12	182	4	9	4	T
Jind CLC	40	28	160	NA	0.50	2	3	C	18	1	NA	10	6	T
DDC	40	50	130/110	6	0.50	2	4	B	25	1	6	12	4	T
FFC	24	26	100/85	6	0.33	1	4	A	33	1	4	10	3	T

ANNEX #4: MASTER FIGHTER AND SHUTTLE CHART

Race	Type	Spd	Phaser	Drones	Damage	Special	BPV	Year	DFR	Ref
All	Admin	6	1xP3-360	–	6	J2.1	2	70	0§	F1
	GAS	6	1xP3-360	–	8	Ground Attack	4	70	0§	F4
	GBS	6	1xP3-360	–	8	Ground Attack	4	100	0§	F10
	HTSΔ	6	none	–	12	Troop Transport	6	90	0§	F5
	HASΔ	6	none	–	14	Ground Attack, Troops	9	120	0§	F11

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GENERAL UNITS

LARGE FREIGHTERS (R1.B2)

CLASS	A (BRIDGE)	B (LEFT POD, FORWARD)	C (LEFT POD, REAR)	D (RIGHT POD, FORWARD)	E (RIGHT POD, REAR)	F (ENGINE ROOM)
F–L, F-SL	Forward Command Module	15xCargo	10xCargo	15xCargo	10xCargo	Rear control module
F-ML	Same as F-L	15xMine Rack	10xMine Rack	15xMine Rack	10xMine Rack	Same as F-L
F-TL	Same as F-L†	10xBarracks, 6xShttl	2xTran, 10xCargo	10xBarracks, 6xShttl	2xTran, 10xCargo	Same as F-L
F-AL	Same as F-L†	Same as F-L	Same as F-L	Same as F-L	Same as F-L	Same as F-L
F-RL	Same as F-L†	2xTrac, 6xCargo, 5xAPR	10xRepair	2xTrac, 6xCargo, 5xAPR	10xRepair	Same as F-L†
F-EL	Same as F-L†	1xProbe, 1xSen, 5xLab, 1xTrac, 2xTran, 2xShttl	10xCargo, 5xA Hull	1xProbe, 1xSen, 5xLab, 1xTrac, 2xTran, 2xShttl	10xCargo, 5xA Hull	Same as F-L†
Ax-CVA	Same as F-L†	15xShttl, 1xWeapon Mount	4xTrac, 4xAPR, 5xC Hull	15xShttl, 1xWeapon Mount	4xTrac, 4xAPR, 5xC Hull	Same as F-L†
AxPFL	Same as F-L†	1xShttl, 6xCargo, 1xSen, 3xTrac	9xAPR, 5xC Hull	1xShttl, 6xCargo, 1xSen, 3xTrac	9xRepair, 5xC Hull	Same as F-L†
AxSCS	Same as F-L†	8xShttl, 4xCargo, 3xTrac, 3xRepair, 1xSen	3xAPR, 7xForward Hull	8xShttl, 4xCargo, 3xTrac, 3xRepair, 1xSen	3xAPR, 7xA Hull	Same as F-L†
F-PL	Same as F-L	2xC Hull, 2xLab, 2xTrac, 2xWorks, 5xShttl	10xCargo	2xC Hull, 2xLab, 2xTrac, 2xWorks, 5xShttl	10xCargo	Same as F-L
F–OL	Same as F-L	25xCargo	25xCargo	25xCargo	25xCargo	Same as F-L
F-OP	Same as F-L †	10xF Hull, 2xAPR, 2xLab, 1xPh-2, 2xShttl, 2xTran, 5xWorks	25xCargo	10xA Hull, 2xAPR, 2xLab, 1xPh-2, 2xShttl, 2xTran, 5xWorks	25xCargo	Same as F-L †
L–Q	Forward Command Module	5xAPR, Shttl, weapons‡	25xCargo, Trac	5xAPR, Shttl, weapons‡	25xCargo, Trac	Same as F-L †

† Klingon versions (and only Klingon versions) have a Security Station in areas A and F of these variants.
‡ On Romulan, Gorn, and ISC Q–ships, reverse the contents of areas B and C and areas D and E.

SMALL FREIGHTERS (R1.B1)

CLASS	A (COMMAND MODULE)	B (POD, FORWARD)	C (POD, AFT)
F–S, F-SS	Entire Command Module	15xCargo Boxes	10xCargo boxes, 1xImpulse
F-MS	Same as F-S	15xMine Racks	10xMine Racks, 1xImpulse
F-TS	Same as F-S†	10xBarracks, 6xShttl, 2xTran	Same as F-S
F-AS	Same as F-S†	Same as F-S	Same as F-S
F-RS	Same as F-S†	6xCargo, 2xTrac, 5xAPR	10xRepair, 1xImpulse†
F-ES	Same as F-S†	1xTrac, 1xSen, 1xProbe, 5xLab, 2xTran, 2xShttl	10xCargo, 5xA Hull, 1xImpulse†
AxCVL	1xBridge, 1xEmer, 1xTran, 1xBtty, 2xPhasers†	15xShttl, 4xTrac	2xAPR, 5xC Hull, 2xWeapons (Drone, ADD, Plasma-D, Web, Ph-G), 1xImpulse†
AxPFS	Command Module, Sens, Weapons†	5xCargo, 6xTracs	6xRepair, 5xAPR, Impulse †
F-PS	Same as F-S	2xC Hull, 2xLab, 2xTrac, 2xWorks, 5xShttl	10xCargo, 1xImpulse
S–Q	Bridge, Emer, Btty, Hull, 360°–Phaser–1/2; FA/FX/Side Weapons	Shttls, Tran, APRs, 360°–or RA–Weapon (not phasers)	10xCargo, 1xImpulse, 2xTrac †

† Klingon versions (and only Klingon versions) have a Security Station in this area.

MERCHANT SHIPS (R1.B3)

CLASS	A (FORWARD)	B (AFT)
ARMED PRIORITY TRANSPORT	1xBridge, 2xC Hull, 1xBtty, 6xCargo, 1xPh-3, 1xTran	5xAPR, 1xShttl, 1xTrac, 1xImpulse
ARMED PROSPECTING SHIP	1xBridge, 2xC Hull, 1xBtty, 3xCargo, 1xPh-3, 3xShttl, 1xWorks	5xAPR, 1xTran, 1xTrac, 1xImpulse
ARMED PRIORITY X-TRANSPORT	1xBridge, 2xC Hull, 1xBtty, 6xCargo, 1xPh-1, 1xTran	5xAPR, 1xShttl, 1xTrac, 1xImpulse
FEDERATION EXPRESS	1xBridge, 3xCargo, 1xBtty, 1xAPR, 1xPh-1	1xTran, 1xC Hull, 1xShttl, 1xImpulse
FEDERATION X-EXPRESS	1xBridge, 3xCargo, 1xBtty, 1xAPR, 2xPh-1	1xTran, 1xC Hull, 1xShttl, 1xImpulse

FREE TRADERS (R1.B3)

CLASS	A (FORWARD)	B (AFT)
FREE TRADER	1xOption Mount, 1xTrac, 4xC Hull, 2xPh-3, 1xTran, 1xBridge	12xCargo, 1xShttl, 2xImpulse
FREE TRAITOR	2xOption Mount, 1xTrac, 4xC Hull, 2xPh-3, 1xTran, 1xBridge	Same as Free Trader
FREE TROOPER	1xOption Mount, 2xTrac, 4xC Hull, 2xPh-3, 2xBtty, 2xBridge	4xShttl, 4xCargo, 4xBarracks, 3xTran, 2xImpulse†
FREE TANKER	2xPh-3, 2xTrac, 2xBtty, 4xC Hull, 2xBridge	6xShttl, 1xTran, 1xImpulse, 14xCargo†
FREE PROSPECTOR	Same as Free Trader	2xLab, 2xWorks, 6xCargo, 2xShttl, 2xImpulse
FREE TRADER-X	1xOption Mount, 1xTrac, 4xC Hull, 2xPh-1, 1xTran, 1xBridge	12xCargo, 1xShttl, 2xImpulse

† Klingon ships have a Security Station in this area.

FLEET REPAIR DOCK (R1.B5)

CLASS	A (LEFT-FRONT)	B (LEFT-REAR)	C (CENTER)	D (RIGHT-FRONT)	E (RIGHT-REAR)
FRD	1xWeapon-2 (FA+L), 5xTrac, 9xAPR, 14xCargo, 14xRepair	10xF Hull, 12xRepair, 9xAPR, 3xTrac, 1xBtty, 1xWeapon-2 (L+RA), Impulse†	2xShttl, 2xBridge, 2xWeapon-1 (360°), 2xWeapon-3 (Drone, Plasma-D, or ESG), 2xAux, 2xTran, 1xEmer	1xWeapon-2 (FA+R), 5xTrac, 9xAPR, 14xCargo, 14xRepair†	10xF Hull, 12xRepair, 9xAPR, 3xTrac, 1xBtty, 1xWeapon-2 (RA+R), Impulse

† Klingon FRDs have a Security Station (Weapon-4) each in Areas B and D.

MONITORS (R1.B4)

CLASS	A (FORWARD)	B (CENTER)	C (AFT)	D (PALLET
MON (All but Klingon)	3xBridge, 2xTran, All Ph-3/G, all FA, FX, or FP Weapons	18xAPR/AWR, 3xF Hull, 3xA Hull, 1xAux, 1xEmer	8xBtty, 6xShttl, 4xTrac, 3xImpulse, any Drones, Webs, Ph-1s, Ph-2s, ESGs, Fusions, or Plasma-Fs	Entire Pallet
MON (KLINGON)	3xBridge, 2xTran, 8x Ph-3, 6xDisr	18xAPR, 3xF Hull, 3xA Hull, 1xAux, 1xEmer	8xBtty, 6xShttl, 6xPh-2, 2xTrac, 2xScty, 3xImpulse, 2xDrone	Entire Pallet

SMALL BASES (R1.B1)

CLASS	A (LEFT)	B (CENTER)	C (RIGHT)
SAMs	2xAWR, 1xTran, 2xHull, 2xShuttle, 1xTrac, 2xCargo	1xAWR, 1xHull, 1xBridge, 1xAux, 2xPh-3, 1xPh–X, 1xSensor, †, 2xBattery, Access to Augmentation Modules	2xAWR, 1xTran, 2xHull, 1xTrac, 2xWeapon, †
ComPlat	2xAWR, 1xTran, 2xHull, 2xShuttle, 1xTrac, 2xCargo	2xBridge, 2xPh-3, 1xAWR, †, 2xBattery, , 1xHull, 1xCargo Access to Augmentation Modules	2xAWR, 1xTran, 2xHull, 5xLab, 1xTrac, 2xCargo, †
BLM Pod	2xPh–1/2, 2xShuttle, 1x Trac, 4xHull	2xPh-3, 1xBridge, 1xLab, 1xHull, 1xSensor, 1xTran, 1xBattery, †	1xTrac, 4xAWR, 1xBattery, 1xTran

† Klingon versions (and only Klingon versions) have a Security Station in this area.

SMALL UNITS

Small ground bases, Medium Ground Bases, PFs, and Pods/Pallets/Packs are considered to be one area (each).

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STARBASE AND X-STARBASE (R1.B7)

	A	B	C	D	E	F
WEAPON	All weapons, Tracs, Sen, and control in module A†	All weapons, Tracs, Sen, and control in module B†	All weapons, Tracs, Sen, and control in module C†	All weapons, Tracs, Sen, and control in module D†	All weapons, Tracs, Sen, and control in module E†	All weapons, Tracs, Sen, and control in module F†
REPAIR	30x Repair	30x Repair	30x Repair	30x Repair *	30x Repair	30x Repair
POD	6xHull, 6xAWR, 2xShttl, 2xTran, 4xBtty	6xHull, 6xAWR, 2xShttl, 2xTran, 4xBtty	6xHull, 6xAWR, 2xShttl, 2xTran, 4xBtty	6xHull, 6xAWR, 2xShttl, 2xTran, 4xBtty	6xHull, 6xAWR, 2xShttl, 2xTran, 4xBtty	6xHull, 6xAWR, 2xShttl, 2xTran, 4xBtty
CARGO	8xCargo	10xCargo	10xCargo	8xCargo	10xCargo	10xCargo
POWER	8xAPR, 2xBtty	6xAPR, 4xBtty	6xAPR, 4xBtty	8xAPR, 2xBtty	6xAPR, 4xBtty	6xAPR, 4xBtty
MODULE	Docked Modules or Pods	Docked Modules or Pods	Docked Modules or Pods	Docked Modules or Pods	Docked Modules or Pods	Docked Modules or Pods
	CENTRAL CORE					
HULL	**HULL 1**	**HULL 2**	**HULL 3**	**HULL 4**	**LAB 1**	**LAB 2**
	10xHull	10xHull	10xHull	10xHull	10xLab	10xLab
COMMAND	**FLAG CONTROL**		**EMER CONTROL**		**AUXILIARY CONTROL**	
	4xFlag, 2xProbe, 4xTran, 1xSen		2xEmer, 2xTran, 3xPh-3/3xPh-G/3xADD/3xPl-D¥		4xAux, 2xProbe, 4xTran, 1xSen	

† Klingon starbases, and only Klingon starbases, have a Security Station in this area.
* Federation starbases have 12 Shuttles (fighters) in this area.
¥ Whichever is appropriate to the race of the Starbase.

BATTLE STATION AND X-BATTLE STATION (R1.B6)

	A	B	C
WEAPONS	All non-repair systems in module A †	All non-repair systems in module B †	All non-repair systems in module C †
REPAIR	All repair boxes in Module A	All repair boxes in Module B	All repair boxes in Module C
POWER	9xAWR, 2xBtty	12xAPR, 2xBtty	12xAPR, 2xBtty
HULL	1xProbe, 4xCargo, 1xTran, 5xHull	1xAux, 4xCargo, 1xTran, 5xHull	1xEmer, 4xCargo, 1xTran, 5xHull
MODULE	Docked Modules or Pods	Docked Modules or Pods	Docked Modules or Pods
CENTRAL CORE	2xBridge, 4xLab, 1xSen, 1xTran, 4xShttl, 2xHull, all weapons not in modules.		

† Klingon Battle Stations have a Security Station in this area.

BASE STATION (R1.B6)

	A	B	C
WEAPONS	All non-repair systems in module A	All non-repair systems in module B	All non-repair systems in module C
REPAIR	All repair boxes in Module A	All repair boxes in Module B	All repair boxes in Module C
POWER	6xAPR, 2xBtty	6xAPR, 2xAWR	6xAPR, 2xAWR
HULL	2xBridge, 4xCargo, 3xHull	2xAux, 4xCargo, 3xHull	1xEmer, 2xCargo, 4xHull, Probe
MODULE	Docked Modules or Pods	Docked Modules or Pods	Docked Modules or Pods
CENTRAL CORE	2xLab, 2xSen, 2xTran, 2xShttl, all weapons not in modules.†		

† Klingon Base Stations have two Security Stations in this area.

FEDERATION SHIPS

BATTLESHIP (R2.B4)

CLASS	A (SAUCER-LEFT)	B (SAUCER-CENTER)	C (SAUCER-RIGHT)	D (A HULL-1)	E (A HULL-2)	F (A HULL-3)
BB	2xBtty, 6xAWR, 3xPh-1 (LF+L), 11xF Hull	6xPhoton, 2xPh-1 (FH), 2xBridge, 2xFlag, 2xEmer, 6xImpulse	6xLab, 3xPh-1 (RF+R), 2xTran, 11xF Hull	2xAux, 2xPhoton, 2xTrac, 16xC Hull, 12xShttl	10xBtty, 6xAWR, 9xDrone, 6xTran, 3xPh-1 (360°), 3xPh-G (360°), 2xProbe	3xTrac, 12xA Hull, 4xPh-1 (RH), 2xPhoton

DREADNOUGHTS (R2.B4)†

CLASS	A (SAUCER-LEFT)	B (SAUCER-CENTER)	C (SAUCER-RIGHT)	D (A HULL-1)	E (A HULL-2)
DN	2xBtty, 2xTran, 2xAPR/*AWR*, 2xPh-1 (LF+L), 9xF Hull	4xPhoton, 2xPh-1 (FH), 2xBridge, 2xFlag, 2xEmer, 6xImpulse	10xLab, 2xPh-1 (RF+R), 9xF Hull	3xBtty, 6xShttl, 2xTrac, 2xTran, 1xProbe, 2xPh-1 (360°)	2xAux, 2xPh-1 (RA), 6xA Hull
DN+	2xBtty, 2xTran, 2xAPR/*AWR*, 3xPh-1 (LF+L), 11xF Hull	6xPhoton, 2xPh-1 (FH), 2xBridge, 2xFlag, 2xEmer, 6xImpulse	10xLab, 3xPh-1 (RF+R), 11xF Hull.	4xTran, 3xBtty, 3xTrac, 2xAPR/AWR, 8xShttl	1xProbe, 1xDrone, 2xPh-1 (360°), 2xPh-1 (RA), 2xAux, 6xA Hull
DNG	6xAWR, 2xBtty, 3xPh-1 (LS), 11xF Hull	Same as DN+	6xLab, 2xTran, 3xPh-1 (RS), 11xF Hull	4xTrac, 6xShttl, 4xBtty, 3xTran, 2xPh-1 (360°), 4xDrone, 2xAWR, 1xProbe	2xPh-3 (360°), 2xAux, 2xPh-1 (RH), 8xA Hull
CVA	5xBtty, 4xTran, 2xPh-G (LS), 7xF Hull, 1xTrac	4xPhoton, 2xPh-1 (FH), 2xBridge, 2xFlag, 2xEmer, *2xDrone*, 4xImpulse	5xAPR/*AWR*, 4xLab, 2xPh-G (RS), 7xF Hull, 1xProbe	24xShttl, 2xAux, 4xPh-1 (360°)	6xShttl, 8xA Hull, 4xTrac, 2xDrone.
SCS	5xBtty, 4xTran, 2xPh-1 (LS), 7xF Hull, 1xTrac	4xPhoton, 2xPh-1 (FH), 2xBridge, 2xFlag, 2xEmer, 2xDrone, 4xImpulse	5xAWR, 4xLab, 2xPh-1 (RS), 7xF Hull, 1xProbe	24xShttl, 2xAux, 4xPh-G (360°), 6xHeavy Fighter Links	Same as CVA
SCSA	Same as SCS	Same as SCS	Same as SCS	24xShttl, 2xAux, 4xPh-G (360°), 4xRepair, 2xTrac	Same as CVA

†Area F on the boarding diagram is not used for these ships.

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BATTLECRUISERS (R2.B2)

CLASS	A (SAUCER-LEFT)	B (SAUCER-CENTER)	C (SAUCER-RIGHT)	D (A HULL)
BCF	4xBtty, 2xTran, 2xPh-1 (LS), 6xF Hull, 1xDrone	4xPhoton, 4xPh-1 (FH), 2xBridge, 2xFlag, 3xAWR, 2xEmer, 2xCenter Warp, 4xImpulse	8xLab, 2xPh-1 (RS), 6xF Hull, 1xDrone	1xProbe, 2xPlasma-F, 2xTran, 2xAWR, 3xBtty, 2xTrac, 2xPh-1 (360°), 2xPh-3 (360°), 2xAux, 6xShttl, 6xA Hull
BCG	Same as BCF	Same as BCF	Same as BCF	Same as BCF except 2xDrone replace 2xPlasma-F
BCJ	Same as BCF	Same as BCF	Same as BCF	Same as BCF except 2xPhoton replace 2xPlasma-F
BCV	Same as BCF	Same as BCF	Same as BCF	2xAWR, 2xDrone, 2xTran, 1xProbe, 1xAux, 3xTrac, 3xBtty, 2xPh-1 (360°), 2xPh-3 (360°), 6xA Hull, 15xShttl
BCS	Same as BCF	Same as BCF	Same as BCF	2xAWR, 2xDrone, 2xTran, 1xProbe, 1xAux, 6xTrac, 6xCargo, 2xPh-1 (360°), 2xPh-3 (360°), 3xBtty, 6xA Hull, 9xShttl
BCP	Same as BCF	Same as BCF	Same as BCF	2xAWR, 2xDrone, 2xTran, 1xProbe, 1xAux, 6xTrac, 6xRepair, 2xPh-1 (360°), 2xPh-3 (360°), 3xBtty, 6xA Hull, 9xShttl

HEAVY CRUISERS (R2.B1)

CLASS	A (SAUCER-LEFT)	B (SAUCER-CENTER)	C (SAUCER-RIGHT)	D (A HULL)
CA	2xBtty, 4xLab, 2xPh-1 (LF+L), 6xF Hull	4xPhoton, 2xPh-1 (FH), 2xBridge, 2xEmer, 4xImpulse	2xTran, 4xLab, 2xPh-1 (RF+R), 6xF Hull	2xAux, 2xBtty, 2xTrac, 1xTran, 1xProbe, 4xShttl, 4xA Hull, *2xPh-1 (RH), 2xAPR/AWR, 2xPh-3 (360°), 1xDrone*
CC	Same as CA	Same as CA, but add two Flag	Same as CA	2xAux , 2xBtty, 2xTrac, 1xTran, 1xProbe, 4xShttl, 4xA Hull, 2xPh-1 (360°), 2xAPR/*AWR, 2xPh-3 (360°), 1xDrone*
CB	Same as CA	4xPhoton, 4xPh-1 (FH), 2xBridge, 2xFlag, 2xEmer, 2xCenter Warp, 4xImpulse	Same as CA	2xAux, 3xBtty, 2xTrac, 2xTran, 2xAWR, 2xPh-1 (360°), 1xProbe, 4xShttl, 4xA Hull, 2xPh-3 (360°), 2xDrone
CVS CVB	4xBtty, 2xTran, 2xPh-1 (LF+L), 6xF Hull, *1xDrone*	Same as CA, but add 2xFlag	8xLab, 2xPh-1 (RF+R), 6xF Hull, *1xDrone*	1xAux, 1xProbe, 16xShttl, 2xA Hull, 4xTrac, 2xPh-3 (360°)
GSC CVL	10xCargo, 6 F Hull, 2xPh-1 (LF+L), 2xSen, *1xDrone*	2xPhoton, 4xTran, 2xBridge, 3xBtty, 2xAPR/*AWR*, 2xEmer, 4xImpulse	10xLab, 6xF Hull, 2xPh-1 (RF+R), 2xSen, *1xDrone*	2xAux, 3xBtty 3xTran, 4xPh-3 (360°), 2xProbe, 2xTrac, 8xShttl, 4xA Hull, 1xDrone
COV	4xBarracks, 6xCargo, 6xF Hull, 2xPh-1 (LF+L), 2xSen, *1xDrone*	Same as GSC	Same as GSC	Same as GSC
NCA Special Warp Access Rules	2xBtty, 4xLab, 2xPh-1 (LS), 1xPh-3 (LS), 5xF Hull, 1xTrac	4xPhoton, 2xPh-1 (FH), 2xBridge, 2xEmer, 1xProbe, 4xShttl, 4xImpulse; access to 12-box war engines.	2xTran, 4xAWR, 2xPh-1 (RS), 1xPh-3 (RS), 5xF Hull, 1xTrac	2xAux, 2xPh-1 (360°), 2xBtty, 4xA Hull, 2xDrone; access to 6-box warp engine.
CX	2xBtty, 4xLab, 3xPh-1 (LS), 1xDrone, 6xF Hull	4xPhoton, 4xPh-1 (FH), 2xBridge, 2xFlag, 2xEmer, 4xImpulse, 2xCenter Warp	2xTran, 4xLab, 3xPh-1 (RS), 1xDrone, 6xF Hull	3xBtty, 2xAux, 1xTran, 2xAWR, 1xProbe, 2xTrac, 4xA Hull, 4xShttl, 2xPh-1 (360°)
GSX	10xCargo, 6 F Hull, 2xPh-1 (LF+L), 2xSen, 1xDrone	2xPhoton, 4xTran, 2xBridge, 3xBtty, 2xAWR, 2xEmer, 4xImpulse	10xLab, 6xF Hull, 2xPh-1 (RF+R), 2xSen, 1xDrone	2xAux, 3xBtty 3xTran, 4xPh-1 (360°), 2xProbe, 2xTrac, 8xShttl, 4xA Hull, 2xDrone

OLD LIGHT CRUISERS (R2.B3)

CLASS	A (FORWARD)	B (AFT)
CL	2xPhoton, 6xPh-1, 1xTran, 2xBridge, 1xProbe, 1xEmer, 2xBtty, 1xTrac, 6xLab, 6xF Hull	6xA Hull, 1xTrac, 2xShttl, 1xTran, 2xAux, 2xBtty, 2xAPR/*AWR, 2xPh-3, 1xDrone,* 4xImp
ECL ACL	4xDrone, 2xPh-1, 2xPh-G, 1xTran, 1xTrac, 1xProbe, 2xBridge, 1xEmer, 3xBtty, 4xCargo, 6xF Hull	6xA Hull, 2xAux, 2xLab, 1xBtty, 1xTrac, 1xTran, 4xShttl, 2xAPR, 4xImpulse
CMC	6xPh-1, 2xTran, 2xTrac, 2xCargo, 1xProbe, 2xBridge, 1xEmer, 6xShttl, 6xC Hull,	3xC Hull, 3xBarracks, 2xTran, 2xLab, 2xAux, 2xBtty, 2xCargo, *1xDrone, 2xPh-3*, 4xImpulse
MS	4xTrac, 4xPh-1, 2xTran, 2xBridge, 1xProbe, 1xEmer, 2xLab, 6xMine Rack, 6xF Hull	6xA Hull, 2xDrone, 2xShttl, 2xAux, 2xBtty, 2xAPR, *2xPh-3*, 4xImpulse
CLS CVE	4xSen, 4xPh-1, 1xTran, 2xBridge, 1xProbe, 1xEmer, 2xBtty, 1xTrac, 6xLab, 6xF Hull	6xShttl, 6xA Hull, 2xAux, 2xCargo, 1xTrac, 1xTran, *1xDrone, 2xPh-3 (360),* 4xImpulse
CLH	12xLab, 2xBridge, 1xTran, 1xProbe, 1xTrac, 1xEmer, 2xBtty, 6xF Hull, 2xPh-3 (LS), 2xPh-3 (RS)	6xA Hull, 1xTrac, 1xTran, 2xAux, 2xBtty, 6xShttl, *2xPh-3 (360°), 1xDrone*, 4xImpulse

NEW LIGHT CRUISER (R2.B2)

CLASS	A (SAUCER-LEFT)	B (SAUCER-CENTER)	C (SAUCER-RIGHT)
NCL	2xBtty, 4xLab, 2xPh-1 (LS), 1xTrac, 5xC Hull, *1xPh-3 (LS)*	4xPhoton, 2xPh-1 (FH), 2xBridge, 2xAux, 1xEmer, 4xShttl, 1xProbe, 1xDrone, 4xImpulse	2xTran, 4xAPR/*AWR*, 2xPh-1 (RS), 5xC Hull, 1xTrac, *1xPh-3 (RS)*
CLC	3xBtty, 4xLab, 3xPh-1 (LS), 2xAux, 5xC Hull, 1xPh-3 (LS)	4xPhoton, 2xPh-1 (FH), 2xBridge, 2xFlag, 1xEmer, 4xShttl, 1xProbe, 2xDrone, 4xImpulse	3xTran, 4xAWR, 3xPh-1 (RS), 2xTrac, 1xPh-3 (RS), 5xC Hull
NVL	Same as NCL	2xAux, 1xEmer, 2xPh-1 (FH), 2xBridge, 1xDrone, 1xProbe, 14xShttl, 4xImpulse	2xTran, 4xAPR, 2xPh-1 (RS), 1xTrac, 5xC Hull, *1xPh-3 (RS)*
NVS	2xBtty, 3xLab, 2xPh-1 (LS), 1xPh-3 (LS), 5xC Hull, 1xTrac	2xPhoton, 2xDrone, 2xPh-1 (FH), 2xBridge, 2xAux, 1xProbe, 16xShttl, 4xImpulse	2xTran, 3xAWR, 2xPh-1 (RS), 1xPh-3 (RS), 5xC Hull, 1xTrac
NVH	2xBtty, 3xLab, 2xPh-1 (LS), 1xPh-3 (LS), 5xC Hull	2xPhoton, 2xSen, 2xPh-1 (FH), 2xBridge, 2xAux, 1xEmer, 4xCargo, 6xTrac, 2xShttl, 1xProbe, 4xImpulse	2xTran, 3xAWR, 2xPh-1 (RS), 1xPh-3 (RS), 5xC Hull
NPF	Same as NVH	Same as NVH, but replace Cargo with Repair	Same as NVH
NCD	Same as NCL	6xDrone, 2xPh-1 (FH), 2xBridge, 2xAux, 1xEmer, 4xShttl, 1xProbe, 4xImpulse	2xTran, 4xCargo, 2xPh-1 (RS), 1xTrac, 5xC Hull, *1xPh-3 (RS)*
NSC	Same as NCL	4xSen, 2xPh-1 (FH), 2xBridge, 2xAux, 1xEmer, 4xShttl, 1xProbe, 1xDrone, 4xImpulse	2xTran, 4xAPR, 2xPh-1 (RS), 1xTrac, 5xC Hull, *1xPh-3 (RS)*
NMS	2xPh-1 (LS), 2xMine Rack, 4xLab, 2xBtty, 5xC Hull, *1xPh-3 (LS)*	2xTrac, 2xPh-1 (FH), 2xBridge, 2xAux, 1xEmer, 4xShttl, 1xDrone, 1xProbe, 4xImpulse	2xTran, 4xAPR, 2xPh-1 (RS), 2xMine Rack, 5xC Hull, *1xPh-3 (RS)*
NEC - NEA	2xBtty, 4xLab, 2xPh-G LS, 1xTrac, 5xC Hull	5xDrone, 2xPh-1, 2xBridge, 2xAux, 1xEmer, 4xShttl, 1xProbe, 4xImpulse	2xTran, 4xCargo, 2xPh-G (RS), 5xC Hull, 1xTrac
NER	Same as NEC	4xPh-1, 3xDrone, 2xBridge, 2xAux, 1xEmer, 1xProbe, 4xShttl, 4xImpulse	Same as NEC
NAC	2xBtty, 4xLab, 2xPh-G (LS), 1xTrac, 5xC Hull	2xPhoton, 3xDrone, 2xPh-1 (FH), 2xBridge, 2xAux, 1xEmer, 4xShttl, 1xProbe, 4xImpulse	2xTran, 4xCargo, 2xPh-G (RS), 5xC Hull, 1xTrac
LTT	2xBtty, 2xLab, 2xPh-1 (LS), 1xTrac, 5xC Hull, *1xPh-3 (LS)*	2xBridge, 2xAux, 16xCargo, 4xShttl, 1xDrone, 1xProbe, 4xImpulse Pod access (Pod is area D)	2xTran, 2xAPR, 2xPh-1 (RS), 1xTrac, 5xC Hull, *1xPh-3 (RS)*
NCT	2xBtty, 3xLab, 2xPh-1 (LS), 1xTrac, 5xC Hull, *1xPh-3 (LS)*	4xCargo, 2xPh-1 (FH), 2xBridge, 4xTran, 1xProbe, 1xEmer, 8xShttl, 4xImpulse	2xAux, 3xBarracks, 2xPh-1 (RS), 5xC Hull, 1xTrac, *1xPh-3 (RS)*
DDX	2xTrac, 4xLab, 3xPh-1 (LS), 1xDrone, 5xC Hull	4xPhoton, 3xPh-1 (FH), 2xBridge, 3xBtty, 2xAux, 1xProbe, 1xEmer, 2xShttl, 4xImpulse	2xTran, 4xAWR, 3xPh-1 (RS), 1xDrone, 5xC Hull
SCX	2xTrac, 4xLab, 3xPh-1 (LS), 1xDrone, 5xC Hull	4xSen, 3xPh-1 (FH), 2xBridge, 3xBtty, 2xAux, 1xProbe, 1xEmer, 2xShttl, 4xImpulse	2xTran, 4xAWR, 3xPh-1 (RS), 1xDrone, 5xC Hull

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DESTROYERS (R2.B2)

CLASS	A (SAUCER-LEFT)	B (SAUCER-CENTER)	C (SAUCER-RIGHT)
DD	2xBtty, 4 Lab, 2 Ph-1 (LS), 5 C Hull, *1xPh-3 (LS)*	4xPhoton, 2xPh-1 (FH), 2xBridge, 2xTrac, 2xAux, 1xProbe, 1xEmer, 2xShttl, 4xImpulse	2xTran, 4xLab/*AWR*, 2xPh-1 (RS), 5xC Hull, *1xPh-3 (RS)*
DDG	Same as DD	2xPhoton, 2xDrone, 2xPh-1 (FH), 2xBridge, 2xTrac, 2xAux , 1xProbe, 1xEmer, 2xShttl, 4xImpulse	Same as DD
DDL	Same as DD	2xPhoton, 2xPlasma-F, 2xPh-1 (FH), 2xBridge, 2xTrac, 2xAux, 1xProbe, 1xEmer, 2xShttl, 4xImpulse	Same as DD
DE - DEA	2xBtty, 4xLab, 2xPh-G (LS), 5xC Hull, 1xDrone	2xPhoton, 2xDrone, 2xPh-1, 2xBridge, 2xTrac, 2xAux, 1xProbe, 1xEmer, 4xShttl, 4xImpulse	2xTran, 4xCargo, 2xPh-G (RS), 5xC Hull, 1xDrone
DER - DAR	Same as DE	4xPh-1, 2xPhoton, 2xBridge, 2xTrac, 2xAux, 1xEmer, 1xProbe, 4xShttl, 4xImplulse	Same as DE
SC	2xBtty, 4xLab, 5xC Hull, 2xSen, *1xPh-3 (LS)*	4xSen, 2xPh-1 (FH), 2xBridge, 2xTrac, 2xAux, 1xProbe, 1xEmer, 2xShttl, 4xImpulse	2xTran, 4xLab/*AWR*, 5xC Hull, 2xSen, *1xPh-3 (RS)*

WAR DESTROYERS (R2.B2)

CLASS	A (SAUCER-LEFT)	B (SAUCER-CENTER)	C (SAUCER-RIGHT)
DW	4xC Hull, 2xAWR, 1xPh-1 (LS), 1xPh-3 (LS), 1xDrone, 1xEmer, 1xTrac, 1xTran	3xPhoton, 2xPh-1 (FH), 2xBridge, 3xLab, 3xShttl, 3xImpulse	4xC Hull, 2xBtty, 1xPh-1 (RS), 1xPh-3 (RS), 1xTran, 1xAux, 1xProbe, 1xTrac
DWA	4xC Hull, 2xCargo, 1xPh-1 (LS), 1xPh-G (LS), 1xDrone, 1xEmer, 1xTran, 1xTrac	Same as DW except replace 3xPhoton with 3xDrone	4xC Hull, 2xBtty, 1xPh-1 (RS), 1xPh-G (RS), 1xTran, 1xAux, 1xProbe, 1xTrac
DWC	4xC Hull, 2xLab, 2xPh-1 (LS), 1xEmer, 1xTran, 1xTrac, 2xDrone	3xPhoton, 2xPh-1 (FH), 2xBridge, 3xAWR, 3xShttl, 3xImpulse	4xC Hull, 2xBtty, 2xPh-1 (RS), 1xTran, 2xAux, 1xProbe, 1xTrac
DWD	Same as DW	Same as DW except replace 3xPhoton with 3xDrone	Same as DW
DWM	4xC Hull, 2xTran, 1xEmer, 1xPh-1 (LS), 1xPh-3 (LS), 1xDrone, 2xMine Rack	3xTrac, 2xPh-1 (FH), 2xBridge, 3xLab, 3xShttl, 3xImpulse	4xC Hull, 2xBtty, 1xAux, 1xPh-1 (RS), 1xPh-3 (RS), 1xProbe, 2xMine Rack
DWS	Same as DW except replace 2xAWR with 2xAPR	Same as DW except replace 3xPhoton with 3xSen	Same as DW
DWT	4xC Hull, 1xBtty, 1xPh-1 (LS), 1xPh-3 (LS), 1xDrone, 1xTrac, 1xTran, 1xEmer	3xLab, 2xBridge, 9xCargo, 3xShttl, 3xImpulse	4xC Hull, 1xBtty, 1xPh-1 (RS), 1xPh-3 (RS), 1xTran, 1xProbe, 1xAux, 1xTrac
CDW	4xC Hull, 2xBarracks, 3xTran, 1xEmer, 1xTrac, 1xPh-1 (LS), 1xPh-3 (LS)	3xCargo, 2xPh-1 (FH), 2xBridge, 3xLab, 5xShttl, 3xImpulse	4xC Hull, 2xBtty, 1xAux, 1xProbe, 1xTrac, 1xPh-1 (RS), 1xPh-3 (RS)
FFB	3xC Hull, 1xAWR, 1xPh-1 (LS), 1xPh-3 (LS), 2xTran, 1xBtty, 1xAux, 1xTrac	3xPhoton, 2xPh-1 (FH), 2xBridge, 1xDrone, 2xShttl, 3xImpulse	3xC Hull, 1xProbe, 1xPh-1 (RS), 1xPh-3 (RS), 2xLab, 1xBtty, 1xEmer, 1xTrac

FRIGATES (R2.B2)

CLASS	A (SAUCER-LEFT)	B (SAUCER-CENTER)	C (SAUCER-RIGHT)
FF **FFG**	3xC Hull, 2xTran, 1xPh-1 (LS), 1xPh-3 (LS), 1xTrac, 1xAux, *1xAPR/AWR*	2xPhoton, 1xPh-1 (FH), 2xBridge, 2xLab, 2xShttl, *1xDrone*, 3xImpulse	3xC Hull, 2xBtty, 1xPh-1 (RS), 1xPh-3 (RS), 1xTrac, 1xEmer, 1xProbe
FFD	3xC Hull, 2xTran, 1xPh-1 (LS), 1xPh-3 (LS), 1xTrac, 1xAux, *1xAPR*	2xDrone, 1xPh-1 (FH), 2xBridge, 2xLab, 2xShttl, *1xDrone*, 3xImpulse	Same as FF
FFE - FFA	3xC Hull, 2xTran, 1xPh-1 (LS), 1xPh-G (LS), 1xTrac, 1xAux, *1xAPR*	2xDrone, 1xPh-1 (FH), 2xBridge, 2xLab, 2xShttl, *1xDrone*, 3xImpulse	3xC Hull, 2xBtty, 1xPh-1 (RS), 1xPh-G (RS), 1xTrac, 1xEmer, 1xProbe
FFL	Same as FFD	Same as FFD, except 2xPl-F replace 2xDrone	Same as FF
FFM	3xC Hull, 2xTran, 1xPh-1 (LS), 1xPh-3 (LS), 1xMine Rack, 1xAux, *1xAPR*	2xTrac, 1xPh-1 (FH), 2xBridge, 2xLab, 2xShttl, *1xDrone*, 3xImpulse	3xC Hull, 2xBtty, 1xPh-1 (RS), 1xPh-3 (RS), 1xMine Rack, 1xEmer, 1xProbe
FFP	Same as FFD	2xBtty, 1xAux, 1xEmer, 2xBridge, 7xC Hull, 2xShttl, 3xImpulse	Same as FFD
FFR - FRA	Same as FFE	3xPh-1, 2xBridge, 2xLab, 1xProbe, 1xEmer, 1xAux, 2xShttl, 3xImpulse	3xC Hull, 2xBtty, 1xPh-1 (RS), 1xPh-G (RS), 1xTrac, 1xEmer, *1xDrone*
FFS	Same as FFD	Same as FFD, except 2xSen replace 2xDrone	Same as FF
FFT	Same as FFD	2xBtty, 1xAux, 1xEmer, 2xBridge, 7xCargo 2xShttl, 3xImpulse	Same as FF
FFV	3xC Hull, 2xTran, 1xPh-1 (LS), 1xPh-3 (LS), 1xTrac, *1xAPR*	1xProbe, 2xBridge, 2xLab, 1xAux, 1xEmer, 9xShttl, 3xImpulse	3xC Hull, 2xBtty, 1xPh-1 (RS), 1xPh-3 (RS), 1xTrac, *1xDrone*
CFF	3xC Hull, 1xPh-1 (LS), 1xPh-3 (LS), 3xTran, 2xCargo, *1xDrone*	2xBtty, 1xAux, 1xEmer, 2xBridge, 3xImpulse, 4xShttl,	3xC Hull, 1xPh-1 (RS), 1xPh-3 (RS), 2xLab, 1xTrac, 1xCargo, 3xBarracks
FFX	3xC Hull, 2xTran, 2xPh-1 (LS), 2xTran, 1xAux, 1xAWR, 2xDrone	2xPhoton, 1xPh-1 (FH), 2xBridge, 2xLab, 3xBtty, 3xImpulse	3xC Hull, 2xPh-1 (RS), 2xTrac, 1xEmer, 1xProbe, 2xShttl

POLICE SHIPS (R2.B5)

CLASS	A (FORWARD)	B (AFT)
POL	1xPhoton, 1xPh-1 (FA+L), 1xPh-1 (FA+R), 2xBridge, 2xLab, 1xProbe, 1xTrac, 1xAux, 1xTran, 1xBtty	2xCargo, 2xShttl, 1xEmer, 1xBtty, 1xTran, 1xPh-1 (360°), 5xC Hull, 1xAPR/*AWR, 2xPh-3, 1xDrone,* 2xImpulse

Areas C and D are not used in this class.

POLICE CARRIER (R2.B5)

CLASS	A (FORWARD)	B (AFT)	C	D
PV	1xPhoton, 1xPh-1 (FA+L), 1xPh-1 (FA+R), 2xBridge, 2xLab, 1xProbe, 1xTrac, 1xAux, 1xTran, 1xBtty	2xCargo, 2xShttl, 1xEmer, 1xBtty, 1xTran, 1xPh-1 (360°), 5xC Hull, 1xAPR/*AWR, 2xPh-3, 1xDrone,* 2xImpulse	Left Hangar Pod	Right Hangar Pod

TUGS (R2.B4)

CLASS	A (SAUCER-LEFT)	B (SAUCER-CENTER)	C (SAUCER-RIGHT)	PODS
TUG	2xBtty, 6xCenter (Forward) Hull, 1xAPR, 1xPh-1 (L+RA), 2xShttl, *1xPh-3 (LS)* Left Warp Access	2xPh-1 (FH), 2xBridge, 4xLab, 2xTrac, *1xDrone*, 4xImpulse	2xTran, 6xCenter (Forward) hull, 1xProbe, 1xPh-1 (R+RA), 2xEmer, *1xPh-3 RS,* Right Warp Access	Each Pod is a separate area. Forward pod (Area D) is accessible from Area C; rear pod (Area E) only from forward pod. There is no Area F. Docking Point #4 is in the rearmost pod.

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KLINGON SHIPS

B10 BATTLESHIP, B11 BATTLESHIP (R3.B1)

CLASS	A (BRIDGE)	B (BOOM)	C (LEFT)	D (CNTR)	E (RIGHT)	F (REAR)
B10	3xPh-1 (FX), 2xPh-2K, 2xPh-2K, 5xBridge, 2xEmer, 2xDrone, 3xScty, 3xBtty, 2xTrac, 3xTran	2xShttl, 6xLab, 15xF Hull, 5xImp, 4xDisr, Center Warp Access	2xPh-1 (FA+L), 12xA Hull, 2xPh-2K (L+LR), 3xPh-3 (L+LR), 1xADD, 2xDisr (L)	12xA Hull, 9xBtty, 9xTran, 2xAux, 2xScty	2xPh-1 (FA+R), 12xA Hull, 2xPh-2K (R+RR), 3xPh-3 (R+RR), 1xADD, 2xDisr (R)	3xTrac, 1xProbe, 6xAPR, 6xDrone, 8xImpulse, 12xShttl, 2xDisr (RH)
B10V	Same as B10 except all Ph-2K are Ph-1	Same as B10	2xPh-1 (FA+L), 12xA Hull, 2xPh-1 (L+LR), 3xPh-3 (L+LR), 2xDrone, 2xDisr (L)	Same as B10	2xPh-1 (FA+R), 12xA Hull, 2xPh-1 (R+RR), 3xPh-3 (R+RR), 2xDrone, 2xDisr (R)	7xTrac, 1xProbe, 6xAPR, 8xImpulse, 28xShttl
B10S	Same as B10 except all Ph-2K are Ph-1	Same as B10	Same as B10V	Same as B10	Same as B10V	7xTrac, 6xAPR, 6xRepair, 8xImp, 16xShttl
B11	Same as B10 except all Ph-2K are Ph-1	Same as B10	4xPh-1 (LF+L), 11xA Hull, 2xPh-1 (L+LR), 3xPh-3 (L+LR), 2xADD, 2xDisr (L)	Same as B10	4xPh-1 (FA+R), 11xA Hull, 2xPh-1 (R+RR), 3xPh-3 (R+RR), 2xADD, 2xDisr	1xProbe, 6xAPR, 6xDrone, 12xShttl, 3xTrac, 12xImpulse, 2xDisr (RH)

B10A is the same as B10 except that two SFGs are added to Area A.

C9 DREADNOUGHT, C8 DREADNOUGHT (R3.B1)

CLASS	A (BRIDGE)	B (BOOM)	C (LEFT)	D (CNTR)	E (RIGHT)	F (REAR)
C9	2xTrac, 2xPh-1 (FX), 2xPh-2K (LF+L), 2xPh-2K (RF+R), 4xBridge, 2xScty, 2xCargo, 2xEmer, 2xBtty, 2xTran	6xLab, 12xF Hull, 1xShttl, 2xDisr (FX), *1xADD*, 2xImpulse, Warp Access	1xPh-1 (LF+L), 10xA Hull, 2xPh-2 (L+LR), 2xDisr	6xBtty, 6xTran, 2xAux, 2x Scty	1xPh-1 (RF+R), 10xA Hull, 2xPh-2 (R+RR), 2xDisr	4xAPR, 1xTrac, 1xProbe, 4xDrone, 4xShttl, 6xImpulse
C8	Same as C9, but replace 2xCargo with 2xDrone	Same as C9	2xPh-2K (LF+L), 10xA Hull, 1xPh-2 (L+LR), 2xPh-3 (L+LR), 2xDisr	Same as C9	2xPh-2K (RF+R), 10xA Hull, 1xPh-2 (R+RR), 2xPh-3 (R+RR), 2xDisr	Same as C9
C8V	Same as C9, but replace 2xCargo with 2xADD	6xLab, 12xF Hull, 1xShttl, 2xDisr (FX), 1xProbe, 2xImpulse, Warp Access	2xPh-2K (LF+L), 10xA Hull, 1xPh-2 (L+LR), 2xPh-3 (L+LR), 2xDisr, 3xImp, 3xTrac	Same as C9	2xPh-2K (RF+R), 10xA Hull, 1xPh-2 (R+RR), 2xPh-3 (R+RR), 2xDisr, 3xImp, 3xTrac	5xAPR, 30xShttl
C8S	Same as C9, but replace 2xCargo with 2xDrone	Same as C8V	Same as C8V except Ph-2Ks are Ph-1s.	Same as C9	Same as C8V except Ph-2Ks are Ph-1s.	5xAPR, 18xShttl, 6xRepair

C9A is the same as C9 except that SFG replaces the two cargo boxes in Area A and the K and B refits are included.

C7 HEAVY BATTLECRUISER (R3.B1)

CLASS	A (BRIDGE)	B (BOOM)	C (LEFT)	D (CNTR)	E (RIGHT)	F (REAR)
C7	4xPh-1, 2xTrac, 3xBridge, 1xADD, 2xEmer, 2xScty, 2xBtty, 2xTran, 4xLab	6xHull, 2xWarp, 2xImp	3xPh-1, 1xPh-3, 5xHull, 1xBtty, 1xScty, 2xDisr	4xBtty, 2xAux, 4xTran	3xPh-1, 1xPh-3, 5xHull, 1xProbe, 1xScty, 2xDis	4xAPR, 4xDrone, 4xShttl, 6xImp, 2xTrac
C7V	Same as C7	Same as C7	Same as C7	Same as C7	Same as C7	4xAPR, 4xDrone, 6xImp, 2xTrac, 16xShttl
C7S	Same as C7	Same as C7	Same as C7	Same as C7	Same as C7	4xAPR, 4xDrone, 6xImp, 4xTrac, 10xShttl, 4xRep

C7A is the same as C7 except that SFG replaces two of the Ph-1s in Area A.

D7 BATTLECRUISER (R3.B1)

CLASS	A (BRIDGE)	B (BOOM)	C (LEFT)	D (CNTR)	E (RIGHT)	F (REAR)
D7	3xPh-2K, 1xTran, 2xTrac, 1xEmer, 2xBridge, 1xScty	1xBtty, 4xLab, 4xF Hull, 1xImp	3xPh-2, 2xDisr	2xBtty, 2xAux, 1xScty, 4xTran, 1xProbe, 7xA Hull, 1x*ADD*	3xPh-2, 2xDisr	2xShtl, 4xAPR, 4xImp, 2xDrn, 1xTrac
D7A	1xSFG, 1xTran, 2xTrac, 1xEmer, 2xBridge, 1xScty	Same as D7	1xPh-2K, 2xPh-2, 2xDisr	Same as D7	1xPh-2K, 2xPh-2, 2xDisr	Same as D7
D7C	3xPh-1, 1xTran, 2xTrac, 1xEmer, 2xBridge, Scty	Same as D7	2xPh-2, 1xPh-2K, 2xDisr, 1xTrac-M	2xBtty, 7xAHull, 1xScty, 2xAux, 6xTran, 1xProbe, 2xADD	2xPh-2, 1xPh-2K, 2xDisr, 1xTrac-M	Same as D7
D7D	3xPh-1, 1xTran, 2xTrac, 1xEmer, 2xBridge, 1xScty	Same as D7	1xPh-2, 2xDrone, 2xDisr	2xBtty, 1xScty, 2xAux, 4xTran, 1xProbe, 7xAHull	1xPh-2, 2xDrone, 2xDisr	4xImpulse, 1xTrac, 4xAPR, 4xShttl
D7E	Same as D7 except no K refit	Same as D7	2xPh-2, 2xDisr, 1xSen, 3xCargo	2xBtty, 1xScty, 2xAux, 4xTran, 1xProbe, 7xAHull	2xPh-2, 2xDisr, 1xSen, 3xCargo	3xShttl, 4xLab 1xDrone, 1xTrac, 4xImp
D7N	Same as D7	Same as D7	Same as D7	Same as D7 No B-Refit/ADD	Same as D7	4xShttl, 4xImp, 1xTrac, 4xAPR
D7V	Same as D7	Same as D7	1xPh-1, 2xPh-3, 2xDisr	2xBtty, 1xScty, 2xAux, 2xTran, 2xAPR, 1xProbe, 7xA Hull	1xPh-1, 2xPh-3, 2xDisr	4xImp, 16xShttl, 4xTrac
D7W	Same as D7C	Same as D7	2xPh-1, 2xDisr, 2xPh-2, 1xADD, 1xDrone, 1xTrac	2xBtty, 1xScty, 2xAux, 4xTran, 1xProbe, 7xAHull	2xPh-1, 2xDisr, 2xPh-2, 1xADD, 1xTrac, 1xDrn	6xAPR, 4xShttl, 1xBtty, 4xImp
DX	Same as D7C	1xBtty, 4xLab, 4xF Hull, 1xImp, 2xCWarp	4xPh-1, 3xDisr, 1xTrac	1xScty, 4xBtty, 2xAux, 6xTran, 1xProbe, 7xAHull	4xPh-1, 3xDisr, 1xTrac	Same as D7
DXD	Same as D7C	Same as DX	2xPh-1, 3xDisr, 3xDrone	Same as DX	1xPh-1, 3xDisr, 3xDrone	Same as D7D

D7P uses the D6P data. D7M uses the D6M data.

D6 BATTLECRUISER (R3.B1)

CLASS	A (BRIDGE)	B (BOOM)	C (LEFT)	D (CNTR)	E (RIGHT)	F (REAR)
D6	3xPh-2K, 1xTran, 2xTrac, 1xEmer, 2xBridge, 1xScty	1xBtty, 4xLab, 4xF Hull, 1xImp	2xPh-2, 2xDisr	2xBtty, 1xScty, 2xAux, 4xTran, 1xProbe, 7xA Hull, *1xADD*	2xPh-2, 2xDisr	2xShttl, 4xImp, 2xDrone, 1xTrac, 2xAPR
AD6	Same as D6	Same as D6	4xPh-2, 1xADD	2xBtty, 1xScty, 2xAux, 4xTran, 1xProbe, 7xA Hull	4xPh-2, 1xADD	Same as D6
D6D	Same as D6 except no K refit	Same as D6	1xSen, 2xPh-2, 2xDrone	2xBtty, 1xScty, 2xAux, 1xProbe, 4xCargo, 7xA Hull	1xSen, 2xPh-2, 2xDrone	Same as D6
D6E	Same as D6	Same as D6	1xSen, 3xCargo, 2xPh-2, 1xDisr	2xBtty, 1xScty, 2xAux, 1xProbe, 7xA Hull, 4xTran	1xSen, 1xDisr, 2xPh-2, 3xCargo	3xShtl, 1xDrone, 1xTrac, 4xLab, 4xImpulse
D6G	Same as D6	Same as D6	2xPh-2, 2xCargo, 1xTrac	2xBtty, 1xScty, 2xAux, 8xTran, 1xProbe, 7xA Hull, *1xADD*	2xPh-2, 2xCargo, 1xTrac.	6xBarracks, 7xShttl, 4xImp
D6J	3xPh-2, 1xTran, 2xTrac, 1xEmer, 2xBridge, 2xScty	Same as D6 except add 2xC Warp	Same as D6	2xBtty, 2xScty, 2xAux, 4xTran, 1xProbe, 7xA Hull	Same as D6	Same as D6
D6M D7M	Same as D6	Same as D6	1xAux, 2xPh-2, 2xBtty	24xBtty, 1xProbe, 6xA Hull, 1x*ADD*	1xScty, 2xPh-2, 2xBtty	2xShttl, 2xAPR, 4xImp, 6xBtty, 1xTrac
D6P D7P	Same as D6 except no K refit	Same as D6	2xPh-3, 2xDisr, 1xSen	2xBtty, 1xProbe, 1xScty, 2xAux, 2xTran, 2xAPR, 7xA Hull	2xPh-3, 2xDisr, 1xSen	6xRepair, 4xTrac, 1xShttl, 4xImpulse
D6S	Same as D6 except no K refit	Same as D6	2xPh-2, 2xSen	Same as D6	2xPh-2, 2xSen	Same as D6
D6V	Same as D6	Same as D6	1xADD, 2xPh-3, 2xDisr	Same as D6P	1xADD, 2xPh-3, 2xDisr	12xShttl, 4xTrac, 4xImpulse

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D5 BATTLECRUISER (R3.B1)

CLASS	A (BRIDGE)	B (BOOM)	C (LEFT)	D (CNTR)	E (RIGHT)	F (REAR)
D5	2xPh-1, 1xTrac, 1xProbe, 1xTran, 2xBridge, 1xEmer, 1xScty	2xLab, 2xBtty, 3xF Hull, 1xImp	1xPh-2K, 2xPh-3, 2xDisr, 1xTran	1xBtty, 2xAux, 1x Scty, 6xA Hull	1xPh-2K, 2xPh-3, 2xDisr, 1xTran	4xImpulse, 2xAPR, 2xTrac, 2xShttl, 2xADD, 2xDrone
AD5/D5E	Same as D5	Same as D5	1xTran, 2xPh-3, 2xPh-3, 2xPh-2K	Same as D5	1xTran, 2xPh-3 2xPh-3, 2xPh-2K	4xImpulse, 2xAPR, 4xDrone, 2xTrac, 2xShttl
D5A	1xSFG, 1xTrac, 1xProbe, 1xTran, 2xBridge, 1xEmer, 1xScty	Same as D5	1xPh-2K, 2xPh-3, 2xDrone, 1xTran	Same as D5	1xPh-2K, 2xPh-3, 2xDrone, 1xTran	Same as D5
D5C/D5L	Same as D5	Same as D5	2xPh-2K, 2xPh-3, 2xDisr, 1xTran	Same as D5	2xPh-2K, 2xPh-3, 2xDisr, 1xTran	4xImpulse, 4xAPR, 2xADD, 2xDrone, 3xTrac, 3xShttl
D5D	Same as D5	Same as D5	1xPh-2, 2xPh-3, 2xDrone, 1xTran	Same as D5	1xPh-2, 2xPh-3, 2xDrone, 1xTran	4xImpulse, 4xCargo, 2xTrac, 2xShttl, 2xADD, 2xDrone
D5F	Same as D5	Same as D5	Same as D5	Same as D5	Same as D5	4xImpulse, 2xAPR, 2xTrac, 2xShttl, 4xADD
D5G	Same as D5	Same as D5	1xPh-2, 2xPh-3, 2xCargo, 2xTran	Same as D5, Pod Access	1xPh-2, 2xPh-3, 2xCargo, 2xTran	4xImp, 2xTrac, 4xBarracks, 6xShttl
D5H	Same as D5	Same as D5	1xPh-2, 2xPh-3, 2xDisr, 1xTran	Same as D5, Pod Access	1xPh-2, 2xPh-3, 2xDisr, 1xTran	4xImpulse, 2xTrac, 2xShttl, 10xCargo
D5I	2xPh-2, 1xTrac, 1xProbe, 1xTran, 2xBridge, 1xEmer, 1xScty	Same as D5	1xPh-2, 2xPh-3, 2xDisr, 1xTran	Same as D5	1xPh-2, 2xPh-3, 2xDisr, 1xTran	Same as D5
D5J	2xPh-1, 1xTrac, 1xProbe, 1xTran, 2xBridge, 1xEmer, 2xScty	Same as D5 plus 2x Center Warp	1xPh-2, 2xPh-3, 2xDisr, 1xTran	1xBtty, 1xAux, 6xA Hull, 2xScty	1xPh-2, 2xPh-3, 2xDisr, 1xTran	Same as D5
MD5	Same as D5	Same as D5	1xPh-2K, 2xPh-3, 3xBtty, 1xAux, Mauler	9xBtty, 6xA Hull	1xPh-2K, 2xPh-3, 3xBtty, 1xScty, Mauler	4xImpulse, 9xBtty, 2xTrac, 2xADD, 2xShttl
D5M	Same as D5	Same as D5	1xPh-2, 2xPh-3, 2xMine Rack, 1xTran	1xBtty, 1x Scty, 2x Aux, 6xA Hull	1xPh-2, 2xPh-3, 2xMine Rack, 1xTran	4xImpulse, 2xAPR, 2xDrone, 2xTrac, 4xShttl
D5N	Same as D5	Same as D5	Same as D5	Same as D5	Same as D5	4xImp, 2xAPR, 2xADD, 2xTrac, 4xShttl
D5P	Same as D5	Same as D5	1xSen, 1xTran, 2xPh-3, 2xDisr	Same as D5	1xSen, 1xTran, 2xPh-3, 2xDisr	4xImpulse, 2xShttl, 4xRepair, 6xTrac
D5S	Same as D5	Same as D5	1xPh-2, 2xPh-3, 2xSen, 1xTran	Same as D5	1xPh-2 , 2xPh-3, 2xSen, 1xTran	Same as D5
D5V	Same as D5	Same as D5	Same as D5	Same as D5	Same as D5	4xImp, 2xTrac, 14xShttl
D5W	Same as D5	Same as D5	2xPh-1, 2xTran, 1xPh-2, 1xPh-3, 2xDisr	2xBtty, 2xAux , 8xA Hull, 1xScty, Warp Access	2xPh-1, 2xTran, 1xPh-2, 1xPh-3, 2xDisr	Same as D5
D5X	Same as D5	Same as D5	3xPh-1, 1xTran, 2xDisr	Same as D5	3xPh-1, 1xTran, 2xDisr	4xImpulse, 2xAPR, 2xTrac, 2xShttl, 4xDrone

RKL LIGHT CRUISER (R4.B2)

CLASS	A (BOOM)	B (A HULL-LEFT)	C (A HULL-CENTER)	D (A HULL-RIGHT)
RKL	2xPh-1, 2xPh-3, 1xAPR, 2xBridge, 1xEmer, 3xF Hull, 3xBtty	4xA Hull, 1xLab, 1xPh-1, 1xTrac, 1xDrone, 1xDisr, 2xF Hull, 1xAPR, 1xScty	3xTran, 1xProbe, 1xPh-1, 1xAux, 3xShttl, 4xImp, 2xDisr	4xA Hull, 1xLab, 1xPh-1, 1xTrac, 1xDrone, 1xDisr, 2xF Hull, 1xAPR, 1xScty

F5 FRIGATE, F6 BATTLE FRIGATE, E5 ESCORT (R3.B2)

CLASS	A (BOOM)	B (MAIN HULL, FORWARD)	C (MAIN HULL, REAR)
F5 **F5I**	Entire Boom	2xDisr, 1xScty, 1xAux, 1xProbe, 2xTran, 2xBtty, 1xAPR, *1xADD*	2xImpulse, 5xA Hull, 3xPh–2, 1xDrone, 1xShttl
F5S	Entire Boom	2xSEN, 1xScty, 1xAux, 1xProbe, 2xTran, 2xBtty, 1xAPR, *1xADD*	2xImpulse, 5xA Hull, 3xPh–2, 1xDrone, 1xShttl
F5M	Entire Boom	4xMine, 1xADD, 1xScty, 1xAux, 1xTrac, 2xTran, 2xBtty, 1xAPR	2xImpulse, 5xA Hull, 3xPh–2, 1xDrone, 1xShttl
F5V	Entire Boom	2xDisr, 1xScty, 1xAux, 1xProbe, 1xBtty, 1xAPR, 1xTran, 1xADD, 4xA Hull	2xImpulse, 10xShttl, 2xTrac, 3xPh–2
F5C **F5L**	Entire Boom	2xDisr, 1xScty, 1xAux, 1xProbe, 2xTran, 2xBtty, 3xAPR, 1xADD	2xImpulse, 5xA Hull, 3xPh–2K, 2xDrone, 2xShttl
F5D	Entire Boom	4xDrone, 1xScty, 1xAux, 1xProbe, 2xTran, 2xBtty, 1xAPR	2xImpulse, 5xA Hull, 3xPh–2, 1xDrone, 1xShttl
F5J	Entire Boom	2xDisr, 2xScty, 1xAux, 1xProbe, 2xTran, 2xBtty, 1xAPR	2xImpulse, 5xA Hull, 3xPh–2, 1xDrone, 1xShttl
F6	Entire Boom	2xDisr, 2xScty, 1xPrb, 2xAux, 2xTran, 2xBtty, 3xAPR; Center Warp Access	2xImpulse, 5xA Hull, 3xPh–1, 2xDrone, 2xShttl, 2xDisr
E5	Entire Boom	2xPh-3, 1xTran, 1xScty, 1xAux, 1xBtty, 4xA Hull	2xImp, 2xDrone, 2xPh–2, 2xShttl, 2xDisr
F5E **AF5**	Entire Boom	4xDrone, 1xScty, 1xAux, 1xProbe, 2xTran, 2xBtty, 1xAPR	2xImpulse, 5xA Hull, 3xPh–2, 2xShttl
F5G	Entire Boom	2xCgo, 3xBks, 3xTran, 2xBtty, 1xScty, 1xAux, 1xProbe	2xImpulse, 5xA Hull, 3xPh–2, 4xShttl
FX	Entire Boom	2xDisr, 1xScty, 1xAux, 1xProbe, 3xAPR, 3xBtty, 2xTran	2xImpulse, 5xA Hull, 4xPh-1, 2xShttl, 2xDrone
FSX	Entire Boom	4xSen, 1xScty, 1xAux, 1xProbe, 3xAPR, 3xBtty, 2xTran	Same as FX

E4 ESCORTS (R3.B2)

CLASS	A (BOOM)	B (MAIN HULL, FORWARD)	C (MAIN HULL, REAR)
E4 **E4I**	Entire Boom	2xDisr, 1xAux, 1xTran, 1xBtty, *1xADD*	2xImpulse, 4xA Hull, 2xPh–2, 1xDrone, 1xShttl
E4E/A	Entire Boom	4xADD, 1xAux, 1xTran, 1xBtty	2xImpulse, 4xA Hull, 2xPh–2, 2xShttl
E4J	Entire Boom	2xDisr, 1xAux, 1xTran, 1xBtty, 1xScty	2xImpulse, 4xA Hull, 2xPh–2, Drone, Shttl
E4D	Entire Boom	4xDrone, 1xAux, 1xTran, 1xBtty	2xImpulse, 4xA Hull, 2xPh–2, 2xShttl
E4V	Entire Boom	2xDisr, 1xTran, 1xBtty, 3xHull	2xImpulse, 2xPh–2, 7xShttl
E4G	Entire Boom	2xCargo, 2xBarracks, 1xTran, 1xAux, 1xBtty	2xImpulse, 4xA Hull, 2xPh-2, 4xShttl

E3 ESCORTS (R3.B2)

CLASS	A (BOOM)	B (MAIN HULL)
E3	Entire Boom	Entire Rear Hull
E3E/A	Entire Boom	Entire Rear Hull
E3D	Entire Boom	Entire Rear Hull
G2	Entire Boom	Entire Rear Hull

TUG (R3.B1)

CLASS	A (BRIDGE)	B (BOOM)	C (LEFT)	D (CNTR)	E (RIGHT)	F (REAR)
TUG-A	3xPh-2K, 1xTran, 2xTrac, 1xBtty, 2xBridge, 1xScty	1xEmer, 4xLab, 4xHull, 1xImpulse	9xCargo, 2xDisr, 2xDrone, 4xPh-3, Left Pod Access	4xBtty, 2xAux, 2xScty, 4xTran, Center Pod Access	9xA Hull, 2xDisr, 2xDrone, 4xPh-3, Right Pod Access	4xImpulse, 2xShttl, 1xAPR, 1xProbe, 1xADD
TUG-B	3xPh-2, 1xTran, 2xTrac, 1xBtty, 2xBridge, 1xScty	Same as Tug-A	9xCargo, 1xDisr, 1xDrone, 4xPh-3, Left Pod Access	Same as Tug-A	9xA Hull, 1xDisr, 1xDrone, 4xPh-3, Right Pod Access	4xImpulse, 2xShttl, 1xAPR, 1xProbe, 1xADD

NOTE: The SCS pod comprises two areas, left and right, each with three APR.

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ROMULAN UNITS

CONDOR DREADNOUGHTS (R4.B1)

CLASS	A (BOOM)	B (MIDSHIPS)	C (A HULL)	D (LEFT WING)	E (RIGHT WING
KCN	2xPl-R, 2xPh-1 (FA+L), 2xPh-1 (FA+R), 3xBridge, 4xTran, 2xAux, 2xFlag, 2xTrac, 15xF Hull	2xPh-1 (L+LF), 2xPh-1 (R+RF), 6xLab, 6x APR, 6xTran, 1xProbe, 4xPl-D, 1xEmer	13xBtty, 4xTrac, 5xPh-1 (360°), 12xShttl, 1xPl-S, 12xImp	1xPl-S, 1xPl-F, 3xPh-3 (RA+L), 1xPh-1 (RA+L), 17 A Hull	1xPl-S, 1xPl-F, 3xPh-3 (RA+R), 1xPh-1 (RA+R), 17 A Hull
CON	Pl-R, 1xPh-1 (FA+L), 1xPh-1 (FA+R), 2xTran, 3xBridge, 2xTrac, 2xAux, 2xFlag, 12xF Hull, 3xAPR	1xPh-1 (LF+L), 1xPh-1 (RF+R), 6xLab, 6xBtty, 1xProbe, 1xEmer	4xAPR, 4xTran, 2xTrac, 3xPh-1 (360°), 5xShttl, 5xImpulse	Pl-S, *Pl-F*, 8xA Hull, 1xPh-1 (L+RA), *2xPh-3 (L+RA)*	Pl-S, *Pl-F*, 8xA Hull, 1xPh-1 (R+RA), *2xPh-3 (R+RA)*
ROC	Same as CON plus 2xTrac	Same as Condor	4xAPR, 4xTran, 4xRepair, 2xTrac, 3xPh-1 (360°), 5xShttl, 5xImp	Pl-S, Pl-F, 8xA Hull, 1xPh-1 (L+RA), 2xPh-3 (L+RA)	Pl-S, Pl-F, 8xA Hull, 1xPh-1 (R+RA), 2xPh-3 (R+RA)
CNV	Same as CON plus 1xProbe	1xPh-1 (LF+L), 1xPh-1 (RF+R), 4xLab, 4xBtty, 1xEmer, 4xTrac, 2xPh-1 (360°)	30xShttl, 5xImpulse	Same as ROC	Same as ROC
PHX	Same as CON plus 2xTrac and 1xProbe	Same as Con-V	12xRepair, 18xShttl, 5xImpulse	Same as ROC	Same as ROC

HEAVY HAWK (HEAVY CRUISERS) (R4.B2)

CLASS	A (BOOM)	B (A HULL-LEFT)	C (A HULL-CENTER)	D (A HULL-RIGHT)
SUPA SUPK	2xPh-1, 2xPh-3, 2xBridge, 3xFlag, 4xF Hull, 1xEmer, 2xAPR, 6xBtty	5xA Hull, 1xProbe, 2xTrac, 1xPh-3, 1xPl-F, Plus Module	3xTran, 2xLab, 1xPh-1, 12xShttl, 6xImpulse, 2xPl-S	5xA Hull, 1xAux, 2xTrac, 1xPh-3, 1xPl-F, Plus Module
SUB	Same as SUP	Same as SUP	Same as SUP	Same as SUP
SUN	Same as SUP	Same as SUP	Same as SUP	Same as SUP
TH	Same as SUP	Same as SUP	Same as SUP	Same as SUP
NHK	Same as SUP	7xA Hull, 2xTrac, 2xLab, 2xShttl, 1xPh-3 (L+RA), 1xPl-F, Module	3xTran, 1xProbe, 1xAux, 1xPh-1 (RX), 6xImpulse, 2xPl-S	7xA Hull, 2xTrac, 2xLab, 2xShttl, 1xPh-3 (R+RA), 1xPl-F, Module
RHK	Same as SUP	Same as NHK	3xTran, 1xProbe, 1xAux, 1xPh-1 (RX), 6xImpulse, 1xPl-R	Same as NHK
KHA KHK	Same as SUP	Same as SUP	3xTran, 2xLab, 1xPh-1 (RX), 4xShttl, 6xImp, 2xPl-S, 1xPl-R, 8xAPR	Same as SUP
FHA FHK	2xPh-1, 2xPh-3, 2xBridge, 4xF Hull, 1xEmer, 2xAPR, 3xBtty	Module, 5xA Hull, 1xLab, 1xProbe, 1xTrac, 1xPh-3, 1xPl-F	3xTran, 4xShttl, 4xImp, 1xPh-1 (RX), 2xPl-S	Module, 5xA Hull, 1xLab, 1xAux, 1xTrac, 1xPh-3, 1xPl-F
FHF	Same as FH	Same as FH except that Plasma-F deleted	Same as FH	Same as FH except that Plasma-F deleted
FHX	4xPh-1, 2xBridge, 2xAPR, 1xEmer, 4xF Hull, 3xBtty	Module, 5xA Hull, 1xLab, 1xProbe, 1xTrac, 1xPh-3, 1xPl-S	3xTran, 4xShttl, 4xImp, 1xPh-1 (RX), 2xPl-M	Module, 5xA Hull, 1xLab, 1xAux, 1xTrac, 1xPh-3, 1xPl-S

SPARROW HAWK LIGHT CRUISERS (R4.B2)

CLASS	A (BOOM)	B (A HULL-LEFT)	C (A HULL-CENTER)	D (A HULL-RIGHT)
ALL	2xPh-1(FX), 1xPh-3(LS), 1xPh-3 (RS), 2xBridge, 1xAPR, 3xF Hull, 1xEmer, 3xBtty	4xA Hull, 1xLab, 1xTrac, 1xPh-3 (L+RA), 1xPl-F; module	3xTran, 1xProbe, 1xPh-1 (RX), 1xAux, 3xShttl, 4xImp, 1xPlas-G/*S*	4xA Hull, 1xLab, 1xTrac, 1xPh-3 (R+RA), 1xPl-F; Module
SPM	Same as SparrowHawk	Same as SPH except plas–D replaces plas-F	Same as SparrowHawk	Same as SPH except that plasma–D replaces Plasma F.
SPF	Same as SparrowHawk	Same as SP except that plasma-F deleted	Same as SparrowHawk	Same as SPH except that Plasma-F deleted
SPX	2xPh-1(FX), 1xPh-1(LS), 1xPh-1 (RS), 2xBridge, 1xAPR, 3xF Hull, 1xEmer, 3xBtty	4xA Hull, 1xLab, 1xTrac, 1xPh-1 (L+RA), 1xPl-S; module	3xTran, 1xProbe, 1xPh-1 (RX), 1xAux, 3xShttl, 4xImp, 1xPlas-M	4xA Hull, 1xLab, 1xTrac, 1xPh-1 (R+RA), 1xPl-S; Module

SKYHAWK DESTROYERS (R4.B3)

CLASS	A (COMMAND BOOM)	B (A HULL)	C (MODULE, AFT)
SKA	Entire Boom	4xA Hull, 2xPh-3 (LS), 2xPh-3 (RS), 2xPl-F, 2xImpulse, 2xTran, 2xBtty, 2xAPR	2xPh-1(360), 4xBtty, 4xShttl, 4xTrac
SKH	Entire Boom	4xA Hull, 2xPh-3 (LS), 2xPh-3 (RS), 2xPl-F, 2xImpulse, 2xTran, 2xBtty, 2xAPR	8xCargo, 2xShttl, 4xTrac, Cargo Pack Access
SKL	Entire Boom	Same as SkyHawk–A	Same as SKA
SKX	Entire Boom	4xA Hull, 1xPh-1 (LS), 1xPh-1 (RS), 2xPl-S, 2xImpulse, 2xTran, 2xBtty, 2xAPR	2xPh-1(360), 4xBtty, 4xShttl, 4xTrac
SKSX	Entire Boom	4xA Hull, 1xPh-1 (LS), 1xPh-1 (RS), 4xSen, 2xImpulse, 2xTran, 2xBtty, 2xAPR	Same as SKX
All other SkyHawks	Same as SkyHawk–A	Same as SkyHawk–A	Entire contents of Module

SEAHAWK FRIGATES (R4.B4)

CLASS	A (FORWARD)	B (AFT)
SEA	Entire Boom	Entire Rear Section
SEB	Entire Boom	Entire Rear Section
SEC	Entire Boom	Entire Rear Section
SED/SEE	Entire Boom	Entire Rear Section
SEG	Entire Boom	Entire Rear Section
SEX	Entire Boom	Entire Rear Section

K10R BATTLESHIP (R3.B1)

CLASS	A (BRIDGE)	B (BOOM)	C (LEFT)	D (CENTER)	E (RIGHT)	F (REAR)
K10R	3xPh-1 (FX), 2xPh-1 (RF+LS), 2xPh-1 (LF+RS), 5xBridge, 2xEmer 2xF Hull, 3xBtty, 3xFlag, 2xPl-D, 2xTrac, 3xTran	2xShttl, 6xLab, 15xF Hull, 5xAPR, 2xPl-R	2xPh-1 (FA+L), 12xA Hull, 2xPh-1 (L+LR), 3xPh-3 (L+LR), 1xPl-S, 1xPl-F	14xA Hull, 9xBtty, 9x Tran, 2xAux	2xPh-1 (FA+R), 12xA Hull, 2xPh-1 (R+RR), 3xPh-3 (R+RR), 1xPl-S, 1xPl-F	1xTrac, 1xProbe, 6xAPR, 8xImpulse, 12xShttl, 2xTrac, 2xPl-D

K9R DREADNOUGHT (R3.B1)

CLASS	A (BRIDGE)	B (BOOM)	C (LEFT)	D (CENTER)	E (RIGHT)	F (REAR)
K9R	2xTrac, 2xPh-1 (FX), 2xPh-1 (LF+L), 2xPh-1 (RF+R), 4xBridge, 2xFlag, 2xCargo, 2xEmer, 2xBtty, 2xTran	6xLab, 12xF Hull, 1xShttl, 1xPl-R, 2xAPR, Center Warp	1xPh-1 (LF+L), 10xA Hull, 2xPh-1 (L+LR), 1xPl-S, 1xPl-F	6xBtty, 6xTran, 2xAux, 2xA Hull	1xPh-1 (RF+R), 10xA Hull, 2xPh-1 (R+RR), 1xPl-S, 1xPl-F	4xAPR, 1xTrac, 1xProbe, 8xShttl, 6xImpulse

KCR HEAVY BATTLECRUISER (R3.B1)

CLASS	A (BRIDGE)	B (BOOM)	C (LEFT)	D (CENTER)	E (RIGHT)	F (REAR)
KCR	4xPh-1, 2xTrac, 3xBridge, Pl-D, 2xEmer, 2xFlag, 2xBtty, 2xTran, 4xLab	6xHull, 2xAPR, 2xAWR	3xPh-1, Ph-3, 6xHull, Btty, Pl-S, Pl-F	4xBtty, 2xAux, 4xTran	3xPh-1, 1xPh-3, 6xHull, 1xProbe, 1xPl-S, 1xPl-F	4xAPR, 2xPl-D, 4xShttl, 6xImpulse, 2xTrac

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K7R BATTLECRUISER (R3.B1)

CLASS	A (BRIDGE)	B (BOOM)	C (LEFT)	D (CENTER)	E (RIGHT)	F (REAR)
K7R	3xPh-1, Tran, 2xTrac, 1xEmer, 2xBridge, 1xHull	1xBtty, 4xLab, 4xHull, APR	2xPh-2, 1xPh-1, 1xPl-S, 1xPl-F	3xBtty, 2xAux, 4xTran, Probe, 7xA Hull	2xPh-2, 1xPh-1, 1xPl-S, 1xPl-F	4xShttl, Trac, 4xAPR, 4xImpulse
KRC	3xPh-1, Tran, 2xTrac, 1xEmer, 2xBridge, Flag	Same as K7R	2xPh-2, 1xPh-1, 1xPl-S, 1xPl-F, Trac-M	3xBtty, 2xAux, 6xTran, Probe, 2xPl-D, 7xA Hull	2xPh-2, 1xPh-1, 1xPl-S, 1xPl-F, Trac-M	Same as K7R
K7V	Same as K7R	Same as K7R	2xPh-3, 1xPh-1, 1xPl-S, 1xPl-F	3xBtty, 2xAux, 2xTran, 2xAPR, Probe, 7xA Hull	2xPh-3, 1xPh-1, 1xPl-S, 1xPl-F	4xImpulse, 4xTrac, 16xShttl
K7X	Same as K7R	Same as K7R	4xPh-1, 1xPl-M, 1xPl-S	4xBtty, 2xAux, 4xTran, 1xProbe, 7xA Hull	4xPh-1, 1xPl-M, 1xPl-S	Same as K7R

KR BATTLECRUISER (R3.B1)

CLASS	A (BRIDGE)	B (BOOM)	C (LEFT)	D (CENTER)	E (RIGHT)	F (REAR)
KR	3xPh-1, 1xTran, 2xTrac, 1xEmer, 2xBridge, 1xF Hull	1xBtty, 4xLab, 4xHull, APR	2xPh-2, 1xPl-S	3xBtty, 2xAux, 4xTran, Probe 7xA Hull	2xPh-2, 1xPl-S	4xShttl, Trac, 2xAPR, 4xImpulse
KRE	Same as KR	Same as KR	Sen, 3xCargo, 2xPh-3, 1xPl-F	Same as KR	Sen, 3xCargo, 2xPh-3, 1xPl-F	4xShttl, Trac, 4xLab, 4xImpulse
KRG	Same as KR	Same as KR	2xPh-3, 2xCargo, 1xTrac	2xBtty, 8xA Hull, 2xAux, 8xTran, Probe	2xPh-3, 2xCargo, 1xTrac	6 Barracks, 7xShttl, 4xImpulse
KRM	Same as KR	Same as KR	1xAux, 2xPh-2, 2xBtty	24xBtty, 1xProbe, 6xA Hull	2xPh-2, 2xBtty, 1xA Hull	2xShttl, 2xAPR, 6xBtty, 1xTrac, 4xImpulse
KRP	Same as KR	Same as KR	2xPh-3, 1xPl-G, 1xSen	3xBtty, 2xAux, 2xTran, 1xProbe, 2xAPR, 7xA Hull	2xPh-3, 1xPl-G, 1xSen	6xRepair, 4xTrac, 1xShttl, 4xImpulse
KRS	Same as KR	Same as KR	2xPh-3, 2xSen	Same as KR	2xPh-3, 2xSen	Same as KR
KRV	Same as KR	Same as KR	1xPl-D, 2xPh-3, 1xPl-S	Same as KRP	1xPl-D, 2xPh-3, 1xPl-S	12xShttl, 4xTrac, 4xImpulse.

KDR BATTLECRUISER (R3.B1)

CLASS	A (BRIDGE)	B (BOOM)	C (LEFT)	D (CENTER)	E (RIGHT)	F (REAR)
KDR	2xPh-1, 1xTrac, 1xProbe, 2xBridge, 1xEmer, 1xF Hull, 1xTran	2xLab, 2xBtty, 3xF Hull, 1xAPR	1xPh-1, 2xPh-3, 1xPl-S, 1xTran	2xBtty, 2xAux, 6xA Hull	1xPh-1, 2xPh-3, 1xPl-S, 1xTran	4xImpulse, 2xAPR, 2xTrac, 4xShttl, 2xPl-D
KDV	Same as KDR	Same as KDR	Same as KDR	Same as KDR	Same as KDR	4xImpulse, 2xTrac, 14xShttl

K5R FRIGATE, KFR BATTLE FRIGATE (R3.B2)

CLASS	A (BOOM)	B (MAIN HULL, FORWARD)	C (MAIN HULL, AFT)
K5R	Entire Boom	2xPl-F, 1xAux, 1xProbe, 2xTran, 2xBtty, 1xAPR, 1xA Hull	2xImpulse, 5xA Hull, 3xPh–2, 2xShttl
K5S	Entire Boom	2xSen, 1xA Hull, 1xAux, 1xProbe, 2xTran, 2xBtty, 1xAPR	2xImpulse, 5xA Hull, 3xPh–2, 2xShttl
K5M	Entire Boom	4xMine Rack, 1xA Hull, 1xAux, 1xTrac, 2xTran, 2xBtty, 1xAPR	2xImpulse, 5xA Hull, 3xPh–2, 2xShttl
K5C K5L	Entire Boom	2xPl-G, 1xA Hull, 1xAux, 1xProbe, 2xTran, 2xBtty, 3xAPR	2xImpulse, 5xA Hull, 3xPh–1, 4xShttl
K5D	Entire Boom	4xPl-D, 1xA Hull, 1xAux, 1xProbe, 2xTran, 2xBtty, APR	2xImpulse, 5xA Hull, 3xPh–2, 2xShttl
K5X	Entire Boom	2xPl-S, 1xAux, 1xProbe, 2xTran, 3xBtty, 2xAPR, 1xA Hull	2xImpulse, 5xA Hull, 3xPh–1, 2xShttl
K5SX	Entire Boom	4xSen, 1xAux, 1xProbe, 2xTran, 3xBtty, 2xAPR, 1xA Hull	2xImpulse, 5xA Hull, 3xPh–1, 2xShttl
KFR	Entire Boom	2xPl-F, 2xA Hull, Probe, 2xAux, 2xTran, 2xBtty, 3xAPR, 1xPl-G (center warp access)	2xImpulse, 5xA Hull, 3xPh–1, 4xShttl

K4R ESCORTS (R3.B2)

CLASS	A (BOOM)	B (MAIN HULL, FORWARD)	C (MAIN HULL, AFT)
K4R	Entire Boom	2xPl-F, Aux, Tran, Btty	2xImpulse, 4xHull, 2xPh–2, 2xShttl
K4D	Entire Boom	2xPl-D, Aux, Tran, Btty	Same as K4R

KRT (R3.B1)

CLASS	A (BRIDGE)	B (BOOM)	C (LEFT)	D (CENTER)	E (RIGHT)	F (REAR)
KRT	3xPh-2, Tran, 2xTrac, Btty, 2xBridge, 1xF Hull	1xEmer, 4xLab, 4xHull, APR	11 Cargo, 2xPl-F, 4 Ph-3, Left Pod Access	4xBtty, 2xAux, 2xA Hull, 4x Tran, Center Pod Access	9xA Hull, 2xPl-F, 4xPh-3, 2xCargo, Right Pod Access	4xImpulse, 2xShttl, 1xAPR, 1xProbe, 1xPl-D

WAR EAGLES (R4.B5)

CLASS	A (LEFT HULL)	B (C HULL)	C (RIGHT HULL)
WE	2xPh-1 (FA+L), 6xC Hull, 1xProbe, *1xPh-3 (L+RA)*	1xPl-R, 2xBridge, 2xLab, 1xTrac, 2xShttl, 6xImpulse	2xPh-1 (FA+R), 6xBtty, 1xTran, *1xPh-3 (R+RA)*
CE	4xCargo, 6xC Hull, 1xProbe, 1xPh-3 (L+RA)	2xPh-1, 2xBridge, 2xLab, 1xTrac, 2xShttl, 6xImpulse, Cargo Pallet Access	4xBarracks, 6xBtty, 1xTran, 1xPh-3 (R+RA)
FE	Same as CE	Same as CE	4xCargo, 6xBtty, 1xTran, 1xPh-3 (R+RA)
KE	2xPh-1 (FA+L), 6xC Hull, 1xPh-3 (L+RA), 1xPl-F, 1xAPR, 1xTrac	1xPl-R, 2xBridge, 2xLab, 1xFlag, 1xProbe, 4xShttl, 6xImpulse	2xPh-1 (FA+R), 6xBtty, 1xTran, 1xPh-3 (R+RA), 1xPl-F, 1xTrac,
PE	2xPh-1 (FA+L), 6xC Hull, 1xProbe, *1xPh-3 (L+RA)*	2xSen, 2xBridge, 2xLab, 1xTrac, 2xShttl, 6xImpulse, Access to Pallet	2xPh-1 (FA+R), 6xBtty, 1xTran, *1xPh-3 (R+RA)*
SE	Same as PE	2xSen, 2xBridge, 2xLab, 1xTrac, 2xShttl, 6xImpulse	Same as PE
FAL	7xBtty, 1xAux, 1xProbe, 1xTran, *1xPh-3 (LS)*	22xBtty, 4xC Hull, 6xImpulse	7xBtty, 1xBridge, 1xTrac, 1xShttl, *1xPh-3 (RS)*
WB	*2xPh-1 (FA+L),* 6xC Hull, 1xProbe, 3xImpulse	1xPl-R, 2xBridge, 2xLab, 2xShttl, *1xTrac, 3xAPR*	*2xPh-1 (FA+R),* 6xBtty, *1xTran,* 3xImpulse
KEX	2xPh-1 (FA+L), 6xC Hull, 2xPh-1 (LS+RR), 1xPl-L, 1xAPR, 1xTrac	1xPl-R, 2xBridge, 2xLab, 1xFlag, 1xProbe, 4xShttl, 6xImpulse	2xPh-1 (FA+R), 6xBtty, 1xTran, 2xPh-1 (RS+LR), 1xPl-L, 1xTrac,

WAR HAWKS (R4.B5)

CLASS	A (LEFT HULL)	B (C HULL)	C (RIGHT HULL)
BH	1xPl-G, 2xPh-1 (FA+L), 2xC Hull, 2xBtty, 1xProbe, *1xPh-3 (L+RA)*	2xBridge, 2xTrac, 2xShttl, 6xImpulse	1xPl-G, 2xPh-1 (FA+R), 1xTran, 2xLab, 2xC Hull, *1xPh-3 (R+RA)*
BHE	1xPl-D, 2xPh-1 (FA+L), 2xC Hull, 2xBtty, 1xProbe, 1xPh-3 (L+RA)	2xBridge, 2xTrac, 2xShttl, 6xImpulse	1xPl-D, 2xPh-1 (FA+R), 1xTran, 2xLab, 2xC Hull,, 1xPh-3 (R+RA)
CH	2xPh-1 (FA+L), 2xBtty, 2xShttl, 3xTrac, 1xPh-3 (L+RA)	2xBridge, 2xLab, 1xProbe, 1xTran, 6xImpulse	2xPh-1 (FA+R), 6xC Hull, 3xRepair, 1xPh-3 (R+RA)
COH	2xPh-1 (FA+L), 2xBtty, 4xBar, 2xCargo, *1xPh-3 (L+RA)*	2xBridge, 1xProbe, 1xTran, 2xShttl, 6xImpulse	2xPh-1 (FA+R), 2xLab, 4xC Hull, 2xTrac, *1xPh-3 (R+RA)*
PEL	1xPh-1 (FA+L), 2xBtty, 2xTrac, 2xMine Rack, *1xPh-3 (L+RA)*	2xBridge, 2xLab, 1xProbe, 1xTran, 3xImpulse, 2xShttl	1xPh-1 (FA+R), 6xC Hull, 2xMine Rack, *1xPh-3 (R+RA)*
WH	2xPh-1 (F+L), 2xBtty, 2xTrac, 3xShttl, *1xPh-3 (L+RA)*	Same as CH	2xPh-1 (FA+R), 6xC Hull, 3xShttl, *1xPh-3 (R+RA)*
H-S	1xPl-G, *2xPh-1 (FA+L),* 2xBtty, 2xC Hull, 1xProbe, 3xImpulse	2xBridge, *2xTrac,* 2xShttl, *4xAPR*	1xPl-G, *2xPh-1 (FA+R),* 2xC Hull, 2xLab, *1xTran,* 3xImpulse

SNIPES (R4.B6)

CLASS	A (FORWARD)	B (AFT)
SNA SNP	1xPh-1 (FA+L), 1xPh-1 (FA+R), 1xPl-G, 1xProbe, 1xTran, 1xBridge, 3xC Hull, 3xBtty	1xAux, 1xShttl, 1xImp, 1xTrac, *1xPh-3 (RA+L), 1xPh-3 (RA+R)*
SNB	Same as SNA	1xAux, 1xShttl, 1xImp, 1xTrac, 1xPh-3 (RA+L), 1xPh-3 (RA+R), 2xPl-F
SNE	Same as SNA	1xAux, 1xShttl, 1xImp, 1xTrac, 1xPh-3 (RA+L), 1xPh-3 (RA+R), 2xPl-D
SNS	*1xPh-1 (FA+L), 1xPh-1 (FA+R),* 1xPl-G, 1xProbe, *1xTran,* 1xBridge, 3xC Hull, 3xBtty,	1xAux, 1xShttl, *1xAPR, 1xTrac,* 6xImpulse

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KZINTI UNITS

BATTLESHIP (R5.B2)

CLASS	A (COMMAND SECTION)	B (MAIN HULL, LEFT FORWARD)	C (MAIN HULL, CENTER FORWARD)	D (MAIN HULL, RIGHT FORWARD)	E (MAIN HULL, LEFT REAR)	F (MAIN HULL, CENTER REAR)	G (MAIN HULL, RIGHT REAR)
BB	4xBridge, 4xFlag, 4xPh-1, 4xDisr, 7xF Hull, 2xTran, 2xBtty, 4xTrac, 1xEmer, 4xAPR	2xPh-1, 4xDrone, 1xProbe, 12xA Hull	4xDisr, 12xShttl, 8xCargo, 4xPh-1, 8xA Hull	2xPh-1, 1xTrac, 4xDrone, 12xA Hull	3xPh-3, 1xDrone, 1xADD, 8xTran, 4xImpulse	6xAPR, 6xLab, 2xAux, 2xPh-3, 2xDisr	3xPh-3, 1xDrone, 1xADD, 10xBtty, 4xImpulse

DREADNOUGHT (R5.B2)

CLASS	A (COMMAND SECTION)	B (MAIN HULL, LEFT FORWARD)	C (MAIN HULL, CENTER FORWARD)	D (MAIN HULL, RIGHT FORWARD)	E (MAIN HULL, LEFT REAR)	F (MAIN HULL, CENTER REAR)	G (MAIN HULL, RIGHT REAR)
DN	3xBridge, 3xFlag, 4xPh-1, 4xDisr, 7xF Hull, 2xTran, 2xBtty, 2xTrac, 1xEmer, 3xAPR	2xPh-3, 2xDrone, 1xProbe, 10xA Hull	2xDisr, 3xShttl, 6xCargo, 3xPh-1, 3xAux, 3xAPR	2xPh-3, 2xDrone, 10xA Hull, 1xTrac	3xPh-3, 1xDrone, 1xADD, 5xTran	9xLab, 3xPh-3, 4xImp, 1xADD	3xPh-3, 1xDrone, 1xADD, 5xBtty
CVA	3xBridge, 3xFlag, 4xPh-1, 4xDisr, 7xF Hull, 2xTran, 2xBtty, 2xTrac, 1xEmer, 5xAPR	2xPh-3, 2xDrone, 3xTrac, 1xProbe, 10xA Hull	30xShttl, 3xPh-1	8xA Hull, 3xAux, 2xDrone, 2xPh-3, 3xTrac	3xPh-3, 1xDrone, 1xADD, 5xTran	6xLab, 3xPh-3, 7xImp	3xPh-3, 1xDrone, 1xADD, 5xBtty
SCS	Same as CVA	Same as CVA	15xShttl, 3xPh-1, 3xAux, 6xRepair	10xA Hull, 2xPh-3, 2xDrone, 4xTrac	Same as CVA	9xLab, 3xPh-3, 7xImp	Same as CVA
SSCS	Same as CVA except add 4 Special Sen	Same as CVA, but change 2xPh-3 to 2xPh-1	Same as SCS	Same as CVA, but change 2xPh-3 to 2xPh-1	3xPh-3, 2xDrone, 3xTrac, 5xTran	Same as SCS	3xPh-3, 2xDrone, 3xTrac, 5xBtty

HEAVY BATTLECRUISERS (R5.B1)

CLASS	A (COMMAND SECTION)	B (A HULL-LEFT)	C (A HULL-CENTER)	D (A HULL-RIGHT)
BCH	3xBridge, 5xF Hull, 2xPh-1, 2xTrac, 3xFlag, 1xTran, 3xAPR, 1xEmer, 4xDisr	2xPh-1, 2xPh-3, 2xDrone, 8xA Hull, 4xBtty, 2xImpulse, 1xProbe	4xShttl, 3xBtty, 3xAPR, 3xPh-1, 3xAux, 6xLab, 3xPh-3, 1xADD	2xPh-1, 2xPh-3, 2xDrone, 4xTran, 8xA Hull, 2xImpulse, 1xTrac
CVS	3xBridge, 5xF Hull, 2xPh-1, 2xTrac, 1xTran, 1xBtty, 1xEmer, 1xFlag, 4xDisr, 3xAPR	4xPh-3, 2xDrone, 4xBtty, 8xA Hull, 2xImpulse, 1xProbe	15xShttl, 3xPh-1, 3xAux, 6xLab, 3xPh-3, 1xADD	4xPh-3, 2xDrone, 8xA Hull, 4xTran, 2xImpulse, 1xTrac
CV	3xBridge, 5xF Hull, 2xPh-1, 2xTrac, 1xTran, 1xBtty, 1xEmer, 2xDisr, 3xAPR	Same as CVS	Same as CVS	Same as CVS
BCV	Same as BCH	2xPh-1, 2xPh-3, 2xDrone, 6xA Hull, 7xBtty, 2xImpulse, 1xProbe	15xShttl, 3xAPR, 3xPh-1, 3xAux, 6xLab, 3xPh-3, 1xDrone	2xPh-1, 2xPh-3, 2xDrone, 4xTran, 9xA Hull, 2xImpulse, 1xTrac
BCS	Same as BCH	2xPh-1, 2xPh-3, 2xDrone, 6xA Hull, 7xBtty, 2xImpulse, 1xProbe, 2xTrac	9xShttl, 4xRepair, 3xAPR, 3xPh-1, 3xAux, 6xLab, 3xPh-3, 1xDrone	2xPh-1, 2xPh-3, 2xDrone, 4xTran, 9xA Hull, 2xImpulse, 3xTrac

BATTLECRUISERS (R5.B1)

CLASS	A (COMMAND SECTION)	B (MAIN HULL-LEFT)	C (MAIN HULL-CENTER)	D (MAIN HULL-RIGHT)
BC	3xBridge, 5xF Hull, 2xPh-1, 2xTrac, 4xDisr, 3xAPR, 1xTran, 1xBtty, 1xEmer	4xPh-3, 6xA Hull, 4xBtty, 2xDrone	3xAux, 2xShttl, 2xPh-1, 1xProbe, 6xLab, 3xImpulse	4xPh-3, 6xA Hull, 4xTran, 2xDrone
CS	3xBridge, 5xF Hull, 2xPh-1, 2xTrac, 2xDisr, 3xAPR, 1xTran, 1xBtty, 1xEmer	Same as BC	3xAux, 2xShttl, 2xPh-3, 1xProbe, 6xLab, 3xImpulse	Same as BC
CC	2xBridge, 5xF Hull, 2xFlag, 2xPh-1, 2xTrac, 4xDisr, 5xAPR, 1xTran, 1xBtty, 1xEmer	Same as BC	Same as BC	Same as BC
CVL	3xBridge, 5xF Hull, 2xPh-1, 2xTrac, 2xLab, 2/4xDisr, 3xAPR, 1xTran, 1xBtty, 1xEmer	2xPh-3, 2xDrone, 2xBtty, 6xA Hull, 2xImpulse	11xShttl, 1xProbe, 2xPh-1/3, 3xAux, 1xADD	2xPh-3, 2xDrone, 6xA Hull, 2xTran, 2xImpulse
SR SRV	3xBridge, 5xF Hull, 2xPh-1, 2xTrac, 2xSen, 5xLab, 1xTran, 1xBtty, 1xEmer	2xPh-3, 1xDrone, 1xADD, 1xAux, 2xBtty, 6xA Hull, 2xImpulse	6xShttl, 2xTran, 9xCargo, 1xADD	2xPh-3, 1xDrone, 1xADD, 1xProbe, 6xA Hull, 2xTran, 2xImpulse
CD	3xBridge, 5xF Hull, 2xPh-1, 2xSen, 2xTrac, 3xTran, 3xAPR, 1xBtty, 1xEmer	Same as BC	3xAux, 2xShttl, 2xDrone, 1xProbe, 6xCargo, 3xImpulse	4xPh-3, 6xA Hull, 4xLab, 2xDrone
CA	Same as BC	Same as BC	Same as BC	Same as BC
CCH	Same as CC	1xPh-1, 3xPh-3, 3xDrone, 6xA Hull, 4xBtty	3xAux, 2xShttl, 2xPh-1, 1xProbe, 1xBtty, 1xAPR, 6xLab, 3xImpulse	1xPh-1, 3xPh-3, 3xDrone, 4xTran, 6xA Hull
BCX	Same as BC	3xPh-1, 6xA Hull, 4xBtty, 3xDrone	Same as BC	3xPh-1, 6xA Hull, 4xTran, 3xDrone
CCX	Same as CC	Same as BCX	Same as BC	Same as BCX

LIGHT CRUISERS (R5.B1)

CLASS	A (COMMAND SECTION)	B (MAIN HULL-LEFT)	C (MAIN HULL-CENTER)	D (MAIN HULL-RIGHT)
CL	3xBridge, 5xF Hull, 2xPh-1, 2xTrac, 2/4xDisr, 2/4xAPR, 1xTran, 1xBtty, 1xEmer	2xPh-3, 1/2xDrone, 4xA Hull, 2xBtty	3xAux, 2xShttl, 4xLab, 1xProbe, 3xImpulse	2xPh-3, 1/2xDrone, 4xA Hull, 2xTran
CLG	3xBridge, 5xF Hull, 2xPh-1, 2xTrac, 2xAPR, 1xTran, 1xBtty, 1xEmer, 2xAux, 2xLab	2xPh-3, 4xA Hull, 2xCargo, 2xBtty	7xShttl, 4xBarracks, 1xProbe, 3xImpulse	2xPh-3, 2xCargo, 4xA Hull, 2xTran
CVE	3xBridge, 5xF Hull, 2xPh-1, 2xTrac, 2/4xDisr, 2/4xAPR, 1xTran, 1xBtty, 1xEmer, 1xLab	1xPh-3, 1/2xDrone, 4xA Hull, 2xBtty, 2xImpulse	7xShttl, 1xProbe, 2xPh-3, 1xADD, 3xAux	1xPh-3, 1/2xDrone, 4xA Hull, 2xTran, 2xImpulse

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MEDIUM CRUISERS (R5.B1)

CLASS	A (COMMAND SECTION)	B (MAIN HULL-LEFT)	C (MAIN HULL-CENTER)	D (MAIN HULL-RIGHT)
CM	3xDisr, 3xBridge, 1xEmer, 1xTran, 2xTrac, 3xF Hull, 2xAPR, 2xBtty, 2xPh-1	1xPh-1, 2xDrone, 1xTrac, 3xA Hull, 2xTran, 1xImpulse	2xShttl, 2xAux, 2xPh-3, 4xLab, 2xADD	1xPh-1, 2xDrone, 1xProbe, 3xA Hull, 2xAPR, 1xImpulse
MEC MAC	3xBridge, 1xEmer, 1xTran, 2xTrac, 3xF Hull, 2xAPR, 2xBtty, 5xPh-1	Same as CM	Same as CM	Same as CM
MCC	4xDisr, 2xBridge, 1xEmer, 2xFlag, 1xTran, 2xTrac, 3xF Hull, 3xAPR, 3xBtty, 2xPh-1	1xPh-1, 2xDrone, 1xTrac, 3xA Hull, 2xTran, 2xImpulse	2xShttl, 2xAux, 2xPh-1, 4xLab, 2xADD	1xPh-1, 2xDrone, 1xProbe, 3xA Hull, 2xAPR, 2xImpulse
MCV	Same as CM	Same as CM	14xShttl, 4xLab	1xPh-1, 2xDrone, 1xProbe, 3xA Hull, 2xAux, 1xImpulse
MMS	3xLab, 3xBridge, 1xEmer, 1xTran, 2xTrac, 3xF Hull, 2xAPR, 2xBtty, 2xPh-1	Same as CM	2xShttl, 2xAux, 2xPh-3, 4xMine Rack, 2xADD	Same as CM
MDC	3xDrone, 3xBridge, 1xEmer, 1xTran, 2xTrac, 3xF Hull, 2xCargo, 2xBtty, 2xPh-1	Same as CM	Same as CM	1xPh-1, 2xDrone, 1xProbe, 3xA Hull, 2xCargo, 1xImpulse
MSC	3xSen, 3xBridge, 1xEmer, 1xTran, 2xTrac, 3xF Hull, 2xAPR, 2xBtty, 2xPh-1	Same as CM	Same as CM	Same as CM
MPF	2xSen, 3xBridge, 1xEmer, 1xTran, 2xTrac, 3xF Hull, 2xAPR, 2xBtty, 2xPh-1	1xPh-1, 3xTrac, 2xTran, 3xA Hull, 1xImpulse	2xShttl, 2xAux, 2xPh-3, 4xRepair, 2xADD	1xPh-1, 2xTrac, 1xProbe, 3xA Hull, 2xLab, 1xImpulse
MCG	4xTran, 3xBridge, 1xEmer, 2xTrac, 2xAPR, 2xBtty, 3xF Hull, 2xPh-1	1xPh-1, 2xCargo, 1xAux, 3xA Hull, 2xTran, 1xImpulse	6xShttl, 2xPh-3, 4xBarracks, 2xADD	1xPh-1, 2xCargo, 1xProbe, 3xA Hull, 2xLab, 1xImpulse
MTT	Same as CM	1xPh-1, 2xDrone, 1xTrac, 3xA Hull, 2xLab, 1xImpulse	2xShttl, 12xCargo, 2xADD, Pod Access	1xPh-1, 2xDrone, 1xProbe, 3xA Hull, 2xAux, 1xImpulse
NCA	4xDisr, 2xPh-1, 2xTrac, 2xAPR, 2xBtty, 4xF Hull, 1xEmer, 3xBridge, 1xTran	1xPh-1, 2xDrone, 2xPh-3, 4xA Hull, 1xTrac, 1xADD, 3xTran	2xShttl, 2xAux, 2xPh-3, 6xLab, 4xImpulse	1xPh-1, 2xDrone, 2xPh-3, 1xProbe, 4xA Hull, 1xADD, 3xBtty
CMX	4xDisr, 3xBridge, 1xEmer, 1xTran, 2xTrac, 3xF Hull, 2xAPR, 2xBtty, 2xPh-1	2xPh-1, 2xDrone, 1xBtty, 3xA Hull, 2xTran, 1xImpulse	2xShttl, 2xAux, 2xPh-1, 4xLab, 2xDrone	2xPh-1, 2xDrone, 1xProbe, 3xA Hull, 2xAPR, 1xImpulse

WAR DESTROYERS (R5.B1)

CLASS	A (COMMAND SECTION)	B (MAIN HULL-LEFT)	C (MAIN HULL-CENTER)	D (MAIN HULL-RIGHT)
DW	1xPh-1, 1xProbe, 1xEmer, 4xF Hull, 2xBridge, 2xDisr	1xPh-1, 1xDrone, 1xTrac, 3xA Hull, 3xBtty, 1xLab, 1xAPR	2xShttl, 2xAux, 2xDrone, 2xPh-3, 1xADD, 2xImpulse	1xPh-1, 1xDrone, 3xA Hull, 1xTrac, 3xTran, 1xLab, 1xAPR
DWL	2xPh-1, 1xProbe, 1xEmer, 2xBridge, 2xDisr, 4xF Hull	Same as DW	2xShttl, 2xAux, 2xDrone, 2xPh-1, 2xADD, 3xImpulse	Same as DW
DWS	1xProbe, 2xBridge, 3xSen, 1xEmer, 4xF Hull	Same as DW	Same as DW	Same as DW
DWE DWA	3xPh-1, 1xProbe, 1xEmer, 4xF Hull, 2xBridge	Same as DW	Same as DW	Same as DW
DWD	1xPh-1, 1xProbe, 2xBridge, 2xDrone, 1xEmer, 4xF Hull	Same as DW	Same as DW	Same as DW
DWG	1xPh-1, 1xProbe, 1xEmer, 2xBridge, 2xLab, 4xF Hull	1xPh-1, 1xCargo, 1xTrac, 3xA Hull, 3xBtty, 3xBarracks	6xShttl, 2xAux, 2xCargo, 2xPh-3, 2xImpulse	1xPh-1, 1xCargo, 3xA Hull, 1xTrac, 4xTran, 2xAPR

DESTROYERS (R5.B1)

CLASS	A (COMMAND SECTION)	B (MAIN HULL-LEFT)	C (MAIN HULL-CENTER)	D (MAIN HULL-RIGHT)
DD	2xPh-1, 2xDisr, 2xBridge, 2xF Hull, 1xEmer, 1xProbe	1xPh-3, 2xDrone, 3xTran, 3xA Hull, 1xTrac	2xAux, 2xLab, 2xShttl, 2xPh-1, 4xAPR, 2xImpulse	1xPh-3, 2xDrone, 3xBtty, 3xA Hull, 1xTrac
PFT	2xBridge, 2xPh-3, 1xAPR, 2xSen, 2xF Hull, 1xEmer	1xPh-3, 1xDrone, 1xADD, 3xTrac, 1xShttl, 3xTran, 3xA Hull	2xAux, 2xLab, 2xPh-1, 6xRepair, 2xImpulse	1xPh-3, 1xDrone, 1xADD, 3xTrac, 1xProbe, 3xBtty, 3xA Hull
DDV	2xPh-1, 2xLab, 2xBridge, 1xEmer, 2xF Hull, 1xProbe	1xPh-3, 2xDrone, 1xAux, 2xTrac, 2xTran, 3xA Hull	14xShttl, 2xPh-3, 2xImpulse	1xPh-3, 2xDrone, 2xTrac, 2xBtty, 3xA Hull, 1xAPR

FRIGATES (R5.B1)

CLASS	A (COMMAND SECTION)	B (MAIN HULL-LEFT)	C (MAIN HULL-CENTER)	D (MAIN HULL-RIGHT)
FF	1xDisr, 1xBridge, 1xEmer, 1xTran, 1xBtty, 1xPh-1, 3xF Hull	1xPh-3, 1/2xDrone, 1xTrac, 3xA Hull, 2xBtty, 1xImpulse	1xShttl, 1xPh-1, 1xProbe, 2xLab, 1xAPR	1xPh-3, 1/2xDrone, 1xAux, 3xA Hull, 2xTran, 1xImpulse
EFF AFF	1xADD, 1xBridge, 1xEmer, 1xTran, 1xBtty, 1xPh-1, 3xF Hull	1xPh-3, 3xA Hull, 1xADD, *1xDrone,* 1xTrac, 2xBtty, 1xImpulse	Same as FF	1xPh-3, 1xADD, *1xDrone,* 1xAux, 3xA Hull, 2xTran, 1xImpulse
FFG	1xProbe, 1xBridge, 1xEmer, 1xTran, 1xBtty, 1xPh-1, 3xF Hull	1xPh-3, 2xCargo, 1xTrac, 3xA Hull, 2xBtty, 1xImpulse	2xShttl, 1xPh-1, 2xBarracks, 2xLab	1xPh-3, 2xCargo, 1xAux, 2xTran, 3xA Hull, 1xImpulse
SF	3xSen, 1xBridge, 1xEmer, 1xTran, 1xBtty, 3xF Hull	1xPh-3, 1xDrone, 1xTrac, 3xA Hull, 2xBtty, 1xImpulse	Same as FF	1xPh-3, 1xDrone, 2xTran, 1xAux , 3xA Hull, 1xImpulse
MS	1xTrac, 1xBridge, 1xEmer, 1xTran, 1xPh-1, 1xBtty, 3xF Hull	Same as SF	1xShttl, 1xPh-1, 4xMine Rack, 1xAPR	Same as SF
DF	Same as FF	1xPh-3, 3xDrone, 1xTrac, 2xA Hull, 1xCargo, 2xBtty, 1xImpulse	Same as FF	1xPh-3, 3xDrone, 2xA Hull, 1xAux, 1xCargo, 2xTran, 1xImpulse
POL	1xDrone, 1xBridge, 1xEmer, 1xTran, 1xAPR, 1xPh-1, 3xF Hull	Same as SF	Same as FF	Same as SF
FH	2xDisr, 1xBridge, 1xEmer, 1xTran, 1xBtty, 2xPh-1, 3xF Hull	Same as FF	1xShttl, 1xPh-1, 1xProbe, 2xLab, 2xAPR	Same as FF
FFK	2xDisr, 1xBridge, 1xEmer, 1xTran, 1xBtty, 3xF Hull	1xPh-1, 1xTrac, 2xBtty, 2xDrone, 3xA Hull, 1xImpulse	Same as FH	1xPh-1, 1xAux, 2xDrone, 2xTran, 3xA Hull, 1xImpulse
SDF	Same as SF	Same as DF	Same as FF	Same as DF
FDX	Same as SF	2xPh-1, 3xDrone, 1xTrac, 2xA Hull, 1xCargo, 2xBtty, 1xImpulse	Same as FF	2xPh-1, 3xDrone, 2xA Hull, 1xAux, 1xCargo, 2xTran, 1xImpulse
FKX	2xDisr, 1xBridge, 1xEmer, 1xTran, 1xBtty, 3xF Hull, 1xPh-1	2xPh-1, 2xDrone, 1xTrac, 3xA Hull, 2xBtty, 1xImpulse	Same as FH	2xPh-1, 2xDrone, 1xAux, 2xTran, 3xA Hull, 1xImpulse

TUGS (R5.B1)

CLASS	A (COMMAND SECTION)	B (MAIN HULL-LEFT)	C (MAIN HULL-CENTER)	D (MAIN HULL-RIGHT)
TUG-C	3xPh-1, 2xAux, 2xLab, 8xF Hull, 8xA Hull, 3xBridge, 1xEmer	2xDisr, 3xDrone, 4xPh-3, 5xTran, Left Pod Access	8xCargo, 1xAPR, 1xProbe, 2xShttl, 2xTrac, 1xADD, 4xImpulse, Center Pod Access	2xDisr, 3xDrone, 4xPh-3, 5xBtty, Right Pod Access
TUG-T	1xPh-1, 2xPh-3, 2xAux, 2xLab, 3xBridge, 8xF Hull, 8xA Hull, 1xEmer	1xDisr, 3xDrone, 4xPh-3, 5xTran, Left Pod Access	8xCargo, 1xAPR, 1xProbe, 2xShttl, 2xTrac, 1xADD, 4xImpulse, Center Pod Access	1xDisr, 3xDrone, 4xPh-3, 5xBtty, Right Pod Access

NOTE: The SCS pod comprises two areas, left and right, each with three APR.

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GORN UNITS

BATTLESHIP (R6.B2)

CLASS	A (FORWARD BUBBLE)	B (LEFT WING)	C (CENTER BUBBLE)	D (RIGHT WING)	E (A HULL	F (REAR BUBBLE)
BB	2xBridge, 2xFlag, 4xPh-1, 2xPl-R, 7xF Hull, 5xTran, 2xTrac, 1xProbe, 4xAPR, 2xEmer	2xPh-1, 1xPl-S, 1xPl-F, 1xPh-3, 3xImpulse	6xAPR, 8xBtty, 9xF Hull, 16xC Hull, 4xPl-D, 3xPh-3	2xPh-1, 1xPl-S, 1xPl-F, 1xPh-3, 3xImpulse	4xPh-1, 8xLab, 20xShttl, 14xA Hull	2xAPR, 4xBtty, 4xAux, 2xTran, 4xA Hull, 4xPh-1, 2xTrac, 1xPl-S

DREADNOUGHT (R6.B2)

CLASS	A (FORWARD BUBBLE)	B (LEFT WING)	C (CENTER BUBBLE)	D (RIGHT WING)	E (A HULL	F (REAR BUBBLE)
DN	1xPl-R, 2xPh-1, 2xBridge, 4xF Hull, 2xTran, 2xBtty, 1xAPR, 1xProbe, 2xEmer	1xPl-S, *1xPl-F*, 2xPh-1, *1xPh-3*, 3xImpulse	2xAPR, 2xBtty, 2xFlag, 10xC Hull, 2xPh-1, 2xTrac, 1xTran	1xPl-S, *1xPl-F*, 2xPh-1, *1xPh-3*, 3xImpulse	8xShttl, 6xLab, 8xA Hull	2xBtty, 1xAPR, 1xTran, 4xA Hull, 2xAux, 2xPh-1, 1xTrac
CVA	Same as DN	1xPl-S, *1xPl-F*, 2xPh-1, *1xPh-3*, 3xImpulse, 3xTrac	12xShttl, 2xFlag, 10xC Hull, 2xPh-1, 4xLab, 2xBtty, 2xAPR	1xPl-S, *1xPl-F*, 2xPh-1, *1xPh-3*, 3xImpulse, 3xTrac	20xShttl, 8xC Hull	Same as DN
SCS	1xPl-R, 2xPh-1, 2xBridge, 3xAPR, 4xF Hull, 2xTran, 4xBtty, 2xEmer, 1xProbe	1xPl-S, 1xPl-F, 2xPh-1, 1xPh-3, 3xImpulse, 3xTrac	6xRepair, 2xTrac, 1xTran, 2xFlag, 2xPh-1, 6xLab, 10xC Hull	1xPl-S, 1xPl-F, 2xPh-1, 1xPh-3, 3xImpulse, 3xTrac	Same as CVA	Same as DN

HEAVY BATTLECRUISERS (R6.B1)

CLASS	A (FORWARD BUBBLE)	B (LEFT WING)	C (MIDSHIPS)	D (RIGHT WING)	E (REAR BUBBLE)
BCH	1xPl-S, 4xPh-1, 2xBridge, 4xF Hull, 3xBtty, 2xAPR, 2xTran	2xPh-1, 1xPl-F, 1xPl-S, 2xPh-3, 2xImpulse, 1xProbe, 3xShttl	2xFlag, 4xLab, 8xC Hull	2xPh-1, 1xPl-F, 1xPl-S, 2xPh-3, 3xShttl, 1xEmer	3xBtty, 3xAPR, 3xTran, 2xAux, 4xA Hull, 2xTrac, 2xPh-1
BCV	Same as BCH	2xPh-1, 1xPl-D, 1xPl-S, 2xPh-3, 2xImpulse, 1xProbe	14xShttl, 2xFlag, 8xC Hull, 4xLab, 1xTrac	2xPh-1, 1xPl-D, 1xPl-S, 2xPh-3, 2xImpulse, 1xEmer	Same as BCH
BCS	Same as BCH	2xPh-1, 1xPl-D, 1xPl-S, 2xPh-3, 2xTrac, 2xImpulse, 1xProbe	8xShttl, 2xFlag, 8xC Hull, 6xRepair, 4xLab, 1xTrac	2xPh-1, 1xPl-D, 1xPl-S, 2xPh-3, 2xTrac, 2xImpulse, 1xEmer	Same as BCH

BATTLECRUISERS, MEDIUM CRUISERS, AND TUGS (R6.B1)

CLASS	A (FORWARD BUBBLE)	B (LEFT WING)	C (MIDSHIPS)	D (RIGHT WING)	E (REAR BUBBLE)
CA BC	1xTrac, 2xPh-1, 2xBridge, 1xAPR, 4xF Hull, 2xBtty, 1xTran	1xPl-S, 2xPh-1, 2xImpulse, 1xProbe, 3xShttl, *1xPl-F, 1xPh-3*	2xEmer, 4xLab, 8xC Hull	1xPl-S, 2xPh-1, 2xImpulse, 1xTran, 3xShttl, *1xPl-F, 1xPh-3*	2xBtty, 1xAPR, 1xTran, 4xA Hull, 2xAux, 1xTrac, 2xPh-1
CC	1xTrac, 2xPh-1, 2xBridge, 1xAPR, 4xF Hull, 2xFlag, 1xTran	Same as CA	Same as CA	Same as CA	4xBtty, 1xAPR, 1xTran, 4xA Hull, 2xAux, 1xTrac, 2xPh-1
CVS	Same as CA	1xPl-S, 2xPh-1, 1xProbe, 2xImpulse, 1xPl-D, 1xPh-3	2xFlag, 14xShttl, 8xC Hull, 4xLab, 1xTrac	1xPl-S, 2xPh-1, 2xImpulse, 1xEmer, 1xPl-D, 1xPh-3	Same as CA
CCH	1xTrac, 4xPh-1, 2xBridge, 2xAPR, 4xF Hull, 1xEmer, 1xBtty, 2xTran	1xPl-S, 2xPh-1, 2xImpulse, 1xProbe, 3xShttl, 1xPl-F, 1xPh-3	2xFlag, 4xLab, 8xC Hull	1xPl-S, 2xPh-1, 2xImpulse, 1xTran, 3xShttl, 1xPl-F, 1xPh-3	4xBtty, 1xAPR, 1xTran, 4xA Hull, 2xAux, 1xTrac, 2xPh-1
CCX	1xTrac, 4xPh-1, 2xBridge, 1xAPR, 4xF Hull, 2xFlag, 1xTran, 1xBtty	1xPl-M, 1xPl-S, 2xPh-1, 2xImpulse, 1xProbe, 3xShttl	Same as CA	1xPl-M, 1xPl-S, 2xPh-1, 2xImpulse, 1xTran, 3xShttl	4xBtty, 4xPh-1, 1xAPR, 1xTran, 4xA Hull, 2xAux, 1xTrac
CM	1xTrac, 2xPh-1, 2xBridge, 2xAPR, 4xF Hull, 1xBtty, 1xTran	1xPh-1, 1xPh-3, 1xPl-F, 2xImpulse, 1xProbe, 1xAPR, 2xShttl	2xPl-S, 4xLab, 1xPh-1, 8xC Hull	1xPh-1, 1xPh-3, 1xPl-F, 2xImpulse, 1xEmer, 1xTran, 2xShttl	3xBtty, 1xAPR, 1xTran, 4xA Hull, 2xAux, 2xPh-1, 1xTrac
CS	Same as CM	Same as CM	1xPl-R, 4xLab, 1xPh-1, 8xC Hull	Same as CM	Same as CM
MCC	1xTrac, 2xPh-1, 2xBridge, 2xAPR, 4xF Hull, 1xBtty, 1xFlag, 1xTran	Same as CM	2xPl-S, 4xLab, 2xPh-1, 8xC Hull	Same as CM	Same as CM
CMX	1xTrac, 4xPh-1, 2xBridge, 2xAPR, 4xF Hull, 1xBtty, 1xTran	2xPh-1, 1xPl-S, 2xImpulse, 1xAPR, 1xProbe, 2xShttl	2xPl-M, 4xLab, 1xPh-1, 8xC Hull	2xPh-1, 1xPl-S, 2xImpulse, 1xEmer, 1xTran, 2xShttl	4xBtty, 1xAPR, 1xTran, 4xA Hull, 2xAux, 4xPh-1, 1xTrac
TUG	Same as CA	1xTrac, 1xPh-1, 2xImpulse, 1xProbe, 2xShttl, *1xPl-F, 1xPh-3*	2xEmer, 4xLab, 8xA Hull, 2xTrac, Pod Access	1xTrac, 1xPh-1, 2xImpulse, 1xTran, 2xShttl, *1xPl-F, 1xPh-3*	Each Pod is a Separate Area with access from Area C and from each other

LIGHT CRUISERS (R6.B1)

CLASS	A (FORWARD BUBBLE)	B (LEFT WING)	C (A HULL-CENTER)	D (RIGHT WING)
CL	1xTrac, 2xPh-1, 2xBridge, 1xAPR, 4xF Hull, 2xBtty, 1xTran	1xPl-S, 1xPh-1, 2xImpulse, 1xProbe, 3xShttl, *1xPl-F, 1xPh-3*	2xEmer, 4xLab, 8xA Hull; DOCKING POINT #4	1xPl-S, 1xPh-1, 2xImpulse, 1xTran, 3xShttl, *1xPl-F, 1xPh-3*
COM	Same as CL	1xPh-1, 2xImpulse, 1xProbe, 3xShttl, 1/2xPl-F, *1xPh-3*	2xLab, 4xTran, 8xA Hull, 3xBarracks, 3xCargo; DOCKING POINT #4	1xPh-1, 2xImpulse, 3xShttl, 1xEmer, 1/2xPl-F, *1xPh-3*
SR SRV	Same as CL	2xSen, 1xPh-1, 2xImpulse, 2xProbe, 4xShttl, *1xPl-F, 1xPh-3*	2xEmer, 6xLab, 8xA Hull, 6xCargo; DOCKING POINT #4	2xSen, 1xPh-1, 2xImpulse, 2xTran, 4xShttl, *1xPl-F, 1xPh-3*
LSC	Same as CL	2xSen, 1xPh-1, 2xImpulse, 1xProbe, 3xShttl, *1xPh-3*	Same as CL	2xSen, 1xPh-1, 2xImpulse, 1xTran, 3xShttl,, *1xPh-3*;
CLE CLA	Same as CL	1xPh-1, 1xPh-3, 1xPl-S, 1xPl-D, 2xImpulse, 1xProbe, 3xShttl	Same as CL	1xPh-1, 1xPh-3, 1xPl-S, 1xPl-D, 2xImp, 1xTran, 3xShttl
CV	Same as CL	1xPh-1, 1xPh-3, 1xPl-S, 1xPl-D, 2xImpulse, 1xProbe, 7xShttl	3xAux, 3xTrac, 6xA Hull, 2xAPR, 2xLab, 1xEmer; DOCKING POINT #4	1xPh-1, 1xPh-3, 1xPl-S, 1xPl-D, 2xImp 1xTran, 7xShttl

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HEAVY DESTROYERS (R6.B1)

CLASS	A (FORWARD BUBBLE)	B (LEFT WING)	C (A HULL-CENTER)	D (RIGHT WING)
HDD	1xTrac, 2xPh-1, 2xBridge, 4xF Hull, 1xEmer, 1xAPR, 1xBtty, 1xTran	1xPh-1, 1xPl-F, 1xAPR, 2xImpulse, 1xProbe, 2xShttl, *1xPh-3*	1xPl-S, 1xTrac, 2xBtty, 1xPh-1, 2xLab, 8xA Hull; DOCKING POINT #4	1xPh-1, 1xPl-F, 1xTran, 2xImpulse, 1xAux, 2xShttl, *1xPh-3*
HCD	Same as HDD	1xPh-1, 1xPl-F, 2xTran, 2xImpulse, 3xShttl, *1xPh-3*	1xProbe, 1xAux, 3xCargo, 3xBarracks, 8xA Hull; DOCKING POINT #4	1xPh-1, 1xPl-F, 2xLab, 2xImpulse, 3xShttl, *1xPh-3*
CDD	1xTrac, 2xPh-1, 2xBridge, 4xF Hull, 1xEmer, 2xAPR, 1xBtty, 1xTran, 1xFlag	2xPh-1, 1xPl-F, 2xAPR, 2xImpulse, 1xProbe, 2xShttl	1xPl-S, 1xTrac, 2xBtty, 2xPh-1, 2xLab, 8xA Hull; DOCKING POINT #4	2xPh-1, 1xPl-F, 2xTran, 2xImpulse, 1xAux, 2xShttl
HMS	2xTrac, 2xPh-1, 2xBridge, 4xF Hull, 1xEmer, 1xAPR, 1xBtty, 1xTran	Same as HDD	5xMine Rack, 2xBtty, 2xLab, 8xA Hull; DOCKING POINT #4	Same as HDD
HDS	3xSen, 2xBridge, 4xF Hull, 1xEmer, 1xAPR, 1xBtty, 1xTran	Same as HDD	1xSen, 1xTrac, 2xBtty, 1xPh-1, 2xLab, 8xA Hull; DOCKING POINT #4	Same as HDD
HDE HDA	Same as HDD	1xPh-1, 2xPl-D, 1xAPR, 2xImpulse, 1xProbe, 2xShttl, 2xPh-3	1xTrac, 2xBtty, 3xPh-1, 2xLab, 8xA Hull; DOCKING POINT #4	1xPh-1, 2xPl-D, 1xTran, 2xImpulse, 1xAux, 2xShttl, 2xPh-3
HDV	Same as HDD	1xPh-1, 1xPl-D, 1xAux, 1xTrac, 2xImpulse	1xPl-S, 14xShttl, 1xBtty, 1xPh-1, 2xLab, 8xA Hull; DOCKING POINT #4	1xPh-1, 1xPl-D, 1xTran, 1xTrac, 2xImpulse
HDP	2xSen, 2xPh-1, 2xBridge, 4xF Hull, 1xEmer, 1xBtty, 1xTran, 1xAPR	1xPh-3, 1xPh-1, 1xPl-F, 3xTrac, 2xImpulse, 1xProbe, 1xShttl, 1xAPR	2xBtty, 1xPh-1, 2xLab, 10xRepair, 4xA Hull; DOCKING POINT #4	1xPh-3, 1xPh-1, 1xPl-F, 3xTrac, 2xImpulse, 1xAux, 1xShttl, 1xTran
HDT	Same as HDD	1xPh-1, 1xPl-F, 2xImpulse, 1xProbe, 2xShttl, *1xPh-3*	2xLab, 1xPh-1, 17xCargo, 5xA Hull, Pod Access; DOCKING POINT #4 (This docking point is in the pod if there is one.)	1xPh-1, 1xPl-F, 2xImpulse, 1xAux, 2xShttl, *1xPh-3*
HDX	1xTrac, 4xPh-1, 2xBridge, 4xF Hull, 1xEmer, 1xAPR, 1xBtty, 1xTran	2xPh-1, 1xPl-S, 1xAPR, 2xImpulse, 1xProbe, 2xShttl	1xPl-M, 1xTrac, 2xBtty, 1xPh-1, 2xLab, 8xA Hull; DOCKING POINT #4	2xPh-1, 1xPl-S, 1xTran, 2xImpulse, 1xAux, 2xShttl

BATTLE DESTROYERS (R6.B1)

CLASS	A (FORWARD BUBBLE)	B (LEFT WING)	C (MIDSHIPS)	D (RIGHT WING)	E (REAR BUBBLE)
BDD	Entire Forward Bubble	1xPh-1, *1xPh-3*, 1xPl-F, 1xImpulse, 1xProbe, 2xShttl	1xPl-G, 3xAPR, 1xEmer, 4xC Hull	1xPh-1, *1xPh-3*, 1xPl-F, 1xImpulse, 1xTran, 2xShttl	Entire Rear Bubble
BDL	Entire Forward Bubble	Same as BDD	Same as BDD	Same as BDD	Entire Rear Bubble
BDS	Entire Forward Bubble	1xPh-1, *1xPh-3*, 1xSen, 1xImpulse, 1xProbe, 2xShttl	1xSen, 3xAPR, 1xEmer, 4xC Hull	1xPh-1, *1xPh-3*, 1xSen, 1xImpulse, 1xTran, 2xShttl	Entire Rear Bubble
BDE BDA	Entire Forward Bubble	1xPh-1, 1xPh-3, 1xPl-D, 1xImpulse, 1xProbe, 2xShttl	Same as BDD	1xPh-1, 1xPh-3, 1xPl-D, 1xImpulse, 1xTran, 2xShttl	Entire Rear Bubble
BDP	Entire Forward Bubble	1xPh-1, 1xPh-3, 1xPl-D, 1xImp, 1xShttl, 2xRepair, 2xTrac	1xSen, 3xAPR, 1xEmer, 4xA Hull	1xPh-1, 1xPh-3, 1xPl-D, 1xImpulse, 1xShttl, 2xRepair, 2xTrac	Entire Rear Bubble
BDG	Entire Forward Bubble	1xPh-1, *1xPh-3*, 1xCargo, 1xImpulse, 1xProbe, 2xShttl	1xPl-G, 3xBarracks, 1xEmer, 4xC Hull	1xPh-1, *1xPh-3*, 1xCargo, 1xImpulse, 1xTran, 2xShttl	Entire Rear Bubble
BDX	Entire Forward Bubble	2xPh-1, 1xPl-L, 1xImpulse, 2xShttl, 1xProbe	1xPl-S, 3xAPR, 1xEmer, 4xC Hull	2xPh-1, 1xPl-L, 1xImpulse, 1xTran, 2xShttl	Entire Rear Bubble
BSX	Entire Forward Bubble	2xPh-1, 1xSen, 1xImpulse, 2xShttl, 1xProbe	2xSen, 3xAPR, 1xEmer, 4xC Hull	2xPh-1, 1xSen, 1xImpulse, 1xTran, 2xShttl	Entire Rear Bubble

DESTROYERS AND FRIGATES (R6.B1)

CLASS	A (FORWARD BUBBLE)	B (LEFT WING)	C (A HULL-CENTER) (DOCKING POINT #4)	D (RIGHT WING)
DD	Entire Forward Bubble	1xPh-1, 1xImpulse, 1xProbe, 2xShttl	1xPl-G, 1xEmer, 2xLab, 1xAPR, 6xA Hull;	1xPh-1, 1xImpulse, 1xTran, 2xShttl
DDF	Entire Forward Bubble	1xPh-1, 1xPh-3, 1xPl-F, 1xImpulse, 1xProbe, 2xShttl	1xPl-G, 1xEmer, 2xLab, 2xAPR, 6xA Hull	1xPh-1, 1xPh-3, 1xPl-F, 1xImpulse, 1xTran, 2xShttl
PFT	Entire Forward Bubble	1xPl-D, 1xPh-1, 1xPh-3, 1xImpulse, 2xRepair, 1xShttl, 3xTrac	1xSen, 1xEmer, 2xLab, 1xAPR, 6xA Hull;	1xPl-D, 1xPh-1, 1xPh-3, 1xImpulse, 2xRepair, 1xShttl, 3xTrac
DE DEA	Entire Forward Bubble	1xPl-D, 1xPh-1, 1xPh-3, 1xImpulse, 1xProbe, 2xShttl	Same as DD	1xPl-D, 1xPh-1, 1xPh-3, 1xImpulse, 1xTran, 2xShttl
DDL	Entire Forward Bubble	2xPh-1, *1xPh-3*, 1xPl-F, 1xImpulse, 1xProbe, 2xShttl	1xPl-G, 1xEmer, 2xLab, 5xAPR, 6xA Hull;	2xPh-1, *1xPh-3*, 1xPl-F, 1xImpulse, 1xTran, 2xShttl
MS	Entire Forward Bubble	1xPh-1, 1xImpulse, 1xProbe, 2xMine Rack, *1xPl-F, 1xPh-3*	1xShttl, 1xEmer, 2xLab, 6xA Hull, 1/2xAPR	1xPh-1, 1xImpulse, 1xTran, 2xMine Rack, *1xPl-F, 1xPh-3*
SC	Entire Forward Bubble	1xPh-1, 1xImp, 1xProbe, 2xShttl, *1xPh-3*	1xSen, 1xEmer, 2xLab, 1/2xAPR, 6xA Hull	1xPh-1, 1xImpulse, 1xTran, 2xShttl, *1xPh-3*
DDG	Entire Forward Bubble	Same as DD	1xPl-G, 2xLab, 5xA Hull, 2xTran, 3xCargo, 3xBarracks	1xPh-1, 1xImpulse, 2xShttl, 1xEmer
FF	Entire Forward Bubble	1xPh-1, *1xPh-3*, 1xImp, 1xProbe, 1xShttl	1xPl-F, 1xEmer, 2xLab, 4xA Hull, 5xCargo	1xPh-1, *1xPh-3*, 1xImpulse, 1xTran, 1xShttl

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THOLIAN UNITS

NEO-THOLIAN BATTLESHIP (R7.B6)

CLASS	A (COMMAND MODULE)	E (COLLAR)	B (A HULL-LEFT)	C (A HULL-CENTER)	D (A HULL-RIGHT)
NBB	Entire Command Module	Entire Collar	3xDisr†, 4xPh-1 (LS), 2xEmer, 3xPh-3, 1xWeb Caster, 3xAPR, 3xTrac, 18xA Hull	7xBtty, 7xLab, 6xTran, 4xRepair, 4xShttl, 6xImpulse, 2xDisr†, 1xWeb Caster	3xDisr†, 2xAux, 1xWeb Caster, 4xPh-1 (LS), 3xPh-3, 3xAPR, 3xTrac, 18xA Hull

†In the Tholian Home Galaxy, Disr would be replaced by particle cannon.

NEO-THOLIAN DREADNOUGHT (R7.B6)

CLASS	A (COMMAND MODULE)	B (A HULL-LEFT)	C (A HULL-CENTER)	D (A HULL-RIGHT)
NDN	Entire Command Module	2xDisr†, 1xWeb Caster, 1xEmer 3xPh-1 (LS), 10xA Hull, 3xAPR, 2xTrac, 2xPh-3	3xAux, 6xShttl, 5xImpulse, 6xBtty, 6xLab	2xDisr†, 1xWeb Caster, 1xProbe, 3xPh-1 (RS), 10xA Hull, 3xAPR, 2xTran, 2xPh-3
SCS	Entire Command Module	2xDisr,† 1xWeb Caster, 1xEmer, 3xPh-1 (LS), 10xA Hull, 3xAPR, 1xTran, 2xPh-3, 3xRepair, 3xTrac	3xAux, 12xShttl, 5xImpulse, 6xBtty, 6xLab	2xDisr†, 1xWeb Caster, 1xProbe, 3xPh-1 (RS), 10xA Hull, 3xAPR, 1xTran, 2xPh-3, 3xRepair, 3xTrac

†In the Tholian Home Galaxy, Disr would be replaced by particle cannon.

NEO-THOLIAN CA, CL, DD, AND FF (R7.B5)

CLASS	A (COMMAND MODULE)	B (C HULL)	C (A HULL)
NCA	Entire Command Module	4xDisr†, 8xA Hull, 4xBtty, 4xLab, 1xWeb Caster	4xPh-1, 4xPh-3, 2xAPR, 4xShttl, 1xEmer, 1xAux, 1xProbe, 1xTrac, 2xTran, 3xImpulse
NCL	Entire Command Module	4xDisr†, 4xA Hull, 3xBtty, 3xLab	4xPh-1, 4xPh-3, 2xAPR, 3xShttl, 1xEmer, 1xAux, 1xProbe, 1xTrac, 2xTran, 3xImpulse
NDD	Entire Command Module	2xPC, 1xTran, 1xProbe, 2xBtty, 2xLab, 3xA Hull, 1xWeb Caster	2xPh-1, 2xPh-3, 1xAux, 1xEmer, 2xShttl, 2xAPR, 1xTrac, 2xImpulse
NFF	Entire Command Module	2xPC, 1xTran, 1xProbe, 1xBtty, 2xA Hull, 1xWeb	2xPh-1, 2xPh-3, 1xAux, 1xEmer, 1xShttl, 1xAPR, 1xTrac, 2xImpulse
NCX	Entire Command Module	4xDisr, 8xA Hull, 4xBtty, 4xLab, 1xWeb Caster	6xPh-1, 2xAPR, 4xShttl, 1xEmer, 1xAux, 1xProbe, 1xTrac, 2xTran, 3xImpulse

†In the Tholian Home Galaxy, Disr would be replaced by particle cannon.

DREADNOUGHT (R7.B4)

CLASS	A (MAIN HULL, FORWARD)	B (MAIN HULL, AFT)	C (LEFT HULL, FORWARD)	D (LEFT HULL, AFT)	E (RIGHT HULL, FORWARD)	F (RIGHT HULL, AFT)
D	4xPh-1 (FX), 2xBridge, 2xPh-3, 2xTrac, 1xTran, 1xProbe, 6xLab	12xF Hull, 6xAPR, 2xWeb	3xPh-1 (LF/L), 4xBtty, 2xAux, 1xPh-3, 2xDisr	6xA Hull, 2xShttl, 4xPh-3 (RA), 1xTran, 3xImpulse	3xPh-1 (RF/R), 4xBtty, 2xEmer, 1xPh-3, 2xDisr	6xA Hull, 2xShttl, 4xPh-3 (RA), 1xTran, 3xImpulse
DP	4xPh-1 (FX), 2xBridge, 2xPhot, 2xTrac, 1xTran, 1xProbe, 6xLab	12xF Hull, 6xAWR, 2xWeb	Same as D	Same as D	Same as D	Same as D
DPW	Same as DP	12xF Hull, 6xAWR, 2xWeb Caster	Same as D	Same as D	Same as D	Same as D

HEAVY CRUISERS (R7.B3)

CLASS	A (LEFT HULL)	B (RIGHT HULL)	C (A HULL)
C	3xPh-1 (FA/L), 2xBridge, 1xTrac, 1xProbe, 1xDisr, 7xC Hull	3xPh-1 (FA/R), 2xAux, 1xTrac, 1xEmer, 1xDisr, 7xC Hull	3xBtty, 3xTran, 3xAPR, 4xLab, 4xShttl, 2xWeb, 4xPh-3, 4xImpulse
CC	2xDisr, 3xPh-1 (FA/L), 1xTrac, 1xFlag, 2xBridge, 5xC Hull	2xDisr, 3xPh-1 (FA/R), 1xTrac, 1xEmer, 2xAux, 5xC Hull	1xProbe, 1xC Hull, 3xTran, 3xBtty, 6xAPR, 4xLab, 4xShttl, 2xPh-1 (LS/RS), 4xPh-3, 2xWeb, 5xImpulse†
CCP	1xPhoton, 1x Disr, 3xPh-1 (FA/L), 1xTrac, 1xFlag, 2xBridge, 5xC Hull	1xPhoton, 1x Disr, 3xPh-1 (FA/R), 1xTrac, 1xEmer, 2xAux, 5xC Hull	1xProbe, 1xC Hull, 3xTran, 3xBtty, 6xAWR, 4xLab, 4xShttl, 2xPh-1 (LS/RS), 4xPh-3, 2xWeb, 5xImpulse†
CA	3xPh-1 (FA/L), 2xBridge, 1xTrac, 1xProbe, 2xDisr, 7xC Hull	3xPh-1 (FA/R), 2xAux, 1xTrac, 1xEmer, 2xDisr, 7xC Hull	Same as C†
CAP	3xPh-1 (FA/L), 2xBridge, 1xTrac, 1xProbe, 1xPhoton, 1x Disr, 7xC Hull	3xPh-1 (FA/R), 2xAux, 1xTrac, 1xEmer, 1xPhoton, 1x Disr, 7xC Hull	3xBtty, 3xTran, 3xAWR, 4xLab, 4xShttl, 2xWeb, 4xPh-3, 4xImpulse†
CCH	2xDisr, 3xPh-1 (FA/L), 1xTrac, 1xFlag, 2xBridge, 5xC Hull	2xDisr, 3xPh-1 (FA/R), 1xTrac, 1xEmer, 2xAux, 5xC Hull	1xDisr, 1xProbe, 1xC Hull, 3xTran, 3xBtty, 6xAPR, 4xLab, 4xShttl, 2xPh-1 (LS/RS), 4xPh-3, 2xWeb, 5xImpulse
CVA	3xPh-1 (FA/L), 2xBridge, 1xProbe, 2xTrac, 12x Shttl, 7xC Hull	3xPh-1 (FA/R), 2xAux, 1xEmer, 2xTrac, 12xShttl, 7xC Hull	3xTran, 3xBtty, 3xAPR, 4xLab, 4xShttl, 2xTrac, 4xPh-3, 2xWeb, 4xImpulse
CCX	2xDisr, 3xPh-1 (FA/L), 1xTrac, 1xFlag, 2xBridge, 5xC Hull	2xDisr, 3xPh-1 (FA/R), 1xTrac, 1xEmer, 2xAux, 5xC Hull	1xProbe, 1xWeb Caster, 1xC Hull, 5xTran, 5xBtty, 6xAPR, 4xLab, 4xShttl, 4xPh-1 (LS/RS, 2xPh-1 (RX), 2xWeb, 5xImpulse
CPX	1xDisr, 1xPhoton, 3xPh-1 (FA/L), 1xTrac, 1xFlag, 2xBridge, 5xC Hull	1xDisr, 1xPhoton, 3xPh-1 (FA/R), 1xTrac, 1xEmer, 2xAux, 5xC Hull	1xProbe, 1xWeb Caster, 1xC Hull, 5xTran, 5xBtty, 6xAWR, 4xLab, 4xShttl, 4xPh-1 (LS/RS, 2xPh-1 (RX), 2xWeb, 5xImpulse

†Web Caster refit adds a web caster to this area.

WAR CRUISERS (R7.B2)

CLASS	A (F HULL)	B (C HULL)	C (A HULL)
CW	4xPh-1, 2xBridge, 4xDisr, 1xTran, 1xProbe, 10xC Hull	4xAPR, 3xBtty, 1xPh-1 (360°), 3xLab, 2xPh-3 (LS/RS), 2xTran	2xAux, 1xEmer, 4xShttl, 2xTrac, 2xWeb, 3xImpulse
CHP	4xPh-1, 2xBridge, 1xTran, 1xProbe, 4xPhoton, 13xC Hull	5xAWR, 4xBtty, 3xPh-1 (360°), 3xLab, 2xPh-3 (LS/RS), 2xTran	2xAux, 1xEmer, 4xShttl, 2xTrac, 2xWeb, 3xImpulse
CWH	4xPh-1, 2xBridge, 1xTran, 1xProbe, 4xDisr, 13xC Hull	5xAPR, 4xBtty, 3xPh-1 (360°), 3xLab, 2xPh-3 (LS/RS), 2xTran	2xAux, 1xEmer, 4xShttl, 2xTrac, 2xWeb, 3xImpulse
PFW	4xPh-1, 2xBridge, 2xSen, 4xShttl, 10xC Hull	3xAPR, 3xBtty, 1xPh-1 (360°), 3xLab, 2xPh-3 (LS/RS), 2xTran, 1xProbe	2xAux, 1xEmer, 4xRepair, 3xImpulse, 6xTrac
CWA	6xPh-1, 4xPh-3 (FX), 2xBridge, 1xProbe, 1xTran, 10xC Hull	4xAPR, 3xBtty, 1xPh-1 (360°), 3xLab, 2xPh-3 (LS/RS), 2xTran	2xAux, 1xEmer, 4xShttl, 2xTrac, 2xWeb, 3xImpulse
LTT	4xPh-1, 2xBridge, 1xProbe, 1xTran, 2xAPR, 2xBtty, 10xC Hull	2xTans, 1xAux, 1xEmer, 1xPh-1 (360°), 3xLab, 2xPh-3	12xCargo, 3xImpulse, 4xShttl, 2xTrac, 2xWeb, Pack or Pod Access
CT	Same as LTT	Same as LTT	Same as LTT
CWS	4xPh-1, 2xBridge, 4xSen, 1xTran, 1xProbe, 10xC Hull	Same as CW	Same as CW
CWP	4xPh-1, 2xBridge, 4xPhoton, 1xTran, 1xProbe, 10xC Hull	4xAWR, 3xBtty, 1xPh-1 (360°), 3xLab, 2xPh-3 (LS/RS), 2xTran	Same as CW
CWM	4xPh-1, 2xBridge, 4xMine Rack, 2xTrac, 10xC Hull	Same as CW	Same as CW

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PATROL CORVETTES AND DESTROYERS (R7.B1)

CLASS	A (FORWARD)	B (AFT)
PC	4xPh-1, 2xBridge, 1xAux, 1xTran, 7xC Hull	2xLab, 1xProbe, 1xEmer, 2xBtty, 2xWeb, 1xTrac, 1xShttl, 2xImpulse
PC+	Same as PC	2xLab, 1xProbe, 1xEmer, 2xBtty, 2xPh-3, 1xTrac, 1xShttl, 3xImpulse
CPC	4xPh-1, 2xBridge, 1xAux, 1xTran, 2xBtty, 4xC Hull	8xCargo, 1xProbe, 1xShttl, 1xTrac, 1xEmer, 2xImpulse, Pod or Pack Access
BW	4xPh-1, 2xBridge, 2xTrac, 7xC Hull, 8xShttl	2xLab, 1xProbe, 2xBtty, 1xAux, 1xShttl, 1xTran, 2xWeb, 2xPh-3, 2xImpulse
PCE PCA	2xPh-1, 4xPh-3, 2xBridge, 1xTran, 1xAux, 7xC Hull	2xLab, 1xProbe, 2xBtty, 1xEmer, 2xWeb, 2xImpulse, 1xTrac, 1xShttl
CMC	4xPh-1, 2xBridge, 1xBtty, 1xAux, 7xC Hull	4xShttl, 1xProbe, 2xBarracks, 1xTrac, 2xTran, 2xImpulse, 1xEmer
SC	4xSen, 2xBridge, 1xAux, 1xTran, 7xC Hull	2xLab, 1xProbe, 1xEmer, 2xBtty, 2xPh-1, 1xTrac, 1xShttl, 2xImpulse
MS	4xPh-1, 2xBridge, 1xAux, 1xTran, 7xC Hull, 2xTrac	2xLab, 1xProbe, 1xEmer, 2xBtty, 4xMine Rack, 1xTrac, 1xShttl, 2xImpulse
DPC+	1xDisr, 2xPh-1, 2xBridge, 1xAux, 1xTran, 7xC Hull	Same as PC+
PPC	1xPhoton, 2xPh-1, 2xBridge, 1xAux, 1xTran, 7xC Hull	Same as PC+
PR	4xPh-1, 2xBridge, 1xAux, 1xTran, 4xC Hull, 2xBtty	3xRepair, 4xCargo, 1xProbe, 1xShttl, 1xEmer, 1xTrac, 2xImpulse, Pod or Pack Access
PCX	Same as PC	2xLab, 1xProbe, 1xEmer, 2xBtty, 2xPh-1, 1xTrac, 1xShttl, 3xImpulse, 2xWeb
DD	4xPh-1, 2xBridge, 1xAux, 2xDisr, 1xTran, 5xC Hull	2xLab, 1xProbe, 1xEmer, 2xBtty, 2xPh-3, 2xWeb, 2xTrac, 2xShttl, 3xImpulse
DDP	4xPh-1, 2xBridge, 1xAux, 2xPhoton, 1xTran, 5xC Hull	Same as DD
PFT	4xPh-1, 2xSen, 2xTrac, 2xBridge, 4xRepair, 2xShttl, 7xC Hull	2xLab, 1xProbe, 2xBtty, 1xAux, 1xShttl, 1xTran, 4xTrac, 2xImpulse
DDX	5xPh-1, 2xBridge, 1xAux, 2xDisr, 1xTran, 5xC Hull	2xLab, 1xProbe, 1xEmer, 3xBtty, 2xPh-1, 2xWeb, 2xTrac, 2xShttl, 3xImpulse
DPX	5xPh-1, 2xBridge, 1xAux, 2xPhoton, 1xTran, 5xC Hull	Same as DDX
SCX	5xPh-1, 2xBridge, 1xAux, 4xSen, 1xTran, 5xC Hull	Same as DDX

TK5 (R3.B2)

F5 CLASS	A (BOOM)	B (MAIN HULL, FORWARD)	C (MAIL HULL, AFT)
TK5	Entire PC Section	2xDisr, 2xWeb, 1xAux, 1xProbe, 2xTran, 2xTrac, 1xAPR	2xImpulse, 5xHull, 3xPh–1 (RX), 2xShttl

WEB TENDER (R1.B1)

CLASS	A (COMMAND MODULE)	B (POD, FORWARD)	C (POD, AFT)
WT	Entire Command Module	15xAPR	10xAPR, 1xImpulse, 2xWeb

ORION UNITS

DREADNOUGHT, HEAVY BATTLECRUISER, BATTLECRUISER, HEAVY CRUISER (R8.B2)

CLASS	A (FORWARD)	B (MIDSHIPS)	C (AFT)
DN	6xOption, 3xBridge, 6xPh-1, 18xC Hull	2xPh-3, 4xDrone, 2xPh-1, 6xTrac, 4xTran, 2xAux, 2xEmer, 6xShttl	7xCargo, 3xLab, 6xPh-3, 6xBtty, 6xImpulse
BCH	4xOption, 4xPh-1, 2xBridge, 10xC Hull	2xPh-3, 2xPh-1, 2xDrone, 6xTrac, 1xEmer, 3xTran, 5xBtty	2xLab, 4xShttl, 4xPh-3, 2xAux, 6xCargo, 6xImpulse
BC	2xOption, 6xPh-1, 2xBridge, 10xC Hull	2xOption, 2xDrone, 6xTrac, 4xBtty, 4xShttl, 4xTran	4xPh-3, 2xAux, 6xCargo, 6xImpulse
CA	2xOption, 4xPh-1, 2xBridge, 10xC Hull	2xOption, 2xDrone, 6xTrac, 3xBtty, 4xTran, 3xShttl	2xAux, 4xPh-3, 6xCargo, 4xImpulse
CV	2xOption, 4xPh-1, 2xBridge, 8xC Hull	2xOption, 2xDrone, 6xTrac, 3xBtty, 3xTran, 2xAux	14xShttl, 4xPh-3, 4xImpulse
CX	3xOption, 6xPh-1, 2xBridge, 10xC Hull	2xOption, 2xDrone, 6xTrac, 5xBtty, 2xAux, 4xTran, 3xShttl, 2xPh-1 (LS/RS), 1xEmer	2xLab, 1xPh-1 (L+LR), 1xPh-1 (R+RR), 6xCargo, 4xImpulse

BATTLERAIDERS, HEAVY RAIDER, ATTACK RAIDER, HEAVY BATTLERAIDER (R8.B1)

CLASS	A (FORWARD)	B (AFT)
BR	5xOption, 4xPh-1, 1xBridge, 6xC Hull, 6xCargo, 4xTrac	2xAux, 2xLab, 3xTran, 4xBtty, 4xShttl, 4xPh-3, 3xImpulse
BRH	4xOption, 4xPh-1, 1xBridge, 10xC Hull, 6xCargo, 6xTrac, 2xDrone	4xTran, 2xAux, 2xLab, 4xBtty, 4xShttl, 4xPh-3, 3xImpulse
CVS	5xOption, 4xPh-1, 1xBridge, 6xC Hull, 2xTran, 2xBtty, 4xTrac	2xAux, 1xEmer, 2xLab, 14xShttl, 4xPh-3, 2xImpulse
BRP	Same as CVS	2xAux, 2xTrac, 2xLab, 4xRepair, 4xShttl, 4xPh-3, 3xImpulse
BRC	3xCargo,4xPh-1, 1xBridge, 6xC Hull, 6xTran, 4xTrac, 2xLab	2xAux, 3xBarracks, 8xShttl, 4xBtty, 4xPh-3, 3xImpulse
HR	4xOption, 5xPh-1, 3xTran, 1xAux, 2xBridge, 5xC Hull, 4xTrac	4xBtty, 7xCargo, 3xShttl, 4xPh-3, 3xImpulse
AR	Same as BR	Same as BR
BRE	Same as BR	Same as BR

RAIDER CRUISER AND MEDIUM RAIDER (R8.B1)

CLASS	A (FORWARD)	B (AFT)
CR	3xOption, 4xPh-1, 2xBridge, 5xC Hull, 2xTrac	5xCargo, 3xBtty, 1xAux, 3xTran, 2xShttl, 3xImpulse, 2xPh-3
CRE	Same as CR	Same as CR
MR	4xOption, 4xPh-1, 2xBridge, 5xC Hull, 2xTrac	Same as CR
CRX	4xOption, 6xPh-1, 2xBridge, 5xC Hull, 2xTrac	5xCargo, 4xBtty, 1xAux, 3xTran, 2xShttl, 3xImpulse, 2xPh-1

SALVAGE CRUISER (R8.B3)

CLASS	A (FORWARD)	B (AFT)
SAL	2xOption, 2xBridge, 4xPh-1, 3xBtty, 4xTrac, 4xDrone, 4xImpulse, 1xAux	8xC Hull, 8xCargo, 2xShttl, 2xPh-3, 2xTrac, 2xTran
CVL	Same as SAL	8xC Hull, 10xShttl, 2xPh-3, 2xTrac, 2xTran
PFT	Same as SAL	8xC Hull, 8xRepair, 2xShttl, 2xPh-3, 2xTrac, 2xTran
SAX	3xOption, 2xBridge, 6xPh-1, 4xBtty, 4xTrac, 4xDrone, 4xImpulse, 1xAux, 1xEmer	8xC Hull, 8xCargo, 2xShttl, 2xPh-1, 2xTrac, 2xTran

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DOUBLE RAIDER (R8.B1)

CLASS	A (FORWARD)	B (AFT)
DBR	3xOption, 2xBridge, 2xAux, 6xC Hull, 6xCargo, 2xLab, 3xPh-1–360°	4xBtty, 4xTran, 3xShttl, 4xPh-3, 4xImpulse, 4xTrac, 2x Option
DBP	3xOption, 2xBridge, 2xAux, 6xC Hull, 2xTran, 2xBtty, 2xLab, 3xPh–1–360°	6xMech-Trac, 2xOption, 4xRepair, 4xPh–3, 3xShttl, 4xImpulse

WAR DESTROYER (R8.B5)

CLASS	A (C HULL)	B (LEFT WING)	C (RIGHT WING)
DW	1xPh-1, 1xPh-3, 1xOption, 1xTrac, 1xImpulse, 4xCargo	1xPh-1, 1xOption, 1xBridge, 1xAux, 2xTran, 2xBtty, 2xShttl, 2xPh-3	1xPh-1, 1xPh-3, 1xOption, 1xTrac, 1xImpulse, 4xC Hull
DWS	1xPh-1, 1xPh-3, 1xSen, 1xTrac, 1xImpulse, 4xCargo	Same as DW	1xPh-1, 1xPh-3, 1xSen, 1xTrac, 1xImpulse, 4xC Hull
DWE	Same as DW	Same as DW	Same as DW

LIGHT RAIDER (R8.B1)

CLASS	A (FORWARD)	B (AFT)
LR	3xOption, 1xBridge, 1xAux, 3xC Hull, 2xTrac, 3xCargo	3xPh-1, 3xBtty, 2xShttl, 2xTran, 2xImpulse
LRE	Same as LR	Same as LR
LRS	1xOption, 1xBridge, 1xAux, 3xC Hull, 2xTrac, 3xCargo, 2xSen	Same as LR
LX	4xOption, 1xBridge, 1xAux, 3xC Hull, 2xTrac, 3xCargo	3xPh-1, 3xBtty, 2xShttl, 2xTran, 2xImpulse

SLAVER (R8.B4)

CLASS	A (FORWARD)	B (AFT)
SLV	2xOption, 3xBridge, 2xBtty, 1xAux, 2xTrac, 8xC Hull, 2xShttl	2xPh-1, 22xCargo, 2xImpulse
VIK	2xOption, 3xBridge, 2xBtty, 1xAux, 2xTrac, 8xC Hull, 4xShttl, 4xTran	2xPh-1, 12xCargo, 2xBarracks, 2xImpulse
SLX	2xOption, 3xBridge, 1xAux, 2xTrac, 2xTran, 8xC Hull, 2xShttl, 2xBtty	3xPh-1, 22xCargo, 2xImpulse

FREE TRAITOR (R8.B4)

CLASS	A (FORWARD)	B (AFT)
FREE TRAITOR	2xOption Mount, 1xTrac, 1xTran, 1xBridge, 4xC Hull, 2xPh-3	12xCargo, 1xShttl, Impulse

OK6 CRUISER (R3.B1)

CLASS	A (BRIDGE)	B (BOOM)	C (LEFT WING)	D (C HULL)	E (RIGHT WING)	F (A HULL)
OK6	3xOption, 4xPh-1, 2xBridge, 5xF Hull, 2xTrac	3xTran, 3xBtty, 1xEmer, 1xCargo	2xDisr, 2xPh-2	2xBtty, 2xAux, 3xAPR, 4xTran, 7xA Hull	2xDisr, 2xPh-2	6xCargo, 4xShttl, 1xTrac, 4xImpulse

HYDRAN UNITS

PALADIN DREADNOUGHTS (R9.B5)

CLASS	A (COMMAND)	B (MIDSHIPS)	C (LEFT WING)	D (A HULL)	E (RIGHT WING
MNR	6xHellbore, 11xPh-1, 3xBridge, 5xFlag, 8xAPR	24 F Hull, 10xLab	2xPh-G, 5xImpulse, 14xA Hull, 9xShttl, 2xEmer, 2xFusion	2xHellbore, 3xPh-1, 1xProbe, 6xShttl, 12xBtty, 4xTrac, 6xTran	2xPh-G, 5xImpulse, 14xA Hull, 9xShttl, 2xAux, 2xFusion
PAL	2xFusion, 4xHellbore, *6xPh-2/1*, 2xBridge, 2xTran, 4xAPR	12xF Hull, 2xFlag, 2xFusion, 4xTrac, 3xShttl, 3xTran	1xPh-G, 3xImpulse, 8xA Hull, 6xShttl, 2xEmer	2xPh-1, 4xBtty, 8xLab, 1xProbe	1xPh-G, 3xImpulse, 8xA Hull, 6xShttl, 2xAux
ID	2xFusion, 4xHellbore, 6xPh-1, 2xBridge, 2xFlag, 4xAPR	12xF Hull, 6xLab, 3xEmer, 3xAux	1xPh-G, 3xImpulse, 8xA Hull, 15xShttl	2xPh-1, 4xBtty, 1xProbe, 4xTrac, 4xTran	1xPh-G, 3xImpulse, 8xA Hull, 15xShttl
LP	2xFusion, 4xHellbore, 6xPh-1, 2xBridge, 2xTran, 4xAPR	12xF Hull, 2xFlag, 2xFusion, 6xTrac, 3xShttl, 3xTran	Same as PAL	2xPh-1, 1xProbe, 8xLab, 4xRepair, 4xBtty	Same as PAL

HEAVY CRUISERS, COMMAND CRUISER, TUG (R9.B1)

CLASS	A (COMMAND)	B (A HULL-LEFT)	C (A HULL-CENTER)	D (A HULL-RIGHT)
RN	2xPh-2*/1*, 4xPh-2, 1xProbe, 2xBridge, 3xAPR, 4xFusion	2xAux, 3xShttl, 4xLab, 2xTrac, 1xPh-G	2xTran, 21xC Hull, 6xShttl, 4xImpulse	2xEmer, 3xShttl, 4xBtty, 2xTrac, 1xPh-G
DG	2xPh-2*/1*, 4xPh-2, 1xProbe, 2xBridge, 3xAPR, 4xHellbore	2xAux, 3xAPR, 4xLab, 2xTrac, 1xPh-G	Same as RN	2xEmer, 3xAPR, 4xBtty, 2xTrac, 1xPh-G
CAV	2xPh-2*/1*, 4xPh-2, 2xLab, 2xBtty, 1xProbe, 2xBridge, 3xAPR	2xAux, 8xShttl, 2xTrac, 1xPh-G	2xTran, 21xC Hull, 9xShttl, 5xImpulse	2xEmer, 8xShttl, 2xTrac, 1xPh-G
LM	2xHellbore, 4xFusion, 4xPh-1, 1xProbe, 2xBridge, 3xFlag	2xAux, 3xShttl, 4xLab, 2xTrac, 1xPh-G	3xTran, 21xC Hull, 6xAPR, 3xShttl, 4xImpulse	2xEmer, 3xShttl, 4xBtty, 2xTrac, 1xPh-G
TUG	2xPh-G, 4xPh-2, 2xLab, 2xTran, 1xProbe, 2xBridge, 3xAPR	1xAux, 16xCargo, 2xTrac, 1xPh-G	3xBtty, 8xC Hull, 6xShttl, 4xImpulse, Pallet Access	1xTran, 16xCargo, 2xTrac, 1xPh-G
LB	2xFusion, 4xHellbore, 1xProbe, 2xBridge, 3xFlag, 4xPh-1	Same as DG	3xTran, 21xC Hull, 3xAPR, 6xShttl, 4xImpulse	Same as DG
LC	6xFusion, 4xPh-1, 1xProbe, 2xBridge, 3xFlag	Same as LM	Same as LM	Same as LM
CHC	2xFusion, 4xPh-1, 1xProbe, 2xBridge, 3xFlag, 4xHellbore	2xAux, 3xAPR, 4xLab, 1xEmer, 2xTrac, 1xPh-G	3xTran, 21xC Hull, 2xPh-1, 3xAPR, 6xShttl, 4xImpulse	5xAPR, 6xBtty, 2xTrac, 1xPh-G
CHA	2xHellbore, 4xPh-1, 1xProbe, 2xBridge, 3xFlag, 4xFusion	2xAux, 3xShttl, 4xLab, 1xEmer, 2xTrac, 1xPh-G	3xTran, 21xC Hull, 2xPh-1, 6xAPR, 3xShttl, 4xImpulse	2xAPR, 3xShttl, 6xBtty, 2xTrac, 1xPh-G
LBX	3xFusion, 4xHellbore, 1xProbe, 2xBridge, 3xFlag, 6xPh-1	2xAux, 3xAPR, 5xLab, 2xTrac, 1xPh-G	3xTran, 21xC Hull, 3xAPR, 6xShttl, 4xImpulse	2xEmer, 3xAPR, 5xBtty, 2xTrac, 1xPh-G
RNX	9xPh-1, 1xProbe, 2xBridge, 3xAPR, 6xFusion	2xAux, 3xShttl, 5xLab, 2xTrac, 1xPh-G	2xTran, 21xC Hull, 6xShttl, 4xImpulse	2xEmer, 3xShttl, 5xBtty, 2xTrac, 1xPh-G
DGX	9xPh-1, 1xProbe, 2xBridge, 3xAPR, 4xHellbore	2xAux, 3xAPR, 5xLab, 2xTrac, 1xPh-G	Same as RN	2xEmer, 3xAPR, 5xBtty, 2xTrac, 1xPh-G

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HEAVY BATTLECRUISERS (R9.B1)

CLASS	A (COMMAND)	B (A HULL-LEFT)	C (A HULL-CENTER)	D (A HULL-RIGHT)
OV	4xHellbore, 3xFusion, 4xPh-1, 3xBridge, 1xFlag, 6xAPR	2xAux, 3xShttle, 4xLab, 2xEmer, 2xTrac, 1xPh-G	21xC Hull, 3xPh-1, 6xAPR, 3xShttl, 1xProbe, 4xImpulse	2xTran, 3xShttl, 7xBtty, 2xTrac, 1xPh-G
OS	Same as OV	2xAux, 6xShttle, 4xLab, 2xEmer, 2xTrac, 1xPh-G	20xC Hull, 3xPh-1, 1xProbe, 6xAPR, 8xShttl, 4xImpulse	2xTran, 6xShttl, 7xBtty, 2xTrac, 1xPh-G
OM	4xHellbore, 3xFusion, 4xPh-1, 3xBridge, 2xFlag, 8xAPR	2xAux, 3xShttl, 4xLab, 2xEmer, 2xTrac, 1xPh-G	20xC Hull, 4xRepair, 3xPh-1, 4xAPR, 1xProbe, 8xShttl, 2xTrac, 4xImpulse	2xTran, 3xShttl, 7xBtty, 2xTrac, 1xPh-G

NEW HEAVY CRUISERS (R9.B1)

CLASS	A (COMMAND)	B (A HULL-LEFT)	C (A HULL-CENTER)	D (A HULL-RIGHT)
CHY	2xPh-1, 4xPh-2, 2xHellbore, 2xFusion, 3xBridge, 8xAPR	1xEmer, 2xAux, 5xShttl, 4xLab, 1xPh-G	21xC Hull, 3xTrac, 4xImpulse	1xProbe, 2xTran, 5xShttl, 4xBtty, 1xPh-G
MHK	2xPh-1, 4xFusion, 4xPh-2, 3xBridge, 3xAPR, 1xBtty	1xEmer, 2xAux, 6xShttl, 4xLab, 1xPh-G	Same as CHY	1xProbe, 2xTran, 6xShttl, 4xBtty, 1xPh-G
IRQ	2xPh-1, 4xHellbore, 4xPh-2, 3xBridge, 5xAPR	1xEmer, 2xAux, 3xShttl, 2xAPR, 4xLab, 1xPh-G	Same as CHY	1xProbe, 2xTran, 3xShttl, 2xAPR, 4xBtty, 1xPh-G

D7H BATTLECRUISER (R3.B1)

CLASS	A (BRIDGE)	B (BOOM)	C (LEFT WING)	D (C HULL)	E (RIGHT WING)	F (A HULL)
D7H	3xPh-2K, 1xTran, 2xTrac, 1xEmer, 2xBridge, 1xFlag	1xBtty, 4xLab, 4xF Hull, 1xAPR	1xFusion, 1xPh-2, 1xPh-G, 2xHellbore	2xBtty, 2xAux, 4xTran, Probe, 8xA Hull	1xFusion, 1xPh-2, 1xPh-G, 2xHellbore	4xShttl, 1xTrac, 4xAPR, 4xImpulse

MEDIUM CRUISERS (R9.B1)

CLASS	A (COMMAND)	B (A HULL-LEFT)	C (A HULL-CENTER)	D (A HULL-RIGHT)
MNG	2xPh-1, 4xPh-2, 3xFusion, 2xBridge, 2xAPR	1xEmer, 2xAux, 4xShttl, 3xLab, 1xPh-G	16xC Hull, 2xTrac, 4xImpulse; no warp access	1xProbe, 2xTran, 4xShttl, 3xBtty, 1xPh-G
TAR	2xPh-1, 4xPh-2, 3xHellbore, 2xBridge, 4xAPR	1xEmer, 2xAux, 1xShttl, 2xAPR, 3xLab, 1xPh-G	Same as MNG	1xProbe, 2xTran, 1xShttl, 2xAPR, 3xBtty, 1xPh-G
COM	2xHellbore, 3xFusion, 2xBridge, 4xPh-1, 4xAPR, 1xProbe	1xEmer, 2xAux, 3xShttl, 1xAPR, 3xLab, 1xPh-G	16xC Hull, 4xBtty, 4xImpulse; no warp access	1xFlag, 2xTran, 3xShttl, 1xAPR, 3xTrac, 1xPh-G
APA	2xFusion, 3xHellbore, 2xBridge, 4xPh-1, 4xAPR, 1xProbe	1xEmer, 2xAux, 1xShttl, 3xAPR, 3xLab, 1xPh-G	Same as COM	1xFlag, 2xTran, 1xShttl, 3xAPR, 3xTrac, 1xPh-G
COS	2xPh-1, 4xPh-2, 3xBtty, 2xBridge	1xEmer, 2xAux, 11xShttl, 1xPh-G	12xC Hull, 2xLab, 4xTrac, 4xImpulse; no warp access	1x APR, 2xTran, 11xShttl, 1xPh-G

WAR CRUISERS (R9.B1)

CLASS	A (COMMAND)	B (A HULL-LEFT)	C (A HULL-CENTER)	D (A HULL-RIGHT)
HR	*2xPh-2/1*, 4xPh-2, 2xAPR, 2xFusion, 2xBridge	1xEmer, 2xAux, 4xShttl, 3xLab, 1xPh-G	14xC Hull, 2xTrac, 4xImpulse; no warp access	1xProbe, 2xTran, 4xShttl, 3xBtty, 1xPh-G
TR	*2xPh-2/1*, 4xPh-2, 4xAPR, 2xHellbore, 2xBridge	1xEmer, 2xAux, 1xShttl, 3xLab, 1xPh-G, 2xAPR	Same as HR	1xProbe, 2xTran, 1xShttl, 3xBtty, 1xPh-G, 2xAPR
NSC	4xSen, 4xPh-2, 2xBridge, 2xAPR	Same as HR	Same as HR	Same as HR
NMS	6xPh-2, 2xTrac, 2xBridge, 2xAPR, 2xLab	1xEmer, 2xAux, 4xShttl, 2xMine Rack, 1xPh-G	14xC Hull, 2xBtty, 4xImpulse; no warp access	1xProbe, 2xTran, 4xShttl, 2xMine Rack, 1xPh-G
NEC NAC	*2xPh-2/1*, 4xPh-2, 2xAPR, 2xPh-G, 2xBridge,	Same as HR	Same as HR	Same as HR
NVL	*2xPh-2/1*, 4xPh-2, 2xAPR, 2xBridge, 2xBtty, 2xLab	1xEmer, 2xAux, 7xShttl, 1xPh-G	Same as HR	1xProbe, 2xTran, 7xShttl, 1xPh-G
BAR	2xHellbore, 2xFusion, 4xPh-1, 2xBridge, 6xAPR	1xFlag, 2xAux, 4xShttl, 3xLab, 1xPh-G, 1xTrac	14xC Hull, 1xEmer, 4xImpulse; no warp access	1xProbe, 2xTran, 4xShttl, 3xBtty, 1xPh-G, 1xTrac
NPF	6xPh-2, 2xSen, 2xBridge, 2xAPR	1xEmer, 2xAux, 1xShttl, 2xLab, 3xTrac, 1xPh-G	12xC Hull, 6xRepair, 4xImpulse; no warp access	1xProbe, 2xTran, 1xShttl, 2xBtty, 3xTrac, 1xPh-G
CAT	2xTrac, 2xTran, 2xBridge, 4xPh-2, 4xCargo	Same as HR	14xC Hull, 4xBarracks, 4xImpulse; no warp access	Same as HR
LTT	2xLab, 2xBtty, 2xBridge, 2xAPR, 4xPh-2	1xEmer, 2xAux, 3xShttl, 1xPh-G	12xC Hull, 18xCargo, 2xTrac, 4xImpulse, Pallet Access; no warp access	1xProbe, 2xTran, 3xShttl, 1xPh-G

PEGASUS (R9.B1)

CLASS	A (COMMAND)	B (A HULL-LEFT)	C (A HULL-CENTER)	D (A HULL-RIGHT)
PFT	2xPh-2, 2xSen, 2xBridge, 2xLab, 2xTran, 1xProbe	1xAux, 2xAPR, 1xBtty, 1xShttl, 4xRepair, 2xTrac, 1xPh-G	12xC Hull, 2xAPR, 2xImpulse, 4xRepair, 2xTrac, 1xPh-2	1xEmer, 2xAPR, 1xBtty, 1xShttl, 4xRepair, 2xTrac, 1xPh-G

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DESTROYERS (R9.B2)

CLASS	A (FORWARD)	B (AFT)
LN	2xPh-2, *1xPh-2/1*, 1xBridge, 3xFusion, 3xAPR, 3xBtty, 1xTran, 1xTrac, 5xShttl	4xLab, 1xProbe, 1xEmer, 1xAux, 2xPh-G, 3xImpulse, 13xC Hull
SR SRV	2xPh-2, 1xBridge, 3xSen, 3xBtty, 5xTran, 1xProbe, 1xTrac, *1xPh-2/1*, 10xShttl	7xLab, 1xEmer 1xAux, 2xPh-G, 3xImpulse, 13xC Hull
SRG	Same as SR	Same as SR
ERL	3xPh-1, 2xBridge, 2xHellbore, 2xFusion, 7xAPR, 5xBtty, 1xTran, 1xTrac, 2xShttl	Same as LN
CNT	3xPh-1, 2xBridge, 3xFusion, 1xHellbore, 6xAPR, 5xBtty, 1xTran, 1xTrac, 6xShttl	Same as LN
LNG	2xPh-2, 1xBridge, 3xTran, 3xCargo, 3xBtty, 1xProbe, 1xTrac, *1xPh-2/1*, 7xShttl	4xLab, 2xBarracks, 1xEmer, 1xAux, 2xPh-G, 3xImpulse, 13xC Hull
KN	2xPh-2, *1xPh-2/1*, 1xBridge, 2xHellbore, 7xAPR, 3xBtty, 1xTran, 1xTrac, 1xShttl	Same as LN
MS	2xPh-G, 1xBridge, 4xTrac, 3xAPR, 3xBtty, 1xTran, 1xPh-2, 5xShttl	4xLab, 1xProbe, 1xEmer, 1xAux, 4xMine Rack, 3xImpulse, 13xC Hull
DE DA	2xPh-2, *1xPh-2/1*, 3xPh-G, 1xBridge, 1xTran, 3xBtty, 3xAPR, 1xTrac, 10xShttl	Same as LN
UH	2xPh-2, *1xPh-2/1*, 1xBridge, 3xLab, 3xAPR, 3xBtty, 1xTran, 1xTrac, 1xProbe, 18xShttl	1xEmer, 1xAux, 2xPh-G, 3xImpulse, 13xC Hull
WAR	4xPh-1, 2xBridge, 8xAPR, 4xBtty, 2xFusion, 2xHellbore, 1xTran, 1xTrac, 4xShttl	Same as LN
LNX	4xPh-1, 2xBridge, 4xFusion, 3xAPR, 3xBtty, 1xTran, 1xTrac, 1xProbe, 4xLab, 5xShttl	2xPh-1(360°), 1xEmer, 1xAux, 2xPh-G, 3xImpulse, 13xC Hull
KNX	4xPh-1, 2xBridge, 3xHellbore, 7xAPR, 3xBtty, 1xTran, 1xTrac, 1xProbe, 4xLab, 1xShttl	Same as LNX
SCX	4xPh-1, 2xBridge, 4xSen, 3xAPR, 3xBtty, 1xTran, 1xTrac, 1xProbe, 4xLab, 5xShttl	Same as LNX

FRIGATES (R9.B4)

CLASS	A (FORWARD)	B (AFT)
HN	2xFusion, 3xPh-2, 1xPh-G, 1xBridge, 1xTran, 1xProbe, 2xBtty, 2xLab	9xC Hull, 1xAPR, 1xAux, 1xTrac, 1xShttl, 2xImpulse
SC	2xSen, 3xPh-2, 1xPh-G, 1xBridge, 1xTran, 1xProbe, 2xBtty, 2xLab	Same as HN
CU	1xHellbore, 4xPh-2, 1xPh-G, 1xBridge, 1xTran, 1xProbe, 2xBtty, 2xLab	9xC Hull, 2xAPR, 1xAux, 1xTrac, 1xShttl, 2xImpulse
EH AH	3xPh-2, 3xPh-G, 1xBridge, 1xTran, 1xProbe, 2xBtty, 2xLab	Same as HN
HNG	2xCargo, 3xPh-2, 1xPh-G, 1xBridge, 1xTrac, 1xProbe, 2xBtty, 2xLab	9xC Hull, 2xBarracks, 3xShttl, 1xAux, 3xTran, 2xImpulse
CRU	2xFusion, 1xHellbore, 1xBridge, 1xProbe, 1xTran, 1xPh-G, 2xBtty, 2xLab, 1xAux, 1xEmer, 4xPh-2	9xC Hull, 6xAPR, 2xShttl, 2xTrac, 3xImpulse
SAR	3xFusion, 1xBridge, 1xProbe, 2xBtty, 1xTran, 1xPh-G, 2xLab,1xAux, 1xEmer, 4xPh-2	Same as CRU
CVE	3xPh-G, 1xPh-2, 1xBridge, 1xProbe, 1xTran, 2xBtty, 2xLab, 7xShttl	9xC Hull, 2xAPR, 1xAux, 2xTrac, 2xImpulse

POLICE SHIP (R9.B2)

CLASS	A (FORWARD)	B (AFT)
GEN	2xFusion, 2xBridge, 2xBtty, 3xCargo, 3xLab, 3xShttl	1xTran, 1xAux, 1xPh-2, 1xProbe, 1xTrac, 1xPh-G, 4xC Hull, 2xImpulse, 2xAPR

ANDROMEDAN UNITS

DEVASTATOR AND DOMINATOR (R10.B3)

CLASS	A (FORWARD)	B (LEFT HULL)	C (C HULL)	D (RIGHT HULL)	E (HANGAR)	F (A HULL)
DEV	3xTrac-Repulsor (FH), 3xBridge, 3xFlag, 8xPh-2 (FH), 4xDis Dev, 16xPower Absorber	1xProbe, 9xLab, 20xC Hull, 2xAux, 1xDis Dev, 1xTrac-Repulsor (LS), 4xPh-2 (LS)	12xAPR, 9xTran, 16xBtty	1xTrac, 9xCargo, 20xC Hull, 2xEmer, 1xDis Dev, 1xTrac-Repulsor (RS), 4xPh-2 (RS)	Hangar	10xImpulse, 12xPower Absorber, 4xPh-2 (RH), 1xTrac-Repulsor (RH), 12xRepair
DOM	2xTrac-Repulsor (FH), 5xPh-2 (FH), 2xBridge, 2xFlag, 13xPower Absorber	9xLab, 4xPh-2 (LS), 1xTrac-Repulsor (LS), 15xC Hull, 1xProbe	6xAPR, 6xTran, 2xAux, 2xEmer, 4xDis Dev	9xCargo, 4xPh-2 (RS), 1xTrac-Repulsor (RS), 1xTrac, 15xC Hull	Hangar	12xBtty, 8xRepair, 3xPh-2 (RH), 8xPower Absorber, 7xImpulse

INTRUDER (R10.B2)

CLASS	A (FORWARD)	B (LEFT HULL)	C (HANGAR)	D (RIGHT HULL)	E (A HULL)
INT	1xTrac-Repulsor (FH), 2xBridge, 8xPower Absorber, 2xDis Dev, 2xAux, 2xEmer	6xLab, 7xCargo, 1xProbe, 4xPh-2 (LS), 1xTrac-Repulsor (LS)	Hangar	16xC Hull, 1xTrac-Repuslor, (RS), 4xPh-2 (RS), 1xTrac	4xImpulse, 6xPower Absorber, 8xBtty, 4xAPR, 3xTran 2xRepair
INF	2xBridge, 2xDis Dev, 8xPower Absorber, 2xAux, 2xEmer	6xLab, 6xCargo, 1xProbe, 4xPh-2 (LS), 1xSen	Hangar	14xC Hull, 4xPh-2 (RS), 1xTrac, 1xSen	4xImpulse, 6xPower Absorber, 8xBtty, 4xAPR, 6xTran 2xRepair
IMP	Same as INT	6xLab, 3xCargo, 2xTran, 4xPh-2 (LS), 2xTR (LS)	Hangar	16xC Hull, 2xTrac-Repuslor, (RS), 4xPh-2 (RS)	4xImpulse, 6xPower Absorber, 8xBtty, 8xAPR, 1xTrac, 1xProbe, 1xRepair

CONQUISTADOR (R10.B2)

CLASS	A (FORWARD)	B (LEFT HULL)	C (HANGAR)	D (RIGHT HULL)	E (A HULL)
COQ	2xTrac-Repulsor, 2xPh-2 (FH), 6xPower Absorber, 2xBridge	12xC Hull, 3xPh-2 (LS), 1xAux	Hangar	6xBtty, 3xPh-2 (RS), 6xCargo, 1xEmer	4xPower Absorber, 2xLab, 2xAPR, 2xImpulse, 2xTran, 1xProbe, 2xDis Dev, 1xRepair
MIS	2xSen, 2xPh-2 (FH), 6xPower Absorber, 2xBridge	10xC Hull, 3xPh-2 (LS), 1xAux	Hangar	6xBtty, 3xPh-2 (RS), 3xCargo, 1xTrac	4xPower Absorber, 2xLab, 2xAPR, 2xImpulse, 3xTran, 1xProbe, 2xDis Dev, 1xRepair
EXP	Same as COQ	12xC Hull, 3xPh-2 (LS), 1xTrac-Repulso (LS), 1xAux	N/A, this section does not exist and cannot be used.	6xBtty, 3xPh-2 (RS), 6xAPR, 1xTrac-Repulsor (RS), 1xEmer	4xPower Absorber, 2xLab, 2xCargo, 2xImpulse, 2xTran, 1xProbe, 2xDis Dev

LARGE SATELLITES (R10.B1)

CLASS	A (FORWARD)	B (AFT)
PYTHON	2xTrac-Repulsor, 6xPower Absorber, 2xPh-2 (FH), 2xBridge, 6xC Hull, 6xBtty	4xPh-2, 1xProbe, 1xEmer, 2xAPR, 2xTran, 1xDis Dev, 2xImpulse, 4xPower Absorber
MAMBA	3xTrac-Repulsor, 6xPower Absorber, 2xBridge, 6xC Hull, 6xBtty	6xPh-2, 1xProbe, 1xEmer, 2xAPR, 2xTran, 2xImpulse, 4xPower Absorber
ANACONDA	4xSen, 6xPower Absorber, 2xBridge, 6xBtty, 6xC Hull	Same as PYTHON
QUEENSNAKE	4xTran, 2xBridge, 6xPower Absorber, 6xBtty, 6xC Hull	20xCargo, 4xPh-2, 1xTrac, 2xImpulse, 1xDis Dev, 4xPower Absorber

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MEDIUM SATELLITES (R10.B1)

CLASS	A (FORWARD)	B (AFT)
COBRA	2xTrac Repulsor, 2xBridge, 4xPower Absorber, 6xC Hull, 4xBtty	4xPh-2, 1xTran, 2xImpulse, 3xPower Absorber
TERMINATOR	4xPower Absorber, 8xBtty, 1xBridge, 1xTran, MAULER	2xPh-2, 4xC Hull, 2xImpulse, 3xPower Absorber
EEL	2xSen, 2xBridge, 4xPower Absorber, 4xBtty, 6xC Hull	2xSen, 2xPh-2, 1xTran, 2xImpulse, 3xPower Absorber
KING SNAKE	4xTran, 4xPower Absorber, 2xBridge, 16xCargo	4xPh-2, 6xC Hull, 4xBtty, 2xImpulse, 1xDis Dev, 1xTrac, 3xPower Absorber
DIAMONDBACK	4xTran, 4xPower Absorber, 2xBridge, 9xCargo, 3xBarracks	Same as KING SNAKE

SMALL SATELLITES (R10.B1)

CLASS	A (FORWARD)	B (AFT)
VIPER	1xTrac-Repulsor, 1xBridge, 4xPower Absorber, 4xC Hull, 4xBtty	4xPh-2, 1xTran, 1xImpulse, 1xProbe, 3xPower Absorber
RATTLER	5xTran, 4xPower Absorber, 1xBridge, 8xCargo, 2xBarracks	4xPh-2, 4xC Hull, 4xBtty, 1xDis Dev, 1xTrac, 1xImpulse, 3xPower Absorber
COURIER	1xSen, 1xBridge, 4xPower Absorber, 4xBtty, 4xC Hull	2xSen, 2xPh-2, 1xTran, 1xImpulse, 1xProbe, 3xPower Absorber
BULL SNAKE	3xTran, 1xBridge, 4xPower Absorber, 12xCargo	4xPh-2, 4xC Hull, 4xBtty, 1xTrac, 1xImpulse, 1xDis Dev, 3xPower Absorber
ASP	4xPower Absorber, 8xBtty, 1xBridge, 1xTran, MAULER	2xPh-2, 4xC Hull, 1xImpulse, 3xPower Absorber

SLEDS (R10.B1)

CLASS	A (FORWARD)	B (AFT)
REPAIR SLED	3xTran, 1xBridge, 4xPower Absorber, 6xRepair, 4xCargo	2xPh-2, 2xAPR, 3xC Hull, 3xBtty, 2xImpulse, 1xTrac, 3xPower Absorber
ORE GATHERING SLED	3xTran, 1xBridge, 4xPower Absorber, 6xWorks, 4xCargo	Same as RS
MINELAYING SLED	3xTran, 1xBridge, 4xPower Absorber, 12xMine Rack	Same as RS
CARGO SLED	3xTran, 1xBridge, 4xPower Absorber, 12xCargo	Same as RS

SATELLITE BASE, BASE STATION, BATTLE STATION (R10.B4)

CLASS	A (FORWARD)	B (AFT)
SATELLITE BASE	PA#1-#6, 2xTRH-FH, 2xBridge, 2xSensor, 18xAWR, 3xTran, 8xPh–2, left collapsible cargo bay	PA#7-#12, 6xBattery, 6xRepair, 6xCHull, 2xTRH-LRA, 2xTRH-LRA, right collapsible cargo bay

R10.B5: Base Station: Each component SatB as above; central core is one area. Each collapsible cargo bay is one area.
R10.B6: Battle Station: Each component SatB as above; central core is one area. Each collapsible cargo bay is one area.

STARBASE (R1.B7)

	A	B	C	D	E	F
WEAPON	All weapons, PAs, Sen, and control in module A	All weapons, PAs, Sen, and control in module B	All weapons, PAs, Sen, and control in module C	All weapons, PAs, Sen, and control in module D	All weapons, PAs, Sen, and control in module E	All weapons, PAs, Sen, and control in module F
REPAIR	30x Repair	30x Repair	30x Repair	30x Repair *	30x Repair	30x Repair
POD	4xHull, 4xAWR, Hangar, 2xTran, 4xBtty	4xHull, 4xAWR, Hangar, 2xTran, 4xBtty	4xHull, 4xAWR, Hangar, 2xTran, 4xBtty	4xHull, 4xAWR, Hangar, 2xTran, 4xBtty	4xHull, 4xAWR, Hangar, 2xTran, 4xBtty	4xHull, 4xAWR, Hangar, 2xTran, 4xBtty
CARGO	8xCargo	10xCargo	10xCargo	8xCargo	10xCargo	10xCargo
POWER	8xAPR, 2xBtty	6xAPR, 4xBtty	6xAPR, 4xBtty	8xAPR, 2xBtty	6xAPR, 4xBtty	6xAPR, 4xBtty
	CENTRAL CORE					
HULL	**HULL 1**	**HULL 2**	**HULL 3**	**HULL 4**	**LAB 1**	**LAB 2**
	10xHull	10xHull	10xHull	10xHull	10xLab	10xLab
COMMAND	**FLAG CONTROL**		**EMER CONTROL**		**AUXILIARY CONTROL**	
	4xFlag, 2xProbe, 4xTran		2xEmer, 2xTran		4xAux, 2xProbe, 4xTran	

LYRAN SHIPS

BATTLESHIP (R11.B3)

CLASS	A (LEFT FRONT)	B (LEFT REAR)	C (RIGHT FRONT)	D (RIGHT REAR)	E (CENTER)	F (CENTER REAR)	G (CENTER FRONT)
BB	2xDisr, 2xPh-1, 2xLab, 2xTran, 4xF Hull	4xF Hull, 2xAux, 1xESG, 2xAPR, 2xPh-3, 1xPh-1, 2xBtty, 2xTrac, 3xShttl	2xDisr, 2xPh-1, 2xLab, 2xTran, 4xA Hull	4xA Hull, 2xFlag, 1xESG, 2xAPR, 2xPh-3, 1xPh-1, 2xBtty, 2xTrac 3xShttl	8xBtty, 4xESG, 2xPh-1, 2xProbe, 2xEmer, 2xAPR, 3xTran, 3xLab	12xImpulse, 6xRepair, 6xDisr, 2xTrac, 18xA Hull	6xPh-1, 2xPh-3, 4xBridge, 16xC Hull

DREADNOUGHT (R11.B1)

CLASS	A (LEFT FRONT)	B (LEFT REAR)	C (RIGHT FRONT)	D (RIGHT REAR)	E (CENTER FRONT)	F (CENTER REAR)
DN	2xDisr, 2xPh-1, 2xLab, 2xTran, 4xF Hull	4xF Hull, 3xAux, 1xESG, 2xAPR, 2xPh-3, *1xPh-3/1*, 2xBtty, 2xTrac, 2xShttl	2xDisr, 2xPh-1, 2xLab, 2xTran, 4xA Hull	4xA Hull, 3xFlag, 1xESG, 2xAPR, 2xPh-3, *1xPh-3/1*, 2xBtty, 2xTrac, 2xShttl	4xPh-1, 4xBridge, 8xC Hull, 2xProbe, 2xEmer, 2xBtty	6xImpulse, 2xLab, 2xTran, 2xESG, 4xRepair, 2xDisr, 2xTrac, Power Pack
SCS	2xDisr, 2xPh-1, 2xLab, 2xTran, 8xShttl	4xF Hull, 3xAux, 1xESG, 2xAPR, 2xPh-3, 1xPh-1, 2xBtty, 2xTrac	2xDisr, 2xPh-1, 2xLab, 2xTran, 8xShttl	4xA Hull, 3xFlag, 1xESG, 2xAPR, 2xPh-3, 1xPh-1, 2xBtty, 2xTrac	Same as DN	Same as DN
CVA	Same as SCS	4xF Hull, 3xAux, 2xESG, 2xAPR, 2xPh-3, 1xPh-1, 2xBtty, 2xTrac	Same as SCS	4xA Hull, 1xFlag, 1xEmer, 2xESG, 2xAPR, 2xPh-3, 1xPh-1, 2xBtty, 2xTrac	4xBridge, 2xProbe, 2xEmer, 16xC Hull, 2xPh-1	6xImpulse, 2xBtty, 2xTran, 2xDisr, 2xTrac, 12xShttl, Power Pack

DND (R11.B1 Modified)

CLASS	E (FORWARD)	F (AFT)
DND	6xPh-1, 4xBridge, 12xC Hull, 2xProbe, 2xEmer, 2xBtty	6xImpulse, 4xLab, 2xTran 2xESG, 2xDisr, 2xTrac, 4xPh-3, 2xAPR, 2xShttl

BATTLECRUISER (R11.B1)

CLASS	A (LEFT FRONT)	B (LEFT REAR)	C (RIGHT FRONT)	D (RIGHT REAR)	E (CENTER FRONT)	F (CENTER REAR)
BC	1xDisr, 2xPh-1, 1xAux, 2xLab, 4xF Hull	1xESG, 2xF Hull, 1xPh-3, *1xPh-3/1*, 2xBtty, 1xTrac, 2xShttl	1xDisr, 2xPh-1, 2xTran, 4xA Hull, 1xFlag	1xESG, 2xA Hull, 1xPh-3, *1xPh-3/1*, 2xAPR, 1xTrac, 2xShttl	4xPh-1, 2xBridge, 1xProbe, 1xEmer, 6xC Hull, 2xBtty	4xImpulse, 2xTran, 2xLab, 2xESG, 4xRepair, 2xTrac, 2xDisr, 2xPower Pack
BCH	Same as BC	1xESG, 2xF Hull, 1xPh-3, 1xPh-1, 4xBtty, 2xTrac, 3xShttl	Same as BC	1xESG, 2xA Hull, 1xPh-3, 1xPh-1, 4xAPR, 2xTrac, 3xShttl	Same as BC	Same as BC
BCV	Same as BC	Same as BCH	Same as BC	Same as BCH	Same as BC	4xImpulse, 2xTran, 2xLab, 2xESG, 2xTrac, 2xDisr, 12xShttl, 2xPower Pack
BCS	Same as BC	Same as BCH	Same as BC	Same as BCH	Same as BC	4xImpulse, 2xTran, 2xLab, 2xESG, 2xTrac, 2xDisr, 6xShttl, 6xRepair, 2xPower Pack

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HEAVY CRUISER (R11.B2)

CLASS	A (LEFT FRONT)	B (LEFT REAR)	C (RIGHT FRONT)	D (RIGHT REAR)	E (CENTER)
CA	2xDisr, 2xPh-1, 2xLab, 2xTran, 4xF Hull	4xF Hull, 3xAux, 1xESG, 2xAPR, 2xPh-3, *1xPh-3/1*, 2xBtty, 2xTrac, 1xShttl	2xDisr, 2xPh-1, 2xLab, 2xTran, 4xA Hull	4xA Hull, 1xFlag, 1xEmer, 1xESG, 2xAPR, 2xPh-3, *1xPh-3/1*, 2xBtty, 2xTrac, 1xShttl	1xProbe, 3xBridge, 3xImpulse
CV	2xDisr, 2xPh-1, 2xLab, 2xTran, 8xShttl	4xF Hull, 3xAux, 1xESG, 2xAPR, 2xPh-3, *1xPh-3/1*, 2xBtty, 2xTrac	2xDisr, 2xPh-1, 2xLab, 2xTran, 8xShttl	4xA Hull, 1xFlag, 1xEmer, 1xESG, 2xAPR, 2xPh-3, *1xPh-3/1*, 2xBtty, 2xTrac	Same as CA
STT	2xPh-1, 1xTran, 14xBtty	4xF Hull, 2xPh-3, 2xAPR, 2xBtty, 2xTrac, 1xESG, 1xAux, 1xShttl	2xPh-1, 1xTran, 14xBtty	4xA Hull, 2xPh-3, 2xAPR, 2xBtty, 2xTrac, 1xESG, 1xEmer, 1xShttl	Same as CA
CC	Same as CA	4xF Hull, 3xAux, 1xESG, 2xAPR, 2xPh-3, 1xPh-1, 2xBtty, 2xTrac, 2xShttl	Same as CA	4xA Hull, 1xFlag, 1xEmer, 1xESG, 2xAPR, 2xPh-3, 1xPh-1, 2xBtty, 2xTrac, 2xShttl	1xProbe, 3xBridge, 6xImpulse
SR	1xSen, 1xPh-2, 2xLab, 2xTran, 5xF Hull	Same as Tug-P	1xSen, 1xPh-2, 2xLab, 2xTran, 5xA Hull	Same as Tug-P	2xProbe, 3xBridge, 3xImpulse, 3xTrac, Pallet Access
CCH	Same as CA	Same as CC	Same as CA	Same as CC	1xProbe, 3xBridge, 2xPh-1, 2xAPR, 2xBtty, 6xImpulse
CCX	3xDisr, 3xPh-1, 2xLab, 2xTran, 4xF Hull	4xF Hull, 3xAux, 1xESG, 2xAPR, 3xPh-1, 2xBtty, 2xTrac, 2xShttl	3xDisr, 3xPh-1, 2xLab, 2xTran, 4xA Hull	4xA Hull, 1xFlag, 1xEmer, 1xESG, 2xAPR, 3xPh-1, 2xBtty, 2xTrac, 2xShttl	1xProbe, 1xBtty, 3xBridge, 6xImpulse
TUG-P	1xDisr, 1xPh-2, 2xLab, 2xTran, 5xF Hull	4xCargo, 1xESG, 2xPh-3, 2xAPR, 2xBtty, 1xTrac, 1xAux, 2xShttl, Pallet Access	1xDisr, 1xPh-2, 2xLab, 2xTran, 5xA Hull	4xCargo, 1xESG, 2xPh-3, 2xAPR, 2xBtty, 1xTrac, 1xEmer, 2xShttl, Pallet or Centerline Pod Access	1xProbe, 3xBridge, 3xImpulse, 3xTrac, Pallet Access
TUG-C	2xDisr, 2xPh-2, 2xLab, 2xTran, 5xF Hull	4xCargo, 1xESG, 2xPh-3, *1xPh-3/2*, 2xAPR, 2xBtty, 2xTrac, 1xAux, 2xShttl, Pallet Access	2xDisr, 2xPh-2, 2xLab, 2xTran, 5xA Hull	4xCargo, 1xESG, 2xPh-3, *1xPh-3/2*, 2xAPR, 2xBtty, 2xTrac, 1xEmer, 2xShttl, Pallet or Centerline Pod Access	Same as Tug-P

NOTE: The SCS pod comprises two areas, left and right, each with three APR.

LIGHT CRUISER (R11.B2)

CLASS	A (LEFT FRONT)	B (LEFT REAR)	C (RIGHT FRONT)	D (RIGHT REAR)	E (CENTER)
CL	1xDisr, 2xPh-1, 2xLab, 4xF Hull, 1xAux	1xESG, 2xF Hull, 1xPh-3, *1xPh-3/1*, 2xBtty, 1xTrac, 1xShttl	1xDisr, 2xPh-1, 2xTran, 4xA Hull, 1xEmer	1xESG, 2xA Hull, 1xPh-3, *1xPh-3/1*, 2xAPR, 1xTrac, 1xShttl	1xProbe, 2xBridge, 3xImpulse

WAR CRUISER (R11.B1)

CLASS	A (LEFT FRONT)	B (LEFT REAR)	C (RIGHT FRONT)	D (RIGHT REAR)	E (CENTER FRONT)	F (CENTER REAR)
CW	2xPh-2, 1xDisr, 2xTran, 1xAux,	5xF Hull, 2xAPR, 1xTrac, 1xPh-3, *1xPh-3/1*	2xPh-2, 2xTran, 1xDisr, 1xEmer	5xA Hull, 2xBtty, 1xTrac, 1xPh-3, *1xPh-3/1*	2xPh-1, 2xBridge, 2xLab, 2xESG, 1xProbe	2xShttl, 2xImpulse, 4xC Hull, 1xDisr, Power Pack
PFW	1xPh-2, 1xSen, 1xTran, 1xAPR, 1xAux	5xF Hull, 2xPh-3, 3xTrac, 3xRepair	1xPh-2, 1xSen, 1xTran, 1xEmer, 1xBtty	5xA Hull, 2xPh-3, 3xTrac, 3xRepair	Same as CW	2xShttl, 2xImpulse, 4xC Hull, 1xPh-2, Power Pack
CWG	2xPh-2, 1xCargo, 2xTran, 1xAux	5xF Hull, 2xPh-3, 2xAPR, 1xTrac	2xPh-2, 2xTran, 1xCargo, 1xEmer	5xA Hull, 2xPh-3, 2xBtty, 1xTrac	2xLab, 2xBridge, 2xC Hull, 2xESG	4xBarracks, 6xShttl, 2xImpulse, 1xCargo
CVL	2xPh-2, 8xShttl	4xF Hull, 1xPh-3, 2xTran, 2xAPR, 1xTrac	2xPh-2, 8xShttl	4xA Hull, 2xTran, 1xPh-3, 2xBtty, 1xTrac	Same as CW	1xAux, 1xEmer, 2xImpulse, 4xC Hull, 1xPh-1, Power Pack
CWL	2xPh-1, 1xDisr, 2xTran, 1xAux	Same as CW	2xPh-1, 2xTran, 1xDisr, 1xEmer	Same as CW	2xPh-1, 2xBridge, 2xLab, 2xESG, 1xProbe, Flag	4xShttl, 4xImpulse, 4xC Hull, 2xDisr, Power Pack
CWE CWA	2xPh-2, 1xPh-1, 2xTran, 1xAux	5xF Hull, 1xPh-3, 1xPh-1, 2xAPR, 1xTrac	2xPh-2, 1xPh-1, 2xTran, 1xEmer	5xA Hull, 1xPh-3, 1xPh-1, 2xBtty, 1xTrac	Same as CW	2xShttl, 2xImpulse, 4xC Hull, 1xPh-1, Power Pack
CWM	2xPh-2, 2xTran, 1xTrac, 1xAux	5xF Hull, 2xPh-3, 1xAPR, 2xMine Rack	2xPh-2, 2xTran, 1xTrac, 1xEmer	5xA Hull, 2xPh-3, 1xBtty, 2xMine Rack	Same as CW	Same as PFW
CWS	2xSen, 1xPh-2, 2xTran, 1xAux	Same as CWG	2xSen, 1xPh-2, 2xTran, 1xEmer	Same as CWG	Same as CW	2xShttl, 2xImpulse, 4xC Hull, 1xSen, Power Pack
LTT	Same as CW	Same as CWG	2xPh-2, 2xLab, 1xDisr, 1xEmer	Same as CWG	1xProbe, 2xBridge, 2xESG	12xCargo, 4xShttl, 2xImpulse, 1xDisr, Pod Access
STJ	2xPh-1, 1xAPR, 2xTran, 1xAux	5xF Hull, 2xPh-3, 1xTrac, 2xBtty	2xPh-1, 2xLab, 1xAPR, 1xEmer	5xA Hull, 2xPh-3, 1xTrac, 2xBtty	1xBridge, 1xProbe, 2xESG, 16xBtty	2xShttl, 2xImpulse, 6xBtty, 4xAPR
NCA	Same as CWL	5xF Hull, 2xAPR, 1xTrac, 1xPh-3, 1xPh-1	Same as CWL	5xA Hull, 1xPh-3, 2xBtty, 1xTrac, 1xPh-1	2xPh-1, 3xBridge, 3xLab, 2xESG, 1xProbe, 2xBtty, 2xAPR	2xFlag, 4xC Hull, 2xShttl, 4xImpulse, 2xDisr
CWX	2xPh-1, 1xDisr, 2xTran, 1xAux,	5xF Hull, 2xAPR, 1xTrac, 2xPh-1	2xPh-1, 2xTran, 1xDisr, 1xEmer	5xA Hull, 2xBtty, 1xTrac, 1xPh-1	2xPh-1, 2xBtty, 2xBridge, 2xLab, 2xESG, 1xProbe	2xShttl, 2xImpulse, 4xC Hull, 2xDisr, 4xAPR

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WAR DESTROYER (R11.B6)

CLASS	A (LEFT SIDE)	B (CENTER FRONT)	C (RIGHT SIDE)	D (CENTER REAR)
DW	1xDisr, 1xTran, 1xPh-2, 1xAux, 4xF Hull, 1xTrac, 1xAPR, 1xPh-3, *1xPh-3/2*	2xPh-1, 2xESG, 2xBridge, 2xLab	1xDisr, 1xTran, 1xPh-2, 1xEmer, 4xA Hull, 1xTrac, 1xBtty, 1xPh-3, *1xPh-3/2*	2xShttl, 1xProbe, 2xImpulse, 2xC Hull, 1xDisr, Power Pack
DWL	1xDisr, 1xTran, 1xPh-1, 1xAux, 4xF Hull, 1xTrac, 1xAPR, 1xPh-3, *1xPh-3/2*	Same as DW	1xDisr, 1xTran, 1xPh-1, 1xEmer, 4xA Hull, 1xTrac, 1xBtty, 1xPh-3, *1xPh-3/2*	2xShttl, 1xProbe, 4xImpulse, 2xC Hull, 1xDisr, Power Pack
DWE DWA	1xTran, 2xPh-2, 1xAux, 4xF Hull, 1xTrac, 1xAPR, 2xPh-3	Same as DW	1xTran, 2xPh-2, 1xEmer, 4xA Hull, 1xTrac, 1xBtty, 2xPh-3	2xShttl, 1xProbe, 2xImpulse, 2xC Hull, 1xPh-2, Power Pack
DWS	1xSen, 1xTran, 1xPh-2, 1xAux, 4xF Hull, 1xTrac, 1xAPR, 2xPh-3	Same as DW	1xSen, 1xTran, 1xPh-2, 1xEmer, 4xA Hull, 1xTrac, 1xBtty, 2xPh-3	2xShttl, 1xProbe, 2xImpulse, 2xC Hull, 1xSen, Power Pack
DWM	1xTrac, 1xTran, 1xPh-2, 1xAux, 4xF Hull, 2xPh-3, 1xAPR, 2xMine Rack	Same as DW	1xTrac, 1xTran, 1xPh-2, 1xEmer, 4xA Hull, 2xPh-3, 1xBtty, 2xMine Rack	Same as DWE, except no power pack
DWX	1xDisr, 1xTran, 3xPh-1, 1xAux, 4xF Hull, 1xTrac, 1xAPR	2xPh-1, 2xESG, 2xBridge, 2xLab	1xDisr, 1xTran, 3xPh-1, 1xEmer, 4xA Hull, 1xTrac, 1xBtty	2xShttl, 1xProbe, 2xImpulse, 2xC Hull, 1xDisr, 4xAPR, 2xBtty
SCX	1xSen, 1xTran, 3xPh-1, 1xAux, 4xF Hull, 1xTrac, 1xAPR	Same as DWX	1xSen, 1xTran, 3xPh-1, 1xEmer, 4xA Hull, 1xTrac, 1xBtty	2xShttl, 1xProbe, 2xImpulse, 2xC Hull, 1xSen, 4xAPR, 2xBtty

DESTROYER (R11.B2)

CLASS	A (LEFT FRONT)	B (LEFT REAR)	C (RIGHT FRONT)	D (RIGHT REAR)	E CENTER
DD	2xPh-2, 1xDisr, 2xLab, 1xAux,	5xF Hull, 2xAPR, 1xTrac, 1xPh-3, *1xPh-3/2*	2xPh-2, 2xTran, 1xDisr, 1xEmer	5xA Hull, 2xBtty, 1xTrac, 1xPh-3, *1xPh-3/2*	1xESG, 2xBridge, 1xProbe, 2xShttl, 2xImpulse
MS	2xPh-2, 1xTrac, 2xLab, 1xAux	5xF Hull, 2xPh-3, 1xAPR, 2xMine Rack	2xPh-2, 1xTrac, 2xTran, 1xEmer	5xA Hull, 2xPh-3, 1xBtty, 2xMine Rack	Same as DD
SC	2xSen, 1xPh-2, 2xLab, 1xAux	2xPh-3, 5xF Hull, 1xTrac, 2xAPR	2xSen, 1xPh-2, 2xTran, 1xEmer	2xPh-3, 5xA Hull, 2xBtty, 1xTrac	Same as DD
PFT	1xPh-2, 1xLab, 1xAPR, 1xSen, 1xAux	5xF Hull, 2xPh-3, 3xTrac, 3xRepair	1xPh-2, 1xSen, 1xTran, 1xEmer, 1xBtty	5xA Hull, 2xPh-3, 3xTrac, 3xRepair	Same as DD
DDG	2xPh-2, 1xCargo, 2xLab, 1xAux	5xF Hull, 2xPh-3, 2xBarracks, 1xTrac,	2xPh-2, 1xCargo, 2xTran, 1xEmer	5xA Hull, 2xBtty, 1xTrac, 2xPh-3	1xESG, 2xBridge, 1xTran, 4xShttl, 2xImpulse
DDX	2xPh-1, 1xDisr, 2xLab, 1xAux,	5xF Hull, 2xAPR, 1xTrac, 2xPh-1	2xPh-1, 2xTran, 1xDisr, 1xEmer	5xA Hull, 2xBtty, 1xTrac, 2xPh-1	1xESG, 2xBridge, 2xShttl, 1xProbe, 2xImpulse

MILITARY POLICE (R11.B6)

CLASS	A (LEFT SIDE)	B (CENTER FRONT)	C (RIGHT SIDE)	D (CENTER REAR)
MP	1xPh-2, 1xTran, 1xAux, 3xF Hull, 1xPh-3, 2xCargo, 1xAPR	2xPh-2, 2xBridge, 2xLab, 2xESG	1xPh-2, 1xTran, 1xEmer, 3xA Hull, 1xPh-3, 1xBtty, 2xCargo	1xProbe, 1xTrac, 2xShttl, 2xImpulse, 2xC Hull, 1xDisr, Power Pack

FRIGATE (R11.B4)

CLASS	A (LEFT SIDE)	B (CENTER)	C (RIGHT SIDE)
FF	1xDisr, 1xLab, 1xPh-2, 1xAux, 4xF Hull, 1xTrac, 1xAPR, 1xPh-3, *1xPh-3/2*	1xESG, 2xBridge, 1xProbe, 2xShttl, 2xImpulse	1xDisr, 1xTran, 1xPh-2, 1xEmer, 4xA Hull, 1xTrac, 1xBtty, 1xPh-3, *1xPh-3/2*
FFE FFA	Same as FF	Same as FF	Same as FF

POLICE SHIP (R11.B4)

CLASS	A (LEFT SIDE)	B (CENTER)	C (RIGHT SIDE)
POL	1xPh-2, 1xTran, 1xAux, 1xPh-3, 3xF Hull, 2xCargo, 1xAPR	1xDisr, 1xProbe, 1xTrac, 2xShttl, 2xImpulse, 2xBridge	1xPh-2, 1xTran, 1xEmer, 3xA Hull, 1xPh-3, 1xBtty, 2xCargo

WYN SHIPS

LARGE AUXILIARIES (R12.B4)

CLASS	A	B	C	D	E	F
AXBC	Forward Command Module	4xC Hull, 1xPh-3, 2xPh-1, 1xOption, 2xDrone, 1xLab, 1xTran, 2xTrac, 4xBtty	10xAPR	4xC Hull, 1xPh-3, 2xPh-1, 1xOption, 2xDrone, 1xLab, 1xTran, 2xTrac, 4xBtty	10xAWR	Rear Control Module
AxCVA	Forward Command Module	15xShttl, 1xDrone	4xTrac, 4xAPR, 5xC Hull	15xShttl, 1xDrone	4xTrac, 4xAPR, 5xC Hull	Rear control module
AxSCS	Forward Command Module	8xShttl, 4xCargo, 3xTrac, 3xRepair, 1xSen	3xAPR, 7xF Hull	8xShttl, 4xCargo, 3xTrac, 3xRepair, 1xSen	3xAPR, 7xA Hull	Rear Control Module
AXDN	Forward Command Module	4xC Hull, 1xTran, 1xLab, 1xPh-3, 2xPh-1, 2xTrac, 4xBtty, 10xAWR, 2xDrone, 1xOption	4xC Hull, 1xTran, 1xLab, 1xPh-3, 2xPh-1, 2xTrac, 4xBtty, 10xAPR, 2xDrone, 1xOption	4xC Hull, 1xTran, 1xLab, 1xPh-3, 2xPh-1, 2xTrac, 4xBtty, 10xAPR, 2xDrone, 1xOption	4xC Hull, 1xTran, 1xLab, 1xPh-3, 2xPh-1, 2xTrac, 4xBtty, 10xAWR, 2xDrone, 1xOption	Rear control module, Impulse
AXBCS	Forward Command Module	4xF Hull, 1xTran, 1xLab, 1xPh-3, 2xPh-1, 2xTrac, 4xBtty, 10xAPR, 2xDrone, 1xOption	8xShttl, 4xCargo, 3xTrac, 3xRepair, 3xAPR, 7xA Hull, 2xDrone, 1xOption	4xF Hull, 1xTran, 1xLab, 1xPh-3, 2xPh-1, 2xTrac, 4xBtty, 10xAWR, 2xDrone, 1xOption	8xShttl, 4xCargo, 3xTrac, 3xRepair, 3xAPR, 7xA Hull, 2xDrone, 1xOption	Rear control module, Impulse

SMALL AUXILIARIES (R12.B3)

CLASS	A (COMMAND MODULE)	B (POD, FORWARD)	C (POD, AFT)
AXC	1xBridge, 1xEmer, 1xPh-3, 4xC Hull, 1xTran, 1xTrac, 1xShttl, 4xOption	4xBtty, 2xPh-1	10xAPR, 2xImpulse
AXC (STANDARD)	1xBridge, 1xEmer, 1xPh-3, 4xC Hull, 1xTran, 1xTrac, 1xShttl, 2xDrone, 2xDisr	Same as AxC	Same as AXC
AXC (DISR)	1xBridge, 1xEmer, 1xPh-3, 4xC Hull, 1xTran, 1xTrac, 1xShttl, 4xDisr	Same as AxC	Same as AXC
AXC (SCOUT)	1xBridge, 1xEmer, 1xPh-3, 4xC Hull, 1xTran, 1xTrac, 1xShttl, 2xDrone, 2xSen	Same as AxC	Same as AXC
AXC (DRONE)	1xBridge, 1xEmer, 1xPh-3, 4xC Hull, 1xTran, 1xTrac, 1xShttl, 4xDrone	Same as AxC	Same as AXC
AXCV	1xBridge, 1xEmer, 1xPh-1, 4xC Hull, 1xTran, 2xTrac, 1xBtty, 4xOption	5xShttl, 5xAPR	5xShttl, 2xImpulse.
AXMS	15xCargo, 2xPh-2, 1xTrac	5xCargo, 5xMine Rack	4xC Hull, 1xBridge, 1xEmer, 1xPh-3, 1xTran, 1xShttl, 1xBtty, 1xImpulse
AXPFS	1xBridge, 1xEmer, 3xOption, 4xC Hull, 1xTran, 1xBtty, 1xShttl, 2xSen	5xCargo, 6xTracs	6xRepair, 5xAPR, Impulse
AXCC	xBridge, 1xEmer, 1xPh-3, 4xC Hull, 1xTran, 1xTrac, 1xShttl, 4xDrone	4xBtty, 2xPh-1, 4xDrone, 2xBarracks	4xTran, 4xShttl, Impulse
ACX	1xBridge, 1xEmer, 2xDrone, 4xC Hull, 1xTran, 1xTrac, 1xShttl, 4xOption	4xBtty, 4xPh-1	10xAPR, 2xImpulse

KLINGON E4 (R3.B2)

E4 CLASS	A	B	C
KE4	Entire boom	4xDisr 1xTran, 3xBtty	2xImpulse, 4xHull, 2xPh–2, 2xDrone, 2xShttl

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KLINGON G2 (R3.B2)

CLASS	A (BOOM)	B (A HULL)
KG2	1xBridge, 1xDrone, 2xF Hull, 1xAPR, 2xPh-2	2xDrone, 1xTran, 1xEmer, 1xBtty, 2xImpulse, 3xA Hull, 1xShttl, 1xTrac, 1xADD

KZINTI FRIGATES (R5.B1)

CLASS	A COMMAND SECTION	B (A HULL-LEFT)	C (A HULL-CENTER)	D (A HULL-RIGHT)
ZFF	3xDisr, 1xBridge, 1xEmer, 1xTran, 1xBtty, 3xF Hull	1xPh-1, 1xDrone, 1xTrac, 3xA Hull, 2xBtty, 1xImpulse	3xShttl, 1xPh-1, 2xLab, 1xAPR	1xPh-3, 1xDrone, 1xAux, 3xA Hull, 2xTran, 1xImpulse
ZDF	2xDisr, 1xBridge, 1xEmer, 1xTran, 1xBtty, 3xF Hull	1xPh-1, 3xDrone, 1xTrac, 2xA Hull, 1xCargo, 2xBtty, 1xImpulse	Same as ZFF	1xPh-1, 3xDrone, 1xAux 2xA Hull, 1xCargo, 2xTran, 1xImpulse
FZX	Same as ZFF	2xPh-1, 1xDrone, 1xTrac, 3xA Hull, 2xBtty, 1xImpulse	Same as ZFF	2xPh-1, 1xDrone, 1xAux, 3xA Hull, 2xTran, 1xImpulse

ORION BATTLERAIDER (R8.B1)

CLASS	A (FORWARD)	B (AFT)
OBR	5xOption, 4xPh-1, 1xBridge, 6xC Hull, 6xCargo, 4xTrac	2xAux, 2xLab, 3xTran, 4xBtty, 4xShttl, 4xPh-3, 3xImpulse

ORION RAIDER CRUISER (R8.B1)

CLASS	A (FORWARD)	B (AFT)
OCR	3xOption, 4xPh-1, 2xBridge, 5xC Hull, 2xTrac	5xCargo, 3xBtty, 1xAux, 3xTran, 2xShttl, 3xImpulse, 2xPh-3
OCRX	4xOption, 6xPh-1, 2xBridge, 5xC Hull, 2xTrac	5xCargo, 4xBtty, 1xAux, 3xTran, 2xShttl, 3xImpulse, 2xPh-1

ORION DOUBLE RAIDER (R8.B1)

CLASS	A (FORWARD)	B (AFT)
ODR	3xOption, 2xBridge, 2xAux, 6xHull, 6xCargo, 2xLab, 3xPh-1–360°	4xBtty, 4xTran, 3xShttl, 4xPh-3, 4xImpulse, 4xTrac, 2x Option

ORION LIGHT RAIDER (R8.B1)

CLASS	A (FORWARD)	B (AFT)
OLR	3xOption, 1xBridge, 1xAux, 3xC Hull, 2xTrac, 3xCargo	3xPh-1, 3xBtty, 2xShttl, 2xTran, 2xImpulse
OLX	4xOption, 1xBridge, 1xAux, 3xC Hull, 2xTrac, 3xCargo	3xPh-1, 3xBtty, 2xShttl, 2xTran, 2xImpulse

POCKET BATTLESHIP (R11.B1)

CLASS	A	B	C	D	E	F
PBB	2xPh-1, 2xDisr, 2xTran, 1xAux,	5xF Hull, 1xPh-3, 2xAPR, 3xTrac, 1xPh-1	2xPh-1, 2xTran, 2xDisr, 1xEmer	5xA Hull, 2xAPR, 3xTrac, 1xPh-3, 1xPh-1	2xPh-1, 2xBridge, 2xLab, 2xESG	4xShttl, 4xBtty, 4xImpulse, 4xC Hull, 2xDisr

LYRAN DESTROYER (R11.B2)

CLASS	A (LEFT FRONT)	B (LEFT REAR)	C (RIGHT FRONT)	D (RIGHT REAR)	E CENTER
LDD	2xPh-2K, 2xDisr, 2xLab, 1xAux,	5xF Hull, 2xAPR, 2xTrac, 2xPh-3	2xPh-2K, 2xTran, 2xDisr, 1xEmer	5xA Hull, 2xBtty, 2xTrac, 2xPh-3	1xESG, 2xBridge, 1xDrone, 2xShttl, 2xImpulse, 1xADD

WHITE SHARK (R12.B2)

CLASS	A	B	C
CA	3xPh-3, 6xPh-1, 2xBridge, 2xFlag, 1xProbe, 1xEmer, 2xTran	2xOption, 2xDrone, 2xTrac, 8xF Hull, 8xA Hull, 4xLab, 4xBtty	6xShttl, 1xTran, 2xAux, 4xAPR, 4xImpulse, 2xPh-3, 4xDisr
CAX	8xPh-1, 2xBridge, 2xFlag, 1xProbe, 1xEmer, 2xTran	2xPh-1 (LS/RS), 2xDrone, 2xTrac, 8xF Hull, 8xA Hull, 4xLab, 6xBtty	6xShttl, 1xTran, 2xAux, 4xAPR, 4xImpulse, 2xPh-1, 6xDisr

ORCA (R12.B2)

CLASS	A	B	C
CW	2xPh-3, 4xPh-1, 2xBridge, 2xAux, 1xProbe, 2xTran, 1xEmer	2xOption, 2xDrone, 2xTrac, 5xF Hull, 5xA Hull, 4xBtty, 2xLab	4xShttl, 2xAPR, 4xCargo, 4xDisr, 2xPh-3, 4xImpulse
CVL	Same as CW	Same as CW	14xShttl, 4xDisr, 4xImpulse, 2xPh-3
PFT	2xSen, 4xPh-1, 2xBridge, 2xAux, 1xProbe, 2xTran, 1xEmer	2xSen, 6xTrac, 5xF Hull, 5xA Hull, 4xBtty, 2xLab	4xShttl, 8xRepair, 4xImpulse, 2xPh-3, 4xAPR
NAR	6xBtty, 2xPh-1, 1xBridge, 1xAux, 1xTrac, 1xTran	2xPh-1, 4xF Hull, 4xA Hull, 14xBtty	4xShttl, 14xBtty, 4xImpulse, 2xADD
CCW	2xPh-3, 4xPh-1, 2xBridge, 2xAux, 1xProbe, 5xTran, 2xEmer	2xOption, 2xTrac, 5xF Hull, 5xA Hull, 4xBtty, 2xLab	6xShttl, 4xBarracks, 2xPh-3, 4xCargo, 4xImpulse

MAKO (R12.B2)

CLASS	A	B	C
DD	1xPh-3, 4xPh-1, 2xBridge, 2xDisr, 2xLab, 2xAux	2xOption, 2xDrone, 2xTrac, 1xProbe, 2xTran, 4xBtty, 8xC Hull	2xPh-3, 2xShttl, 6xCargo, 2xAPR, 2xImpulse
SC	3xSen, 4xPh-1, 2xBridge, 2xLab, 2xAux	Same as DD	Same as DD
DE	Same as DD	2xPh-G, 2xDrone, 2xTrac, 1xProbe, 2xTran, 4xBtty, 8xC Hull	Same as DD
DDG	1xPh-3, 4xPh-1, 2xBridge, 2xSen, 2xLab, 2xAux	6xDrone, 2xTrac, 1xProbe, 2xTran, 4xBtty, 8xC Hull	Same as DD
CDD	1xPh-3, 4xPh-1, 2xBridge, 2xCargo, 2xTran, 2xAux	2xOption, 2xLab, 2xTrac, 1xProbe, 2xTran, 4xBtty, 8xC Hull	2xPh-3, 8xShttl, 4xBarracks, 2xImpulse
DDX	5xPh-1, 2xBridge, 2xDisr, 2xLab, 2xAux	2xPh-1 (LS/RS), 2xDrone, 2xTrac, 1xProbe, 2xTran, 4xBtty, 8xC Hull	2xPh-1, 2xShttl, 6xCargo, 2xAPR, 2xImpulse

BARRACUDA (R12.B1)

CLASS	A (FRONT SECTION)	B (REAR SECTION)
FF	2xPh-3, 4xPh-1, 2xDisr, 2xDrone, 2xTrac, 2xAPR, 1xTran, 1xBridge	1xAux, 3xBtty, 6xC Hull, 2xShttl, 4xCargo, 2xImpulse
CFF	2xPh-3, 4xPh-1, 4xCargo, 3xTran, 1xBridge, 2xTrac	1xAux, 3xBtty, 6xC Hull, 5xShttl, 2xBarracks, 2xImpulse

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ISC SHIPS

BATTLESHIP (R13.B1)

CLASS	A (CENTER FRONT)	B (LEFT SIDE)	C (MIDSHIPS)	D (RIGHT SIDE)	E (CENTER REAR)
BB	2xPPD, 6xPh-1, 3xBridge, 3xFlag, 4xTran	1xPPD, 1xPl-S, 2xPh-1, 2xEmer, 3xTran, 4xAPR, 5xLab, 6xBtty, 4xPh-3, 6xPl-F	18xF Hull, 6xTrac, 3xPh-1, 2xProbe	1xPPD, 1xPl-S, 2xPh-1, 2xAux, 3xTran, 4xAPR, 5xLab, 6xBtty, 4xPh-3, 6xPl-F	30xA Hull, 12xShttl, 10xImpulse

DREADNOUGHT (R13.B1)

CLASS	A (CENTER FRONT)	B (LEFT SIDE)	C (MIDSHIPS)	D (RIGHT SIDE)	E (CENTER REAR)
DN	2xPPD, 4xPh-1, 2xBridge, 2xFlag, 4xTran	1xPPD, 2xPh-1, 2xEmer, 2xTran, 2xAPR, 3xLab, 4xBtty, 4xPh-3, 4xPl-F	16xF Hull, 4xTrac, 2xPh-1, 1xProbe	1xPPD, 2xPh-1, 2xAux, 2xTran, 2xAPR, 3xLab, 4xBtty, 4xPh-3, 4xPl-F	16xA Hull, 8xShttl, 4xImpulse
DNT	Same as DN	1xPl-S, 2xPh-1, 2xEmer, 2xTran, 2xAPR, 3xLab, 4xBtty, 4xPh-3, 4xPl-F	Same as DN	1xPl-S, 2xPh-1, 2xAux, 2xTran, 2xAPR, 3xLab, 4xBtty, 4xPh-3, 4xPl-F	Same as DN
CVA	Same as DN	2xPh-1, 2xEmer, 2xTran, 2xAPR, 2xLab, 4xPh-3, 4xPl-F, 15xShttl	Same as DN	2xPh-1, 2xAux, 2xTran, 2xAPR, 2xLab, 4xPh-3, 4xPl-F, 15xShttl	16xA Hull, 8xBtty, 4xImpulse
SCS	Same as DN	2xPh-1, 2xEmer, 2xTran, 2xAPR, 2xLab, 4xPh-3, 4xPl-F, 9xShttl	12xF Hull, 8xRepair, 6xTrac, 2xPh-1, 1xProbe	2xPh-1, 2xAux, 2xTran, 2xAPR, 2xLab, 4xPh-3, 4xPl-F, 9xShttl	Same as CVA

HEAVY CRUISER (R13.B1)

CLASS	A (CENTER FRONT)	B (LEFT SIDE)	C (MIDSHIPS)	D (RIGHT SIDE)	E (CENTER REAR)
CA	1xPPD, 2xPh-1, 2xBridge, 8xF Hull	1xPl-S, 2xPh-1, 2xEmer, 2xTran, 2xLab, 2xAPR, 3xPh-3, 3xPl-F	4xTrac, 2xPh-1, 1xProbe, 4xBtty	1xPl-S, 2xPh-1, 2xAux, 2xTran, 2xLab, 2xAPR, 3xPh-3, 3xPl-F	8xA Hull, 6xShttl, 4xImpulse
CC	2xPPD, 2xPh-1, 2xBridge, 2xFlag, 8xF Hull	1xPl-S, 2xPh-1, 2xEmer, 2xTran, 2xLab, 4xAPR, 3xPh-3, 3xPl-F	Same as CA	1xPl-S, 2xPh-1, 2xAux, 2xTran, 2xLab, 4xAPR, 3xPh-3, 3xPl-F	Same as CA
CV	2xPl-S, 2xPh-1, 2xBridge, 2xFlag, 8xF Hull	2xPh-1, 2xEmer, 2xTran, 2xLab, 4xAPR, 3xPh-3, 3xPl-F	4xTrac, 2xPh-1, 1xProbe, 8xA Hull	2xPh-1, 2xAux, 2xTran, 2xLab, 3xPl-F, 4xBtty, 3xPh-3	16xShttl, 4xImpulse
CVS	Same as CC	Same as CV	Same as CV	Same as CV	Same as CV
BCV	Same as CC	Same as CC	Same as CV	1xPl-S, 2xPh-1, 2xAux, 2xTran, 2xLab, 4xBtty, 3xPh-3, 3xPl-F	Same as CV
BCS	Same as CC	Same as CC	6xTrac, 8xRepair, 2xPh-1, 1xProbe	Same as BCV	8xA Hull, 8xShttl, 4xImpulse
TUG	2xPh-1, 8xF Hull, 2xBridge	1xPh-1, 1xEmer, 1xTran, 2xTrac, 2xPh-3, 1xPl-F	2xPh-1, 4xBtty, 4xLab, 2xAPR, 1xProbe, Pod Access	1xPh-1, 1xAux, 1xTran, 2xTrac, 2xPh-3, 1xPl-F	8xA Hull, 4xShttl, 4xImpulse
CCX	2xPPD, 2xPh-1, 2xBridge, 2xFlag, 8xF Hull	1xPl-M, 4xPh-1, 2xEmer, 2xTran, 2xLab, 4xAPR, 3xPl-L	4xTrac, 2xPh-1, 1xProbe, 5xBtty	1xPl-M, 4xPh-1, 2xAux, 2xTran, 2xLab, 4xAPR, 3xPl-L	Same as CA

FRIGATE (R13.B2)

CLASS	A (FRONT)	B (LEFT SIDE)	C (RIGHT SIDE)	D (REAR)
FF	2xPl-F, 2xBridge, 2xTran, 2xTrac	2xPh-1, 1xAPR, 2xLab, 2xPh-3	2xPh-1, 1xAux, 2xBtty, 2xPh-3	6xC Hull, 2xShttl, 2xImpulse
FFE FFA	2xPl-D, 2xBridge, 2xTran, 2xTrac	Same as FF	Same as FF	Same as FF
FFL	1xPl-G, 2xBridge, 2xTran, 2xTrac	2xPh-1, 2xAPR, 2xLab, 2xPh-3	2xPh-1, 2xAux, 2xBtty, 2xPh-3	Same as FF

POLICE (R13.B2)

CLASS	A (FRONT)	B (LEFT SIDE)	C (RIGHT SIDE)	D (REAR)
POL	1xPl-F, 1xBridge, 2xTran, 2xCargo	1xPh-1, 1xTrac, 2xLab, 1xPh-3	1xPh-1, 1xAux, 2xBtty, 1xPh-3	6xC Hull, 2xShttl, 2xImpulse

LIGHT CRUISER (R13.B1)

CLASS	A (CENTER FRONT)	B (LEFT SIDE)	C (MIDSHIPS)	D (RIGHT SIDE)	E (CENTER REAR)
CL	2xPl-S, 4xLab, 4xF Hull, 2xBridge	2xPh-1, 2xEmer, 2xTran, 2xAPR, 2xPh-3, 2xPl-F	4xTrac, 2xPh-1, 1xProbe, 4xBtty	2xPh-1, 2xAux, 2xTran, 2xAPR, 2xPh-3, 2xPl-F	8xA Hull, 4xShttl, 4xImpulse
CS	2xPPD, 4xLab, 4xF Hull, 2xBridge	Same as CL	Same as CL	Same as CL	Same as CL
CVL	Same as CL	2xPh-1, 2xEmer, 2xTran, 3xAPR, 2xPh-3, 2xPl-F	4xTrac, 2xPh-1, 1xProbe, 8xA Hull	2xPh-1, 2xAux, 2xTran, 3xBtty, 2xPh-3, 2xPl-F	12xShttl, 4xImpulse
CVLS	Same as CS	Same as CVL	Same as CVL	Same as CVL	Same as CVL
SR	2xPh-1, 4xLab, 4xF Hull, 2xBridge	2xSen, 2xEmer, 2xTran, 1xAPR, 2xBtty, 2xPh-3, 2xPl-F	Same as CL	2xSen, 2xAux, 2xTran, 5xCargo, 2xPh-3, 2xPl-F	Same as CL
HSC	2xSen, 4xLab, 4xF Hull, 2xBridge	2xSen, 2xEmer, 2xTran, 2xAPR, 2xPh-3, 2xPl-F	Same as CL	2xSen, 2xAux, 2xTran, 2xAPR, 2xPh-3, 2xPl-F	Same as CL
CE CEA	Same as SR	2xPh-1, 2xEmer, 2xTran, 2xAPR, 2xPh-3, 2xPl-D	Same as CL	2xPh-1, 2xAux, 2xTran, 2xAPR, 2xPh-3, 2xPl-D	Same as CL
PFT	2xPl-S, 4xLab, 4xF Hull, 2xBridge	2xPh-1, 2xEmer, 2xTran, 3xAPR, 2xPh-3, 2xPl-F, 1xSen	6xTrac, 2xPh-1, 1xProbe, 8xRepair	2xPh-1, 2xAux, 2xTran, 3xBtty, 2xPh-3, 2xPl-F, 1xSen	4xA Hull, 4xShttl, 4xImpulse
CCL	2xTrac, 4xLab, 4xF Hull, 2xBridge	2xPh-1, 2xEmer, 3xTran, 2xAPR, 2xPh-3, 2xPl-F	4xCargo, 2xPh-1, 1xProbe, 4xA Hull	2xPh-1, 2xAux, 3xTran, 2xBtty, 2xPh-3, 2xPl-F	4xBarracks, 8xShttl, 4xImpulse
LTT	Pod	2xPh-1, 2xBridge, 2xTran, 1xEmer, 1xTrac, 2xPh-3, 2xPl-F	16xCargo, Pod Access	2xPh-1, 2xAux, 2xBtty, 1xAPR, 1xTrac, 2xPh-3, 2xPl-F	8xC Hull, 4xShttl, 4xImpulse
CLX	2xPl-M, 4xLab, 4xF Hull, 2xBridge	4xPh-1, 2xEmer, 2xTran, 2xAPR, 2xPl-L	4xTrac, 2xPh-1, 1xProbe, 4xBtty	4xPh-1, 2xAux, 2xTran, 2xAPR, 2xPl-L	8xA Hull, 4xShttl, 4xImpulse
CSX	2xPPD, 4xLab, 4xF Hull, 2xBridge	Same as CLX	Same as CLX	Same as CLX	Same as CLX

DESTROYER (R13.B2)

CLASS	A (FRONT)	B (LEFT SIDE)	C (RIGHT SIDE)	D (REAR)
DD	2xPl-F, 2xBridge, 2xTran, 1xProbe, 2xTrac	2xPh-1, 1xAPR, 2xBtty, 1xEmer, 2xLab, 2xPh-3, 1xPl-F	2xPh-1, 1xAPR, 2xBtty, 1xAux, 2xLab, 2xPh-3, 1xPl-F	10xC Hull, 2xImp, 4xShttl
DDL	2xPl-G, 2xBridge, 2xTran, 2xAPR, 2xTrac	Same as DD	Same as DD	Same as DD
SC	2xSen, 2xBridge, 2xTran, 1xProbe, 2xTrac	2xPh-1, 1xAPR, 2xBtty, 1xEmer, 2xLab, 2xPh-3, 1xSen	2xPh-1, 1xAPR, 2xBtty, 1xAux, 2xLab, 2xPh-3, 1xSen	Same as DD
MS	2xMine Rack, 2xBridge, 2xTran, 1xProbe, 2xTrac	2xPh-1, 1xAPR, 2xBtty, 1xEmer, 2xLab, 2xPh-3, 1xMine Rack	2xPh-1, 1xAPR, 2xBtty, 1xAux, 2xLab, 2xPh-3, 1xMine Rack	Same as DD
DE DEA	2xPl-D, 2xBridge, 2xTran, 1xProbe, 2xTrac	2xPh-1, 1xAPR, 2xBtty, 1xEmer, 2xLab, 2xPh-3, 1xPl-D	2xPh-1, 1xAPR, 2xBtty, 1xAux, 2xLab, 2xPh-3, 1xPl-D	Same as DD
CVE	2xPl-F, 2xBridge, 1xProbe, 10xC Hull	Same as DD	2xPh-1, 2xPh-3, 2xTran, 2xTrac, 1xAPR, 1xPl-F, 1xAux	12xShttl, 2xImpulse
DDG	1xPl-G, 2xBridge, 2xTran, 1xProbe, 2xTrac	Same as DD	Same as DD	Same as DD
DPT	2xPl-F, 2xBridge, 10xC Hull	Same as DD	Same as CVE	10xCargo, 2xImp, 4xShttl, Pack
CDD	2xCargo, 2xBridge, 2xTrac, 2xBarracks, 1xProbe	2xPh-1, 1xEmer, 2xBtty, 4xLab, 2xPh-3, 1xCargo	2xPh-1, 1xAux, 2xBtty, 4xTran, 2xPh-3, 1xCargo	10xC Hull, 6xShttl, 2xImpulse
DDX	2xPl-L, 2xBridge, 2xTran, 1xProbe, 2xTrac	4xPh-1, 1xAPR, 2xBtty, 1xEmer, 2xLab, 1xPl-L	4xPh-1, 1xAPR, 2xBtty, 1xAux, 2xLab, 1xPl-L	Same as DD
SCX	Same as SC	4xPh-1, 1xAPR, 2xBtty, 1xEmer, 2xLab, 1xSen	4xPh-1, 1xAPR, 2xBtty, 1xAux, 2xLab, 1xSen	Same as DD

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BATTLECRUISER (R11.B1)

CLASS	A (LEFT FRONT)	B (LEFT REAR)	C (RIGHT FRONT)	D (RIGHT REAR)	E (CENTER)	F (REAR)
BC	2xDisr, 2xPh-1, 2xLab, 4xF Hull, 1xAux	1xESG, 2xF Hull, 1xPh-G, 1xPh-1, 4xBtty, 2xTrac, 3xShttl	2xDisr, 2xPh-1, 2xTran, 4xA Hull, 1xFlag	1xESG, 2xA Hull, 1xPh-G, 1xPh-1, 4xAPR, 2xTrac, 3xShttl	4xPh-1, 2xBridge, 1xProbe, 1xEmer, 6xC Hull, 2xBtty	6xImpulse, 2xTran, 2xLab, 2xESG, 4xRepair, 2xTrac, 2xDisr, 2xPower Pack

HEAVY CRUISER (R11.B2)

CLASS	A (LEFT FRONT)	B (LEFT REAR)	C (RIGHT FRONT)	D (RIGHT REAR)	E (CENTER)
CA	2xDisr, 2xPh-1, 2xLab, 2xTran, 4xF Hull	4xF Hull, 3xAux, 1xESG, 2xAPR, 2xPh-G, 1xPh-1, 2xBtty, 2xTrac, 1xShttl	2xDisr, 2xPh-1, 2xLab, 2xTran, 4xA Hull	4xA Hull, 1xFlag, 1xEmer, 1xESG, 2xAPR, 2xPh-G, 1xPh-1, 2xBtty, 2xTrac, 1xShttl	1xProbe, 3xBridge, 3xImpulse
CC	Same as CA	4xF Hull, 3xAux, 1xESG, 2xAPR, 2xPh-G, 1xPh-1, 2xBtty, 2xTrac, 2xShttl	Same as CA	4xA Hull, 1xFlag, 1xEmer, 1xESG, 2xAPR, 2xPh-G, 1xPh-1, 2xBtty, 2xTrac, 2xShttl	1xProbe, 3xBridge, 6xImpulse
CCX	3xDisr, 3xPh-1, 2xLab, 2xTran, 4xF Hull	4xF Hull, 3xAux, 1xESG, 2xAPR, 1xPh-1, 2xPh-G, 2xBtty, 2xTrac, 2xShttl	3xDisr, 3xPh-1, 2xLab, 2xTran, 4xA Hull	4xA Hull, 1xFlag, 1xEmer, 1xESG, 2xAPR, 1xPh-1, 2xPh-G, 2xBtty, 2xTrac, 2xShttl	1xProbe, 1xBtty, 3xBridge, 6xImpulse

LIGHT CRUISER (R11.B2)

CLASS	A (LEFT FRONT)	B (LEFT REAR)	C (RIGHT FRONT)	D (RIGHT REAR)	E (CENTER)
CL	1xDisr, 2xPh-1, 2xLab, 4xF Hull, 1xAux	1xESG, 2xF Hull, 2xPh-G, 2xBtty, 1xTrac, 1xShttl	1xDisr, 2xPh-1, 2xTran, 4xA Hull, 1xEmer	1xESG, 2xA Hull, 2xPh-G, 2xAPR, 1xTrac, 1xShttl	1xProbe, 2xBridge, 3xImpulse

WAR CRUISER (R11.B1)

CLASS	A (LEFT FRONT)	B (LEFT REAR)	C (RIGHT FRONT)	D (RIGHT REAR)	E (CENTER)	F (REAR)
CW	2xPh-1, 1xDisr, 2xTran, 1xAux	5xF Hull, 2xPh-G, 1xTrac, 2xAPR	2xPh-1, 2xTran, 1xDisr, 1xEmer	5xA Hull, 2xBtty, 1xTrac, 2xPh-G	2xPh-1, 2xBridge, 2xLab, 2xESG, 1xProbe	2xShttl, 2xImpulse, 4xC Hull, 1xDisr, Power Pack
CWL	Same as CW	Same as CW	Same as CW	Same as CW	2xPh-1, 2xBridge, 2xLab, 2xESG, 1xProbe, Flag	4xShttl, 4xImpulse, 4xC Hull, 2xDisr, Power Pack
CWS	2xSen, 1xPh-1, 2xTran, 1xAux	Same as CW	2xSen, 1xPh-1, 2xTran, 1xEmer	Same as CW	Same as CW	2xShttl, 2xImpulse, 4xC Hull, 1xSen, Power Pack
CVL	2xPh-1, 8xShttl	4xF Hull, 1xPh-G, 2xTran, 2xAPR, 1xTrac	2xPh-1, 8xShttl	4xA Hull, 2xTran, 1xPh-G, 2xBtty, 1xTrac	Same as CW	1xAux, 1xEmer, 2xImpulse, 4xC Hull, 1xPh-1, Power Pack
PFW	1xPh-1, 1xSen, 1xTran, 1xAPR, 1xAux	5xF Hull, 2xPh-G, 3xTrac, 3xRepair	1xPh-1, 1xSen, 1xTran, 1xEmer, 1xBtty	5xA Hull, 2xPh-G, 3xTrac, 3xRepair	Same as CW	2xShttl, 2xImpulse, 4xC Hull, 1xPh-1, Power Pack
LTT	Same as CW	Same as CW	2xPh-1, 2xLab, 1xDisr, 1xEmer	Same as CW	1xProbe, 2xBridge, 2xESG	12xCargo, 4xShttl, 2xImpulse, 1xDisr, Pod Access
NCA	Same as CW	5xF Hull, 2xAPR, 1xTrac, 1xPh-G, 1xPh-1	Same as CW	5xA Hull, 1xPh-G, 2xBtty, 1xTrac, 1xPh-1	2xPh-1, 3xBridge, 3xLab, 2xESG, 1xProbe, 2xBtty, 2xAPR	2xFlag, 4xC Hull, 2xShttl, 4xImpulse, 2xDisr

WAR DESTROYER (R11.B6)

CLASS	A (LEFT SIDE)	B (CENTER FRONT)	C (RIGHT SIDE)	D (CENTER REAR)
DW	1xDisr, 1xTran, 1xPh-1, 1xAux, 4xF Hull, 1xTrac, 1xAPR, 2xPh-G	2xPh-1, 2xBridge, 2xLab, 2xESG	1xDisr, 1xTran, 1xPh-1, 1xEmer, 4xA Hull, 1xTrac, 1xBtty, 2xPh-G	2xShttl, 1xProbe, 2xImpulse, 2xC Hull, 1xDisr, Power Pack
DWL	Same as DW	Same as DW	Same as DW	2xShttl, 1xProbe, 4xImpulse, 2xC Hull, 1xDisr, Power Pack
CDW	1xCargo, 2xTran, 1xPh-1, 1xAux, 4xF Hull, 2xPh-G, 1xTrac	Same as DW	1xCargo, 1xTran, 1xPh-1, 1xEmer 4xA Hull, 2xPh-G, 1xBtty, 1xTrac	4xShttl, 2xImpulse, 2xC Hull, 2xBarracks, 1xCargo, No Power Pack
DWX	1xDisr, 1xTran, 2xPh-1, 1xPh-G, 1xAux, 4xF Hull, 1xTrac, 1xAPR	2xPh-1, 2xESG, 2xBridge, 2xLab	1xDisr, 1xTran, 2xPh-1, 1xPh-G, 4xA Hull, 1xTrac, 1xBtty, 1xEmer	2xShttl, 1xProbe, 2xImpulse, 2xC Hull, 1xDisr, 4xAPR, 2xBtty
SCX	1xSen, 1xTran, 2xPh-1, 1xPh-G, 1xAux, 4xF Hull, 1xTrac, 1xAPR	Same as DWX	1xSen, 1xTran, 2xPh-1, 1xPh-G, 4xA Hull, 1xTrac, 1xBtty, 1xEmer	2xShttl, 1xProbe, 2xImpulse, 2xC Hull, 1xSen, 4xAPR, 2xBtty

DESTROYER (R11.B2)

CLASS	A (LEFT FRONT)	B (LEFT REAR)	C (RIGHT FRONT)	D (RIGHT REAR)	E CENTER
DD	2xPh-1, 1xDisr, 2xLab, 1xAux	5xF Hull, 2xAPR, 1xTrac, 2xPh-G	2xPh-1, 2xTran, 1xDisr, 1xEmer	5xA Hull, 2xBtty, 1xTrac, 2xPh-G	1xESG, 2xBridge, 1xProbe, 2xShttl, 2xImpulse
SC	2xSen, 1xPh-1, 2xLab, 1xAux	2xPh-G, 5xF Hull, 1xTrac, 2xAPR	2xSen, 1xPh-1, 2xTran, 1xEmer	2xPh-G, 5xA Hull, 2xBtty, 1xTrac	Same as DD

MILITARY POLICE (R11.B6)

CLASS	A (LEFT SIDE)	B (CENTER FRONT)	C (RIGHT SIDE)	D (CENTER REAR)
MP	1xPh-2, 1xTran, 1xAux, 3xF Hull, 1xPh-G, 2xCargo, 1xAPR	2xPh-2, 2xBridge, 2xLab, 2xESG	1xPh-2, 1xTran, 1xEmer, 3xA Hull, 1xPh-G, 1xBtty, 2xCargo	1xProbe, 1xTrac, 2xShttl, 2xImpulse, 2xC Hull, 1xDisr, Power Pack
MPM	1xPh-2, 1xTran, 1xAux, 3xF Hull, 1xPh-G, 2xMine Rack, 1xAPR	2xTrac, 2xBridge, 2xLab, 2xESG	1xPh-2, 1xTran, 1xEmer, 3xA Hull, 1xPh-G, 1xBtty, 2xMine Rack	1xProbe, 1xBtty, 2xShttl, 2xImpulse, 2xC Hull, 1xPh-2, No Power Pack
MPV	1xPh-2, 1xTrac, 1xAux, 3xF Hull, 1xPh-G, 4xShttl	Same as MP	1xPh-2, 1xTrac, 1xEmer, 3xA Hull, 1xPh-G, 4xShttl	1xProbe, 1xTran, 2xBtty, 2xImpulse, 2xC Hull, 1xDisr, Power Pack
MPS	Same as MP	2xSen, 2xBridge, 2xLab, 2xESG	Same as MP	1xProbe, 1xTrac, 2xShttl, 2xImpulse, 2xC Hull, 1xSen, Power Pack
MPE MPA	Same as MP	Same as MP	Same as MP	1xProbe, 1xTrac, 2xShttl, 2xImpulse, 2xC Hull, 1xPh-G, Power Pack
CMP	1xPh-2, 1xTran, 1xAux, 3xF Hull, 1xPh-G, 4xShttl	Same as MP	1xPh-2, 1xTran, 1xEmer, 3xA Hull, 1xPh-G, 2xCargo, 1xBtty.	1xTran, 1xTrac 2xBarracks, 2xImpulse, 2xC Hull, 1xCargo, No Power Pack

FRIGATE (R11.B4)

CLASS	A (LEFT SIDE)	B (CENTER)	C (RIGHT SIDE)
FF	1xDisr, 1xTran, 1xPh-1, 1xAux, 4xF Hull, 1xTrac, 1xAPR, 2xPh-G	1xESG, 2xBridge, 1xProbe, 2xShttl, 2xImpulse	1xDisr, 1xTran, 1xPh-1, 1xEmer, 4xA Hull, 1xTrac, 1xBtty, 2xPh-G

POLICE SHIP (R11.B4)

CLASS	A (LEFT SIDE)	B (CENTER)	C (RIGHT SIDE)
POL	1xPh-2, 1xTran, 1xAux, 1xPh-G, 3xF Hull, 2xCargo, 1xAPR	1xDisr, 1xProbe, 1xTrac, 2xShttl, 2xImpulse, 2xBridge	1xPh-2, 1xTran, 1xEmer, 3xA Hull, 1xPh-G, 1xBtty, 2xCargo
PSC	1xPh-2, 1xTran, 1xAux, 1xPh-3, 3xF Hull, 2xCargo, 1xAPR	1xSen, 1xProbe, 1xTrac, 2xShttl, 2xImpulse, 2xBridge	1xPh-2, 1xTran, 1xEmer, 3xA Hull, 1xPh-3, 1xBtty, 2xCargo

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HIVE SHIP (R15.B3)

CLASS	A (COMMAND)	B (QUARTERS)	C (REPAIR MAIN)	D (REPAIR 1)	E (CARGO 1)	F (REPAIR 2)
HVS	9xPh-1, 5xSen, 3xBridge, 3xFlag, 2xPC, 2xTran, 2xWB, 2xProbe, 9xLab	54xC Hull	18xRepair	2xPh-3, 6xRepair, 4xTrac, 3xAux	9xBtty, 9xAPR, 3xTran, 18xCargo	2xPh-3, 6xRepair, 4xTrac, 3xAux
	G (CARGO 2)	**H (REPAIR 3)**	**J (CARGO 3)**	**K (POWER DECK)**	**L (DOCK 1)**	**M (DOCK 3)**
	9xBtty, 9xAPR, 3xTran, 18xCargo	2xPh-3, 6xRepair, 4xTrac, 3xEmer	9xBtty, 9xAPR, 3xTran, 18xCargo	9xAPR, 2xTran, 2xPC, 8xImpulse, 7xShttl, 7xPh–1	See Special Rule.	See Special Rule.
	N (DOCK5)	**P (DOCK 7)**	**Q (DOCK 2)**	**R (DOCK 4)**	**S (DOCK 6)**	**T (DOCK 8)**
	See Special Rule.	See Special Rule. *12x Mech Link*	See Special Rule.	See Special Rule.	See Special Rule.	See Special Rule. *12x Mech Link*

DREADNOUGHT (R15.B1)

CLASS	A (LEFT BOOM)	B (RIGHT BOOM)	C (CENTER FRONT)	D (CENTER AFT)	E (LEFT SIDE)	F (RIGHT SIDE)
DN	1xPC, 1xAux, 3xPh-1, 6xF Hull, 3xAPR	1xPC, 1xAux, 3xPh-1, 6xF Hull, 3xAPR	3xBridge, 3xEmer, 3xWeb Breaker, 4xPC, 1xProbe, 1xFlag, 6xBtty	6xTran, 6xShttl, 2xTrac	3xPh-1, 2xPh-3, 2xLab, 6xA Hull, 3xImpulse	3xPh-1, 2xPh-3, 2xLab, 6xA Hull, 3xImpulse

HEAVY BATTLECRUISER (R15.B2)

CLASS	A (BOOM)	B	C (CENTER FRONT)	D (CENTER AFT)	E (LEFT SIDE)	F (RIGHT SIDE)
BCH	1xPC, 1xAux, 3xPh-1, 6xF Hull, 3xAPR	NOT USED	3xBridge, 3xEmer, 3xWeb Breaker, 4xPC, 1xProbe, 1xFlag, 6xBtty	6xTran, 6xShttl, 2xTrac	3xPh-1, 2xPh-3, 2xLab, 6xA Hull, 3xImpulse	3xPh-1, 2xPh-3, 2xLab, 6xA Hull, 3xImpulse

HEAVY CRUISER (R15.B1)

CLASS	A (LEFT BOOM)	B (RIGHT BOOM)	C (CENTER FRONT)	D (CENTER AFT)	E (LEFT SIDE)	F (RIGHT SIDE)
CA	1xPC, 1xAux, 2xPh-1, 4xF Hull, 2xAPR	1xPC, 1xAux, 2xPh-1, 4xF Hull, 2xAPR	4xLab, 2xWeb Breaker, 2xBridge, 2xEmer, 2xPC, 4xBtty	6xTran, 6xShttl, 1xProbe, 2xTrac	2xPh-1, 2xPh-3, 4xA Hull, 2xImpulse	2xPh-1, 2xPh-3, 4xA Hull, 2xImpulse

LIGHT CRUISER (R15.B2)

CLASS	A (BOOM)	B	C (CENTER FRONT)	D (CENTER AFT)	E (LEFT SIDE)	F (RIGHT SIDE)
CL	1xPC, 1xAux, 2xPh-1, 4xF Hull, 2xAPR	NOT USED	4xLab, 2xWeb Breaker, 2xBridge, 2xEmer, 2xPC, 4xBtty	6xTran, 6xShttl, 1xProbe, 2xTrac	2xPh-1, 2xPh-3, 4xA Hull, 2xImpulse	2xPh-1, 2xPh-3, 4xA Hull, 2xImpulse

DESTROYERS (R15.B1)

CLASS	A (LEFT BOOM)	B (RIGHT BOOM)	C (CENTER FRONT)	D (CENTER AFT)	E (LEFT SIDE)	F (RIGHT SIDE)
DD	1xPC, 1xPh-1, 1xAux, 3xF Hull, 2xAPR	1xPC, 1xPh-1, 1xAux, 3xF Hull, 2xAPR	2xLab, 1xWeb Breaker, 1xBridge, 1xEmer, 1xProbe, 3xBtty	4xTran, 4xShttl, 2xTrac	1xPh-1, 2xPh-3, 3xA Hull, 1xImpulse	1xPh-1, 2xPh-3, 3xA Hull, 1xImpulse
SC	1xSen, 1xPh-1, 1xAux, 3xF Hull, 2xAPR	1xSen, 1xPh-1, 1xAux, 3xF Hull, 2xAPR	2xLab, 1xSen, 1xBridge, 1xEmer, 1xProbe, 3xBtty	Same as DD	Same as DD	Same as DD
PFT	1xSen, 1xPh-1, 1xAux, 3xF Hull, 2xAPR	1xSen, 1xPh-1, 1xAux, 3xF Hull, 2xAPR	2xLab, 2xBtty, 1xBridge, 1xProbe, 1xEmer, 3xRepair	6xTrac, 2xShttl, 2xTran	Same as DD	Same as DD
MS	1xTrac, 1xPh-1, 1xAux, 3xF Hull, 2xAPR	1xTrac, 1xPh-1, 1xAux, 3xF Hull, 2xAPR	2xLab, 2xTran, 1xBridge, 1xProbe, 1xEmer, 3xBtty	4xMine Rack, 2xTrac, 4xShttl	Same as DD	Same as DD
CMD	1xTrac, 1xPh-1, 1xAux, 3xF Hull, 2xAPR	1xTrac, 1xPh-1, 1xAux, 3xF Hull, 2xAPR	2xBarracks, 2xBtty, 1xBridge, 1xWeb Breaker, 1xEmer, 3xCargo	7xTran, 7xShttl	Same as DD	Same as DD

FRIGATES (R15.B2)

CLASS	A (BOOM)	B	C (CENTER FRONT)	D (CENTER AFT)	E (LEFT SIDE)	F (RIGHT SIDE)
FF	1xPC, 1xPh-1, 1xAux, 3xF Hull, 2xAPR	NOT USED	2xLab, 1xWeb Breaker, 1xBridge, 1xEmer, 1xProbe, 3xBtty	4xTran, 4xShttl, 2xTrac	1xPh-1, 2xPh-3, 3xA Hull, 1xImpulse	1xPh-1, 2xPh-3, 3xA Hull, 1xImpulse
CMF	1xTrac, 1xPh-1, 1xAux, 3xF Hull, 2xAPR	NOT USED	2xBarracks, 2xBtty, 1xBridge, 1xWeb Breaker, 1xEmer, 3xCargo	7xTran, 7xShttl	1xPh-1, 2xPh-3, 3xA Hull, 1xImpulse	1xPh-1, 2xPh-3, 3xA Hull, 1xImpulse

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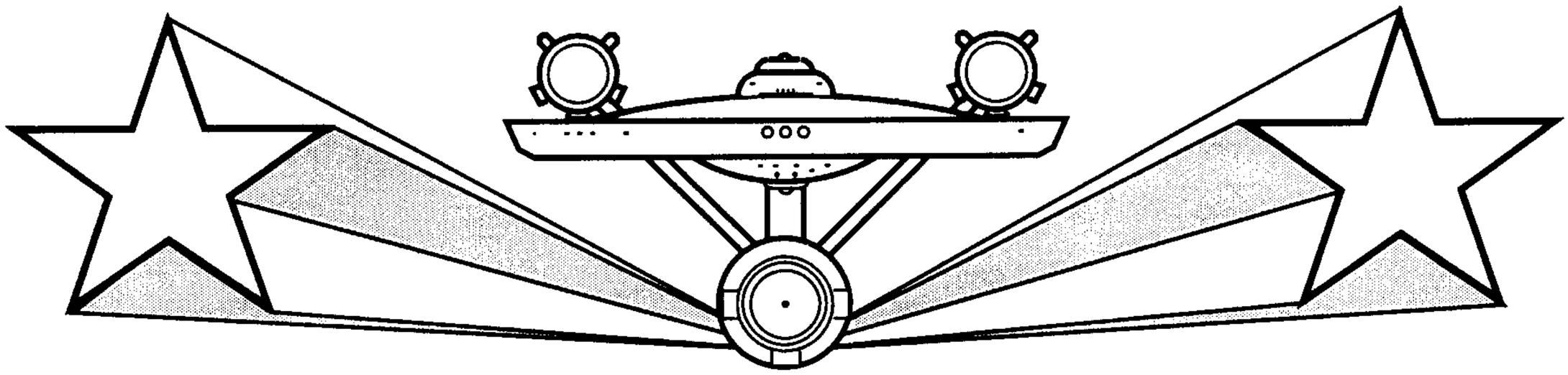
STAR FLEET BATTLES



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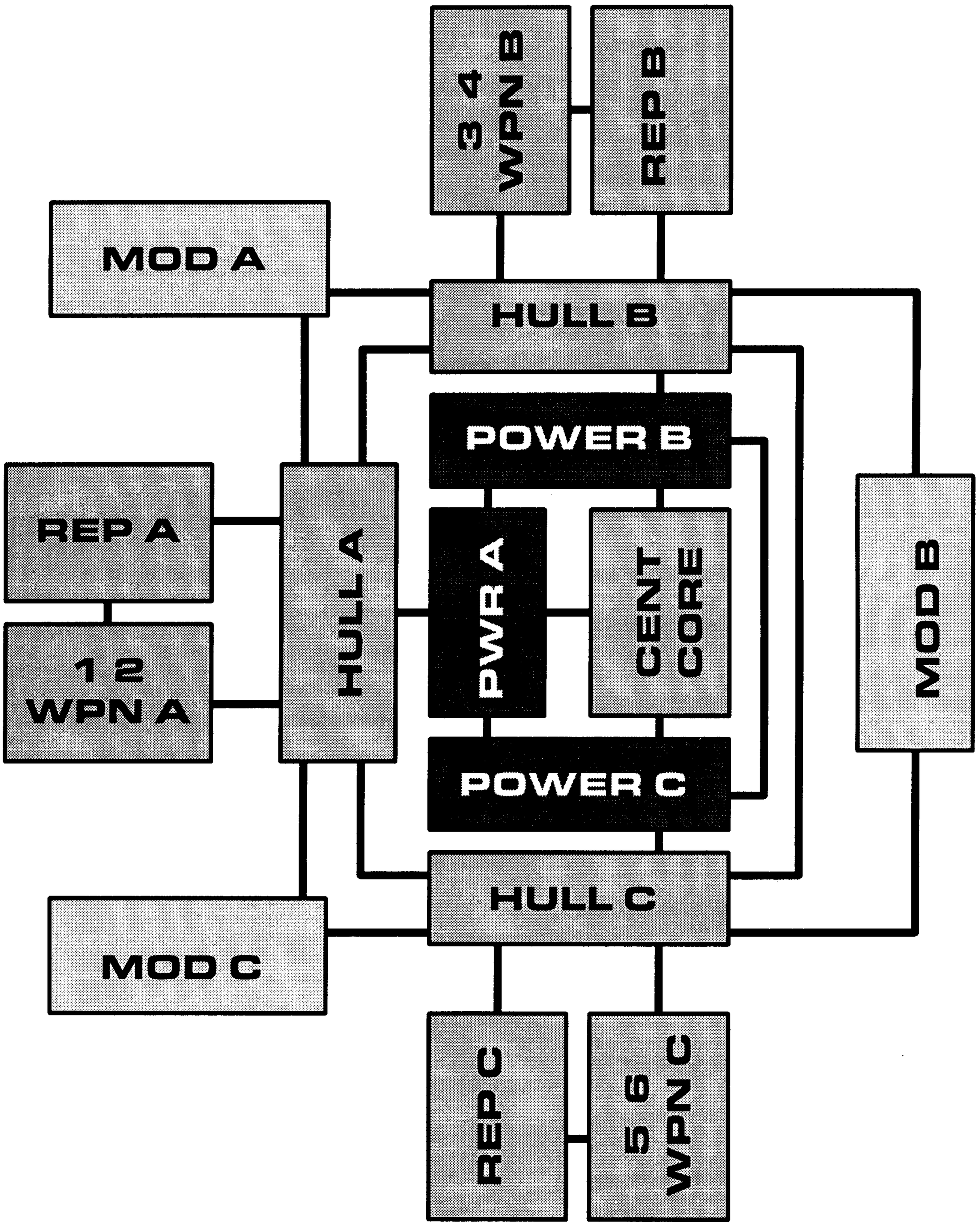

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SMALL TROOP TRANSPORT

CREW UNITS

10 20 30

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
		GAS
		GAS
		HTS
		HTS

TWO BAYS, NO TRANSFERS.

SHIP DATA TABLE

TYPE	=	F-TS
POINT VALUE	=	100/50
BREAKDOWN	=	1-6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R1.18

CNTR

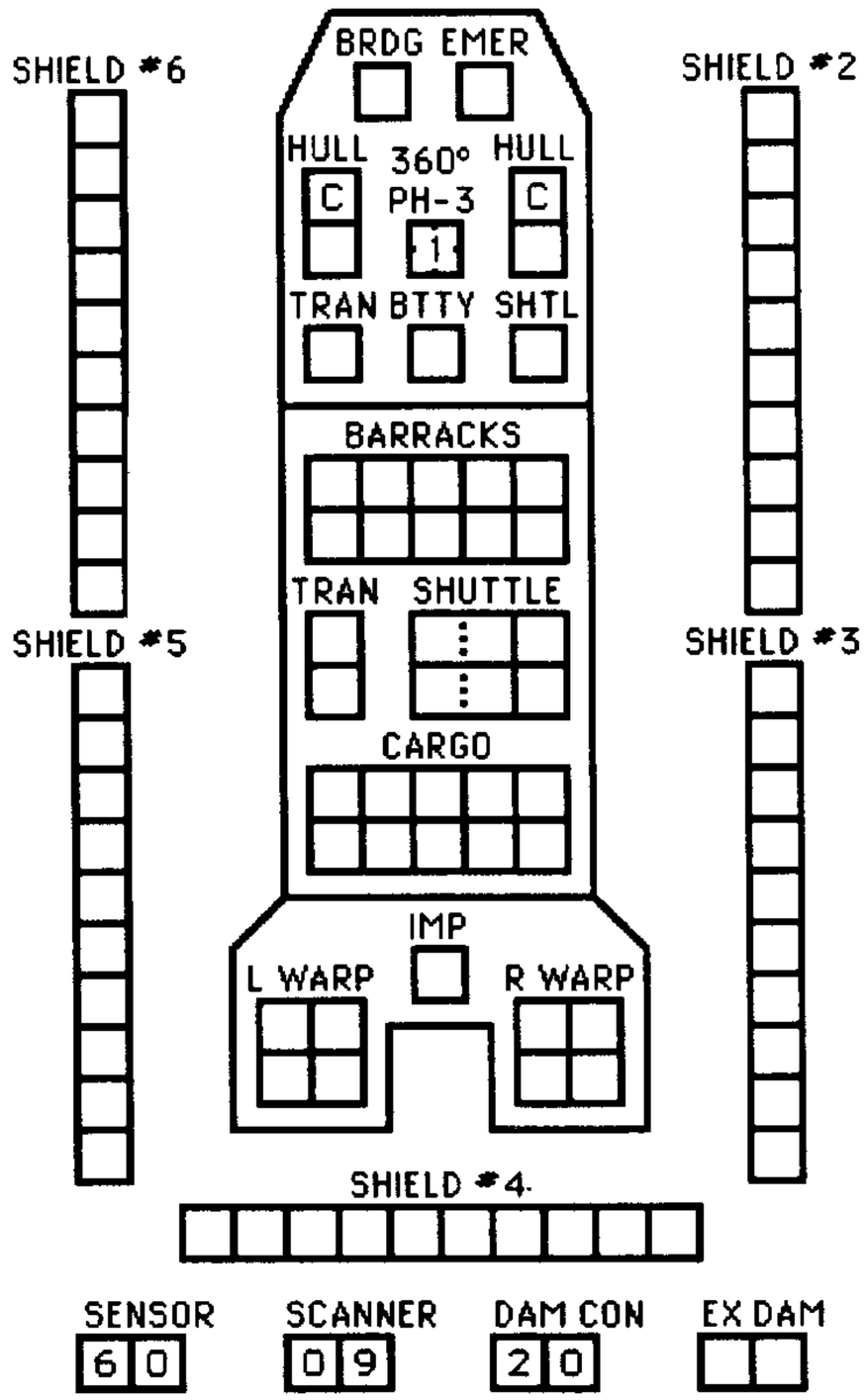
BOARDING PARTIES

10 20 30 40 50 60

TRANSPORTER BOMBS

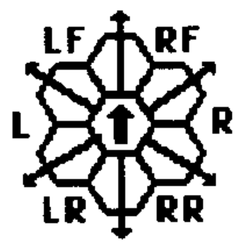
D D

TURN MODE	SPEED
C	2-4
NO HET BONUS	5-9
	10-14
	15-20
BD	21-27
	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 NO MORE THAN 5 MOVEMENT POINTS OR DOUBLE THE CURRENT SPEED. IT CAN DISENGAGE BY ACCELERATION. BARRACKS ARE DESTROYED ON "FORWARD HULL" AND "AFT HULL" DAMAGE POINTS.

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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CREW UNITS

		*						10
								20
								30
								40
								50
								60
								70

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
		GAS
		GAS
		HTS
		HTS
		GAS
		GAS
		HTS
		HTS

THREE BAYS, NO TRANSFERS.

SHIP DATA TABLE

TYPE	=	F-TL
POINT VALUE	=	250/50
BREAKDOWN	=	1-6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R1.19

TRANSPORTER BOMBS

☐☐ D D

BOARDING PARTIES

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

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

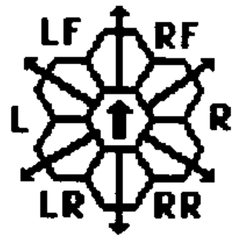
TYPE II PHASER TABLE

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

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

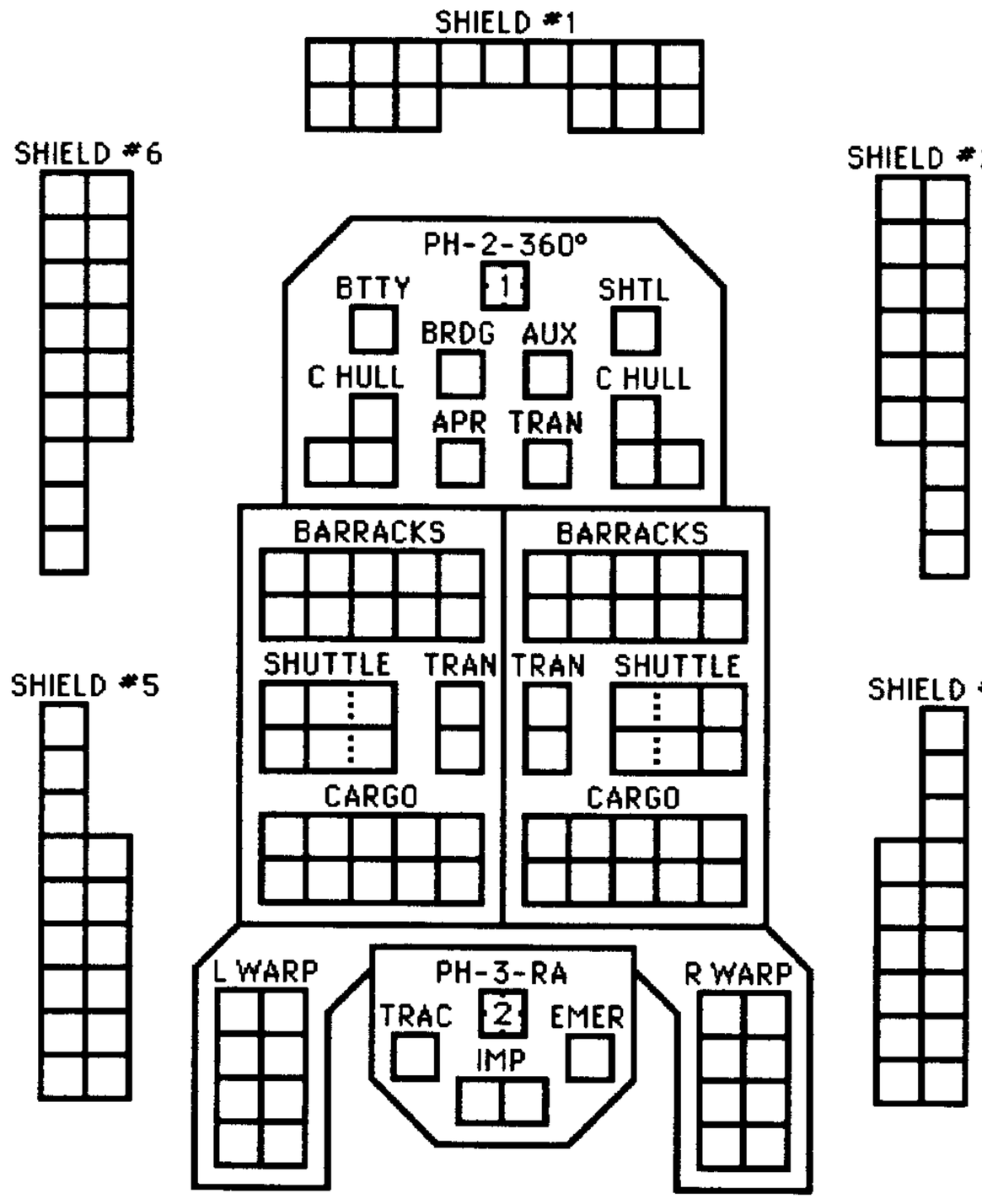


RA = LR + RR

KLINGON ONLY SCTY ☐

CNTR

LARGE TROOP TRANSPORT



SENSOR	SCANNER	DAM CONTROL	EX DAMAGE
6 3 0	0 2 9	2 2 0	

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

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

CREW UNITS

	*								10
									20

BOARDING PARTIES

									10
									20
									30

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS							NOTES
								GAS
								GAS
								GAS

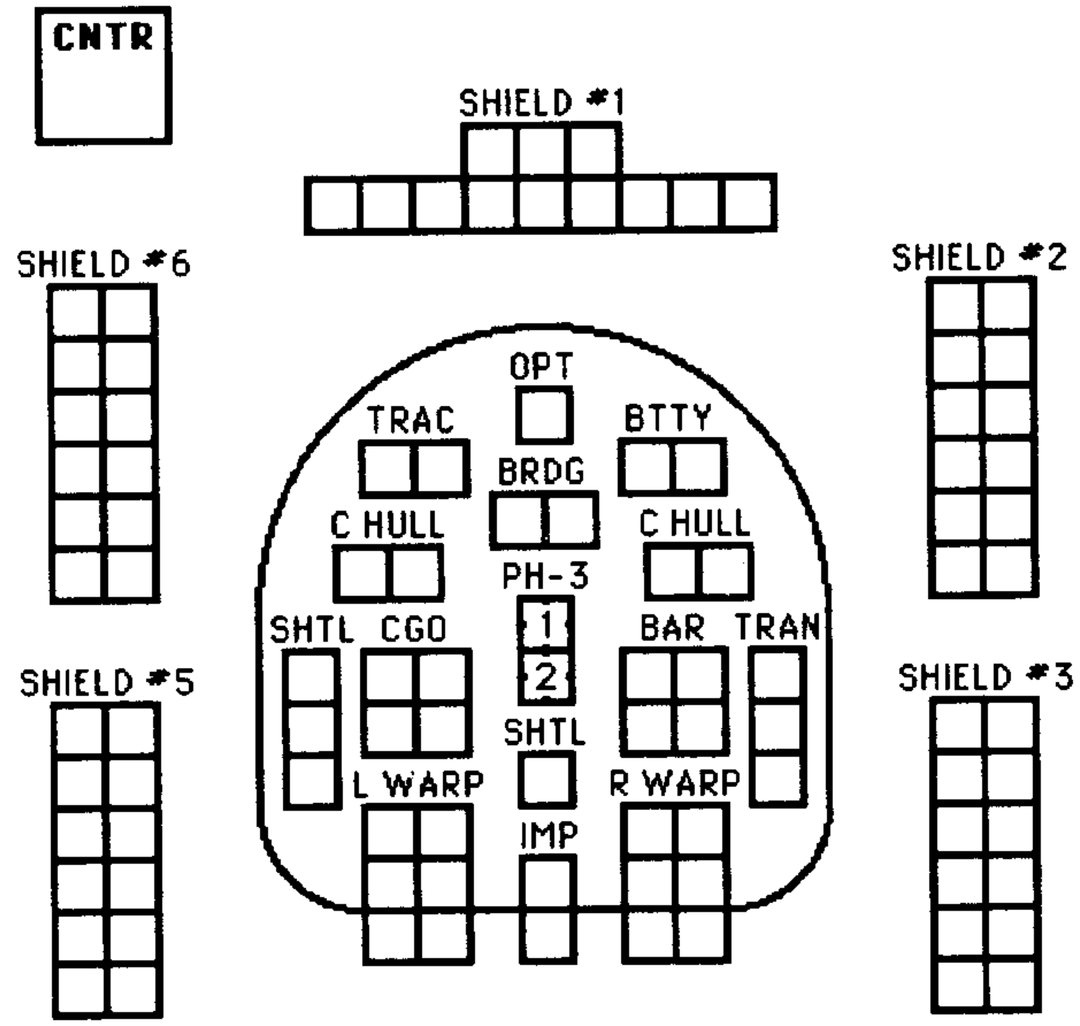
TWO BAYS, NO TRANSFERS.

TRANSPORTER BOMBS

[ ] [ ] D D

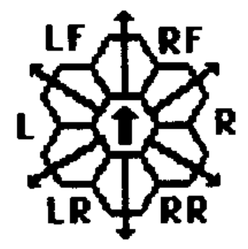
SHIP DATA TABLE

TYPE	=	FTR
POINT VALUE	=	80/25
BREAKDOWN	=	4-6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R1.41



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



FA = LF + RF

TURN MODE		SPEED
C	1	2-4
NO HET BONUS	2	5-9
	3	10-14
	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

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

BPV MAY BE MODIFIED BY ANNEX #8B.

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

SENSOR	SCANNER	DAM CON	EX DAM
6 3 0	0 3 9	2 2 0	[ ] [ ]

PHASER-3 FIRING ARC IS 360°

DRONE RACKS

1 [ ] [ ] [ ] A [ ] [ ] B

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

SELECTION OF OPTION MOUNT:			
PH-2	PH-3	DRONE	ADD
[ ] 360°	[ ] 360°	[ ]	[ ]

ANTI-DRONES

1 [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ]

PRIOR TO Y175 REFIT, ADD HAD 6 ROUNDS.

ANTI-DRONE TABLE

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

WARP ENERGY MOVEMENT COST = 1/2 ENERGY POINT PER HEX [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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FREE TANKER

CREW UNITS

	*								10
									20

BOARDING PARTIES

									10

TRANSPORTER BOMBS

		D	D

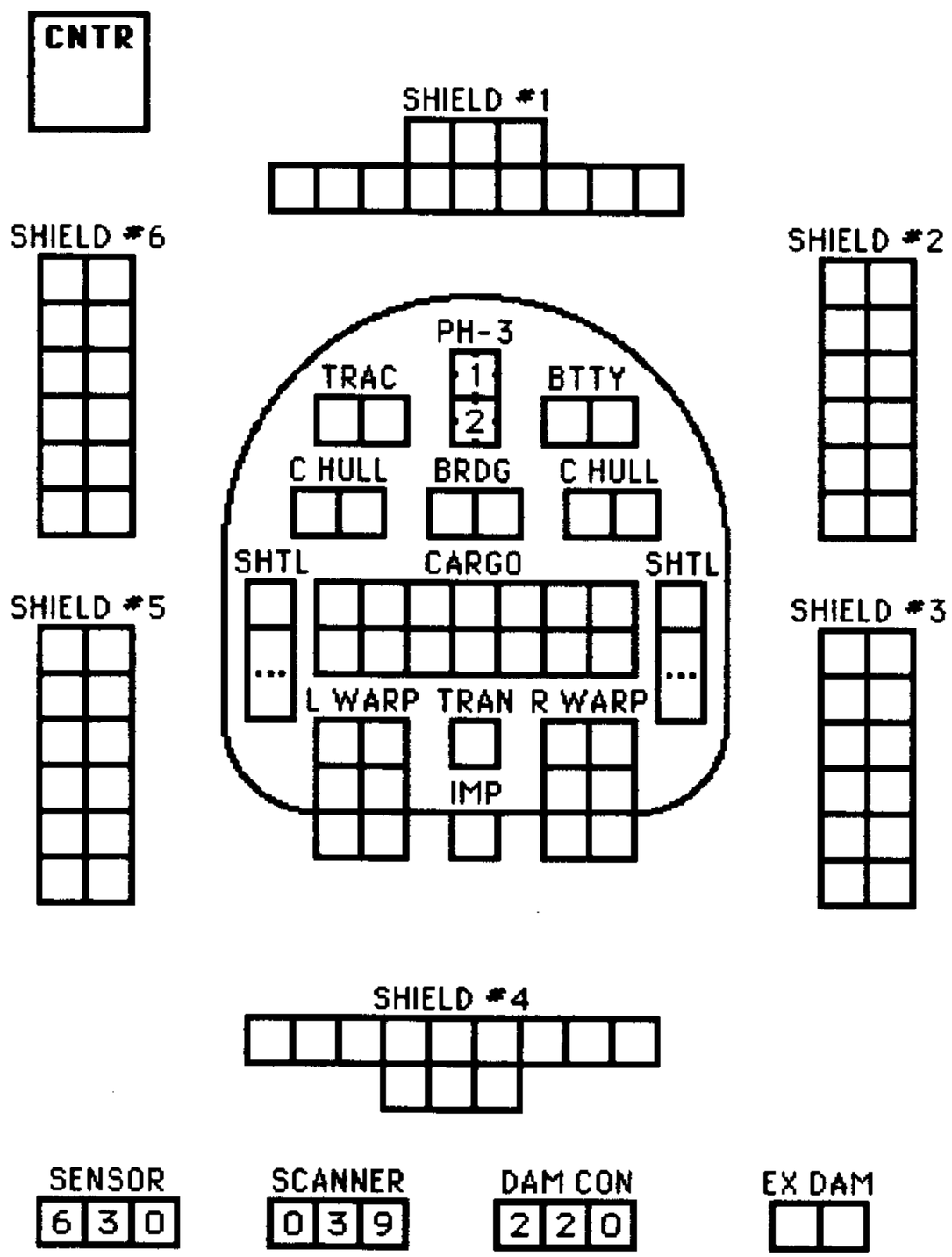
ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
		HTS
		HTS

TWO BAYS, NO TRANSFERS.

SHIP DATA TABLE

TYPE	=	FTK
POINT VALUE	=	90/25
BREAKDOWN	=	4-6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R1.42



SENSOR 6 3 0 | **SCANNER** 0 3 9 | **DAM CON** 2 2 0 | **EX DAM** | |

PHASER-3 FIRING ARC IS 360°.

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

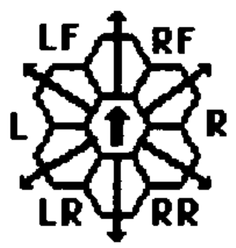
KLINGON ONLY SCTY ☐

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



FA = LF + RF

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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FEDERATION NEW COMMANDO TRANSPORT

CREW UNITS

			*					
								10
								20
								30
								40

BOARDING PARTIES

								10
								20
								30

PROBES

				5

ADMINISTRATIVE SHUTTLES

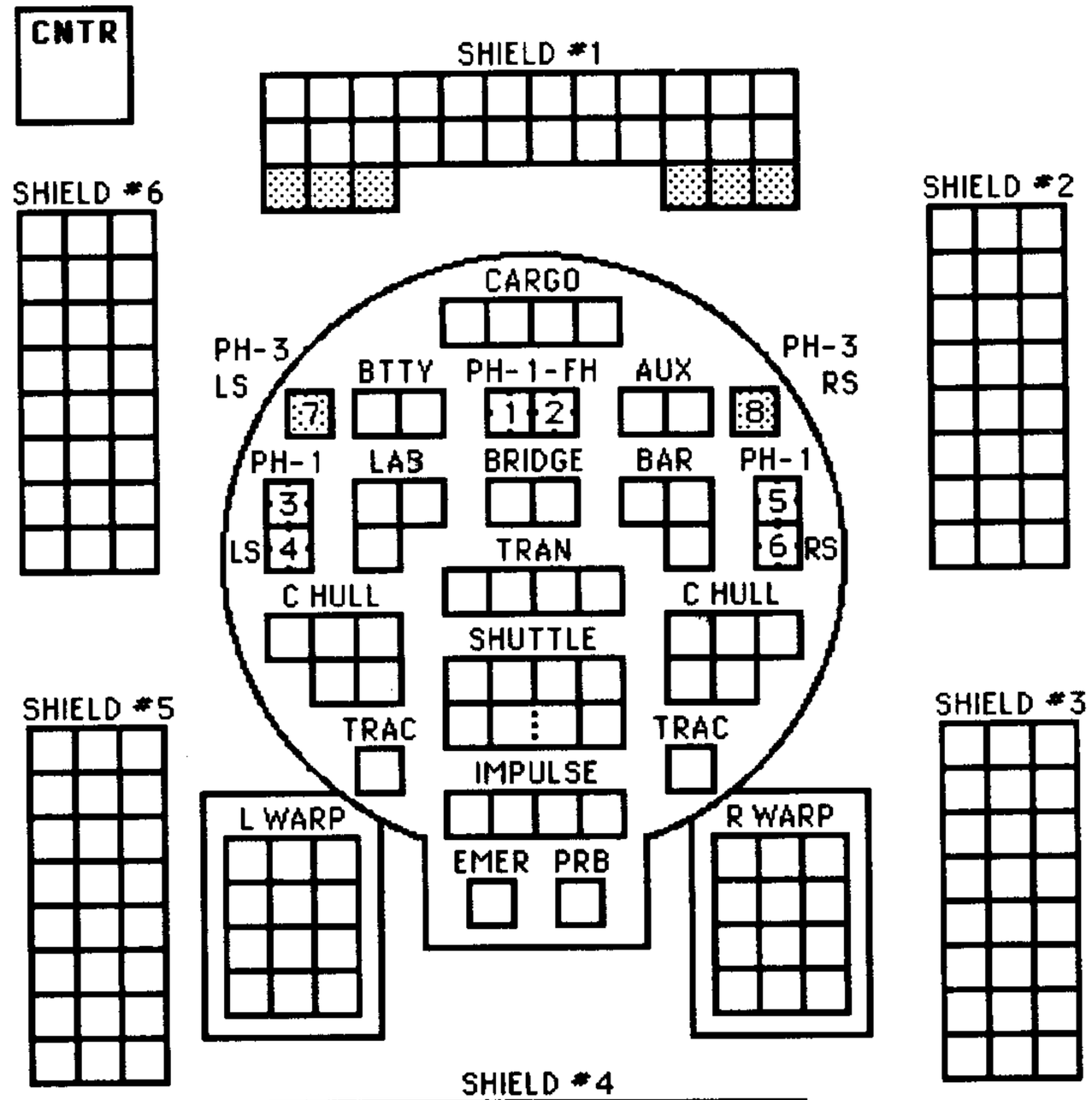
IDENT	HIT POINTS	NOTES
		GAS
		GAS
		GAS
		GAS
		HTS

TRANSPORTER BOMBS

				D	D	D	D

SHIP DATA TABLE

TYPE	=	NCT
POINT VALUE	=	116/100
BREAKDOWN	=	4-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R2.79
PLUS REFIT	=	+4



TYPE I OFFENSIVE PHASER TABLE

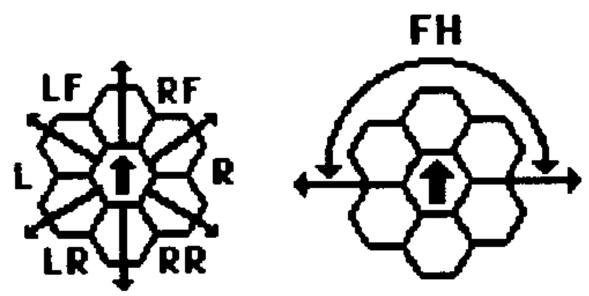
DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

TURN MODE	SPEED
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

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



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

SENSOR

6	6	5	3	1	0

SCANNER

0	0	1	3	5	9

DAM CON

4	4	2	2	2	0

EX DAM

SHADED BOXES ARE THE NCC+ REFIT.

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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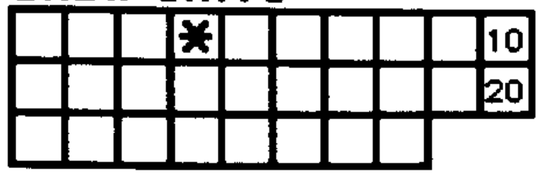
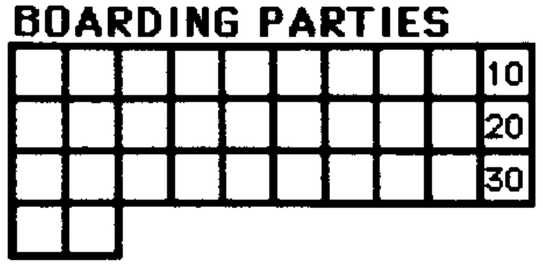
FEDERATION COMMANDO FRIGATE

CREW UNITS



BOARDING PARTIES



ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
		GAS
		HTS

THIS SHIP HAS ONE SHUTTLE BAY.

SHIP DATA TABLE

TYPE	=	CFF
POINT VALUE	=	79/55
BREAKDOWN	=	5-6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R2.80
PLUS REFIT	=	+3
Y175 REFIT	=	+0

DRONE RACK

RACK HAD TWO RELOADS PRIOR TO Y175, THREE THEREAFTER.
ONE RELOAD IS ENTIRELY ADDs.

TRANSPORTER BOMBS

TYPE I OFFENSIVE PHASER TABLE

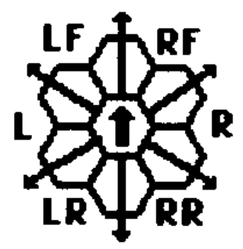
DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

TURN MODE

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

TYPE III DEFENSE PHASER

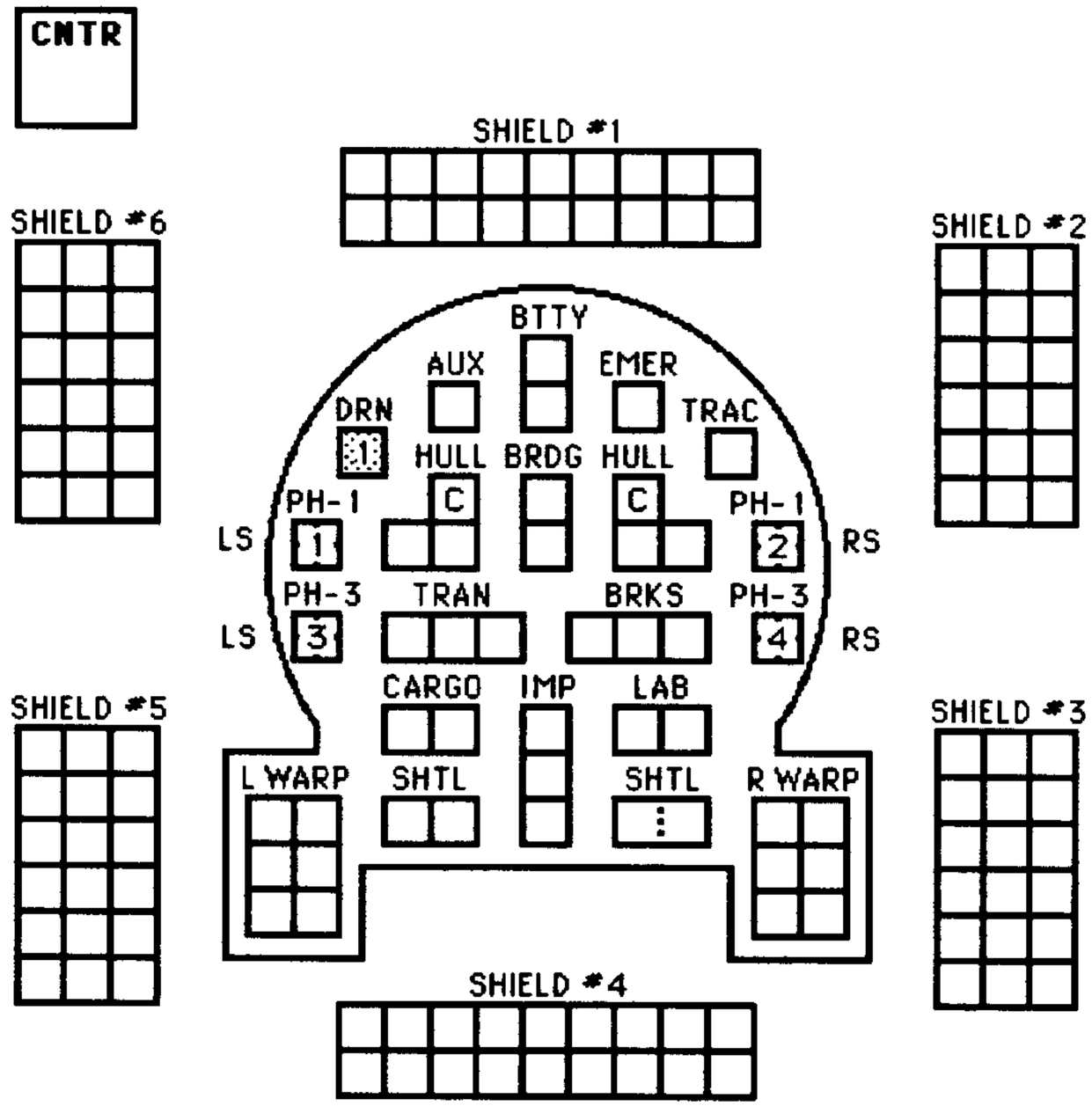
DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0



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

ANTI-DRONE TABLE

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



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

▒ THE SHADED BOX IS ADDED IN THE CFF+ REFIT.

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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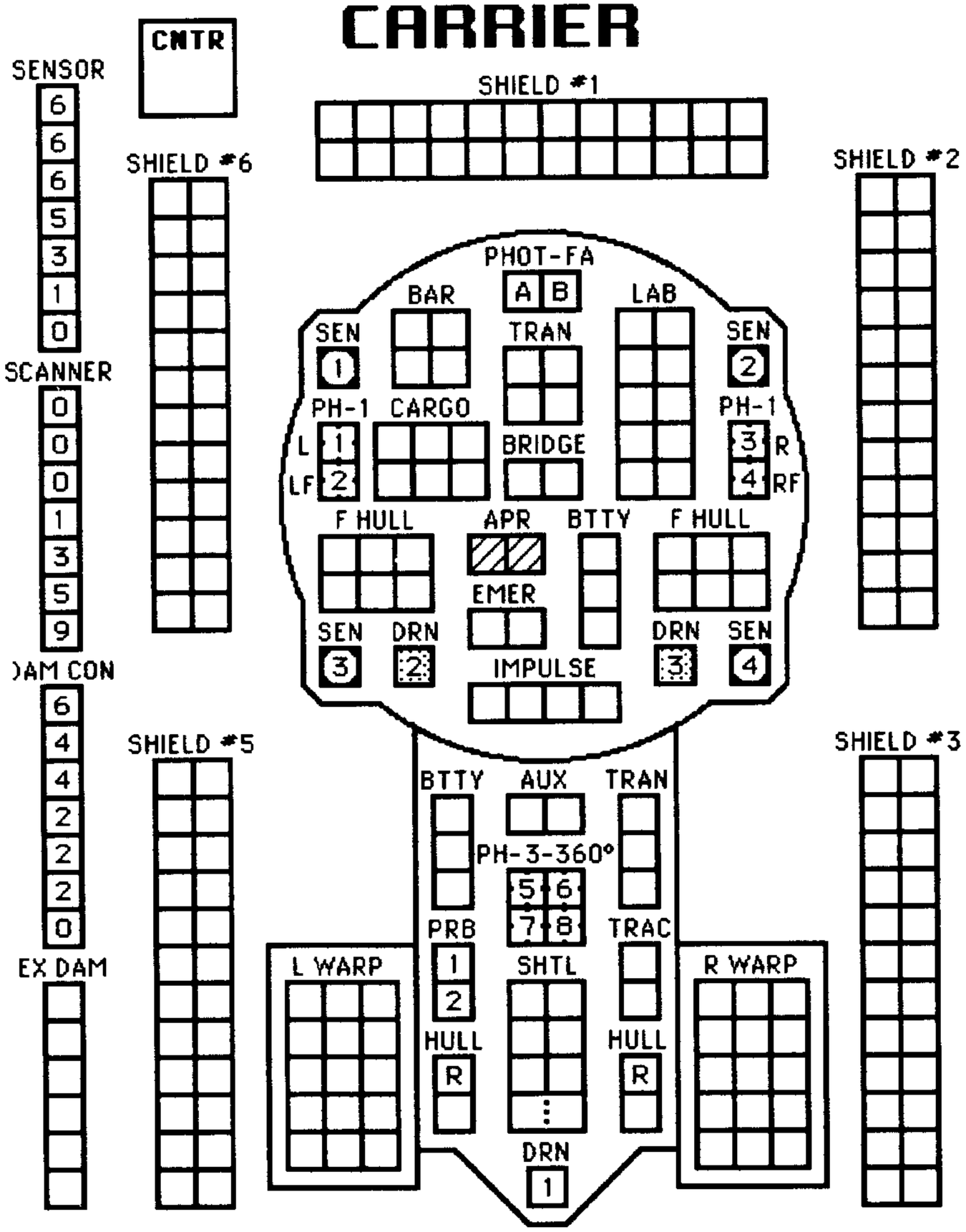
FEDERATION COMMANDO CARRIER



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

SHADED BOXES ARE THE GSC+ REFIT.

APR CONVERTED TO AWR BY THE AWR REFIT.

CREW UNITS (10 20 30 40 50)

BOARDING PARTIES (10 20 30 40)

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
		GAS
		GAS
		GAS
		GAS
		HTS

PROBES

1		10
2		10

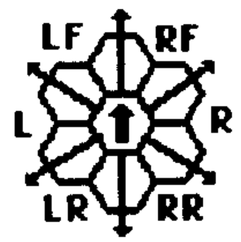
SHIP DATA TABLE

TYPE	=	COV
POINT VALUE	=	152
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R2.51
PLUS REFIT	=	+10
AWR REFIT	=	+2
Y175 REFIT	=	+0

TRANSPORTER BOMBS (D D D D)

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



FA = LF + RF

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

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

SCOUT FUNCTIONS SUMMARY

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

SPECIAL SENSORS ARE DESTROYED ON "PHASER" DAMAGE POINTS.

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

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

ANTI-DRONE TABLE

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

DRONE RACKS

1							G
2							G
3							G

RACKS HAD TWO RELOADS PRIOR TO Y175, THREE THEREAFTER.
ONE RELOAD IS ENTIRELY ADDs.

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FEDERATION COMMANDO WAR DESTROYER

CREW UNITS

			*					10
								20

PROBES

				5

BOARDING PARTIES

								10
								20

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
		GAS
		GAS
		HTS

TRANSPORTER BOMBS

		D	D

SHIP DATA TABLE

TYPE	=	CDW
POINT VALUE	=	100/70
BREAKDOWN	=	5-6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R2.81

TYPE I OFFENSIVE PHASER TABLE

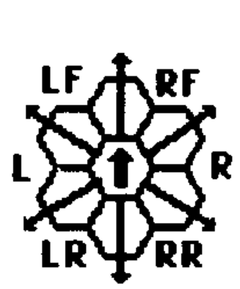
DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

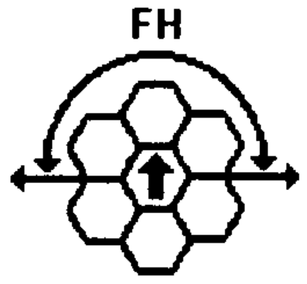
TURN MODE		SPEED
C	1	2-4
	2	5-9
	3	10-14
HET	4	15-20
	5	21-27
BD	6	28+

TYPE III DEFENSE PHASER

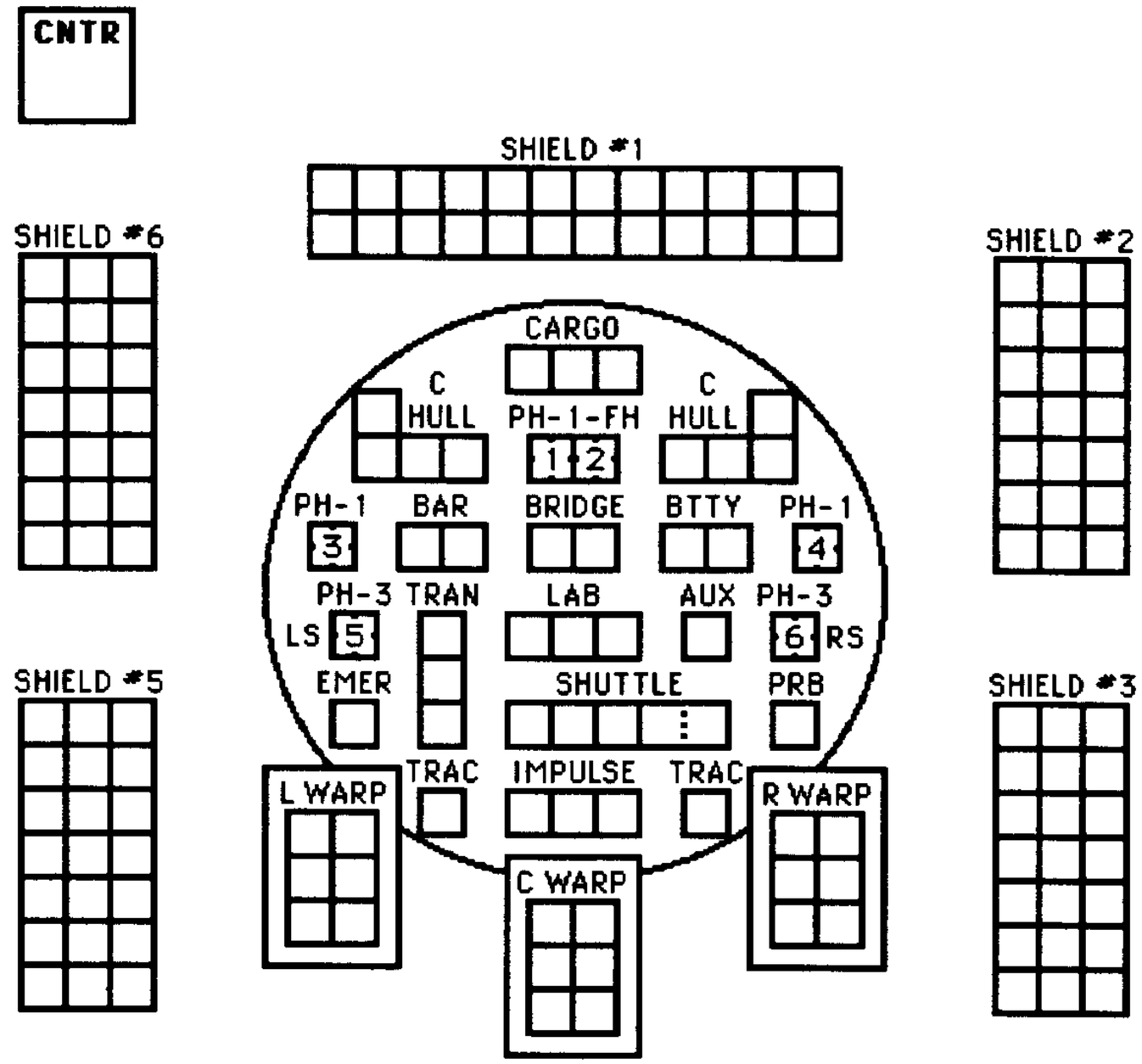
DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

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





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



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

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

SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	2	2	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10	10	11	11	12	12	13	13	14	14	15	15
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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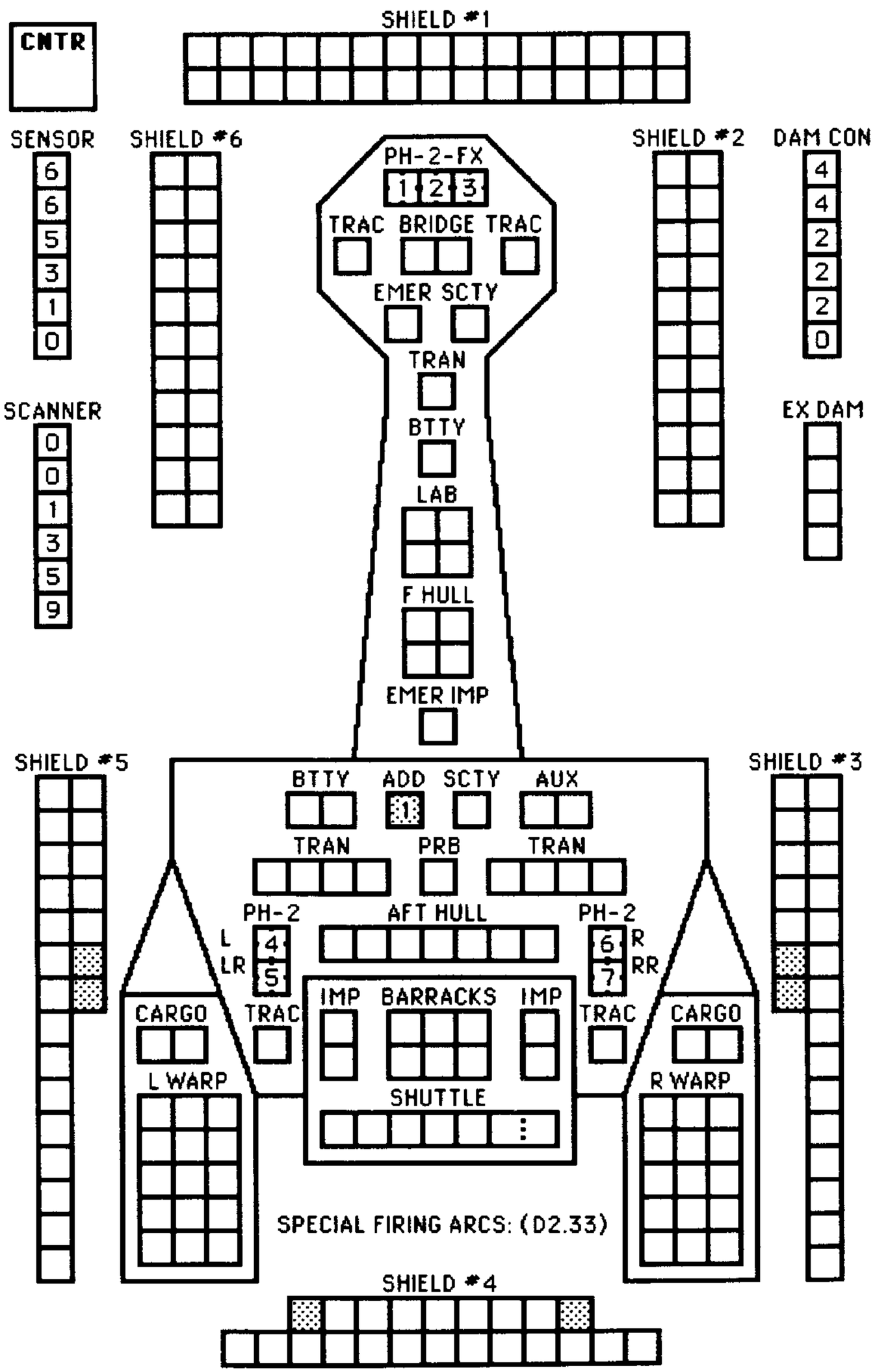
KLINGON D6G COMMANDO CRUISER



SHADED BOXES ARE THE B-REFIT.

CREW UNITS

10 20 30 40 50

BOARDING PARTIES

10 20 30 40

PROBES

5

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
		GAS
		GAS
		GAS
		GAS
		HTS

TRANSPORTER BOMBS

D D D D

ANTI-DRONES

1

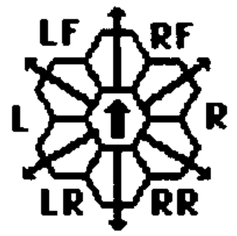
ADD HAS 6 ROUNDS PRIOR TO Y175.

SHIP DATA TABLE

TYPE	=	D6G
POINT VALUE	=	120/90
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R3.48
B REFIT	=	+3
Y175 REFIT	=	+2

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



FX = L + LF + RF + R

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

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

ANTI-DRONE TABLE

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

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

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CREW UNITS

			*						10
									20
									30
									40

BOARDING PARTIES

									10
									20
									30

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
		GAS
		GAS
		HTS

TRANSPORTER BOMBS

				D	D	D	D

PROBES

				5

SHIP DATA TABLE		
TYPE	=	D5G
POINT VALUE	=	110/95
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R3.53

LIMITED AEGIS SYSTEM
CONTROLS PH-3s.

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
B	
1	2-5
2	6-10
3	11-15
HET	
4	16-21
5	22-28
BD	
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

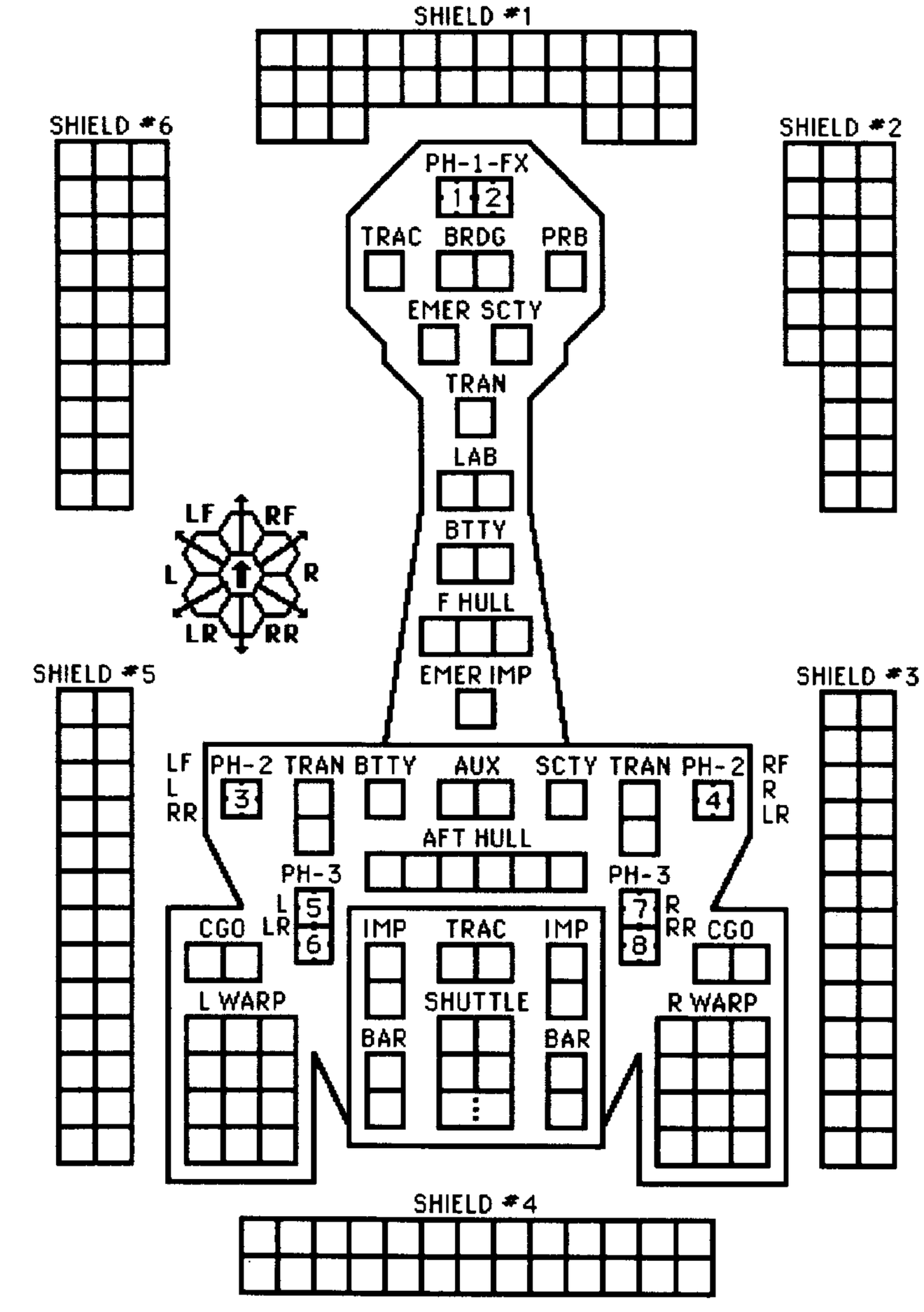
THE FORWARD PHASERS CAN FIRE INTO THE ROW OF HEXES EXTENDING DIRECTLY BEHIND THE SHIP. SEE (D2.33).
WING PHASERS ALSO HAVE SPECIAL ARCS; SEE (D2.32).

FX = L + LF + RF + R

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

CNTR

KLINGON D5G COMMANDO CRUISER



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

KLINGON F5G COMMANDO FRIGATE

CREW UNITS — 10 / 20

BOARDING PARTIES — 10 / 20

PROBES — 5

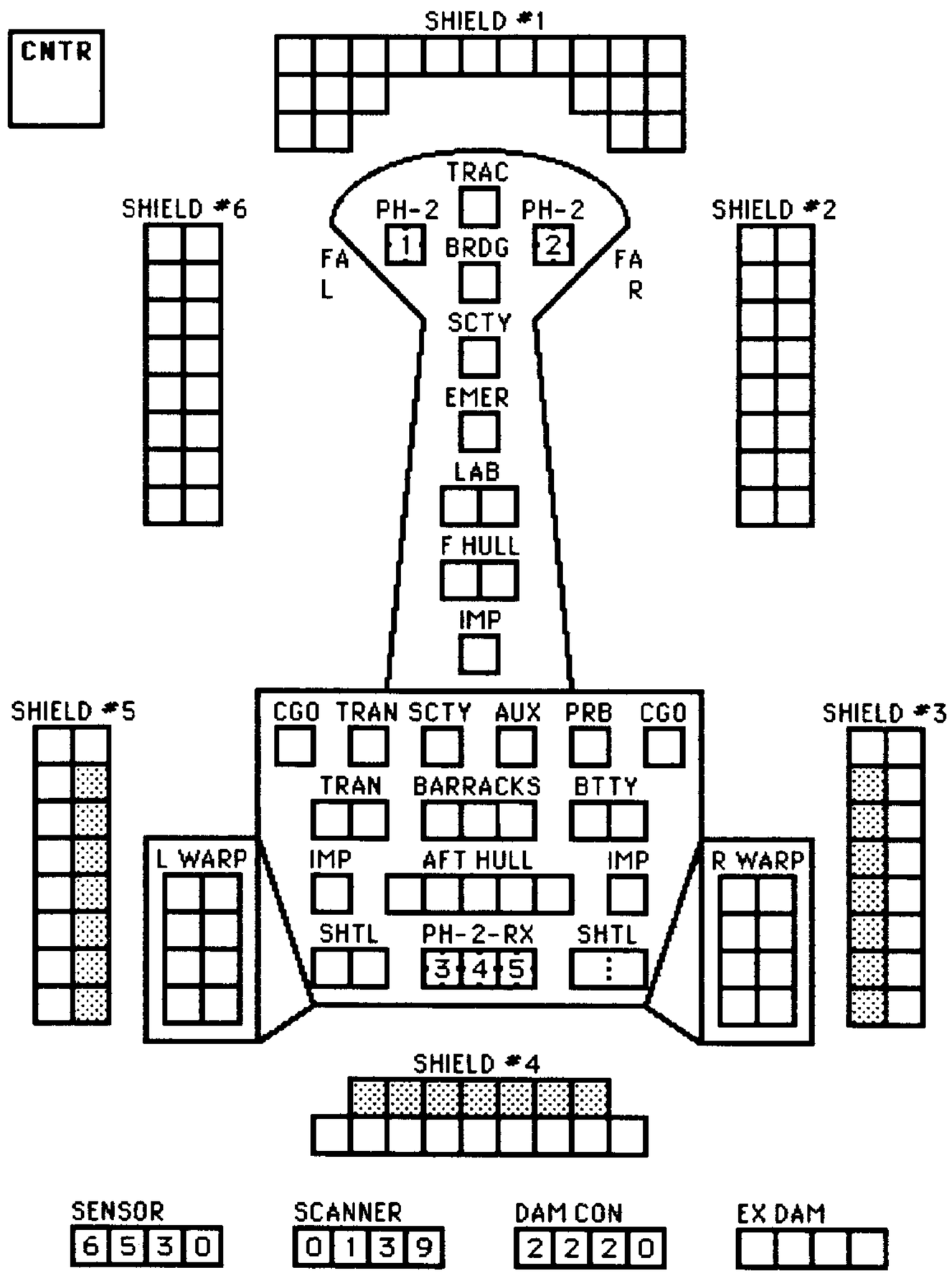
TRANSPORTER BOMBS — D D

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
		GAS
		HTS

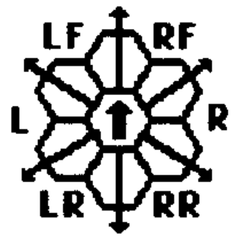
THIS SHIP HAS ONE SHUTTLE BAY.

SHIP DATA TABLE		
TYPE	=	F5G
POINT VALUE	=	90/60
BREAKDOWN	=	4-6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R3.90
B REFIT	=	+4



SHADED BOXES ARE THE B-REFIT.

SPECIAL FIRING ARCS: (D2.33)



FA = LF + RF

RX = L + LR + RR + R

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

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

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

KLINGON E4G COMMANDO ESCORT

CREW UNITS

			*						10
									20

BOARDING PARTIES

									10
									20

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
		GAS
		HTS

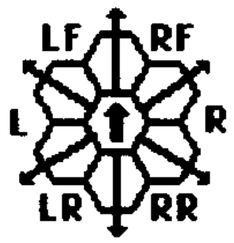
THIS SHIP HAS ONE SHUTTLE BAY.

TRANSPORTER BOMBS

[ ][ ] [D][D]

SHIP DATA TABLE

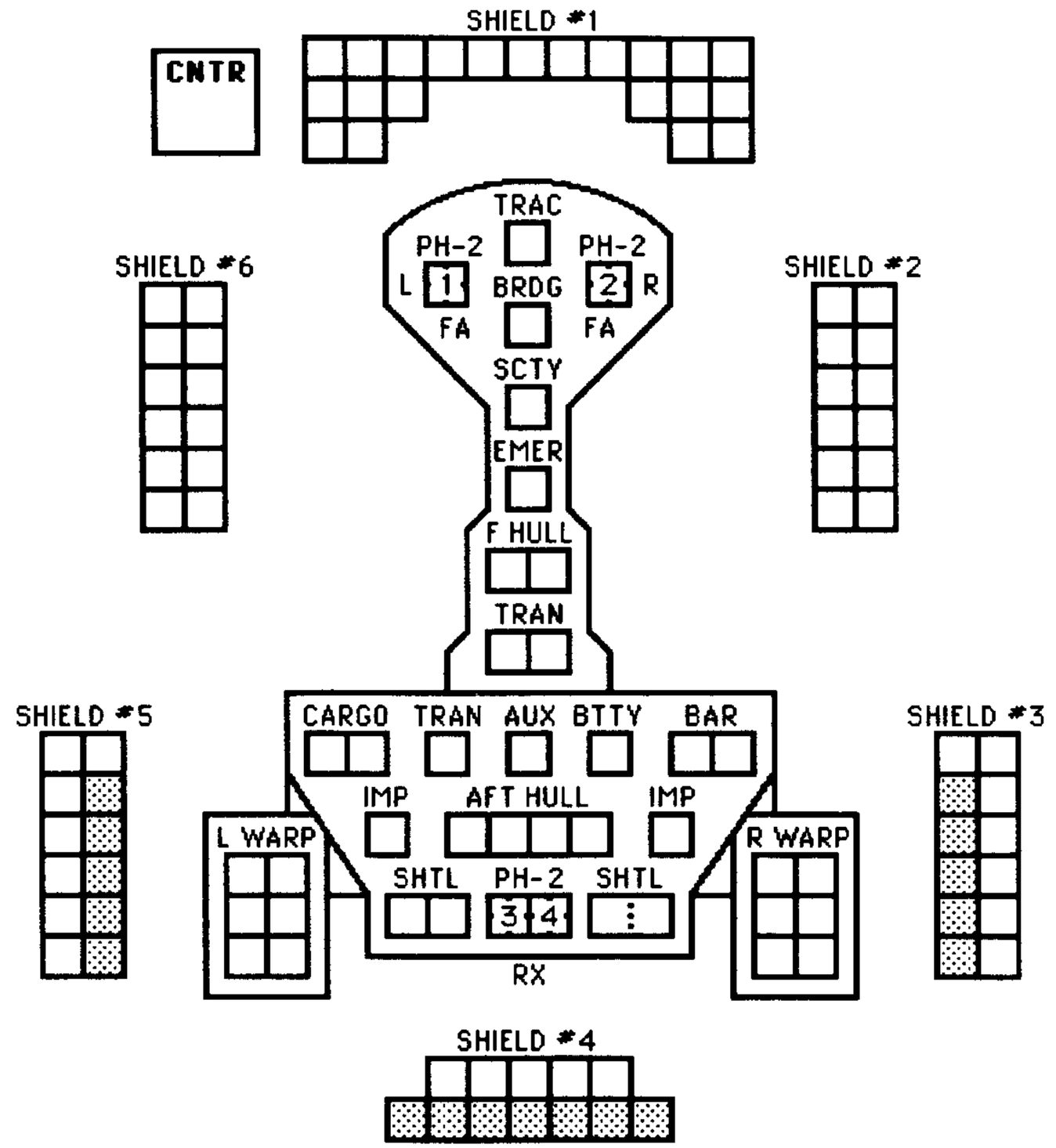
TYPE	=	E4G
POINT VALUE	=	55/36
BREAKDOWN	=	4-6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R3.91
B REFIT BPV	=	+3



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

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

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

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

[ ] SHADED BOXES ARE THE B-REFIT.

SPECIAL FIRING ARCS: (D2.33)

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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ROMULAN SPARROWHAWK-G COMMANDO CRUISER

R4.20 ROMULAN SPG

CREW UNITS

			*						10
									20
									30
									40

BOARDING PARTIES

									10
									20
									30
									40

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
		HTS
		GAS
		GAS
		GAS
		GAS

THREE SHUTTLE BAYS, NO TRANSFERS.

SHIP DATA TABLE

TYPE	=	SPG
POINT VALUE	=	143/110
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
CLOAK COST	=	15/4
REFERENCE	=	R4.20
PLUS REFIT	=	+10

BPV INCLUDES CLOAK

PROBES: [ ][ ][ ][ ][5]

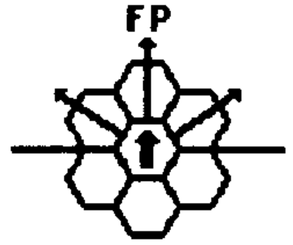
TRANSPORTER BOMBS: [ ][ ][ ][ ] [D][D][D][D]

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 CLOAK [ ]

FP



HET [ ] BD [ ][ ]

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

PLASMA TORPEDO WARHEAD STRENGTH TABLE

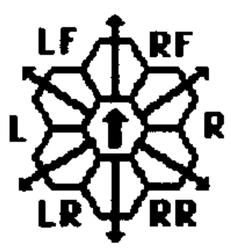
RANGE	0-5	6-10	11-12	13-14	15	16-18	19	20	21-23	24	25
TYPE S	30	30	22	22	22	15	15	15	10	5	1
TYPE G	20	20	15	15	15	10	5	1	0	0	0
TYPE F	20	15	10	5	1	0	0	0	0	0	0
TYPE D	10	8	5	2	1	0	0	0	0	0	0
BOLT	1-4	1-3	1-2						1		

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

TYPE III DEFENSE PHASER

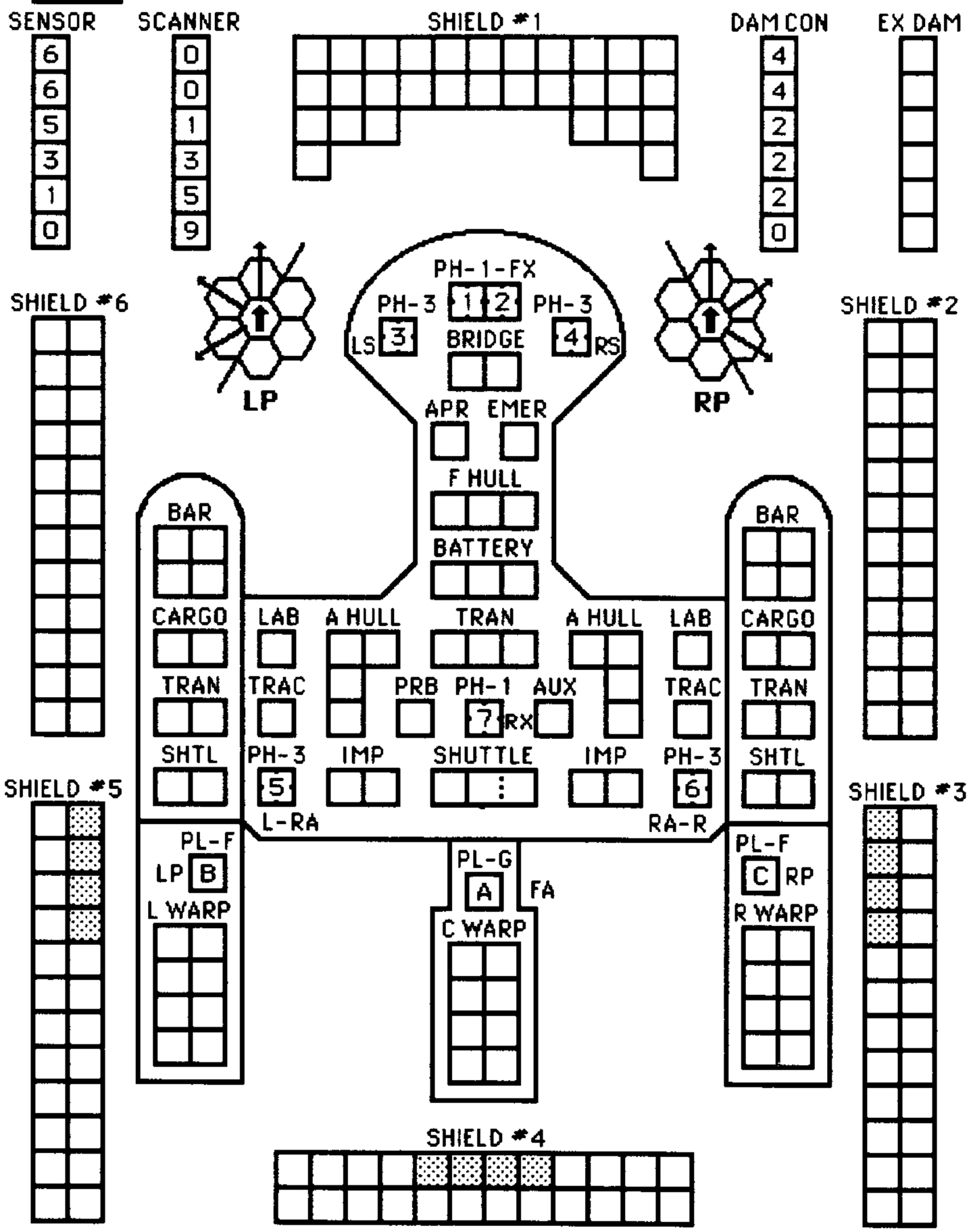
DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

FA = LF + RF
RA = LR + RR
LS = LF + L + LR
RS = RF + R + RR
FX = L + LF + RF + R
RX = L + LR + RR + R



PSEUDO-PLASMA TORPEDOES

[A] G S [B] F [C] F



TO CONVERT THIS SHIP TO THE SPG+, ADD THE SHADED BOXES AND CHANGE THE PLASMA-G TORPEDO TO PLASMA-S (FP).

WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX [5] = HET COST ⑥ = ERRATIC MANEUVER WARP COST

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

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ROMULAN SKYHAWK-G COMMANDO DESTROYER

CREW UNITS

			*					10
								20
								30

BOARDING PARTIES

								10
								20

PROBES

				5

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS						NOTES	
								GAS
								GAS
							HTS	

TRANSPORTER BOMBS

		D	D

SHIP DATA TABLE

TYPE	=	SKG
POINT VALUE	=	107/92
BREAKDOWN	=	6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
CLOAK COST	=	6/2
REFERENCE	=	R4.27

BPV INCLUDES CLOAK

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

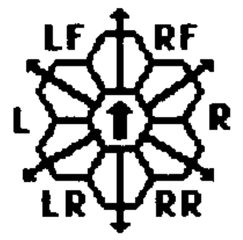
TURN MODE		SPEED
A	1	2-6
HET	2	7-12
	3	13-19
BD	4	20-26
	5	27+

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

PSEUDO-PLASMA TORPEDOES

[A] F [B] F



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

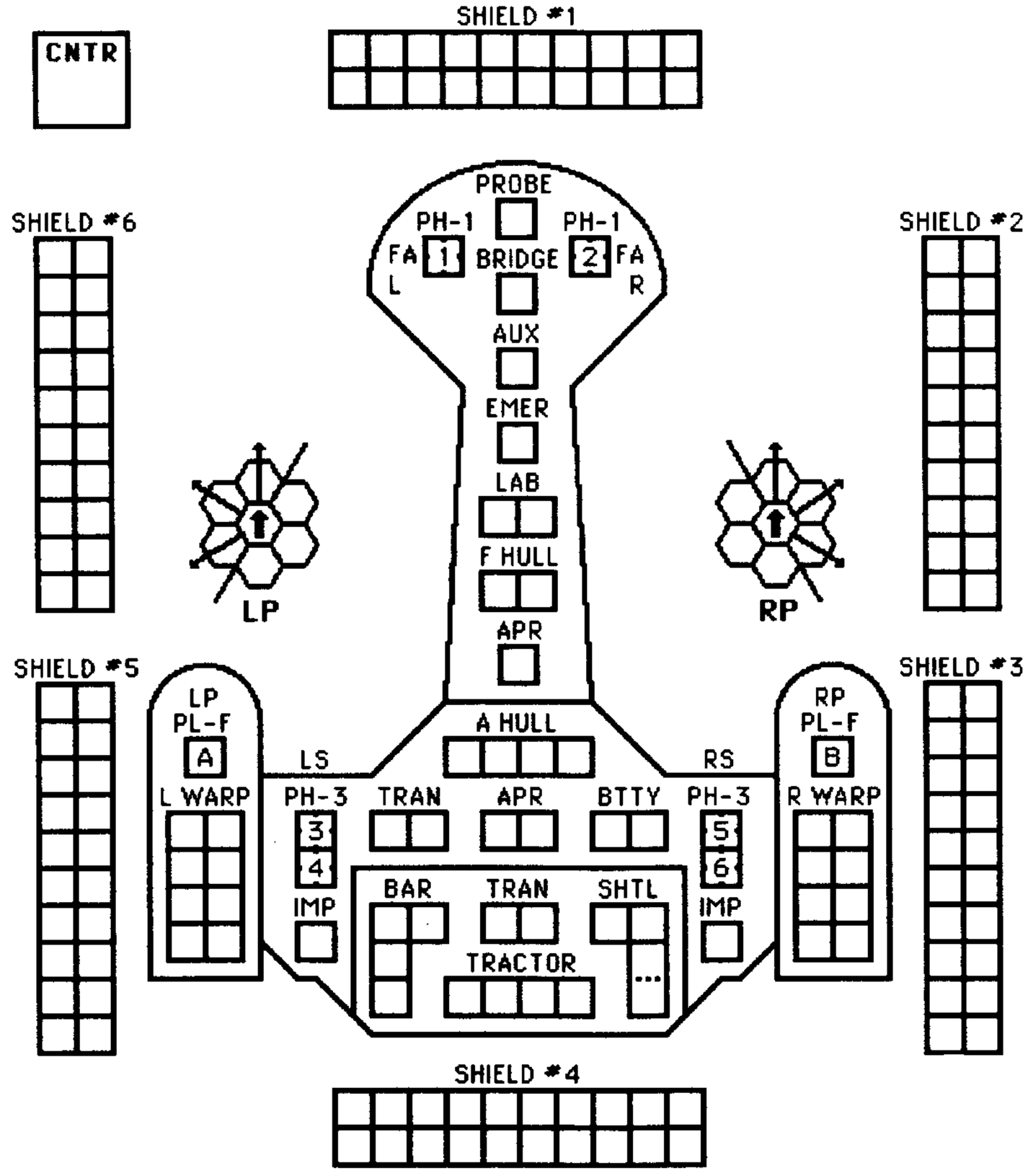
PLASMA TORPEDO WARHEAD TABLE

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

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

HIT & RUN CLOAK

☐



SENSOR

6	5	3	1	0

SCANNER

0	1	3	5	9

DAM CON

2	2	2	0

EX DAM

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

ROMULAN SEAHAWK-G COMMANDO FRIGATE

CREW UNITS

10 20

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
		GAS
		HTS

BOARDING PARTIES

10 20

T-BOMBS D D

PROBES 5

SHIP DATA TABLE

TYPE	=	SEG
POINT VALUE	=	85/65
BREAKDOWN	=	6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
CLOAK COST	=	5/2
REFERENCE	=	R4.86

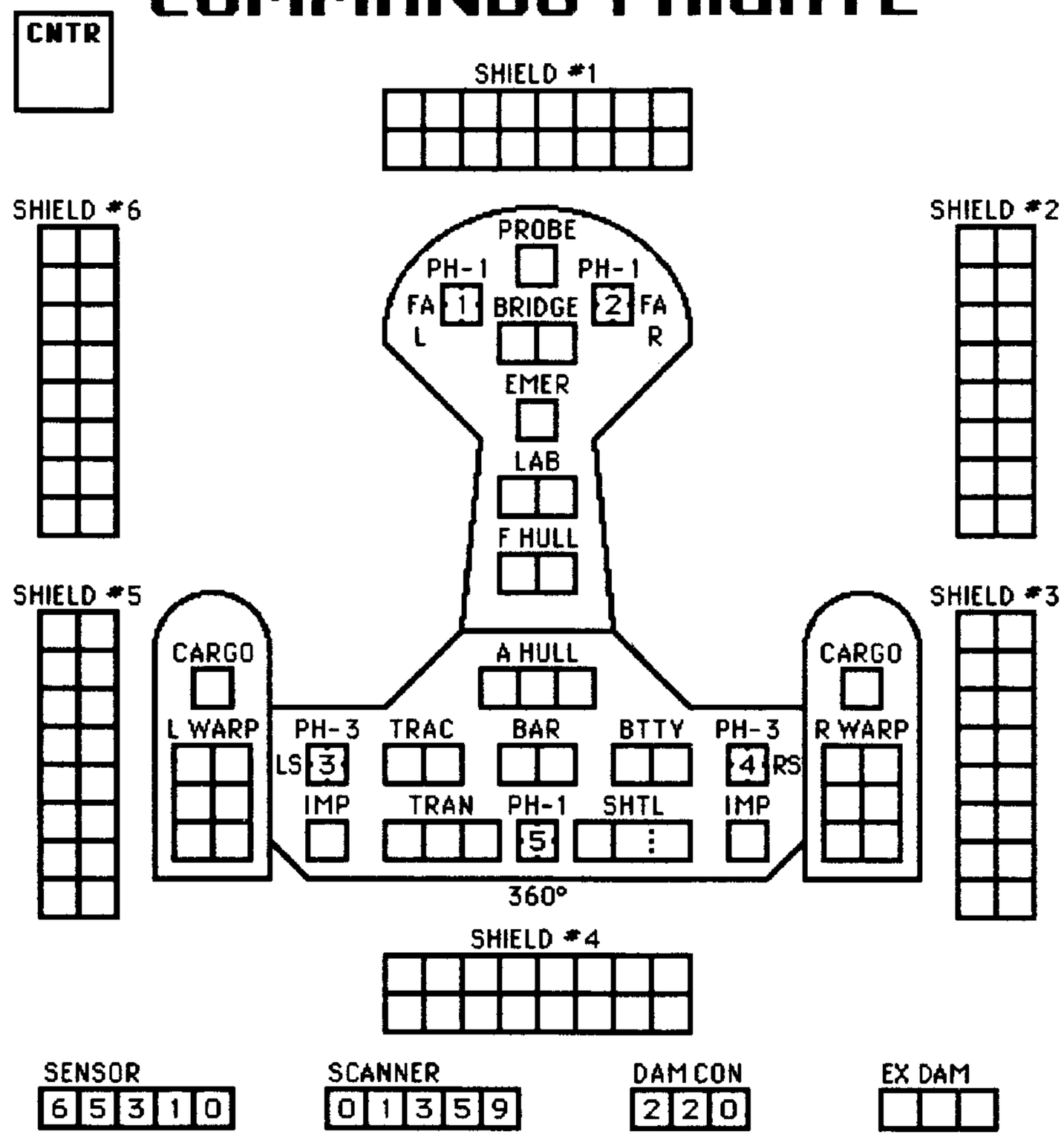
BPV INCLUDES CLOAK

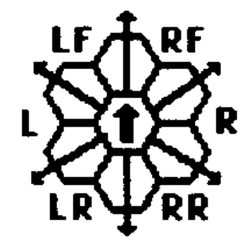
TYPE I OFFENSIVE PHASER TABLE

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





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

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

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 = 1/3 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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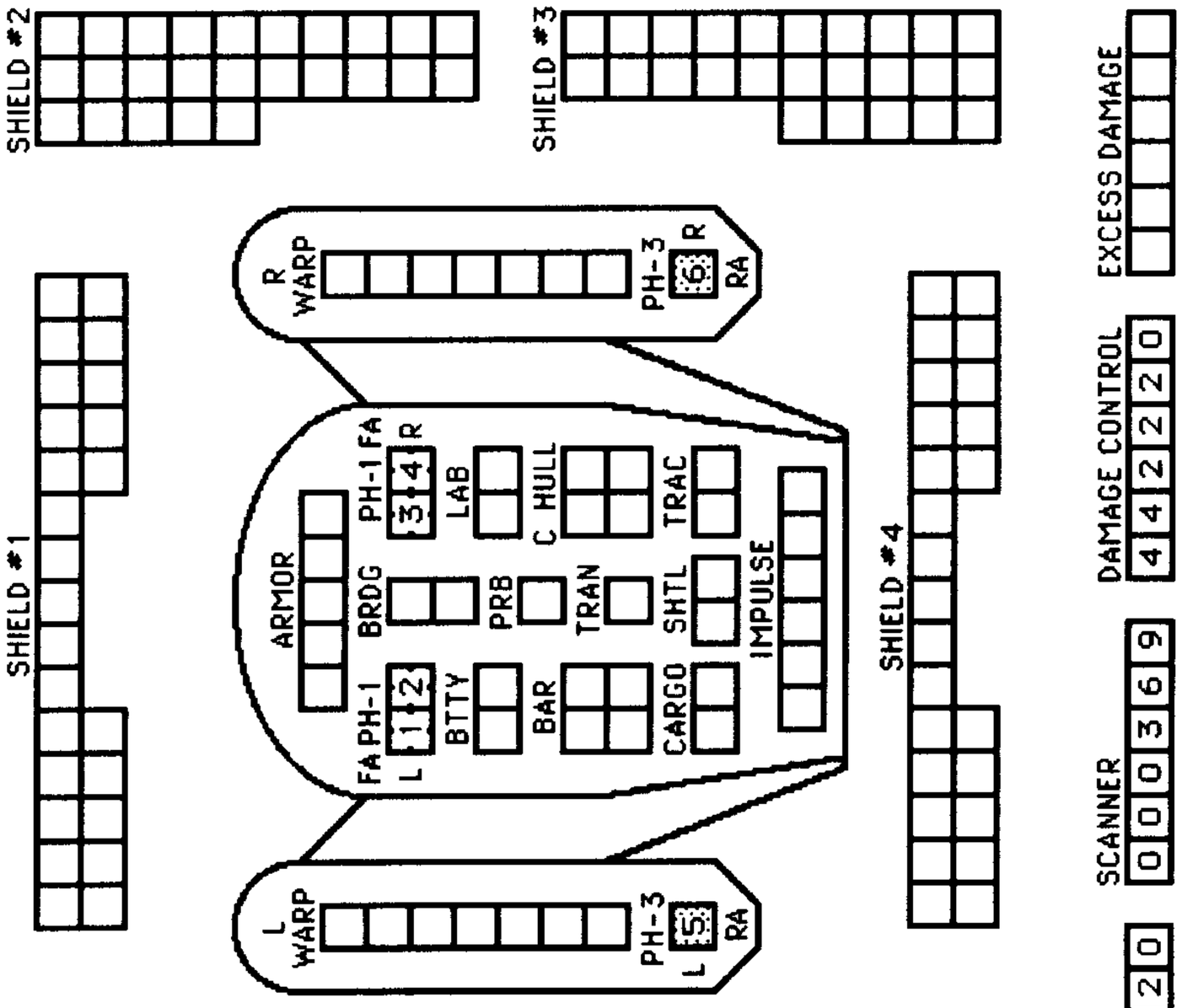
ROMULAN COMMANDO HAWK



SHIP DATA TABLE	
TYPE	= COH
POINT VALUE	= 95/55
BREAKDOWN	= 5-6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
CLOAK COST	= 5/2
REFERENCE	= R4.85
PHASER REFIT	= +3
BPV INCLUDES CLOAK	

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

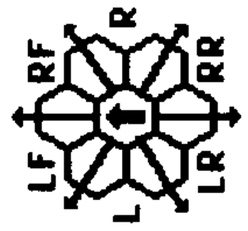
HIT & RUN CLOAK ☐

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

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

SEE (D4.12) FOR ARMOR RULES.

FA = LF + RF
RA = LR + RR



ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
		GAS
		GAS

CREW UNITS 10 20 *

BOARDING PARTIES 10 20

PROBES 5

TRANSPORTER BOMBS D D

NSM ☐

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

⑥ = ERRATIC MANEUVER WARP COST

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

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

SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
Standard	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
Fract.	½	1	1½	2	2½	3	3½	4	4½	5	5½	6	6½	7	7½	8

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ROMULAN KRG COMMANDO CRUISER

CREW UNITS

			*					10
								20
								30
								40
								50

BOARDING PARTIES

								10
								20
								30
								40

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
		GAS
		GAS
		GAS
		GAS
		HTS

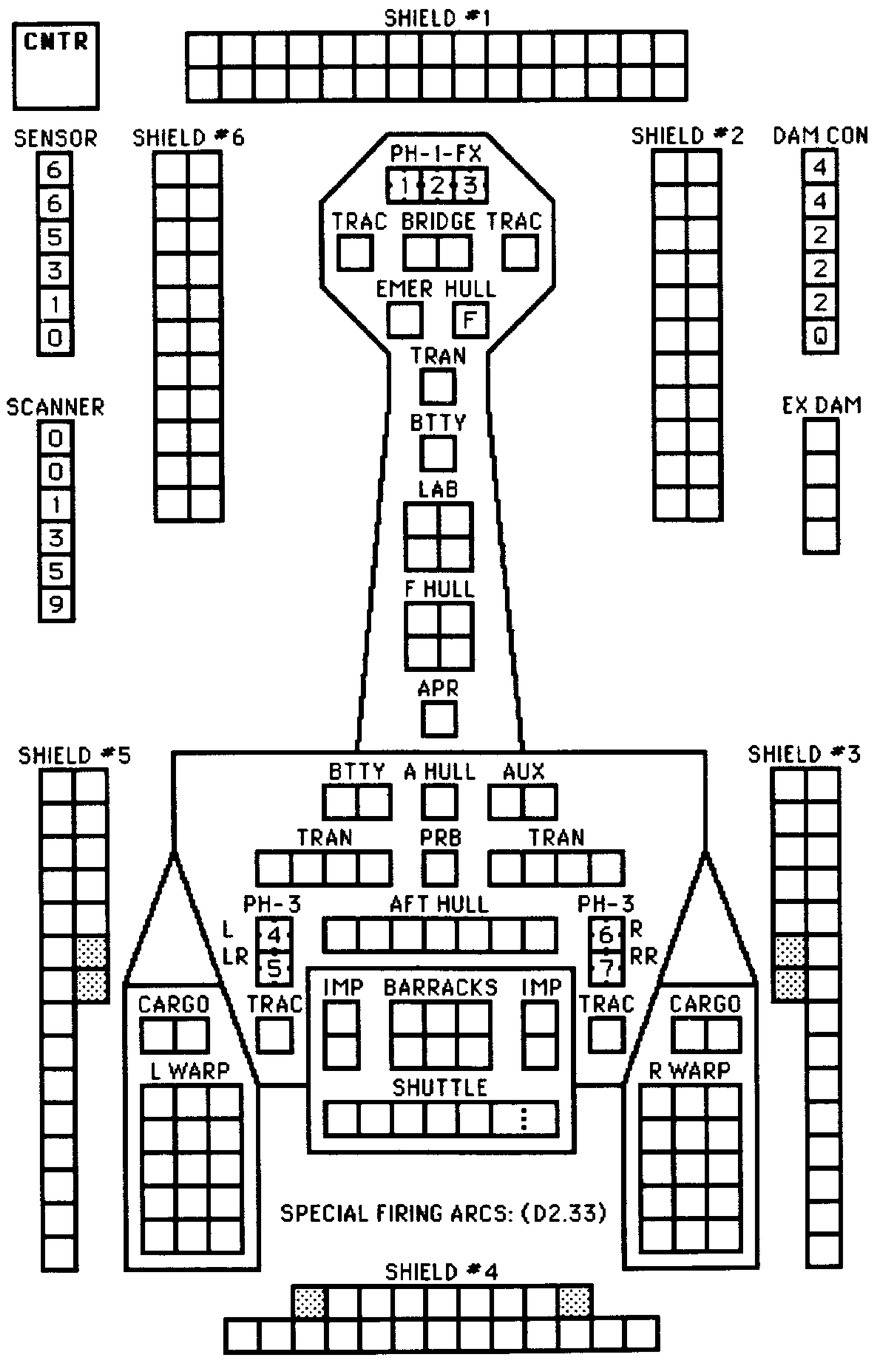
TRANSPORTER BOMBS

				D	D	D	D

PROBES

				5

SHIP DATA TABLE		
TYPE	=	KRG
POINT VALUE	=	133/103
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
CLOAK COST	=	20/4
REFERENCE	=	R4.57
B-REFIT	=	+1
BPV INCLUDES CLOAK		



SHADED BOXES ARE THE B-REFIT.

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

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

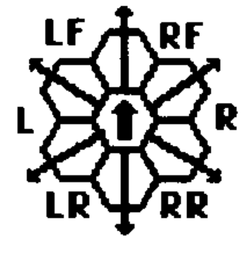
TURN MODE	SPEED
B	
1	2-5
2	6-10
3	11-15
4	16-21
5	22-28
6	29+

HET

BD

CLOAK

H&R



FX = L + LF + RF + R

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

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ROMULAN COMMANDO EAGLE

CREW UNITS

			*						10
									20

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS							NOTES
								GAS
								GAS

THIS SHIP HAS ONE SHUTTLE BAY.

BOARDING PARTIES

									10
									20

TRANSPORTER BOMBS

				D	D	D	D

PROBES

				5

NSM

SHIP DATA TABLE

TYPE	=	CE
POINT VALUE	=	110/70
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
CLOAK COST	=	6/4
REFERENCE	=	R4.54

BPV INCLUDES CLOAK

CARGO PALLET = +10

TYPE I OFFENSIVE PHASER TABLE

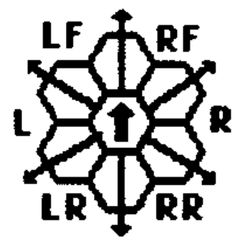
DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

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

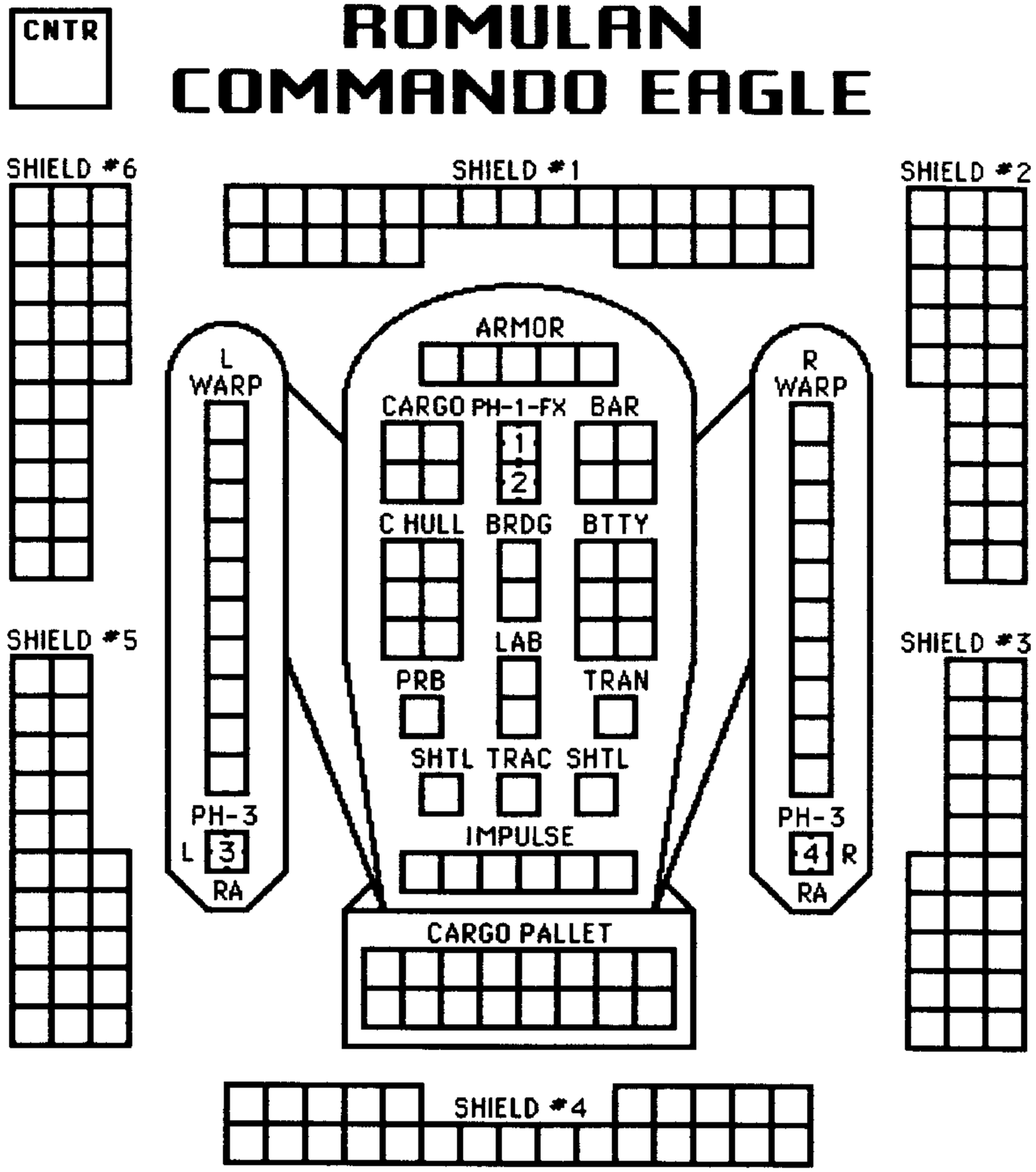
TYPE III DEFENSE PHASER

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

HIT & RUN CLOAK



RA = LR + RR
FX = L + LF + RF + R



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

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

MOVEMENT COST = 1-1/3 WITH PALLET
HET COST = 6-2/3 WITH PALLET
EM COST = 8 WITH PALLET

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

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

SEE (D4.12) FOR ARMOR RULES.

WARP ENERGY MOVEMENT COST = 1+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	2	3	4	6	7	8	10	11	12	14	15	16	18	19	20	22	23	24	26	27	28	30	31	32	34	35	36	38	39	40
Fract.	1⅓	2⅔	4	5⅓	6⅔	8	9⅓	10⅔	12	13⅓	14⅔	16	17⅓	18⅔	20	21⅓	22⅔	24	25⅓	26⅔	28	29⅓	30⅔	32	33⅓	34⅔	36	37⅓	38⅔	40

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KZINTI GROUND ASSAULT CRUISER

CREW UNITS

			*					
								10
								20
								30

BOARDING PARTIES

								10
								20
								30

PROBES

				5

TRANSPORTER BOMBS

				D	D	D	D

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
		GAS
		GAS
		HTS

SHIP DATA TABLE

TYPE	=	MCG
POINT VALUE	=	110/95
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R5.54
Y175 REFIT	=	+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

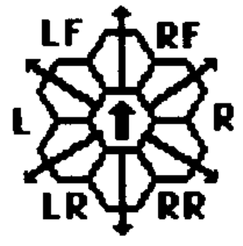
TURN MODE

		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

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



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

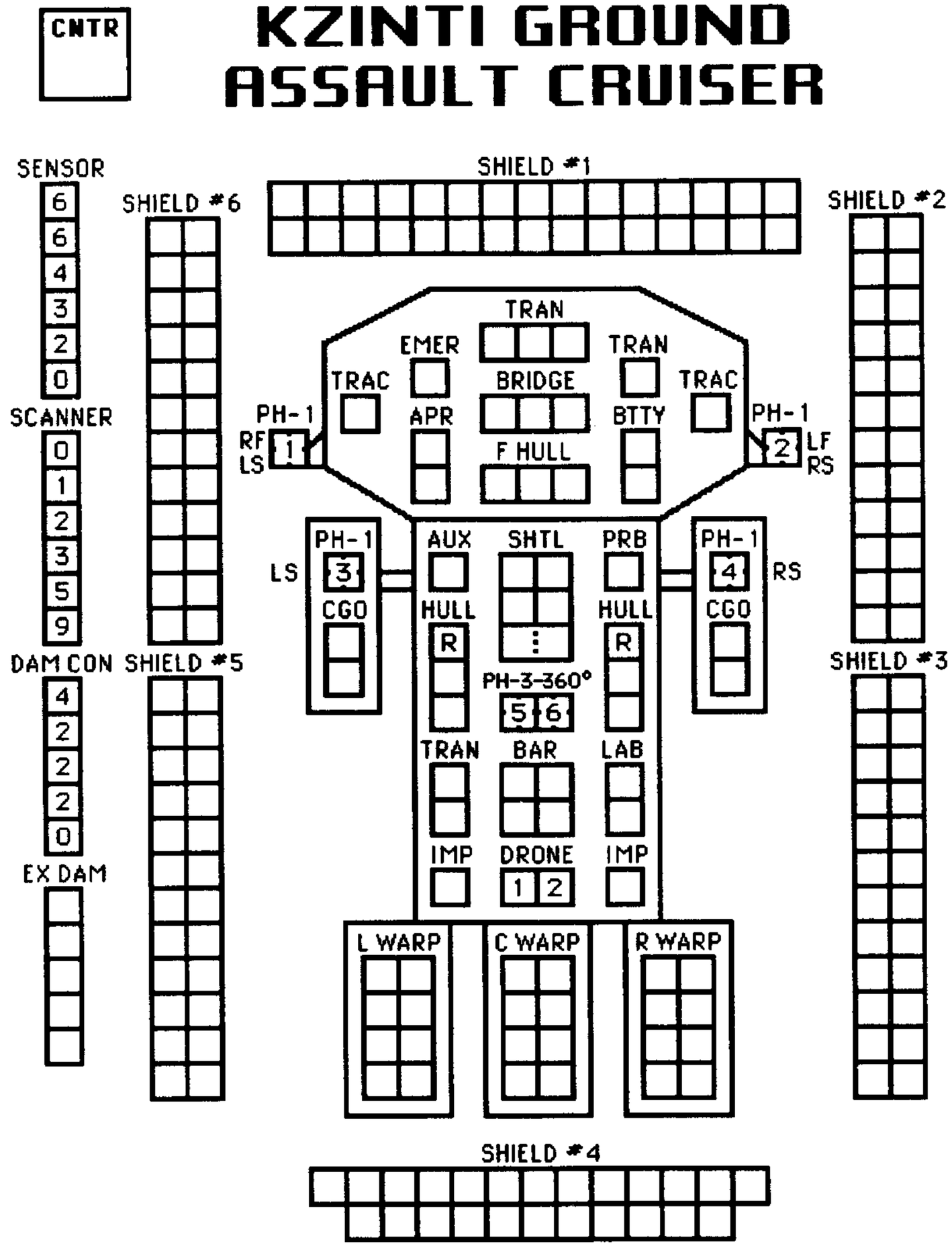
ANTI-DRONE TABLE

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

DRONE RACKS

1								G
2								G

RACKS HAD TWO RELOADS PRIOR TO Y175, THREE THEREAFTER.
ONE RELOAD IS ENTIRELY ADDs.



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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KZINTI LIGHT COMMANDO CRUISER

CREW UNITS

			*						10
									20
									30

BOARDING PARTIES

									10
									20
									30

TRANSPORTER BOMBS

				D	D	D	D

PROBES

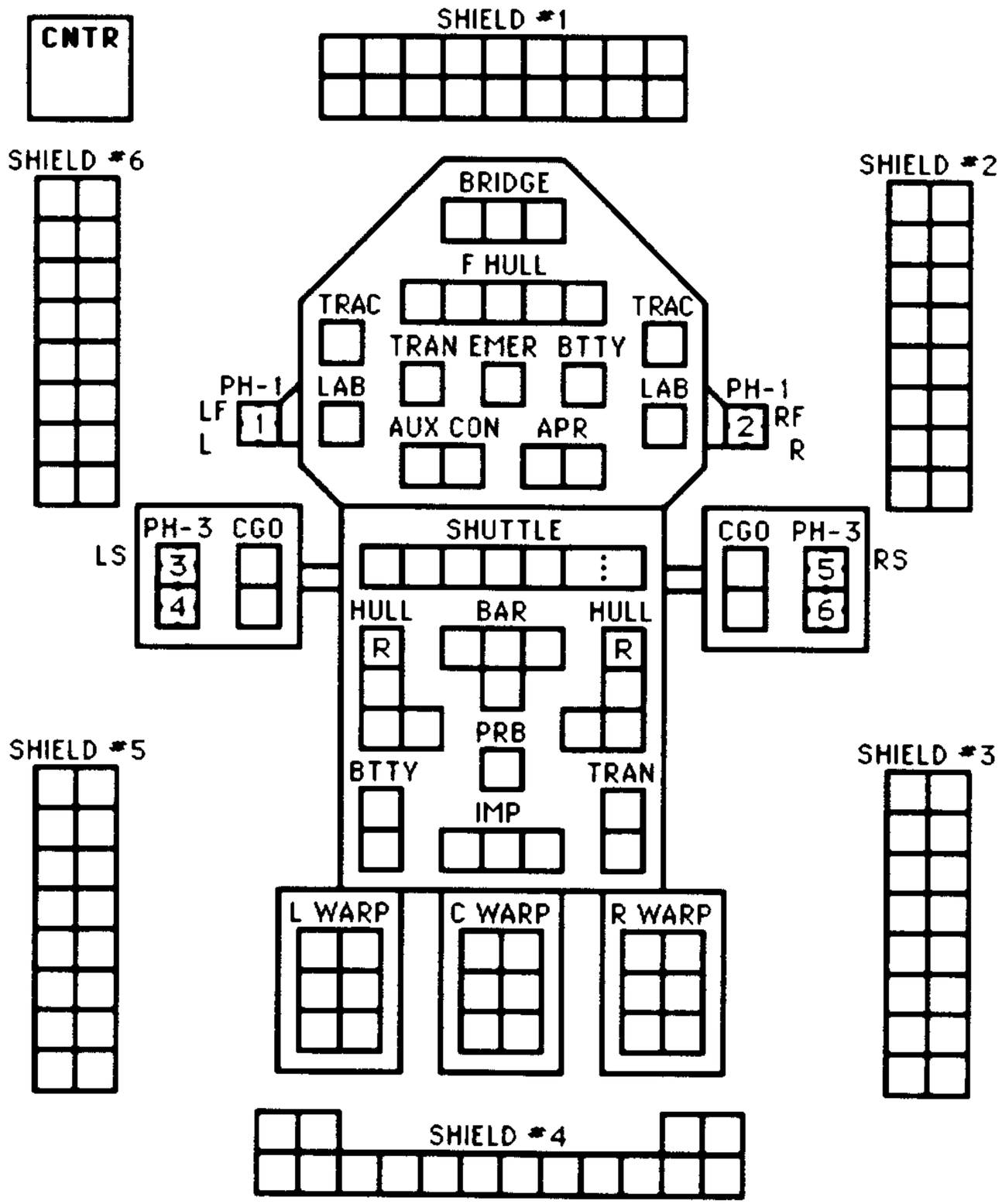
				5

ADMINISTRATIVE SHUTTLES

	HIT POINTS	NOTES
		GAS
		GAS
		HTS

SHIP DATA TABLE

TYPE	=	CLG
POINT VALUE	=	84/59
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R5.63
C-12 REFIT	=	+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

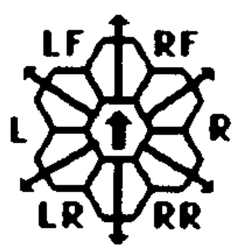
THIS SHIP CAN CONTROL A NUMBER OF SEEKING WEAPONS EQUAL TO HALF ITS SENSOR RATING.

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

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



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

THE FIRING ARCS OF THE FORWARD PHASERS ARE FA+R/L ON THE C-12 REFIT.

SENSOR

6	6	6	4	1	0

SCANNER

0	1	2	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

R5.63 KZINTI CLG

CNTR

KZINTI COMMANDO FRIGATE

CREW UNITS

			*					10
								20

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
		GAS
		GAS

BOARDING PARTIES

								10
								20

PROBES

				5

TRANSPORTER BOMBS

		D	D

SHIP DATA TABLE

TYPE	=	FFG
POINT VALUE	=	81/51
BREAKDOWN	=	5-6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R5.64
C-10 REFIT	=	+1

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

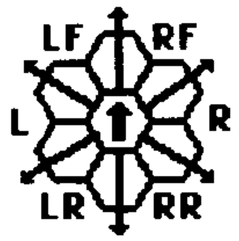
THIS SHIP CAN CONTROL A NUMBER OF SEEKING WEAPONS EQUAL TO HALF ITS SENSOR RATING.

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

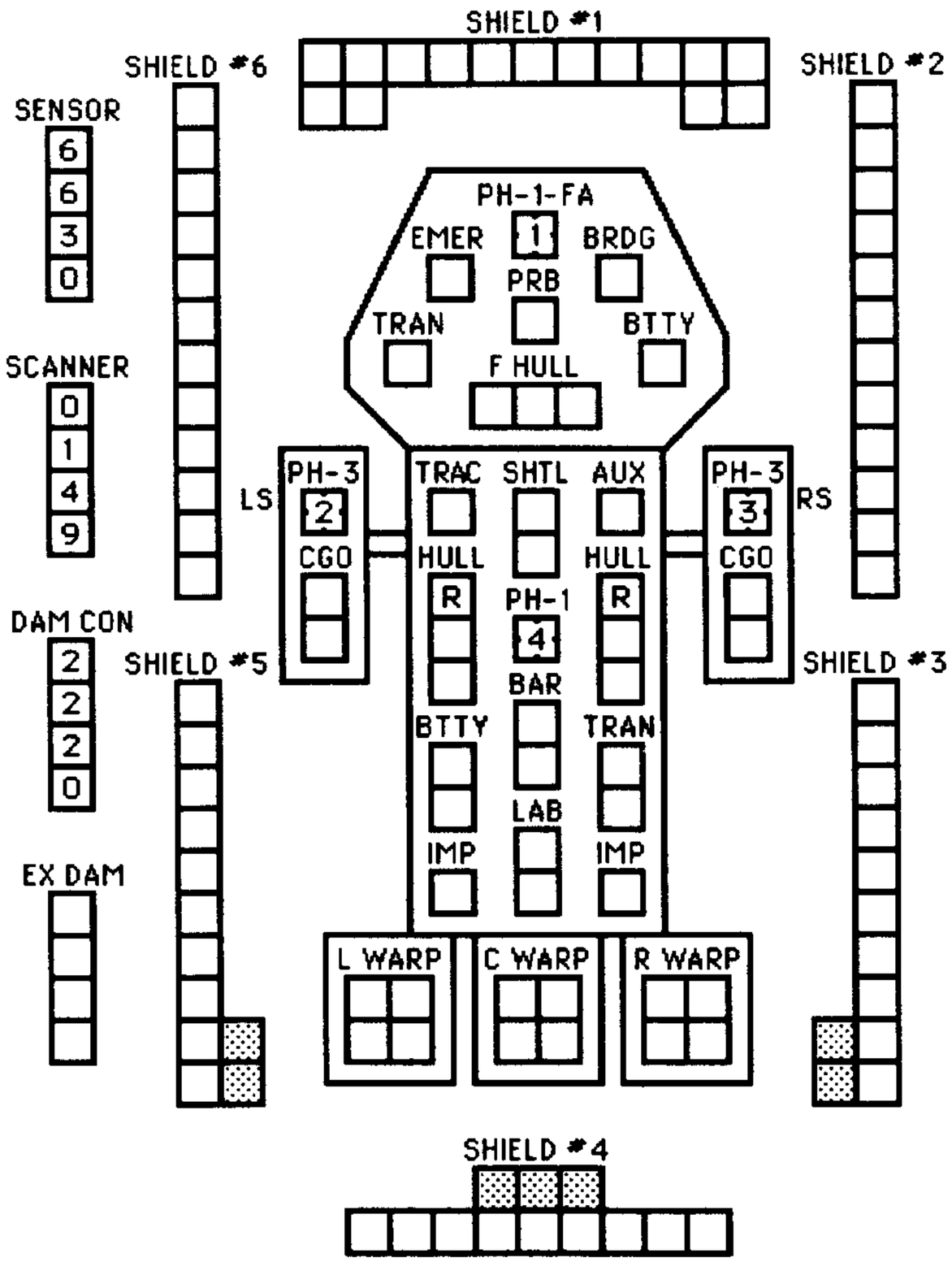
TYPE III DEFENSE PHASER

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

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



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



PH-1 ON REAR HULL IS 360°.

SHADED BOXES ARE THE C-10 REFIT.

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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CREW UNITS

			*					10
								20

BOARDING PARTIES

								10
								20

PROBES

				5

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
		GAS
		GAS
		GAS
		HTS

TRANSPORTER BOMBS

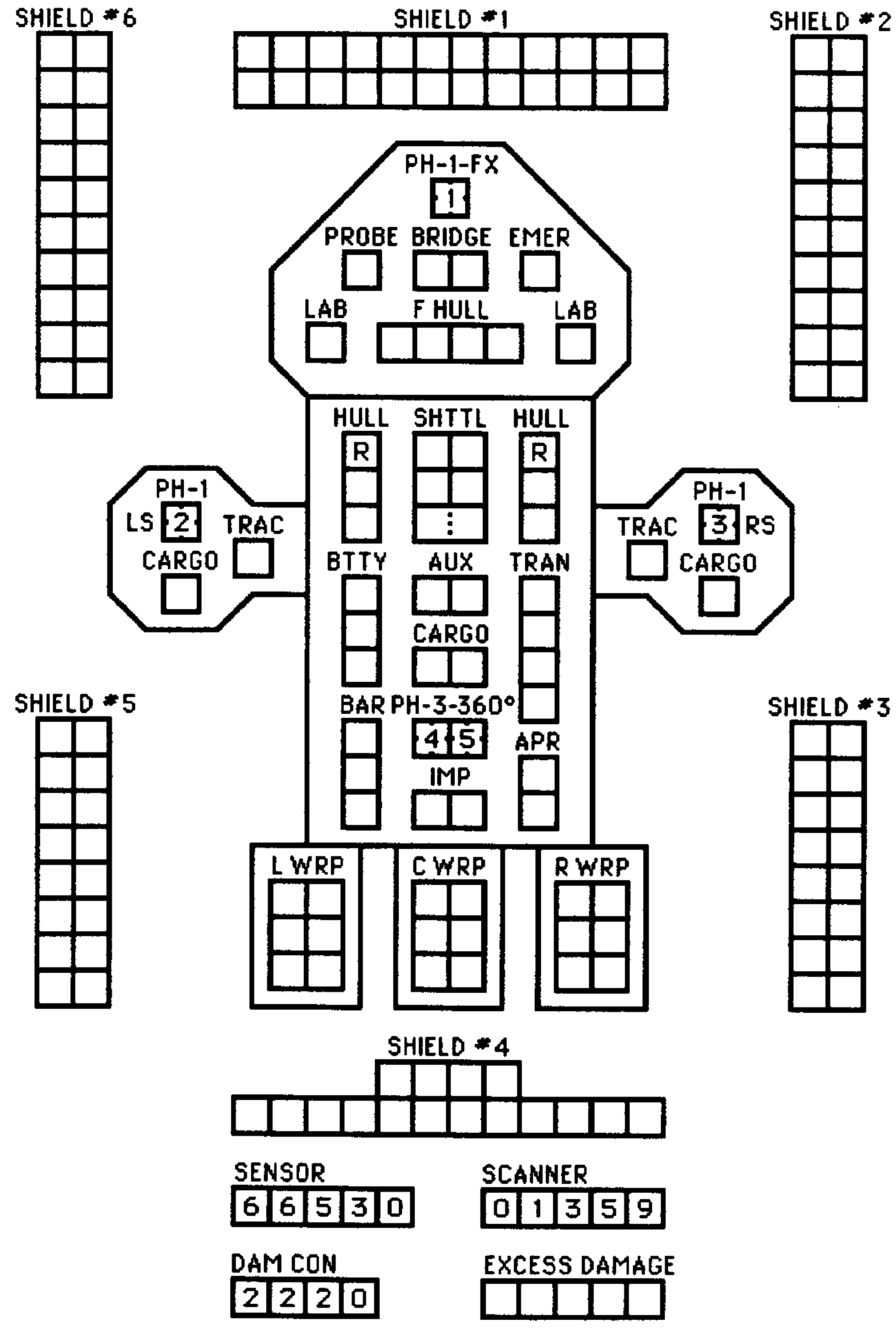
		D	D

SHIP DATA TABLE

TYPE	=	DWG
POINT VALUE	=	89/60
BREAKDOWN	=	5-6
SHIELD COST	=	1/2 + 1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R5.65

CNTR

KZINTI COMMANDO WAR DESTROYER

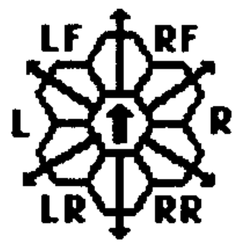


TYPE I OFFENSIVE PHASER TABLE

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

THIS SHIP CAN CONTROL A NUMBER OF SEEKING WEAPONS EQUAL TO HALF ITS SENSOR RATING.

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



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

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

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 = 1/2 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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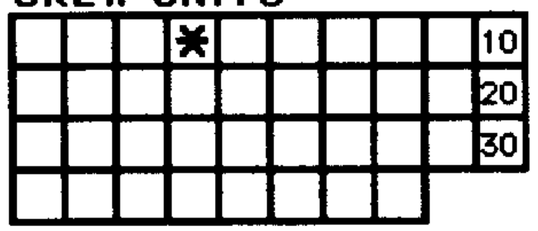
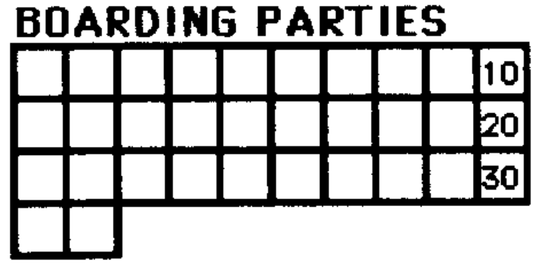
GORN COMMANDO TRANSPORT

CREW UNITS



BOARDING PARTIES



PROBES

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
		GAS
		GAS
		GAS
		HTS

TWO BAYS, TRANSFERS BY (J1.59).

TRANSPORTER BOMBS

SHIP DATA TABLE

TYPE	=	COM
POINT VALUE	=	100/75
BREAKDOWN	=	4-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R6.29
PLUS REFIT	=	+4
F REFIT	=	+14

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
	2	5-8
	3	9-12
HET	4	13-17
	5	18-24
BD	6	25+

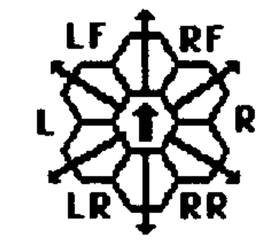
TYPE III DEFENSE PHASER

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

PSEUDO-PLASMA TORPEDOES

COMF ONLY			
[A] F	[B] F	[C] F	[D] F

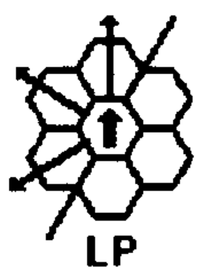
BARRACKS ARE DESTROYED ON "FORWARD HULL" AND "AFT HULL" DAMAGE POINTS.

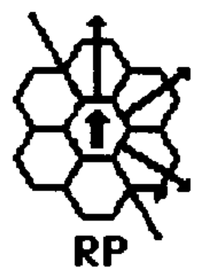


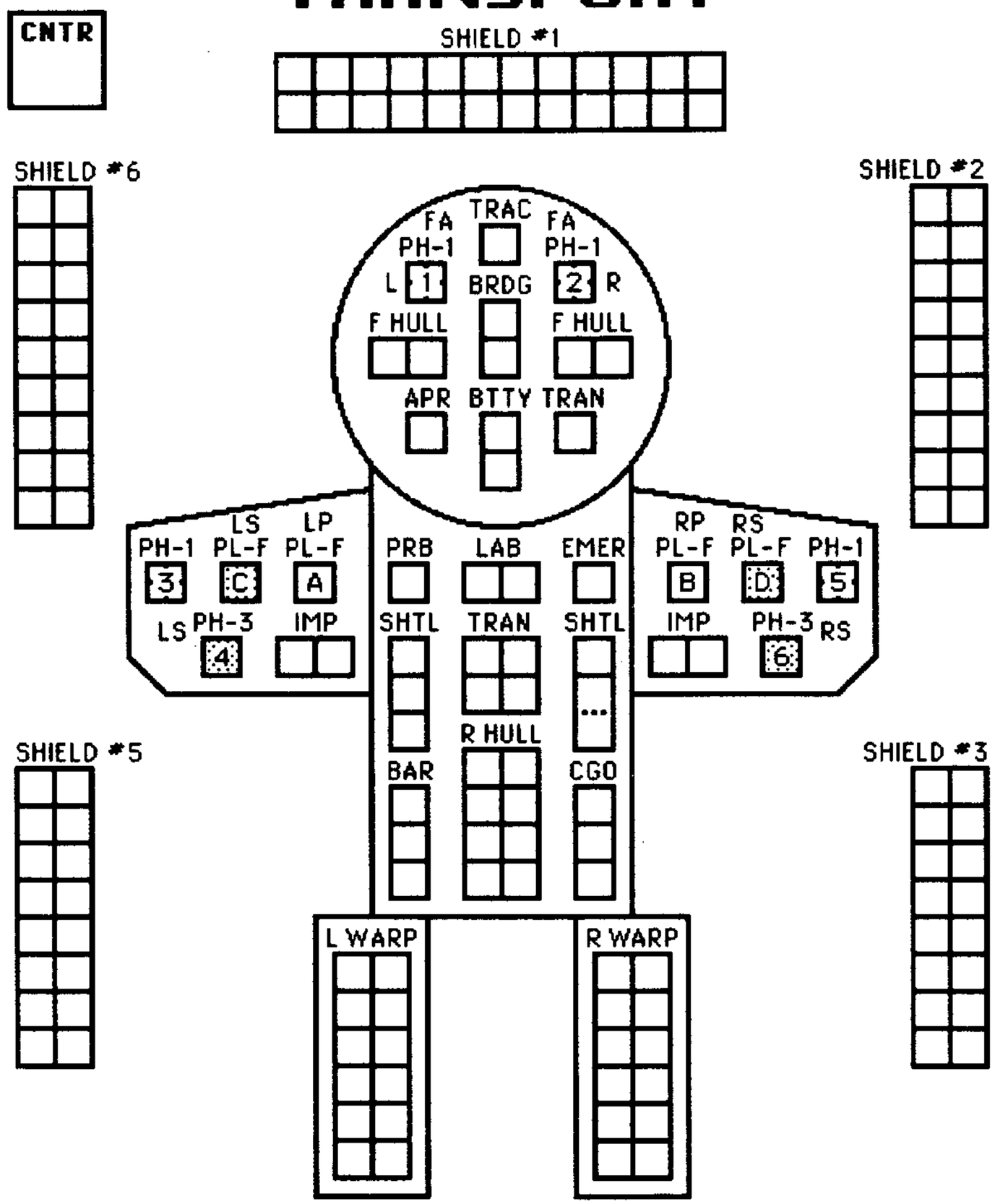
FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR

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		







SENSOR

6	6	5	3	2	0

SCANNER

0	0	1	2	4	9

DAMAGE CONTROL

4	4	2	2	2	0

EXCESS DAMAGE

THE SHADED BOXES ARE THE F-REFIT.
WITHOUT THE + REFIT, THE PL-F-LP/RP ARE PL-F-L+LF/RF+R.

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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GORN HEAVY COMMANDO DESTROYER

CREW UNITS

10 20 30

BOARDING PARTIES

10 20 30

PROBES

5

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
		GAS
		GAS
		GAS
		HTS

TWO BAYS, TRANSFERS BY (J1.59).

TRANSPORTER BOMBS

D D D D

SHIP DATA TABLE

TYPE	=	HCD
POINT VALUE	=	116/96
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R6.44
PLUS 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	2-4
2	5-9
3	10-14
4	15-20
5	21-27
6	28+

C 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

PSEUDO-PLASMA TORPEDOES

[A] F [B] F

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

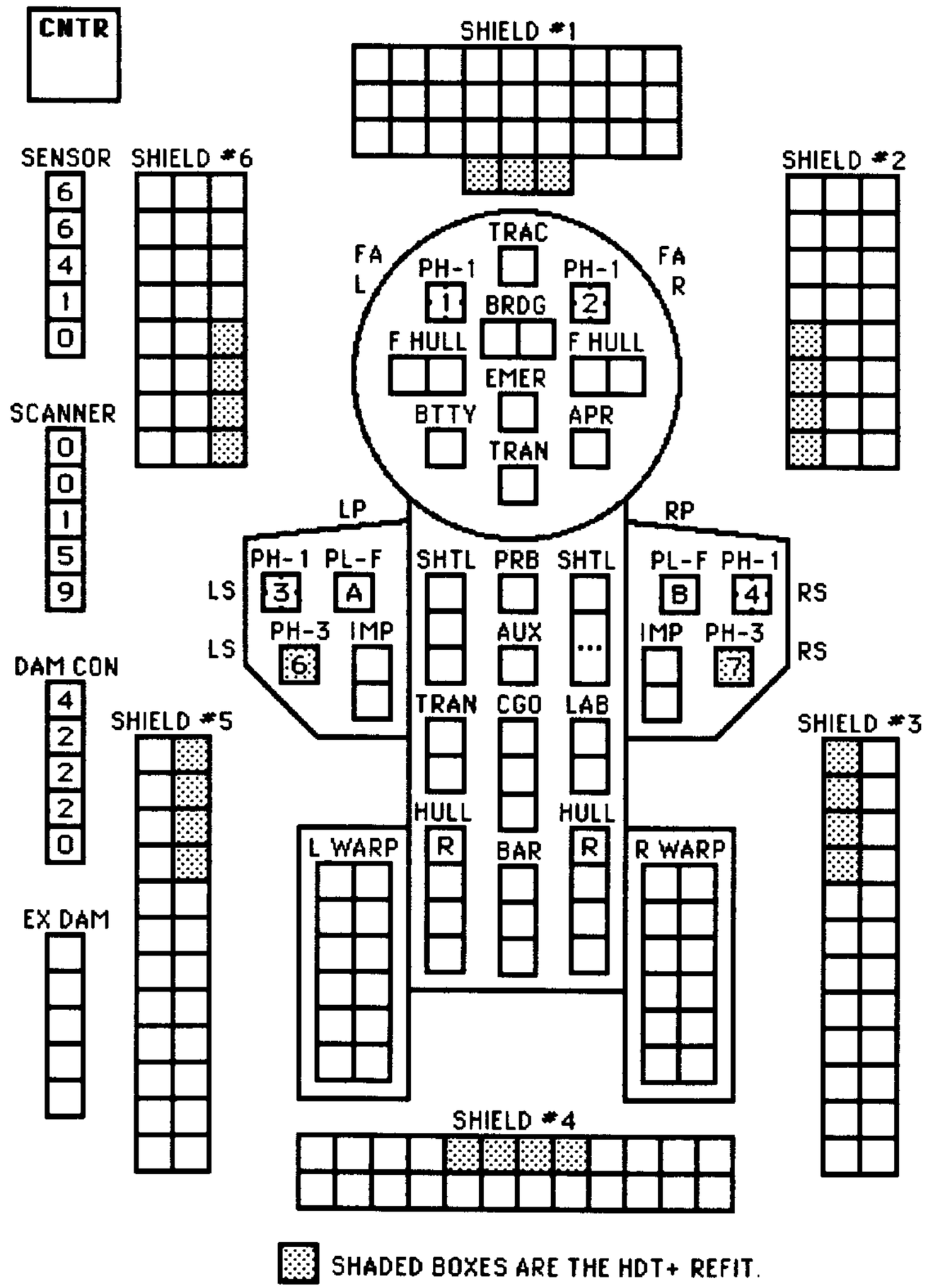
LP RP

LF RF L R 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		

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



SHADED BOXES ARE THE HDT+ REFIT.

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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GORN DESTROYER COMMANDO TRANSPORT

CREW UNITS

			*						10
									20

BOARDING PARTIES

									10
									20
									30

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
		GAS
		GAS
		GAS
		GAS

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

TRANSPORTER BOMBS

[ ] [ ] D D

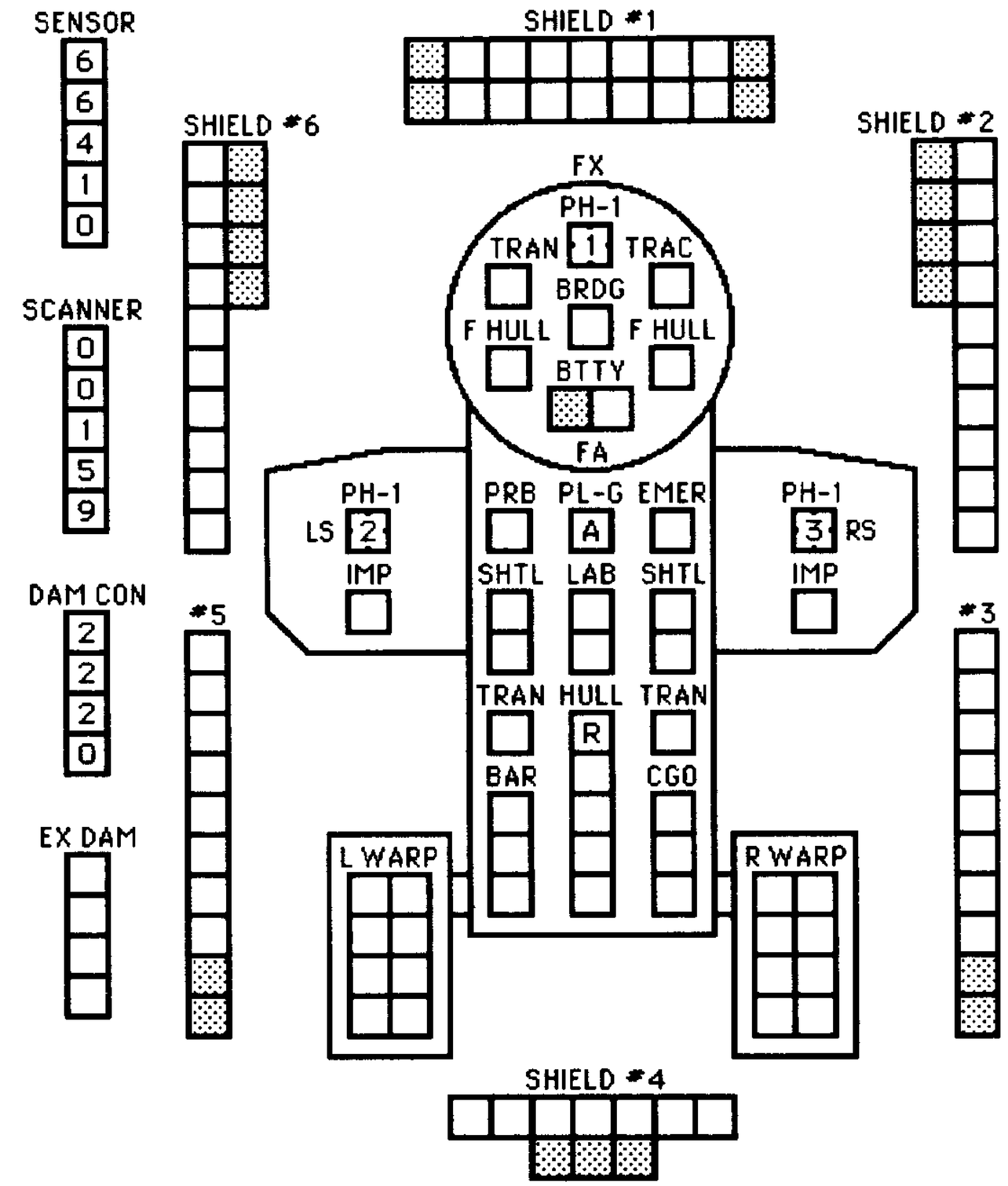
PROBES

[ ] [ ] [ ] [ ] 5

SHIP DATA TABLE

TYPE	=	DDG
POINT VALUE	=	76/68
BREAKDOWN	=	4-6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R6.53
PLUS REFIT	=	+6

CNTR



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

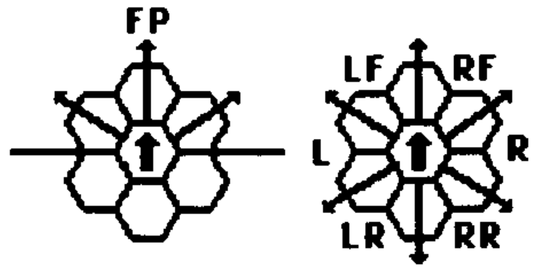
TURN MODE		SPEED
C	1	2-4
	2	5-9
	3	10-14
HET [ ]	4	15-20
	5	21-27
BD [ ] [ ]	6	28+

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

PSEUDO-PLASMA TORPEDO

[A] G



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

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					

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

ON THE DDG+ REFIT, CHANGE THE PL-G TORPEDO FROM FA TO FP AND ADD THE SHADED BOXES.

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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GORN COMMANDO BATTLE DESTROYER

CREW UNITS

			*						10
									20
									30

BOARDING PARTIES

									10
									20
									30

TRANSPORTER BOMBS

		D	D

PROBES

				5

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
		GAS
		GAS
		GAS
		GAS

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

SHIP DATA TABLE

TYPE	=	BD6
POINT VALUE	=	100/75
BREAKDOWN	=	5-6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R6.54
PLUS REFIT	=	+2

TYPE I OFFENSIVE PHASER TABLE

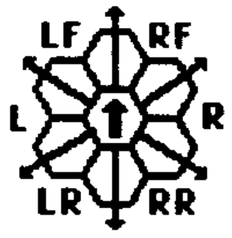
DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

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

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

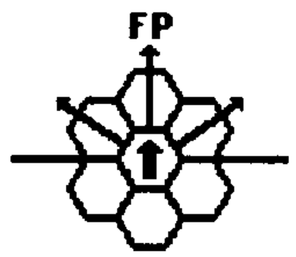
TURN MODE	SPEED
B 1	2-5
2	6-10
3	11-15
HET 4	16-21
5	22-28
BD 6	29+



LS = LF + L + LR
RS = RF + R + RR
FX = L + LF + RF + R
RX = L + LR + RR + R

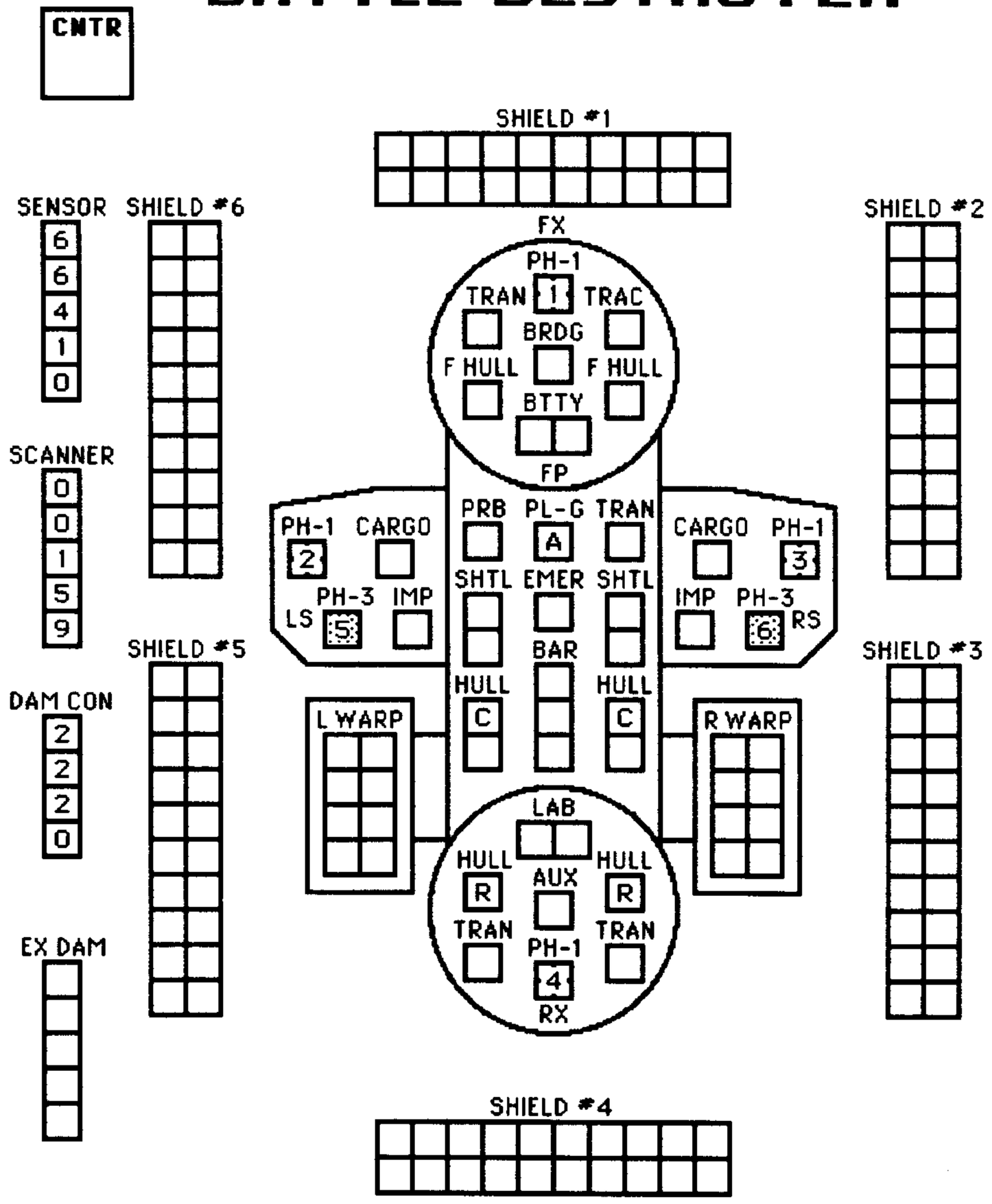
PLASMA TORPEDO WARHEAD STRENGTH TABLE

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 TORPEDO

[A] G



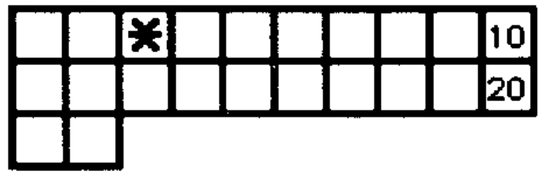
▒ SHADED PH-3 BOXES ARE THE BDG+ REFIT.

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

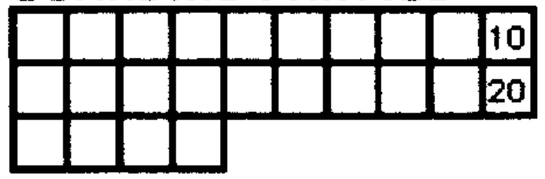
SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	2	2	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10	10	11	11	12	12	13	13	14	14	15	15
Fract.	½	1	1½	2	2½	3	3½	4	4½	5	5½	6	6½	7	7½	8	8½	9	9½	10	10½	11	11½	12	12½	13	13½	14	14½	15

THOLIAN COMMANDO PATROL CORVETTE

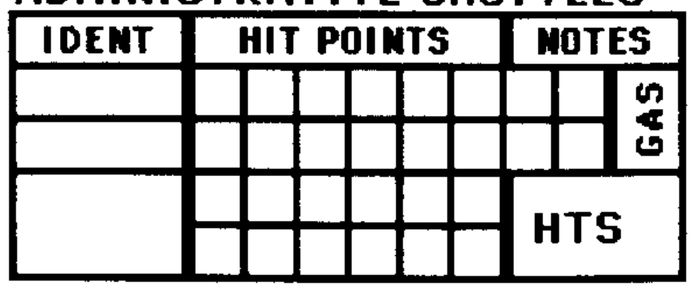
CREW UNITS



BOARDING PARTIES



ADMINISTRATIVE SHUTTLES



TRANSPORTER BOMBS

SHIP DATA TABLE		
TYPE	=	CMC
POINT VALUE	=	60/50
BREAKDOWN	=	5-6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R7.26

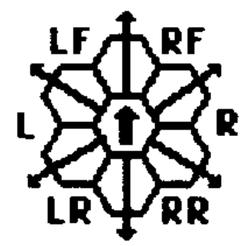
TYPE I OFFENSIVE PHASER TABLE

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

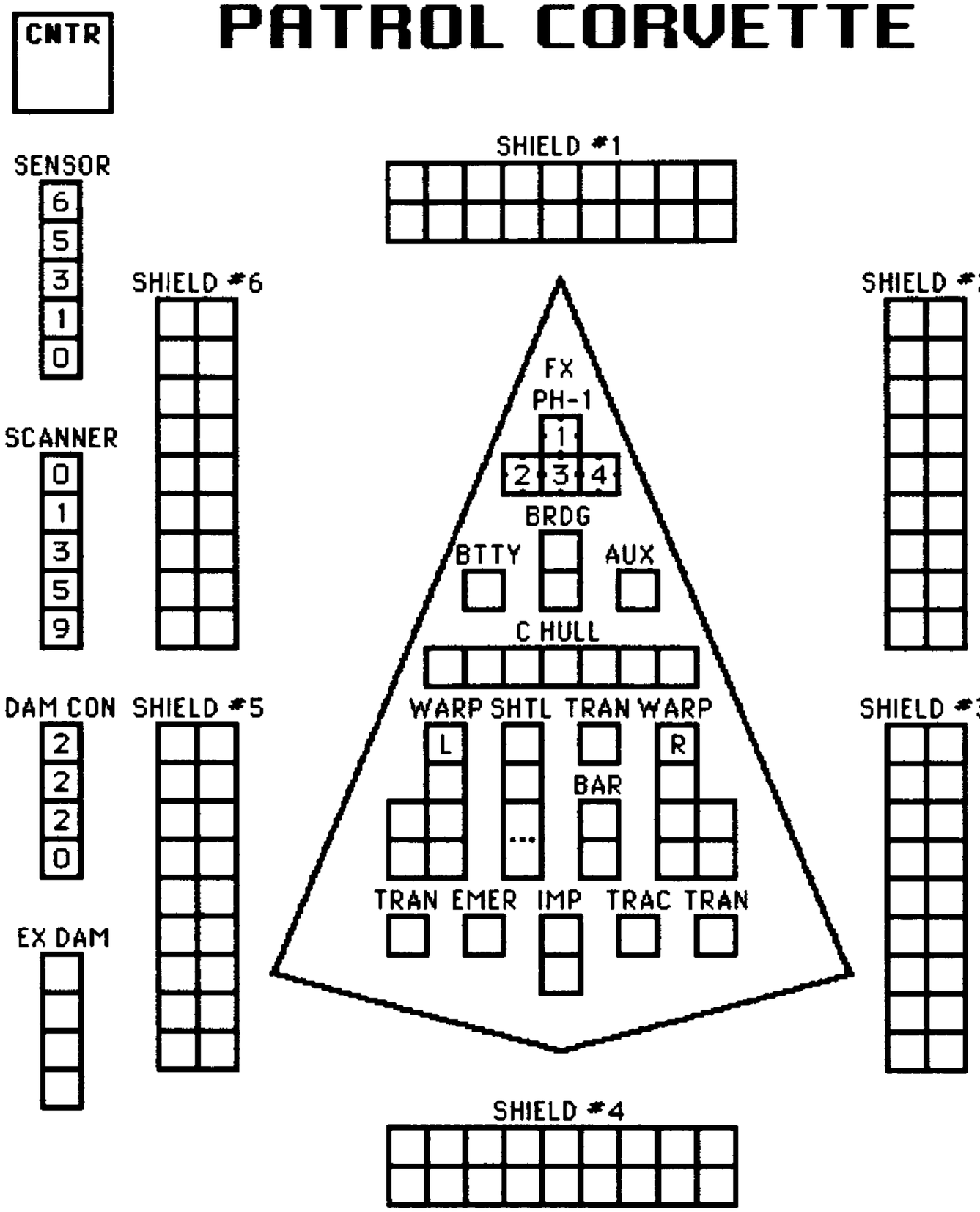
TURN MODE		SPEED
A	1	2-6
HET	2	7-12
	3	13-19
BD	4	20-26
	5	27+
NIMBLE SHIP		

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



FX = L + LF + RF + R



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

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

WARP ENERGY MOVEMENT COST = 1/3 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.	⅓	⅔	1	1⅓	1⅔	2	2⅓	2⅔	3	3⅓	3⅔	4	4⅓	4⅔	5	5⅓	5⅔	6	6⅓	6⅔	7	7⅓	7⅔	8	8⅓	8⅔	9	9⅓	9⅔	10

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THOLIAN COMMANDO TRANSPORT

CREW UNITS

			*					10
								20
								30
								40

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
		GAS
		GAS
		HTS

THIS SHIP HAS ONE SHUTTLE BAY.

BOARDING PARTIES

									10
									20
									30
									40
									50

TRANSPORTER BOMBS

[ ] [ ] [ ] [ ] D D D D

PROBES

[ ] [ ] [ ] [ ] [5]

SHIP DATA TABLE

TYPE	=	CT
POINT VALUE	=	132/140
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R7.27
SNARE REFIT	=	+6

BPV INCLUDES TRP PACK

POD WT	MOVE COST	HET COST	EM COST
0	.67	3.33	4
1	1	5	6

PACK WT	MOVE COST	HET COST	EM COST
0	.67	3.33	4
1	.67	3.33	4
2	1	5	6

0-1 PACKS, NO POD

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

2 PACKS OR 1 POD

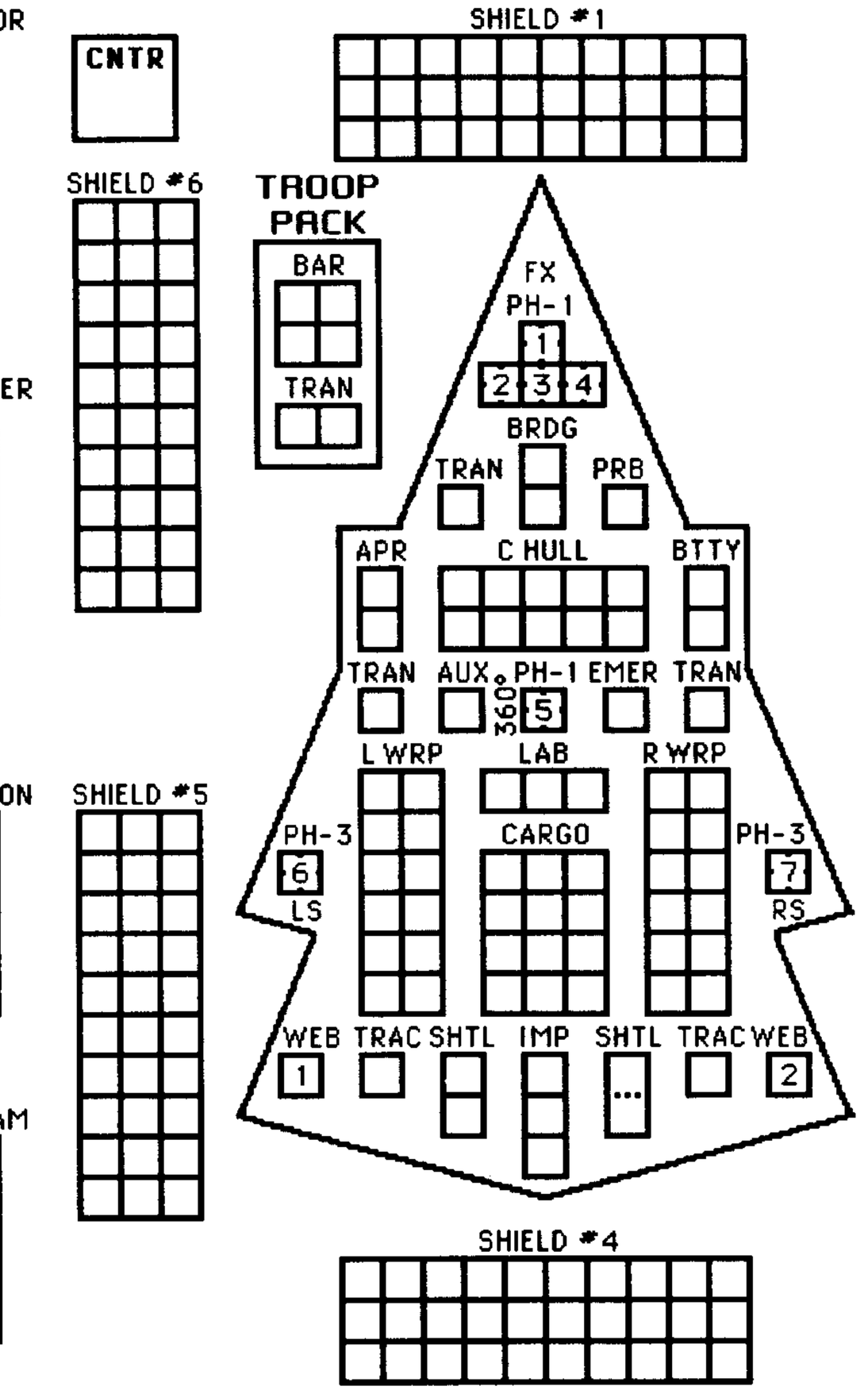
TURN	MODE	SPEED
C	1	2-4
	2	5-9
	3	10-14
HET [ ]	4	15-20
	5	21-27
BD [ ] [ ]	6	28+

SENSOR: 6 6 5 3 1 0

SCANNER: 0 0 1 3 5 9

DAM CON: 4 2 2 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

TYPE III DEFENSE PHASER

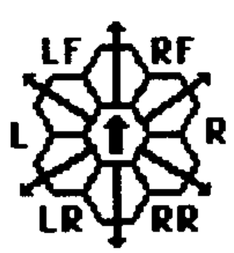
DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

SNARE REFIT ALLOWS BOTH WEB GENERATORS TO OPERATE AS WEB SNARES: SEE (E13.3) IN MODULE C2.

WEB GENERATORS ARE DESTROYED ON "FLAG" HITS.

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

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



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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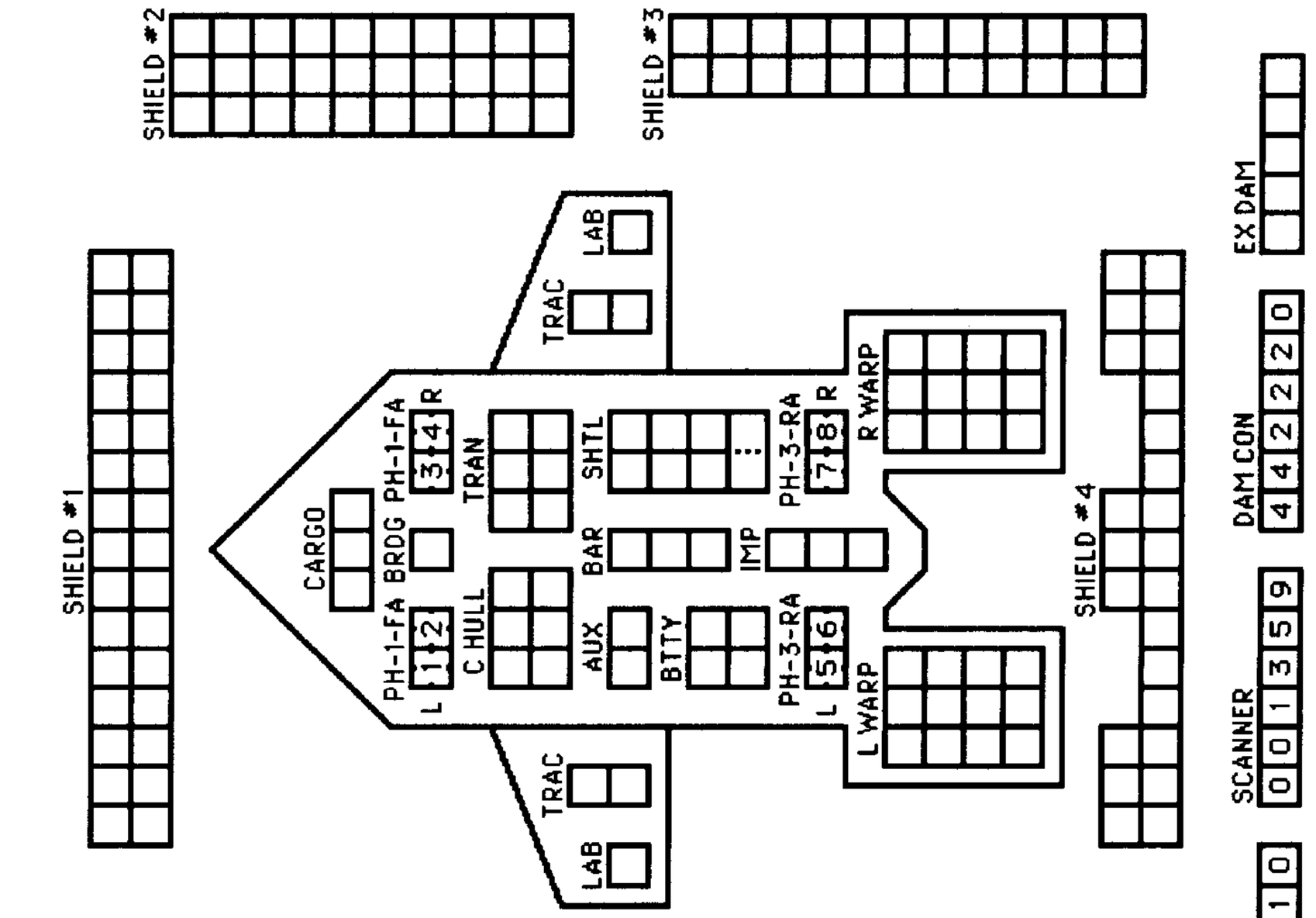
ORION BATTLE COMMAND RAIDER

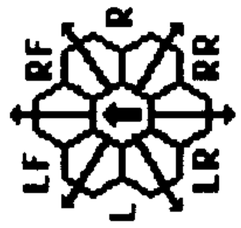


SHIP DATA TABLE	
TYPE	= BRC
POINT VALUE	= 120/95
BREAKDOWN	= 6
SHIELD COST	= 1+1
CLOAK COST	= 15/4
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R8.30
CLOAK BPV	= +20
STEALTH +2 ECM	

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

SHIP CAN LAND ON PLANETS BY AERODYNAMIC, GRAVITY, OR POWERED LANDINGS (P2.43). SEE (G15.21) FOR DOUBLING OF ENGINE POWER AND RESULTING DAMAGE TO ENGINES.

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



FA = LF + RF
RA = LR + RR

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
		GAS
		GAS
		GAS
		GAS
		HTS

TRANSPORTER BOMBS D D D D

CREW UNITS 10 20 30 *

BOARDING PARTIES 10 20 30

HIT & RUN CLOAK ☐ IF INSTALLED

TYPE I OFFENSIVE PHASER TABLE

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

WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX ⑥ = ERRATIC MANEUVER WARP COST ⑤ = HET COST

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

CREW UNITS

		*							10
									20
									30

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
		GAS
		GAS
		GAS

BOARDING PARTIES

									10
									20

T-BOMBS

		D	D

HIT & RUN CLOAK

☐ IF INSTALLED

SHIP DATA TABLE

TYPE	=	VIK
POINT VALUE	=	83
BREAKDOWN	=	3-6
SHIELD COST	=	1/2+1/2
CLOAK COST	=	6/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R8.8
CLOAK BPV	=	+10
OAKDISC	=	+5
STEALTH +2 ECM		

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
2	5-8
3	9-12
4	13-17
5	18-24
6	25+

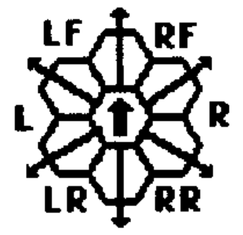
HET ☐☐

BD ☐☐

NIMBLE SHIP

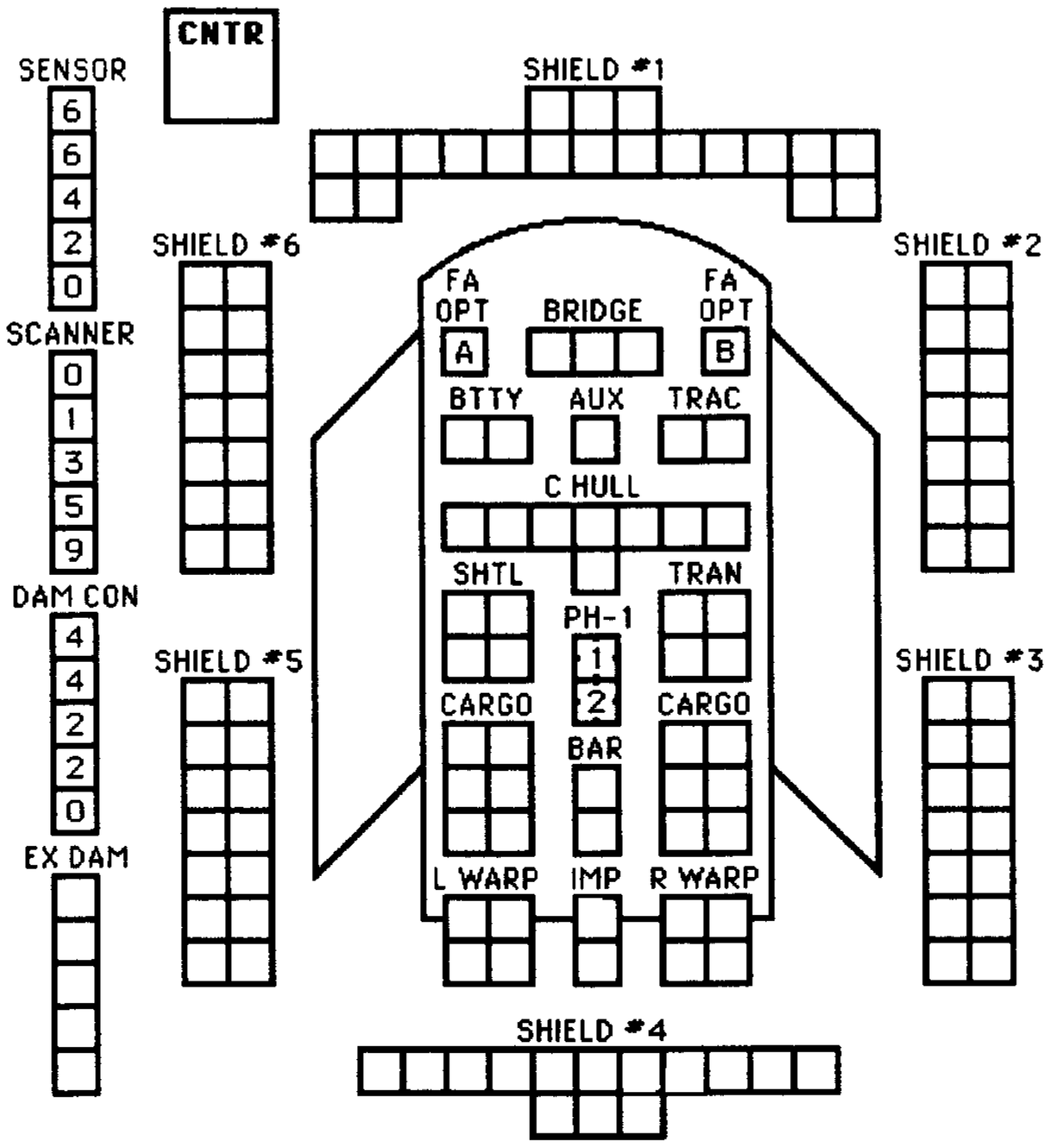
TYPE III DEFENSE PHASER

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

SHIP CAN LAND ON PLANETS BY AERODYNAMIC, GRAVITY, OR POWERED LANDINGS (P2.43).
CARGO BOXES HAVE 25 CARGO POINTS EACH.
SEE (G15.4) FOR RULES ON OPTION MOUNTS.
SEE (G15.21) FOR DOUBLING OF ENGINE POWER AND RESULTING DAMAGE TO ENGINES.
BARRACKS ARE DESTROYED BY "FORWARD HULL" AND "AFT HULL" DAMAGE POINTS.



PH-1 FIRING ARC IS 360°.

INSERT OPTIONAL WEAPONS

SEE ANNEXES #8A AND #8B.

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

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

OUTRIDER SURVEY SHIP
(AS COMMANDO SHIP)

CNTR

CREW UNITS

			*							10
										20
										30

BOARDING PARTIES

										10
										20
										30

DECK CREWS [ ] [2]

PROBES [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [10]

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
		GAS
		GAS
		GAS
		GAS
		HTS

SHIP DATA TABLE

TYPE	=	SRG
POINT VALUE	=	130
BREAKDOWN	=	6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R9.31B
PLUS REFIT	=	+10

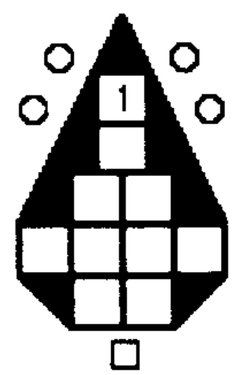
LF RF L R LR RR

T-BOMBS [ ] [ ] [D] [D]

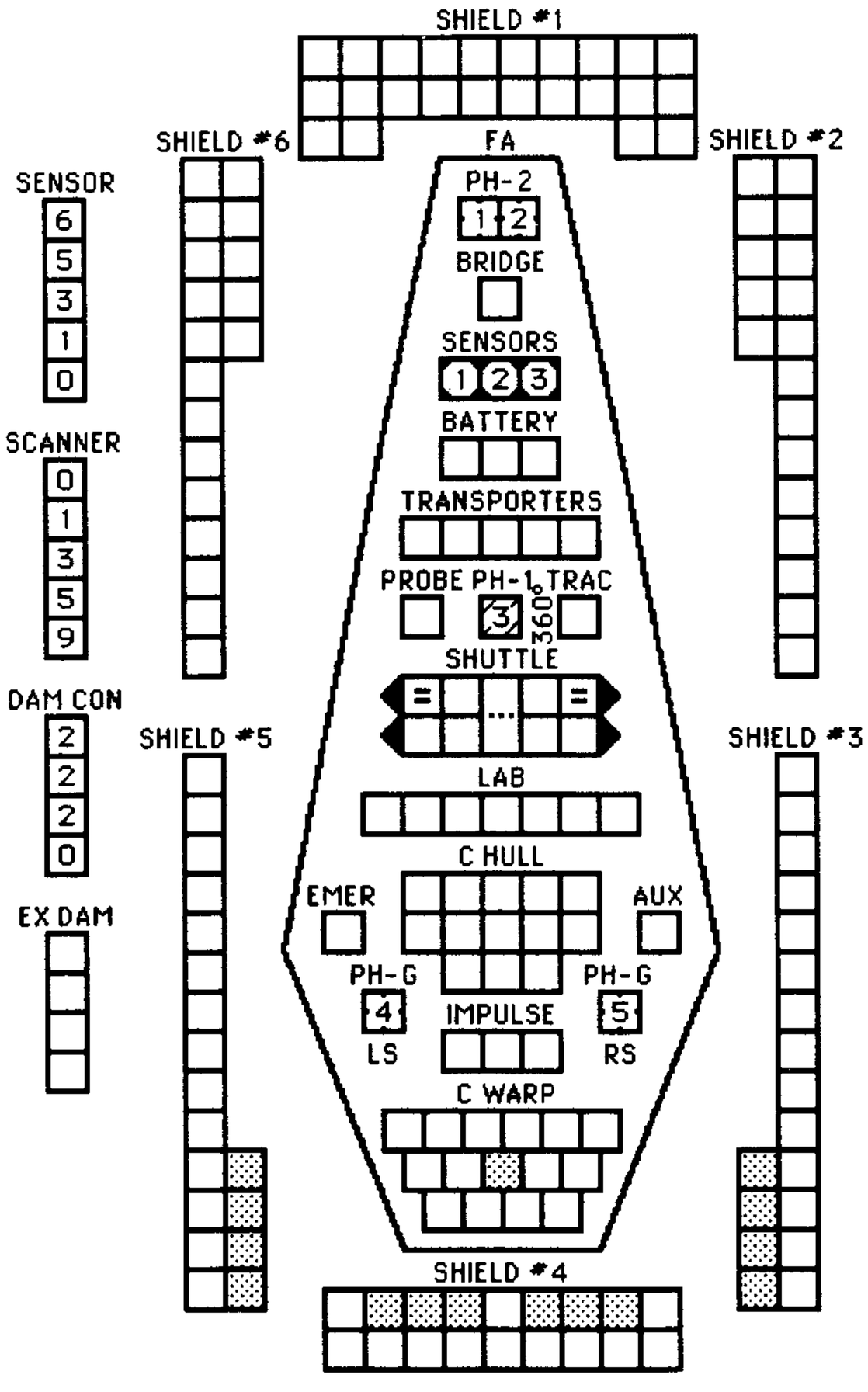
SEE (R9.R2).

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
RA = LR + RR



STINGER-2
1xPH-G-FA
DFR = 4
CRIPPLED = 7
SPEED = 15



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

FTR FUSION TABLE

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

SCOUT FUNCTIONS SUMMARY

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

SPECIAL SENSORS ARE DESTROYED ON "TORPEDO" DAMAGE POINTS.

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

THIS SSD SHOWS THE REFITTED SHIP. WITHOUT THE REFIT, DELETE THE SHADED BOXES, CHANGE THE PH-G FIRING ARCS TO "RA", AND CHANGE THE PH-1 TO PH-2.

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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HYDRAN CATAPHRACT COMMANDO CRUISER

CREW UNITS

			*						10
									20
									30

BOARDING PARTIES

									10
									20
									30

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
		GAS
		GAS
		HTS

TWO BAYS — NO TRANSFERS

TRANSPORTER BOMBS

				D	D	D	D

DECK CREWS

	2

PROBES

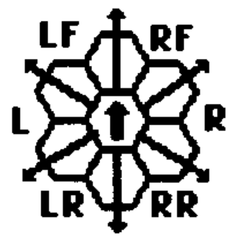
				5

SHIP DATA TABLE

TYPE	=	CAT
POINT VALUE	=	100/75
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R9.53

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



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

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

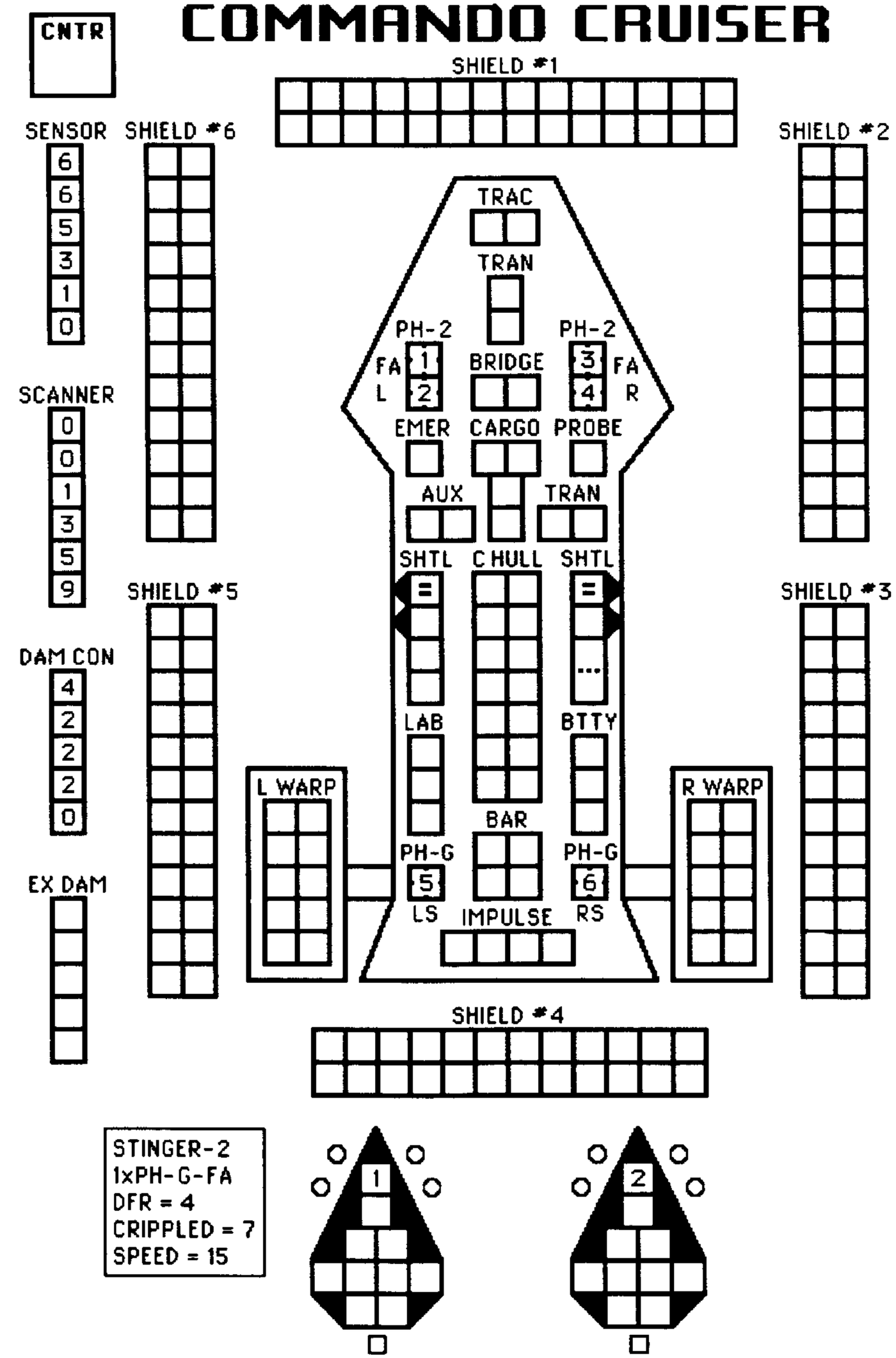
TYPE III DEFENSE PHASER

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

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

FTR FUSION TABLE

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



STINGER-2
1xPH-G-FA
DFR = 4
CRIPPLED = 7
SPEED = 15

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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HYDRAN COMMANDO LANCER

CREW UNITS

			*					10
								20

BOARDING PARTIES

								10
								20

DECK CREWS

	2

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
		GAS
		GAS
		HTS

TRANSPORTER BOMBS

D D

PROBES

				5

SHIP DATA TABLE

TYPE	=	LNG
POINT VALUE	=	77/57
BREAKDOWN	=	6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R9.65
PLUS REFIT	=	+10

TYPE I OFFENSIVE PHASER TABLE

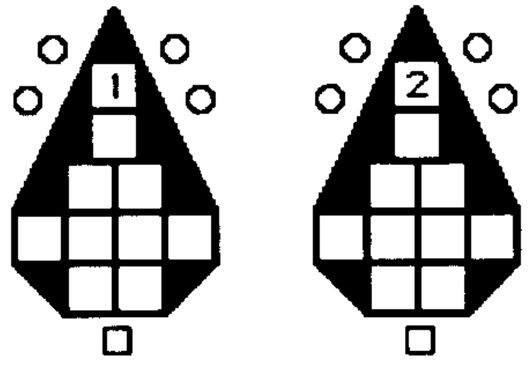
DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

TYPE 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

FTR FUSION TABLE

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



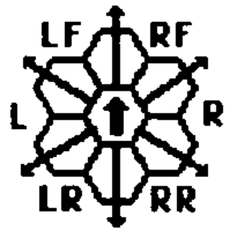
THIS SSD SHOWS THE REFITTED SHIP. WITHOUT THE REFIT, DELETE THE SHADED BOXES, CHANGE THE PH-G FIRING ARCS TO "RA", AND CHANGE THE PH-1 TO PH-2.

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

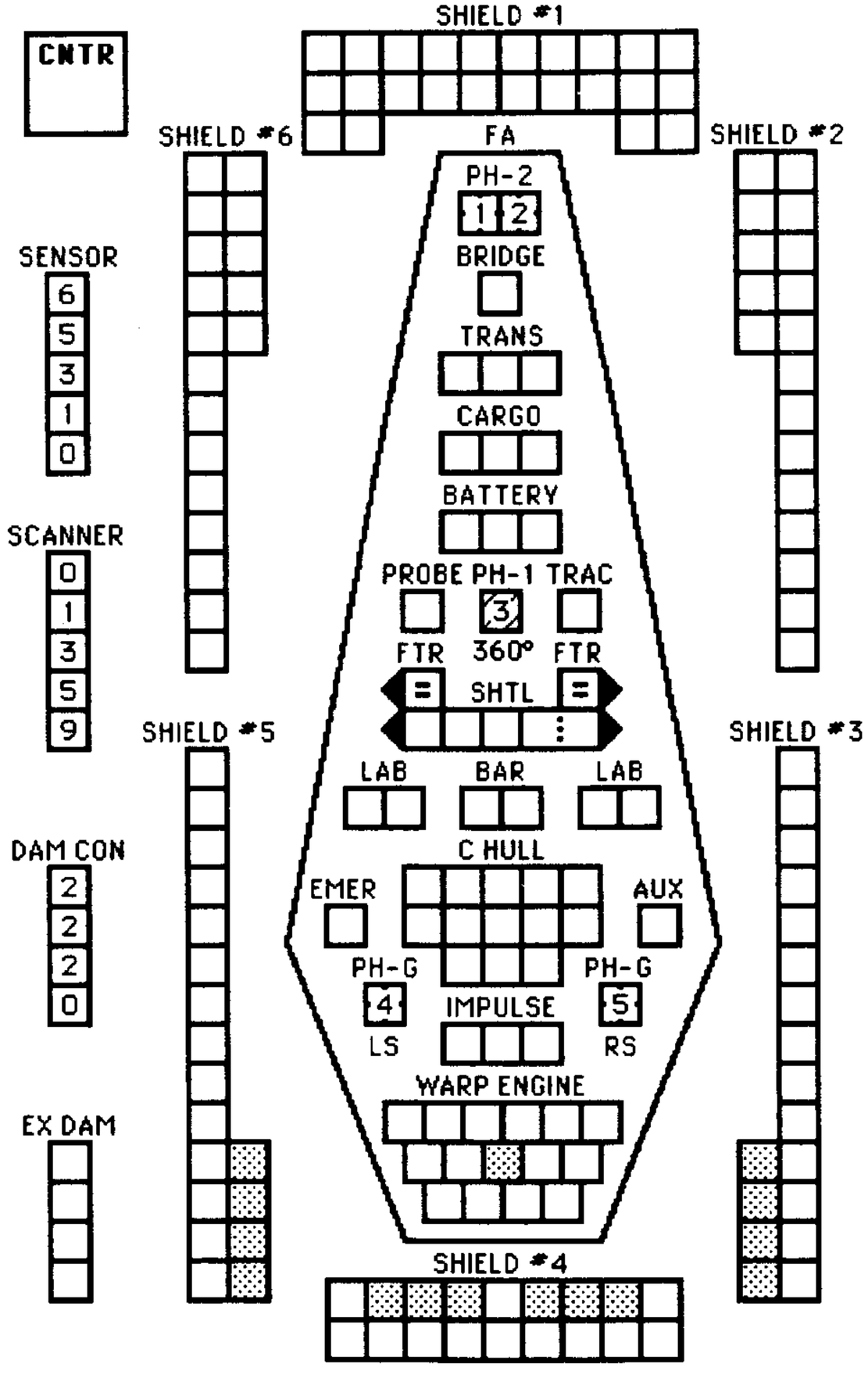
TYPE III DEFENSE PHASER

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

STINGER-2
1xPH-G-FA
DFR = 4
CRIPPLED = 7
SPEED = 15



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



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

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

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

CREW UNITS

			*					10
								20

BOARDING PARTIES

								10
								20

PROBES

				5

ADMINISTRATIVE SHUTTLE

IDENT	HIT POINTS	NOTES
		GAS
		GAS

TRANSPORTER BOMBS

		D	D

SHIP DATA TABLE

TYPE	=	HNG
POINT VALUE	=	58/38
BREAKDOWN	=	6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R9.66

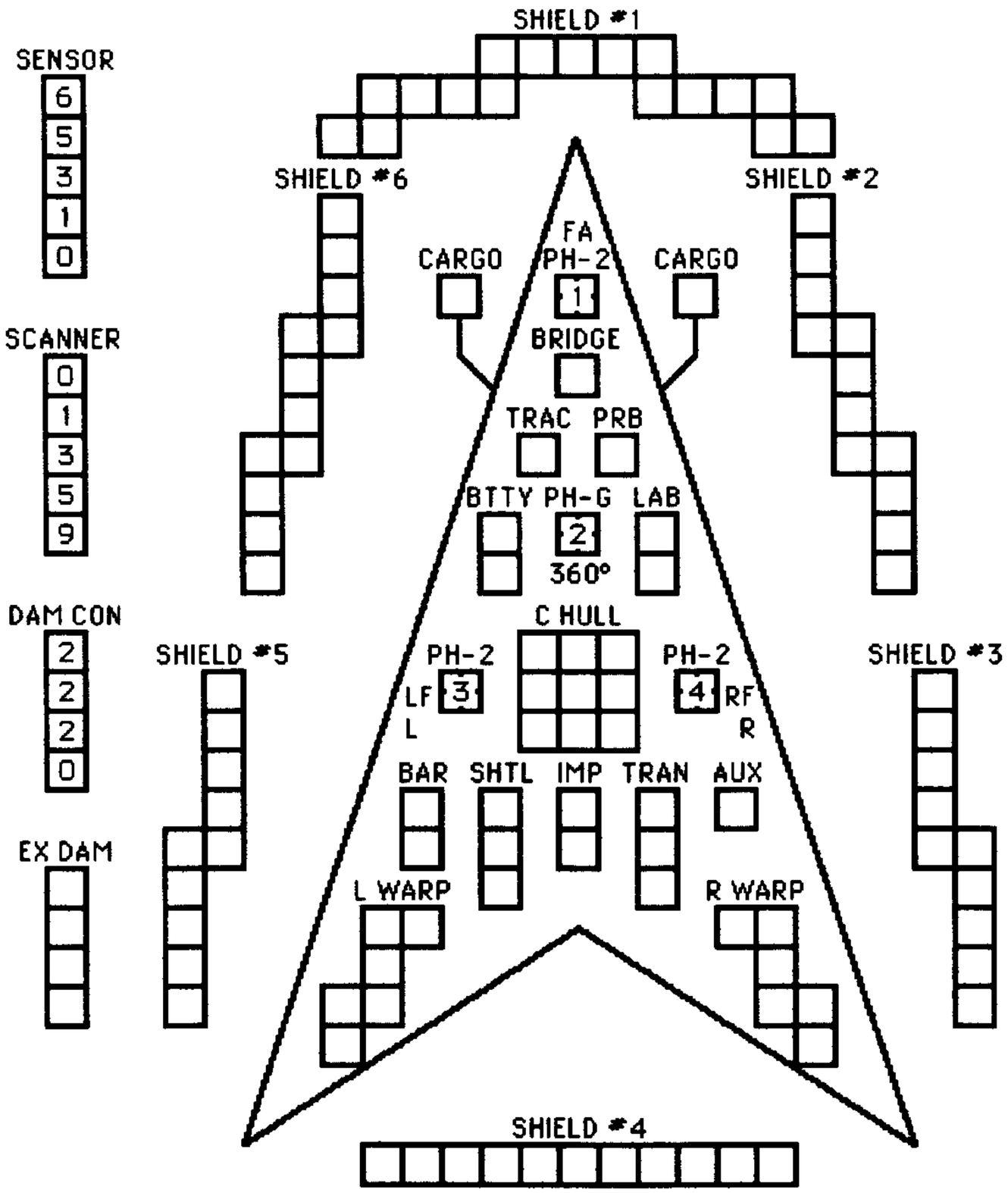
CNTR

SENSOR: 6 5 3 1 0

SCANNER: 0 1 3 5 9

DAM CON: 2 2 2 0

EX DAM



TYPE II PHASER TABLE

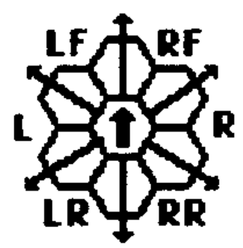
DIE ROLL	RANGE 0	1	2	3	4-8	9-15	16-30	31-50
1	6	5	5	4	3	2	1	1
2	6	5	4	4	2	1	1	0
3	6	4	4	4	1	1	0	0
4	5	4	4	3	1	0	0	0
5	5	4	3	3	0	0	0	0
6	5	3	3	3	0	0	0	0

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

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



FA = LF + RF

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

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

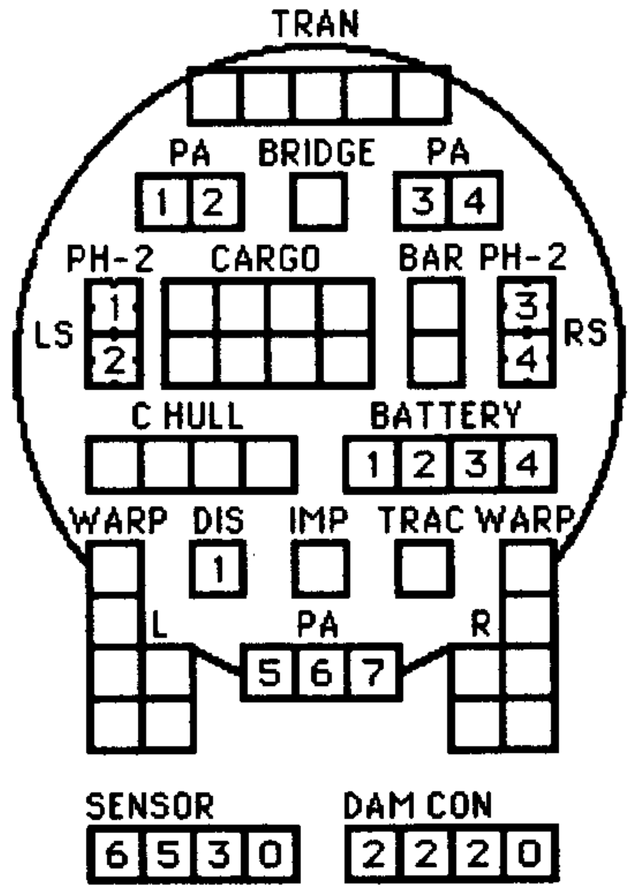
CREW UNITS

BOARDING PARTIES

TRANSPORTER BOMBS

SHIP DATA TABLE		
TYPE	=	RAT
POINT VALUE	=	80
BREAKDOWN	=	6
PA COST	=	3/4
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R10.20

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

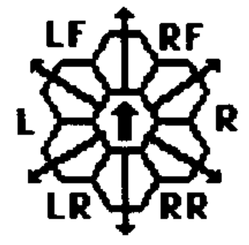
TURN MODE		SPEED
A	1	2-6
HET	2	7-12
	3	13-19
BD	4	20-26
	5	27+

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

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

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

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 DIAMONDBACK

CREW UNITS

			*					10
								20

BOARDING PARTIES

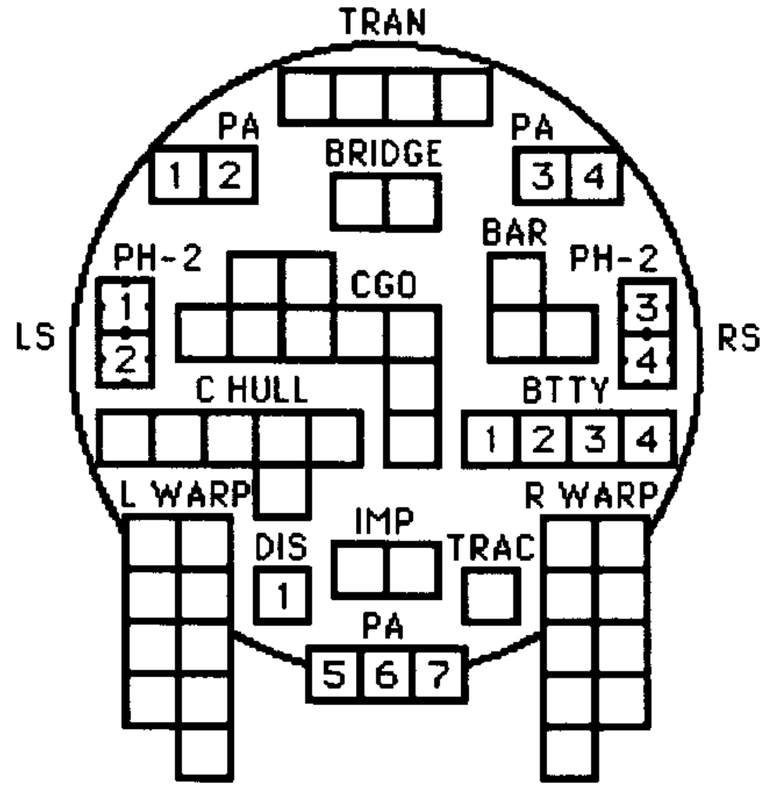
								10
								20

TRANSPORTER BOMBS

[ ][ ] [D][D]

SHIP DATA TABLE		
TYPE	=	DIA
POINT VALUE	=	100
BREAKDOWN	=	6
PA COST	=	4/6
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R10.21

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+

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

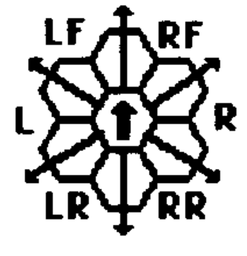
RANGE	0	1-2	3-15	16-22	23-31	32-50
SUCCESS	-	1-5	1-4	1-3	1-2	1
FAILURE	1-6	6	5-6	4-6	3-6	2-6

SENSOR
[6][5][3][0]

SCANNER
[0][1][5][9]

DAM CON
[2][2][2][0]

EX DAM
[ ][ ][ ][ ]



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

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

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

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

SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	2	2	3	3	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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LYRAN COMMANDO WAR CRUISER

CREW UNITS

			*					10
								20
								30

BOARDING PARTIES

								10
								20
								30

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
		GAS
		GAS
		GAS
		HTS

TWO BAYS - NO TRANSFERS

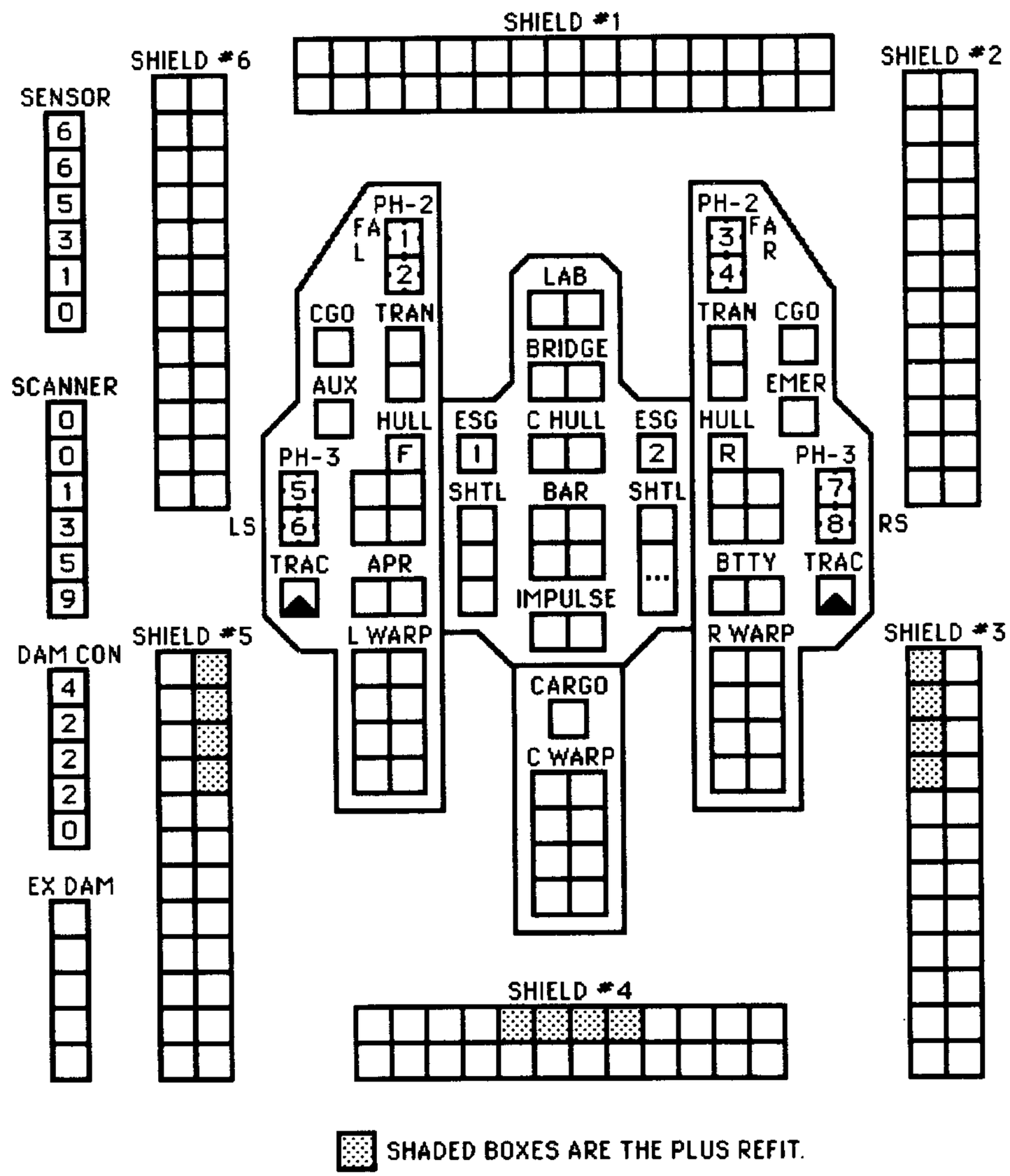
TRANSPORTER BOMBS

				D	D	D	D

SHIP DATA TABLE

TYPE	=	CWG
POINT VALUE	=	115/100
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R11.44
PLUS REFIT	=	+2
MECH LINKS	=	+2

CNTR



SHADED BOXES ARE THE PLUS REFIT.

TYPE II PHASER TABLE

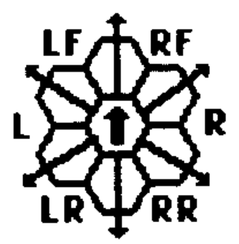
DIE ROLL	RANGE 0	1	2	3	4-8	9-15	16-30	31-50
1	6	5	5	4	3	2	1	1
2	6	5	4	4	2	1	1	0
3	6	4	4	4	1	1	0	0
4	5	4	4	3	1	0	0	0
5	5	4	3	3	0	0	0	0
6	5	3	3	3	0	0	0	0

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

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

EXPANDING SPHERE TABLE

RADIUS	ENERGY 1	2	3	4	5
0 (4.00)	4	8	12	16	20
1 (3.67)	4	7	11	15	18
2 (3.33)	3	7	10	13	17
3 (3.00)	3	6	9	12	15



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

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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LYRAN COMMANDO DESTROYER

CNTR

CREW UNITS

10
20

BOARDING PARTIES

10
20

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
		GAS
	HTS	

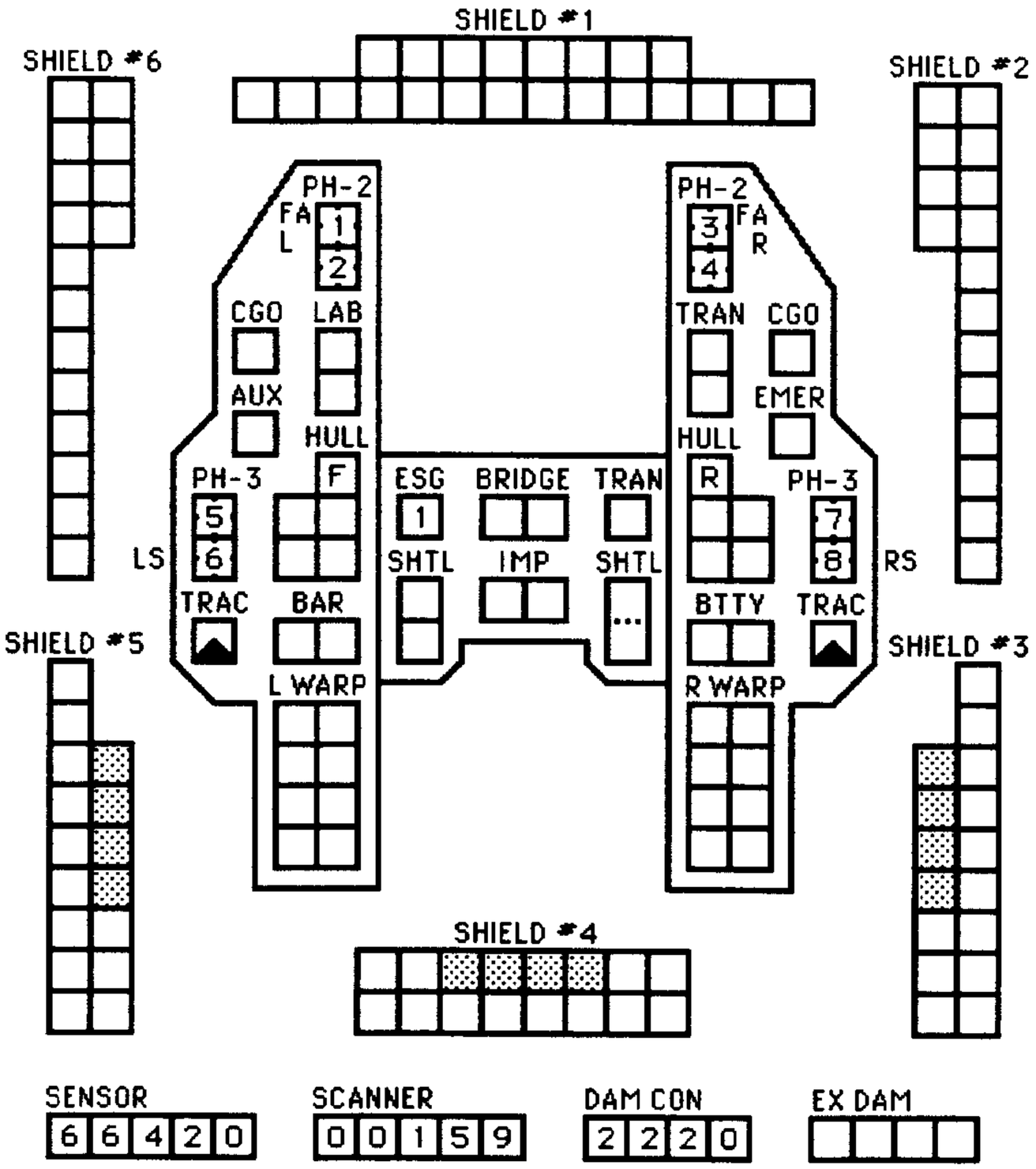
TWO BAYS - NO TRANSFERS

TRANSPORTER BOMBS

D D

SHIP DATA TABLE

TYPE	=	DDG
POINT VALUE	=	81/66
BREAKDOWN	=	6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R11.55
PLUS REFIT	=	+2
MECH LINKS	=	+2



SENSOR

6	6	4	2	0

SCANNER

0	0	1	5	9

DAM CON

2	2	2	0

EX DAM

SHADED BOXES ARE THE PLUS REFIT.

TYPE II PHASER TABLE

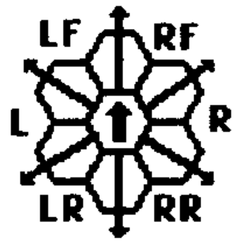
DIE ROLL	RANGE 0	1	2	3	4-8	9-15	16-30	31-50
1	6	5	5	4	3	2	1	1
2	6	5	4	4	2	1	1	0
3	6	4	4	4	1	1	0	0
4	5	4	4	3	1	0	0	0
5	5	4	3	3	0	0	0	0
6	5	3	3	3	0	0	0	0

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

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

EXPANDING SPHERE TABLE

RADIUS	ENERGY 1	2	3	4	5
0 (4.00)	4	8	12	16	20
1 (3.67)	4	7	11	15	18
2 (3.33)	3	7	10	13	17
3 (3.00)	3	6	9	12	15

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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WYN ORCA-C
COMMANDO CRUISER

CREW UNITS: * 10 20 30

BOARDING PARTIES: 10 20 30 40

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
		GAS
		GAS
		HTS

THIS SHIP HAS TWO SHUTTLE BAYS.

TRANSPORTER BOMBS: D D D D

PROBES: 5

SHIP DATA TABLE		
TYPE	=	CCW
POINT VALUE	=	115/95
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R12.33

CNTR

INSERT SELECTED OPTIONAL WEAPONS.
BPV IS INCREASED UNDER ANNEX #8A.
OPTION MOUNTS LIMITED TO:
PHASER-1/2/3
DRONE RACK A/B/C/E/6
ADD RACK 6 SHOT OR 12 SHOT

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

SHIELD #1

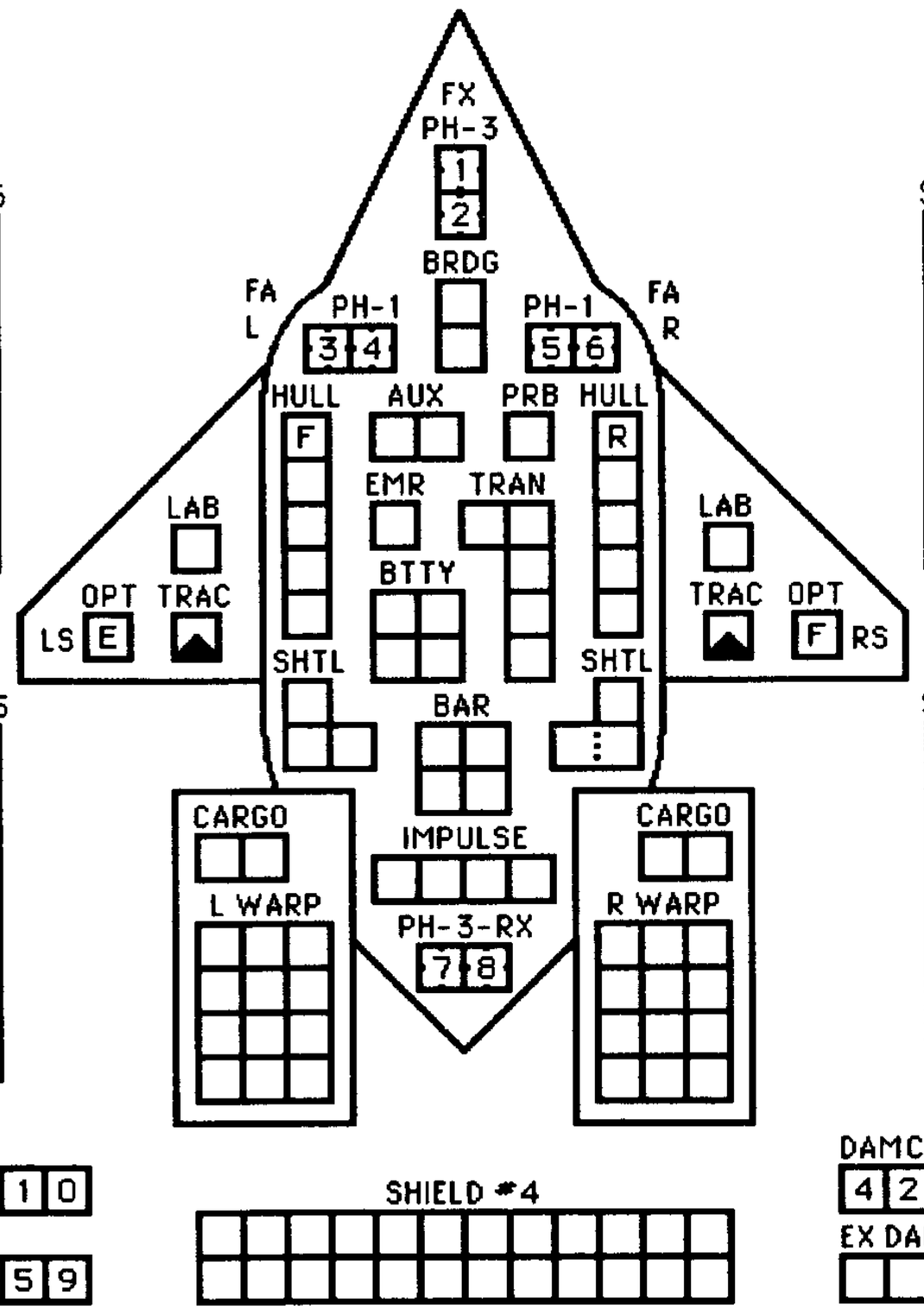
SHIELD #2

SHIELD #3

SHIELD #4

SHIELD #5

SHIELD #6



SENSOR: 6 5 3 1 0

SCANNER: 0 1 3 5 9

DAMCON: 4 2 2 2 0

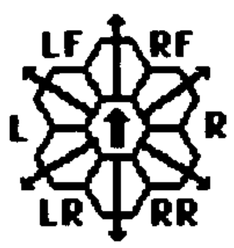
EX DAMAGE

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

THIS SHIP CAN CONTROL A NUMBER OF SEEKING WEAPONS EQUAL TO ITS SENSOR RATING.

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

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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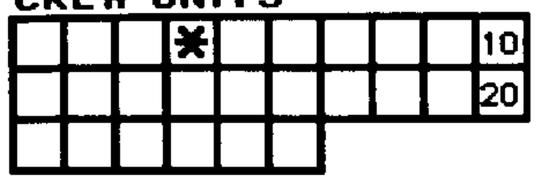
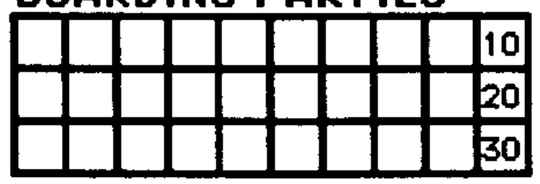
WYN MAKO-C COMMANDO DESTROYER

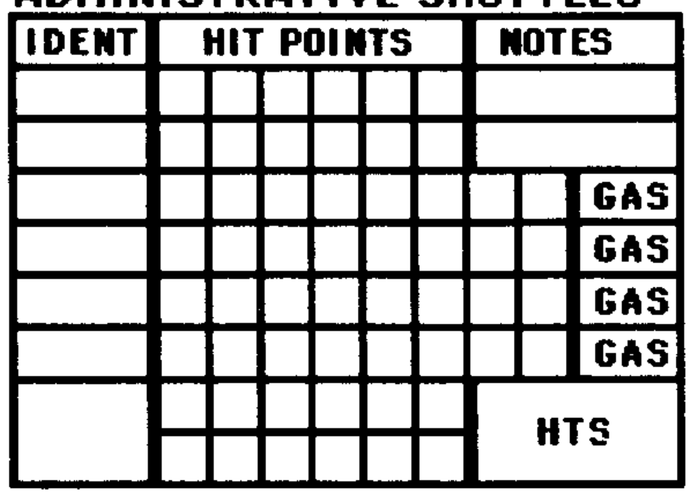
CREW UNITS



BOARDING PARTIES



ADMINISTRATIVE SHUTTLES



SHIP DATA TABLE		
TYPE	=	CDD
POINT VALUE	=	95/75
BREAKDOWN	=	6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R12.32

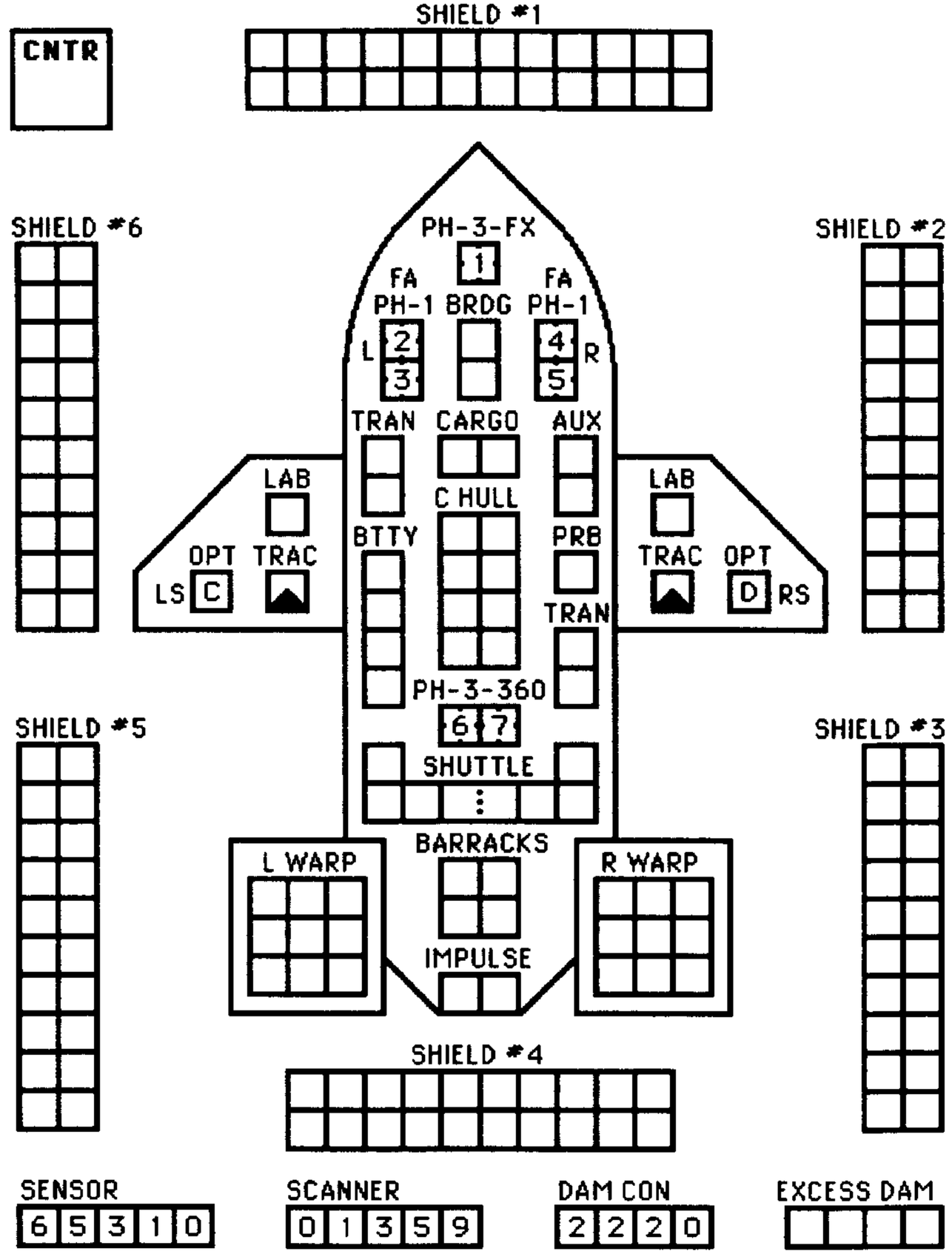
PROBES

TRANSPORTER BOMBS

INSERT SELECTED OPTIONAL WEAPONS.
BPV IS INCREASED UNDER ANNEX #8A.
OPTION MOUNTS LIMITED TO:
PHASER-1/2/3
DRONE RACK A/B/C/E/6
ADD RACK 6 SHOT OR 12 SHOT

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

CNTR



SENSOR

SCANNER

DAM CON

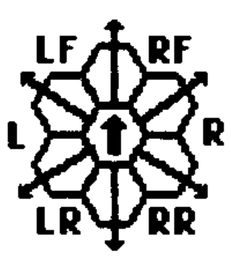
EXCESS DAM

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



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

THIS SHIP CAN CONTROL A NUMBER OF SEEKING WEAPONS EQUAL TO ITS SENSOR RATING.

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

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

SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	2	2	3	3	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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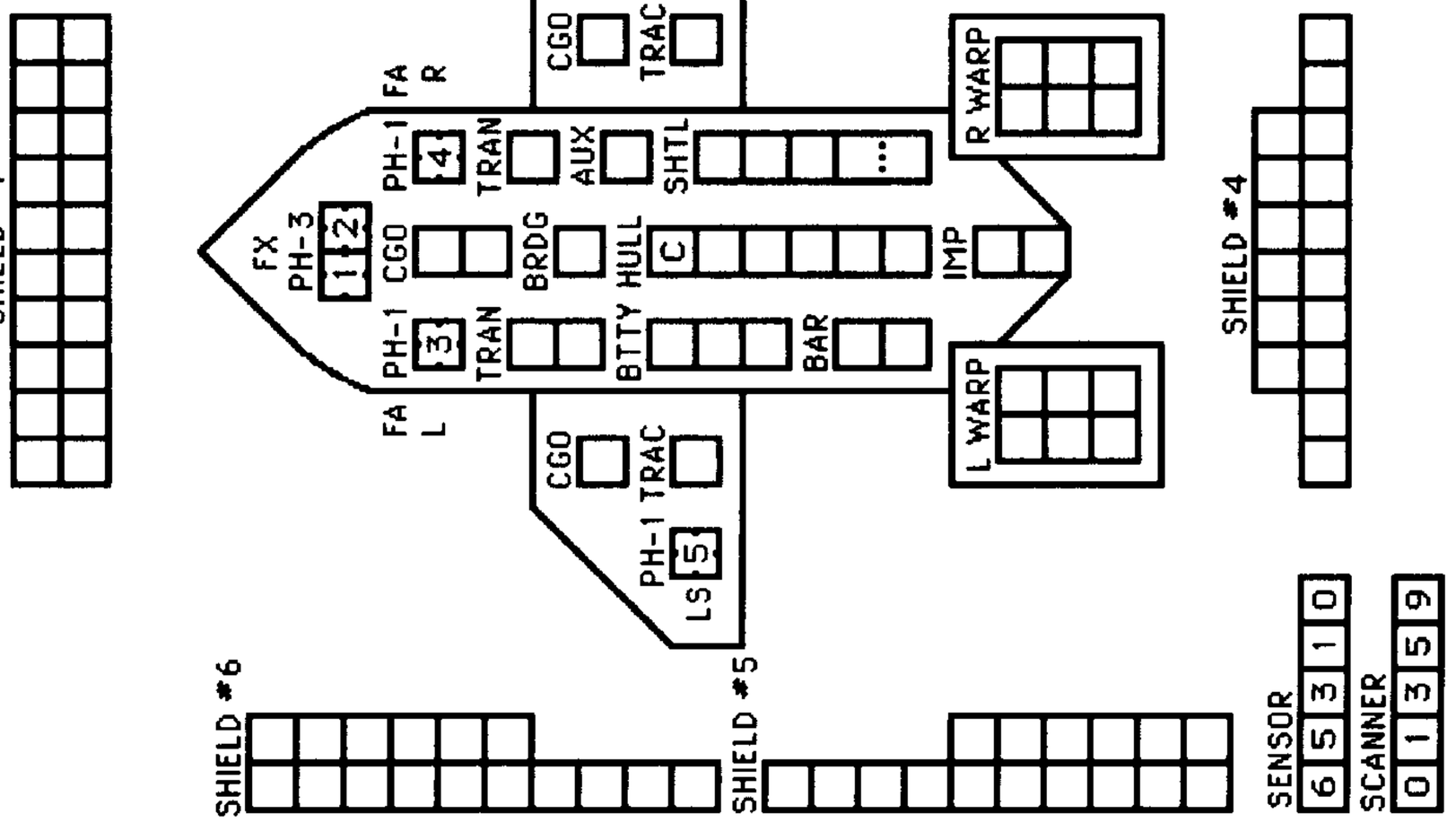
WYN BARRACUDA-C
COMMANDO FRIGATE

CNTR



SHIP DATA TABLE

TYPE	CFF
POINT VALUE	75/45
BREAKDOWN	6
SHIELD COST	1/2+1/2
LIFE SUPPORT	1/2
SIZE CLASS	4
REFERENCE	R12.31

TURN MODE

A	1
	2
HET	3
	4
BD	5
	NIMBLE

THIS SHIP CAN CONTROL A NUMBER OF SEEKING WEAPONS EQUAL TO HALF ITS SENSOR RATING.

HET COST

15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
5	6	6	6	7	7	7	8	8	8	9	9	9	10	10	10
5	5⅓	5⅔	6	6⅓	6⅔	7	7⅓	7⅔	8	8⅓	8⅔	9	9⅓	9⅔	10

③ = ERRATIC MANEUVER WARP COST

SPEED TABLE

SPEED	MODE
1	2 - 6
2	7 - 12
3	13 - 19
4	20 - 26
5	27+
NIMBLE SHIP	

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

TYPE I OFFENSIVE PHASER TABLE

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

TYPE I DEFENSIVE PHASER TABLE

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

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

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

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

SPEED	1	2	③	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	1	2	2	2	3	3	3	4	4	4	5	5	5	6	6	6	7	7	7	8	8	8	9	9	9	10	10	10
Fract.	⅓	⅔	1	1⅓	1⅔	2	2⅓	2⅔	3	3⅓	3⅔	4	4⅓	4⅔	5	5⅓	5⅔	6	6⅓	6⅔	7	7⅓	7⅔	8	8⅓	8⅔	9	9⅓	9⅔	10

ADMINISTRATIVE SHUTTLES

| IDENT | HIT POINTS | MOTES | | |

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WYN AUXILIARY COMMANDO CRUISER

CREW UNITS 10

BOARDING PARTIES 10 20

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
		GAS
		GAS
		HTS

THIS SHIP HAS TWO SHUTTLE BAYS.

TRANSPORTER BOMBS D D

SHIP DATA TABLE

TYPE	=	AXCC
POINT VALUE	=	74/30
BREAKDOWN	=	3-6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R12.30
Y175 REFIT	=	+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
C	1	2-4
NO HET BONUS	2	5-9
	3	10-14
	4	15-20
	5	21-27
BD	6	28+

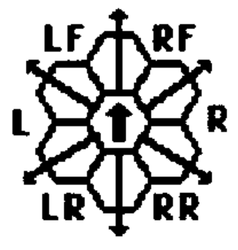
THIS SHIP CAN ACCELERATE BY NO MORE THAN 5 MOVEMENT POINTS OR DOUBLE THE CURRENT SPEED (MAXIMUM ACCELERATION 10) PER TURN. THIS SHIP CAN DISENGAGE BY ACCELERATION.

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

DRONE RACKS

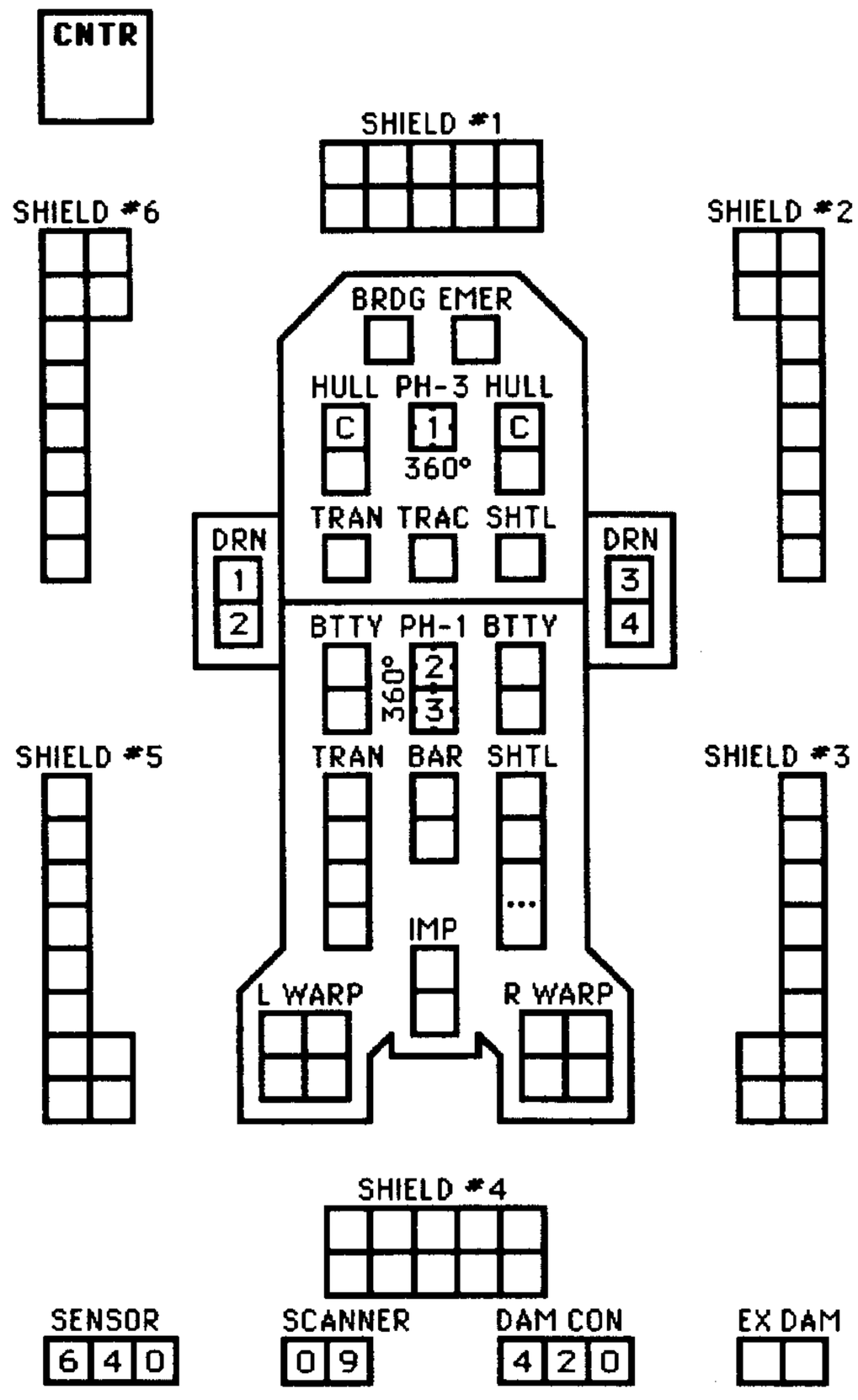
1							A	C
2							A	C
3							A	C
4							A	C

SHIP HAD TYPE-A DRONE RACKS (ONE RELOAD) UNTIL THE Y175 REFIT, WHICH CONVERTED THESE TO TYPE-C (2 RELOADS).



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 = 1/3 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

ISC COMMANDO CRUISER

CNTR

CREW UNITS

			*					
								10
								20
								30
								40

BOARDING PARTIES

								10
								20
								30

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
		GAS
		GAS
		GAS
		GAS
		HTS

SHIP DATA TABLE

TYPE	=	CCL
POINT VALUE	=	120/100
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R13.33

PROBES

				5

TRANSPORTER BOMBS

				D	D	D	D

TYPE I OFFENSIVE PHASER TABLE

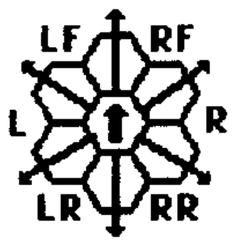
DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

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		

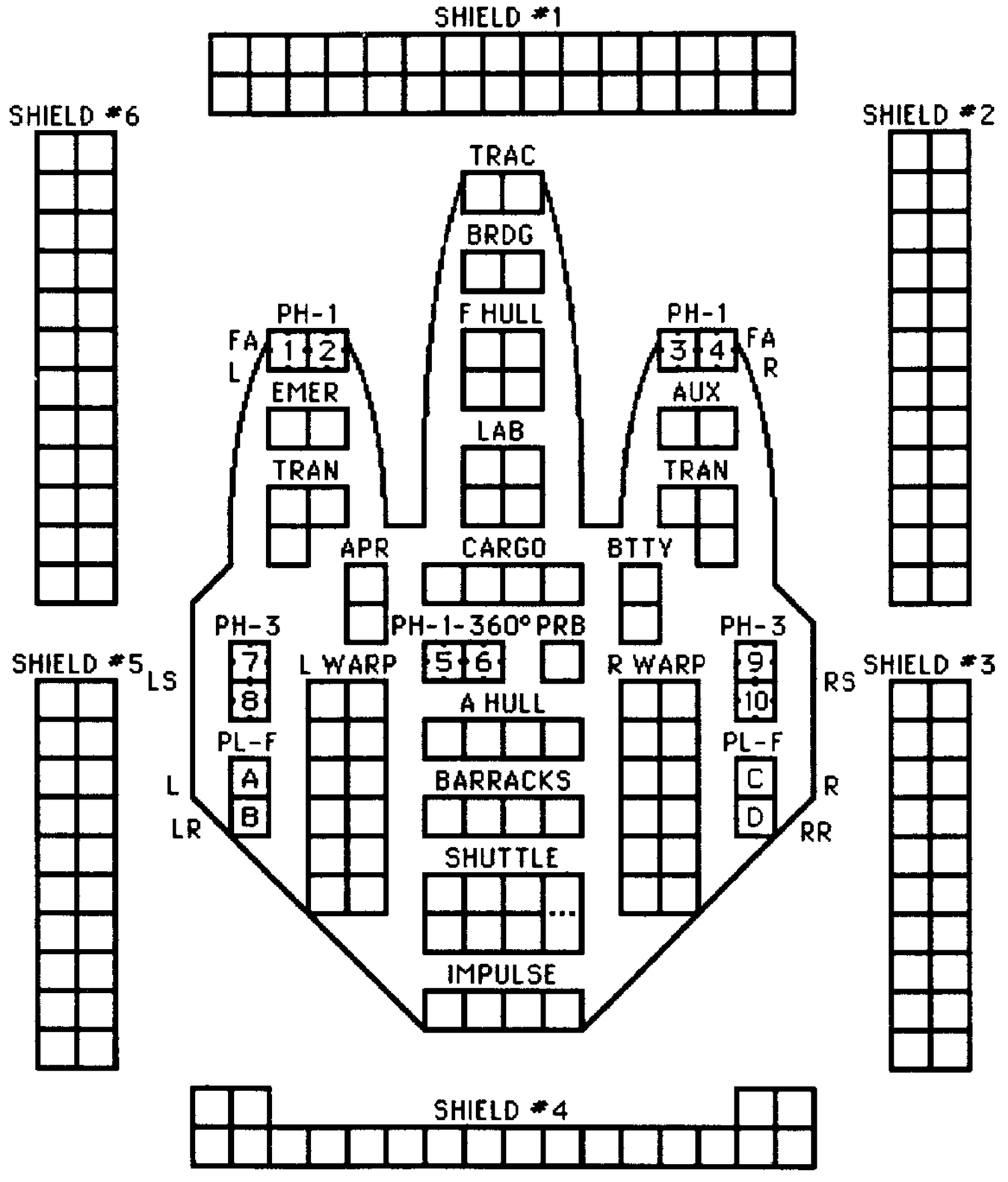
BARRACKS ARE DESTROYED ON "FORWARD HULL" AND "AFT HULL" DAMAGE POINTS.



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	

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

ISC COMMANDO DESTROYER

CREW UNITS: * 10 20

BOARDING PARTIES: 10 20

PROBES: 5

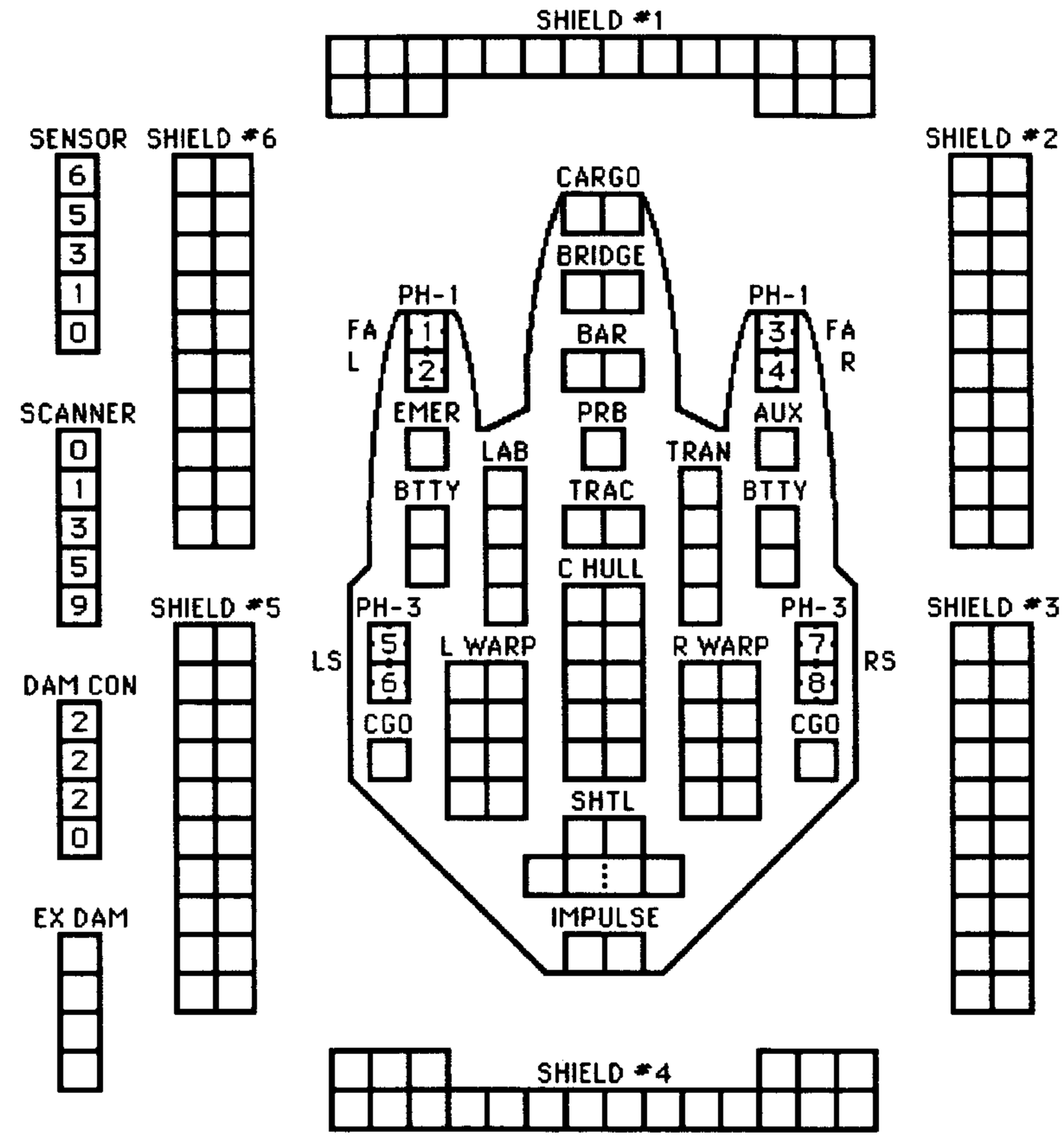
ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
		GAS
		GAS
		HTS

TRANSPORTER BOMBS: D D

SHIP DATA TABLE	
TYPE	= CDD
POINT VALUE	= 100/82
BREAKDOWN	= 6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R13.47

CNTR



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+

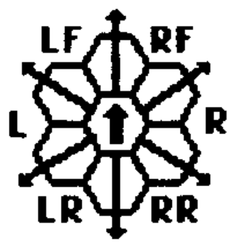
HET

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

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



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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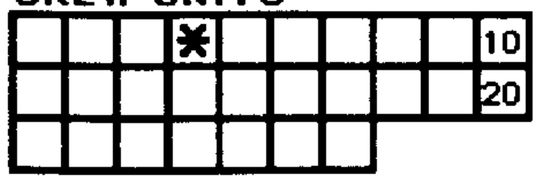
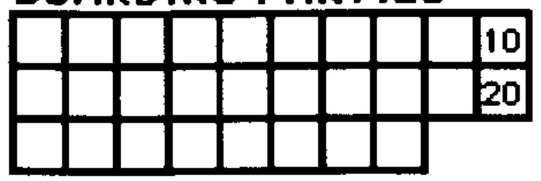
LYRAN DEMOCRATIC REPUBLIC COMMANDO WAR DESTROYER

CNTR

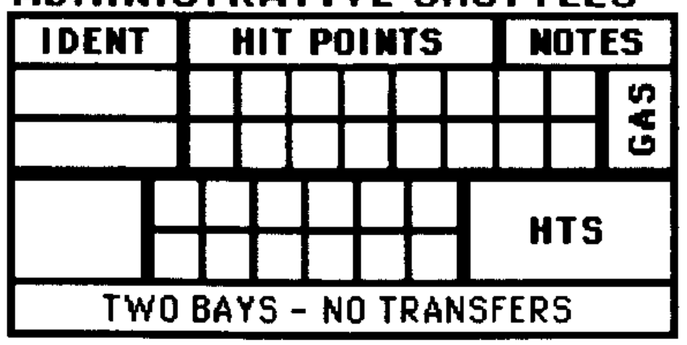
CREW UNITS



BOARDING PARTIES



ADMINISTRATIVE SHUTTLES



TRANSPORTER BOMBS

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

SHIP DATA TABLE

TYPE	=	CDW
POINT VALUE	=	110/95
BREAKDOWN	=	6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R14.28
PLUS REFIT	=	+2
MECH LINK REFIT	=	+2

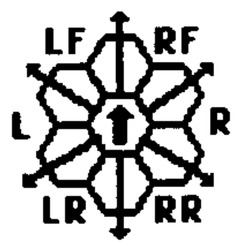
TYPE I OFFENSIVE PHASER TABLE

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+

TYPE III DEFENSE PHASER

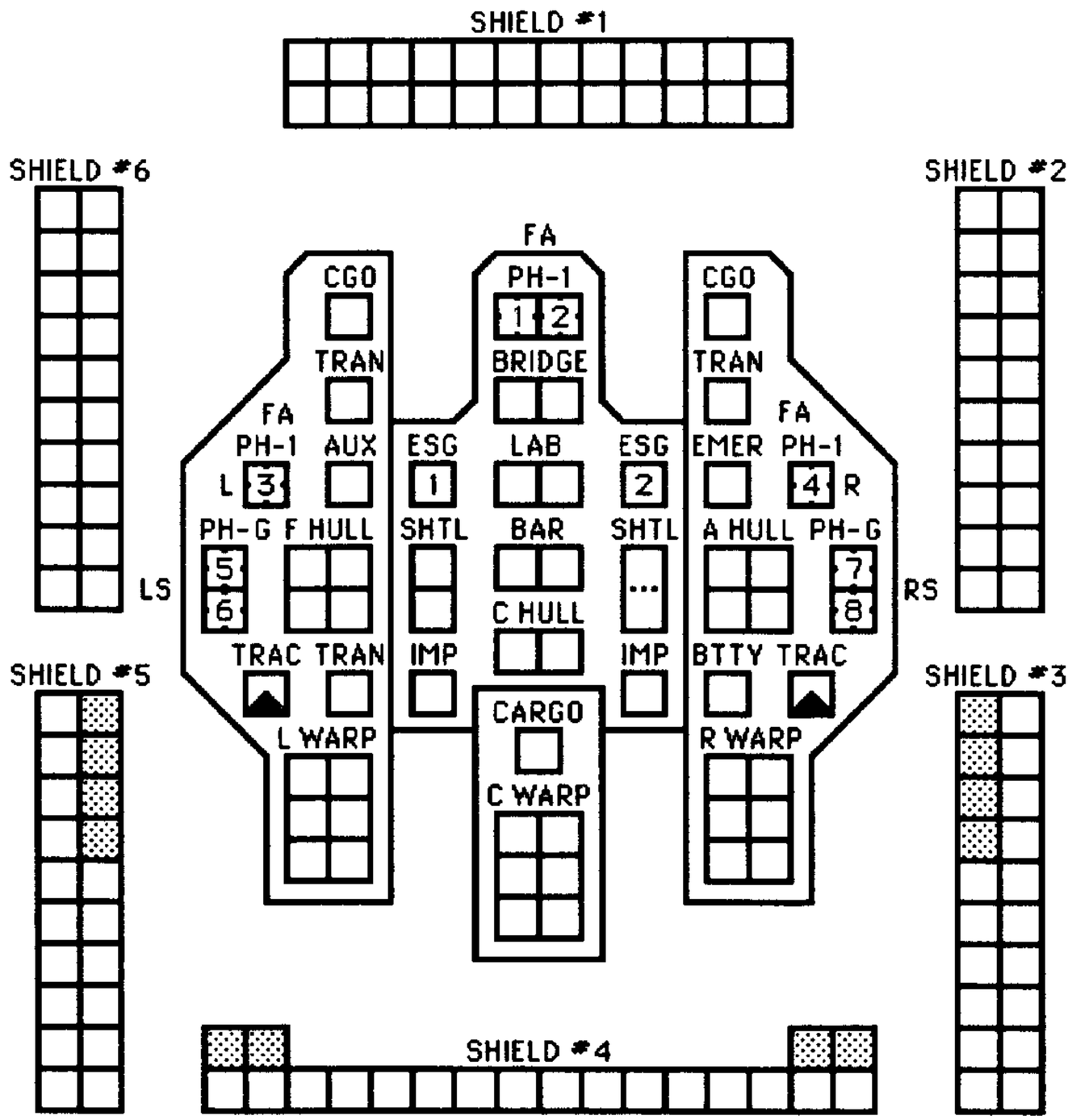
DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0



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

EXPANDING SPHERE TABLE

RADIUS	ENERGY 1	2	3	4	5
0 (4.00)	4	8	12	16	20
1 (3.67)	4	7	11	15	18
2 (3.33)	3	7	10	13	17
3 (3.00)	3	6	9	12	15



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

SHADED BOXES ARE THE PLUS REFIT.

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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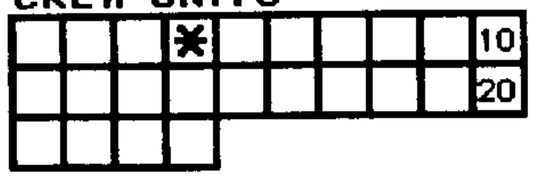
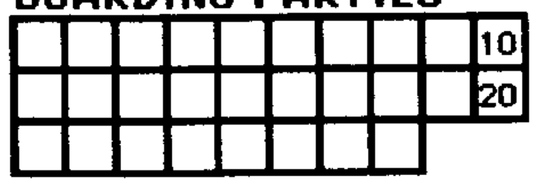
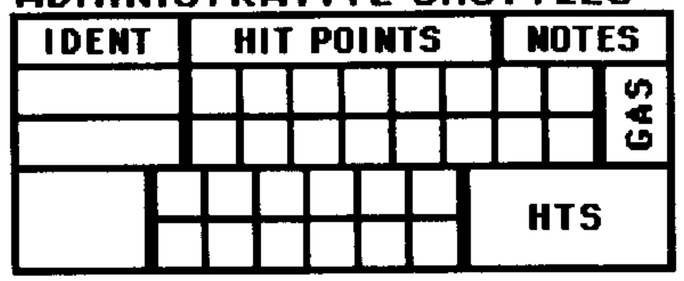
CREW UNITS



BOARDING PARTIES



ADMINISTRATIVE SHUTTLES

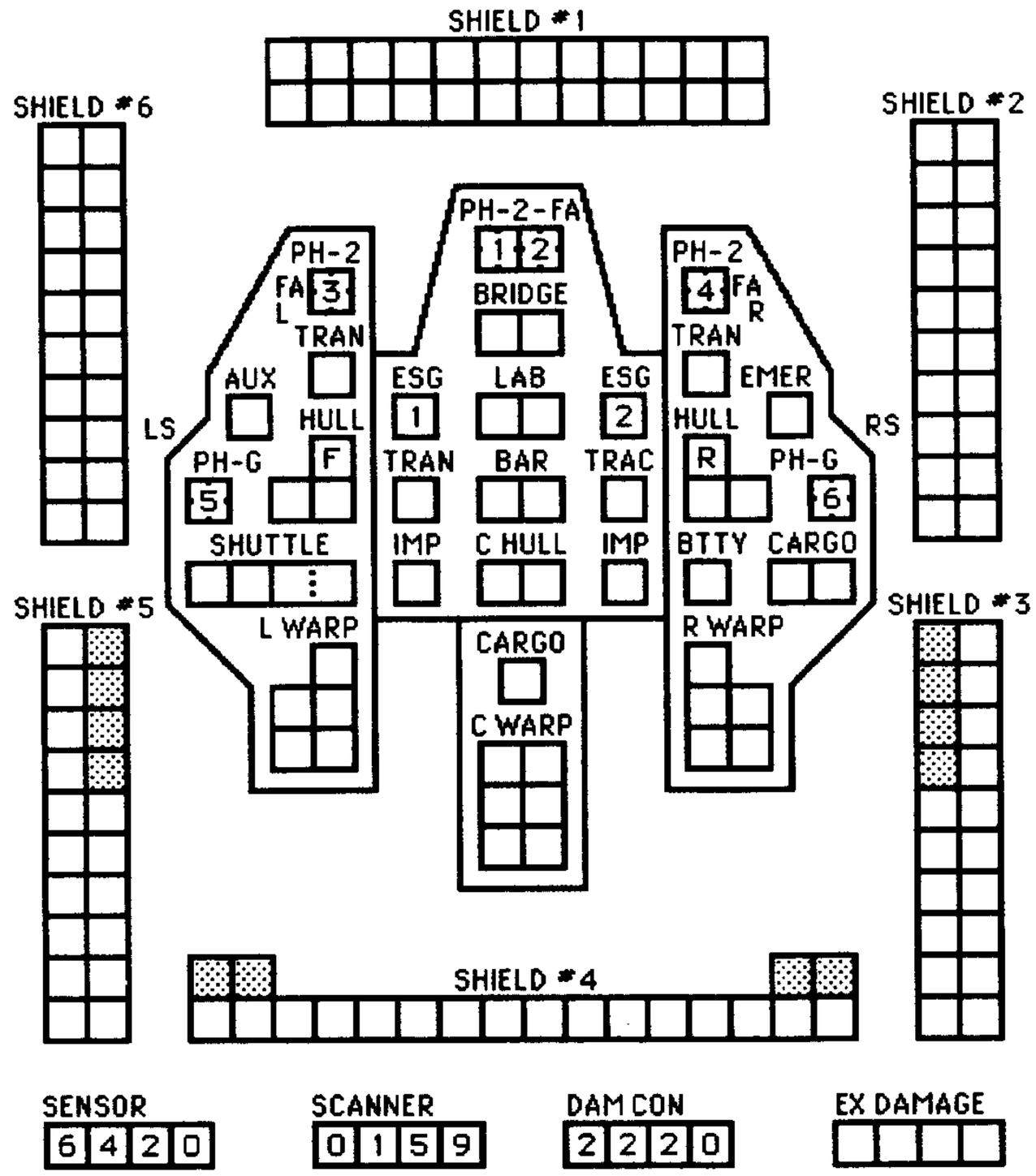


TRANSPORTER BOMBS

SHIP DATA TABLE		
TYPE	=	CMP
POINT VALUE	=	80/60
BREAKDOWN	=	6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R14.29
SHIELD REFIT	=	+2

CNTR

LYRAN DEMOCRATIC REPUBLIC MILITARY POLICE COMMANDO CORVETTE



SHADED BOXES ARE THE PLUS REFIT.

TYPE II PHASER TABLE

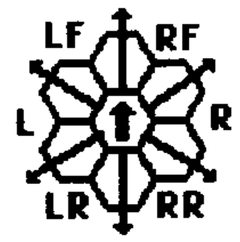
DIE ROLL	RANGE 0	1	2	3	4-8	9-15	16-30	31-50
1	6	5	5	4	3	2	1	1
2	6	5	4	4	2	1	1	0
3	6	4	4	4	1	1	0	0
4	5	4	4	3	1	0	0	0
5	5	4	3	3	0	0	0	0
6	5	3	3	3	0	0	0	0

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

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



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

EXPANDING SPHERE TABLE

RADIUS	ENERGY 1	2	3	4	5
0 (4.00)	4	8	12	16	20
1 (3.67)	4	7	11	15	18
2 (3.33)	3	7	10	13	17
3 (3.00)	3	6	9	12	15

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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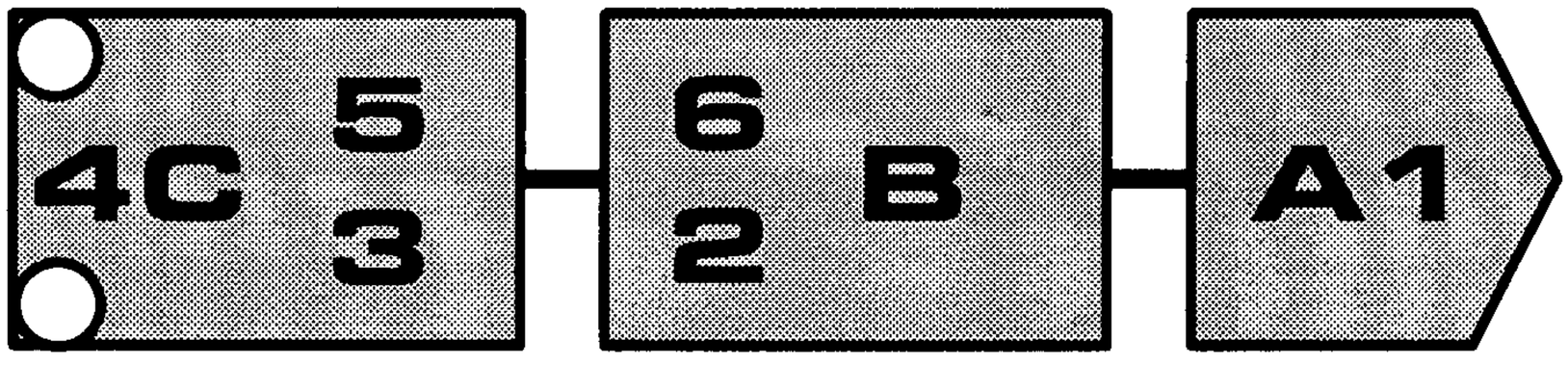
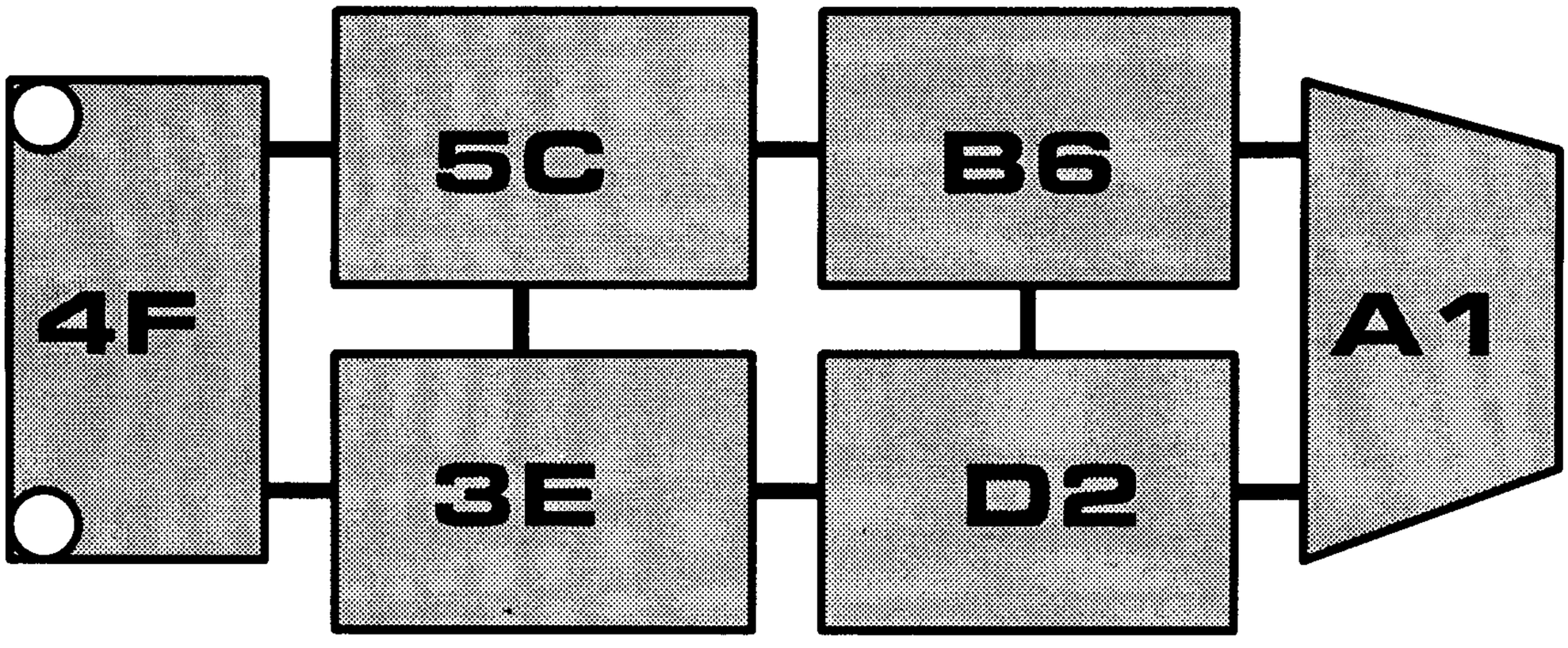
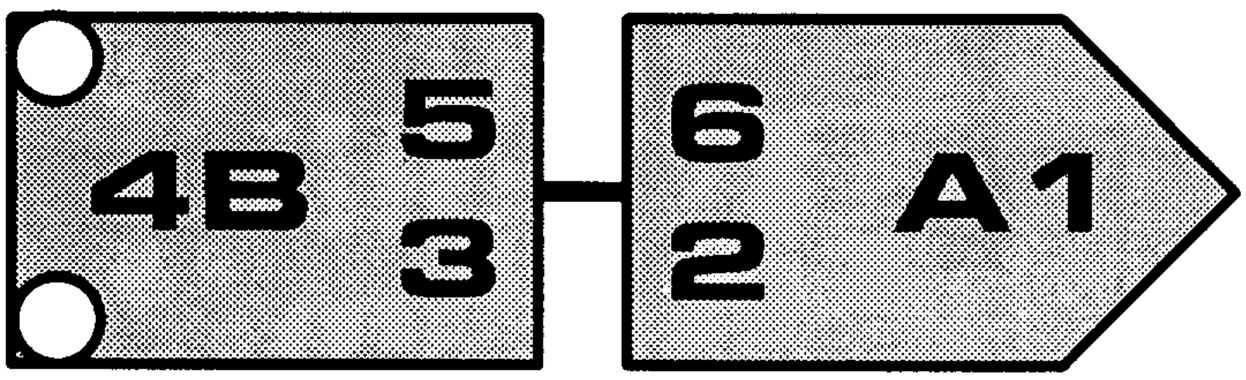
(R1.B1) SMALL FREIGHTER



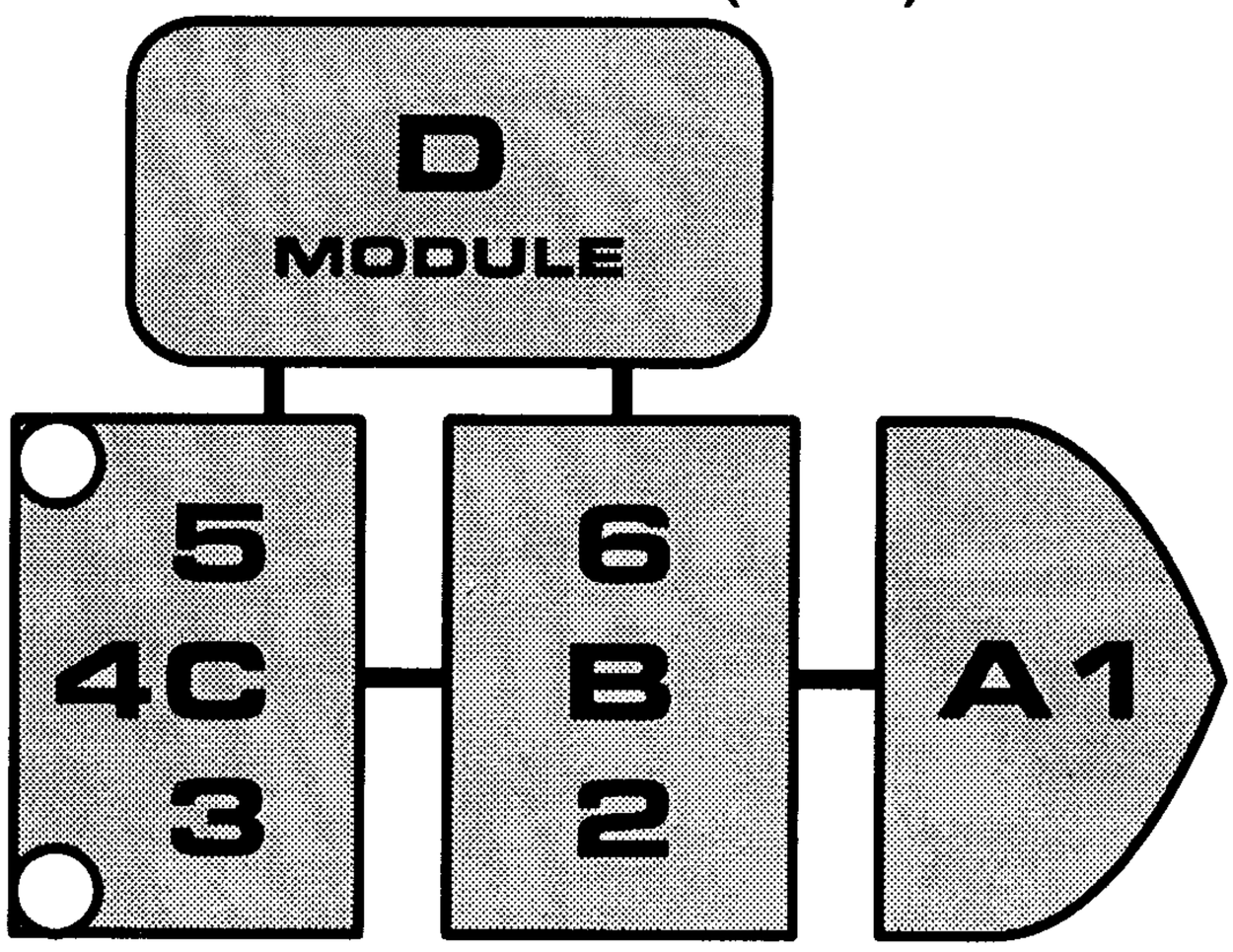


(R1.B2) LARGE FREIGHTER, ORE CARRIERS

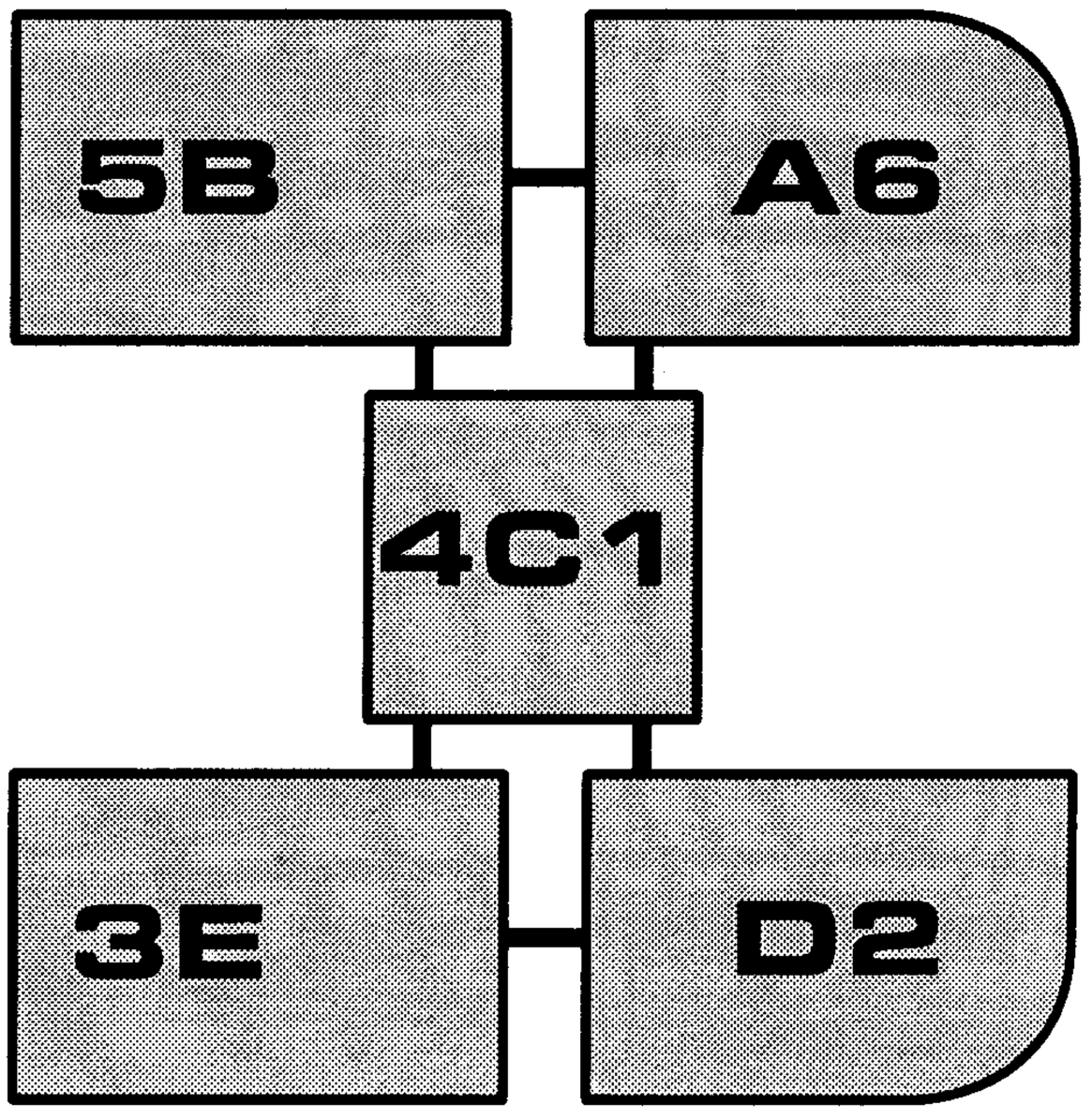
(R1.B3) MERCHANT SHIPS, FREE TRADERS

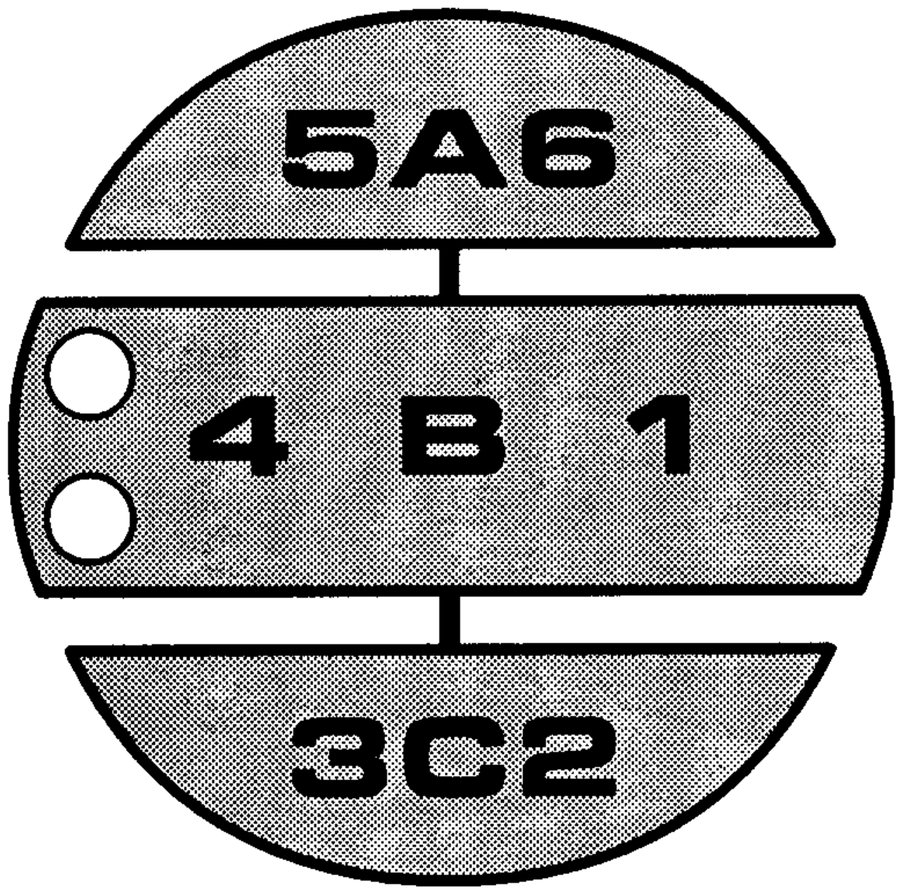


(R1.B4) MONITORS

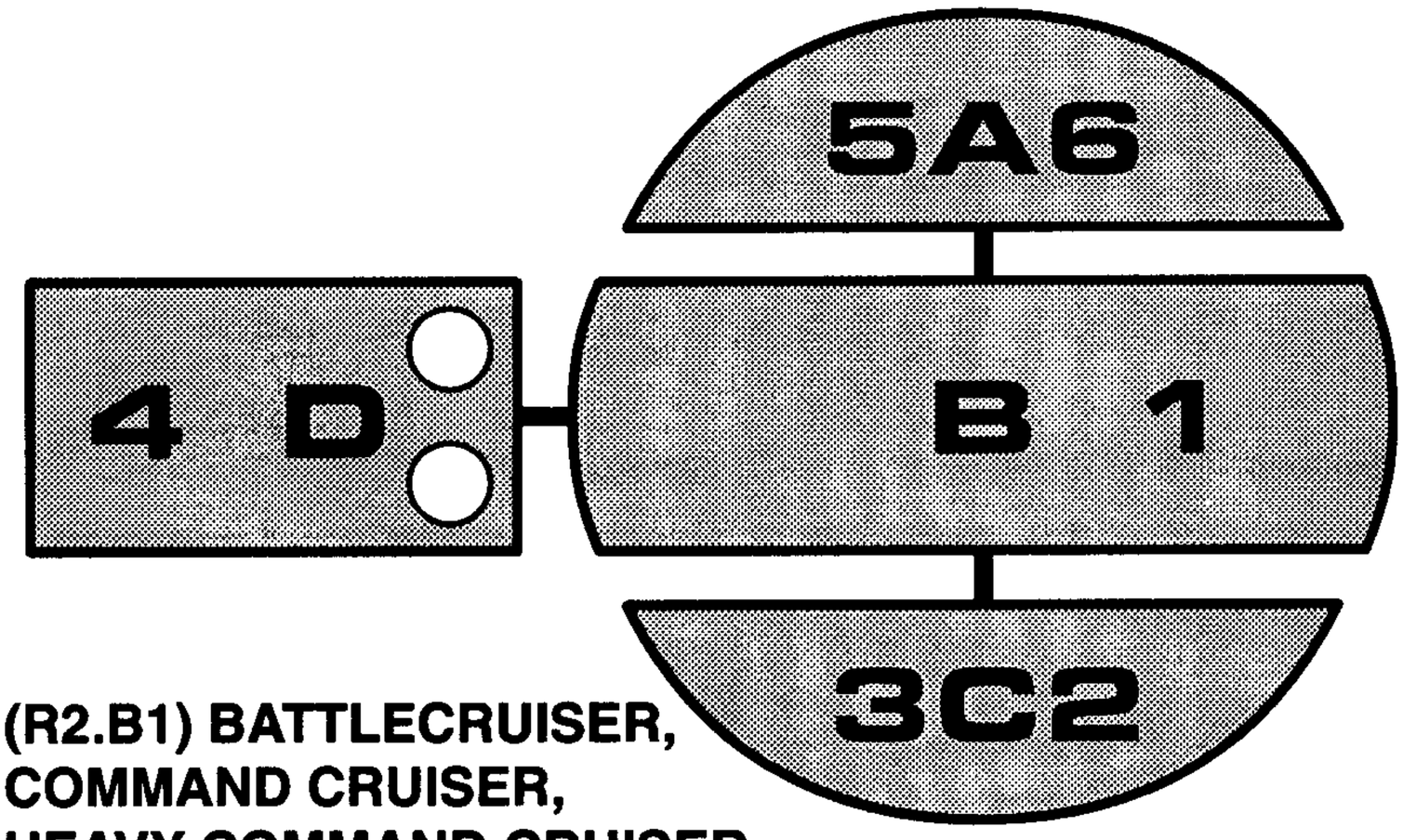


(R1.B5) FLEET REPAIR DOCK



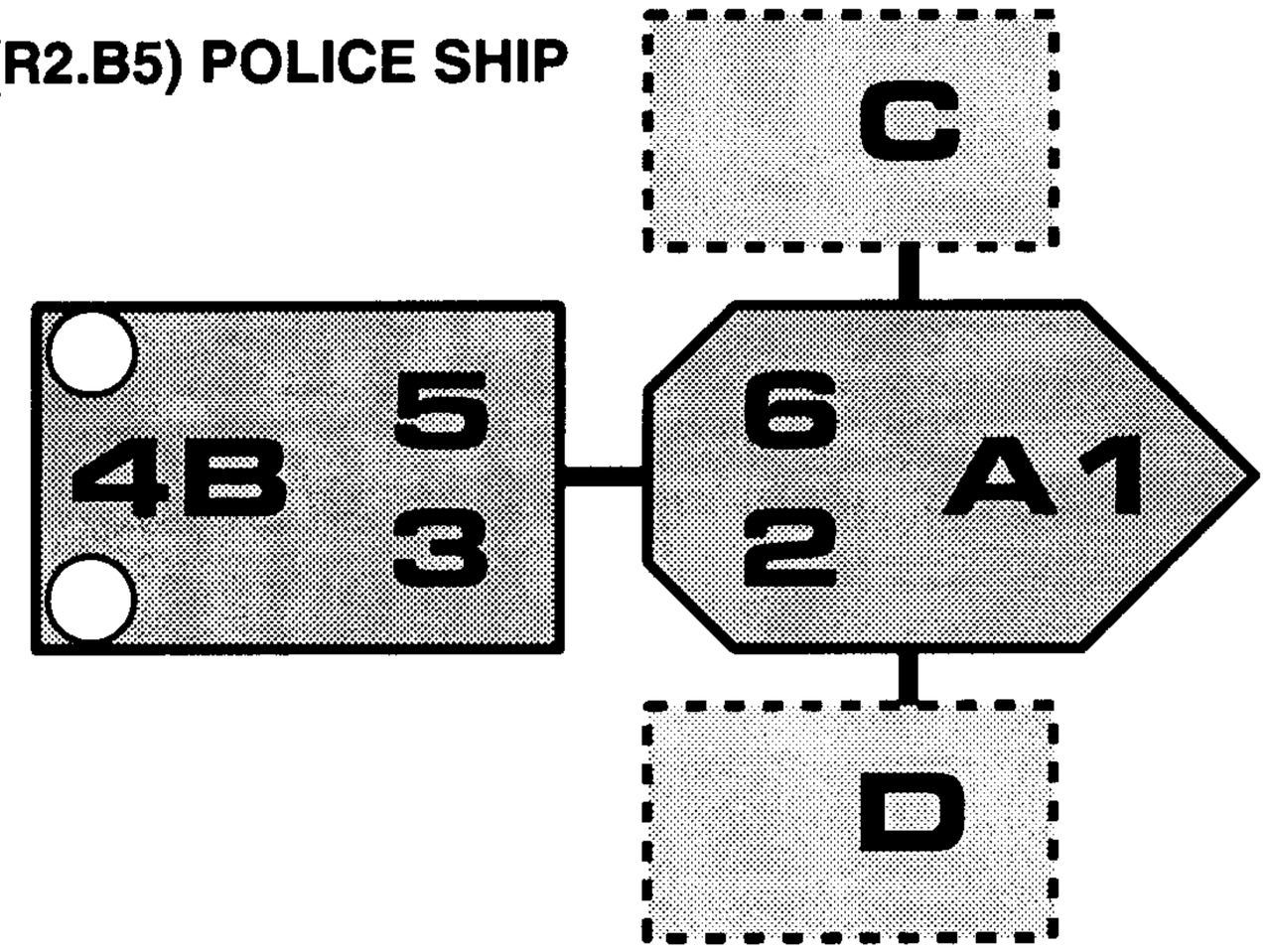


(R2.B2) NEW LIGHT CRUISER, DESTROYER, WAR DESTROYER, FRIGATE

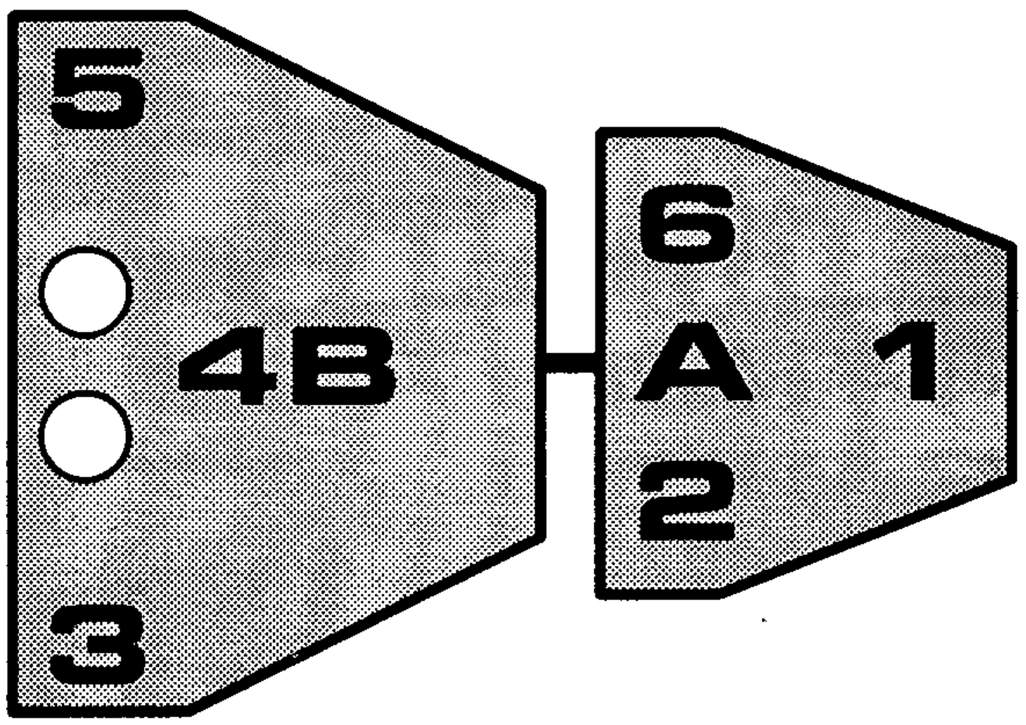


(R2.B1) BATTLECRUISER, COMMAND CRUISER, HEAVY COMMAND CRUISER, STRIKE CARRIER, HEAVY CRUISER, NEW HEAVY CRUISER, GSC

(R2.B5) POLICE SHIP

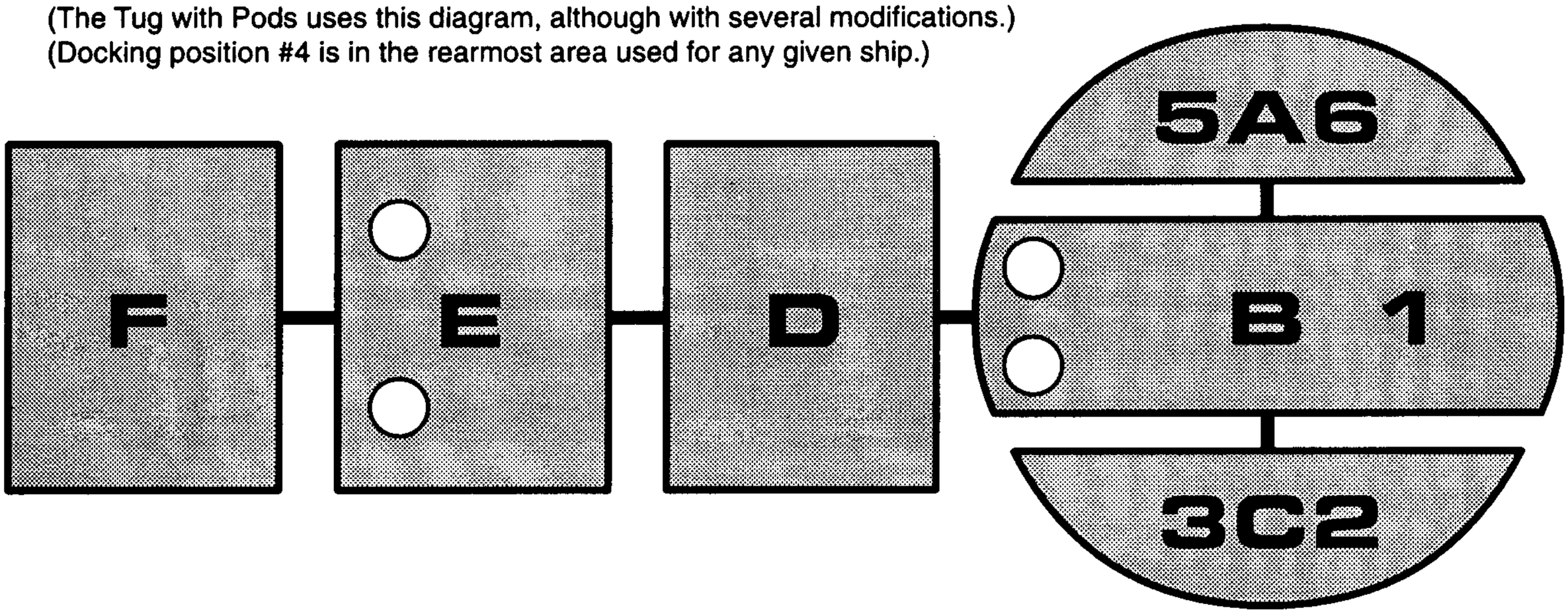


(R2.B3) OLD LIGHT CRUISER



(R2.B4) BATTLESHIP, DREADNOUGHT, CVA, SCS

(The Tug with Pods uses this diagram, although with several modifications.)
(Docking position #4 is in the rearmost area used for any given ship.)



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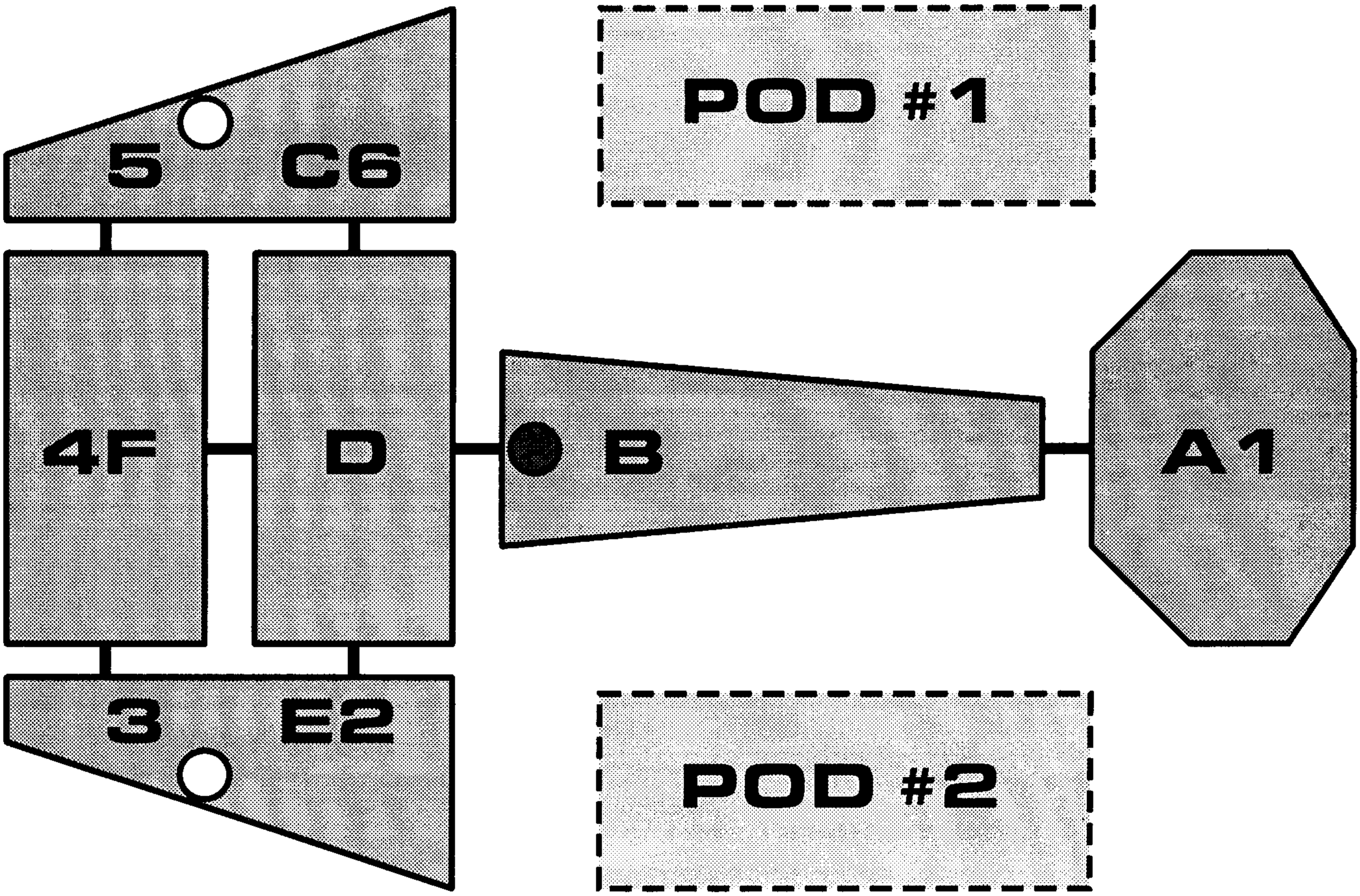
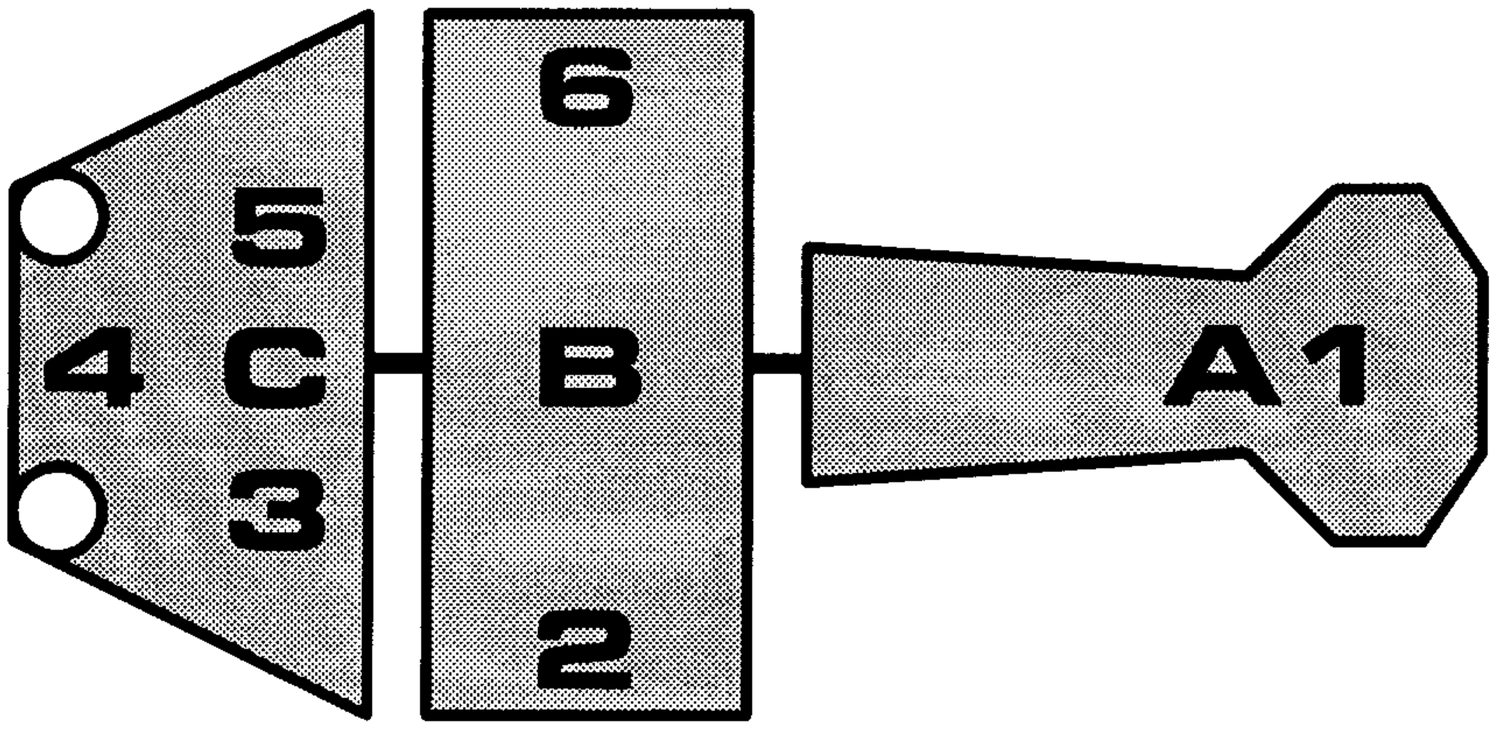
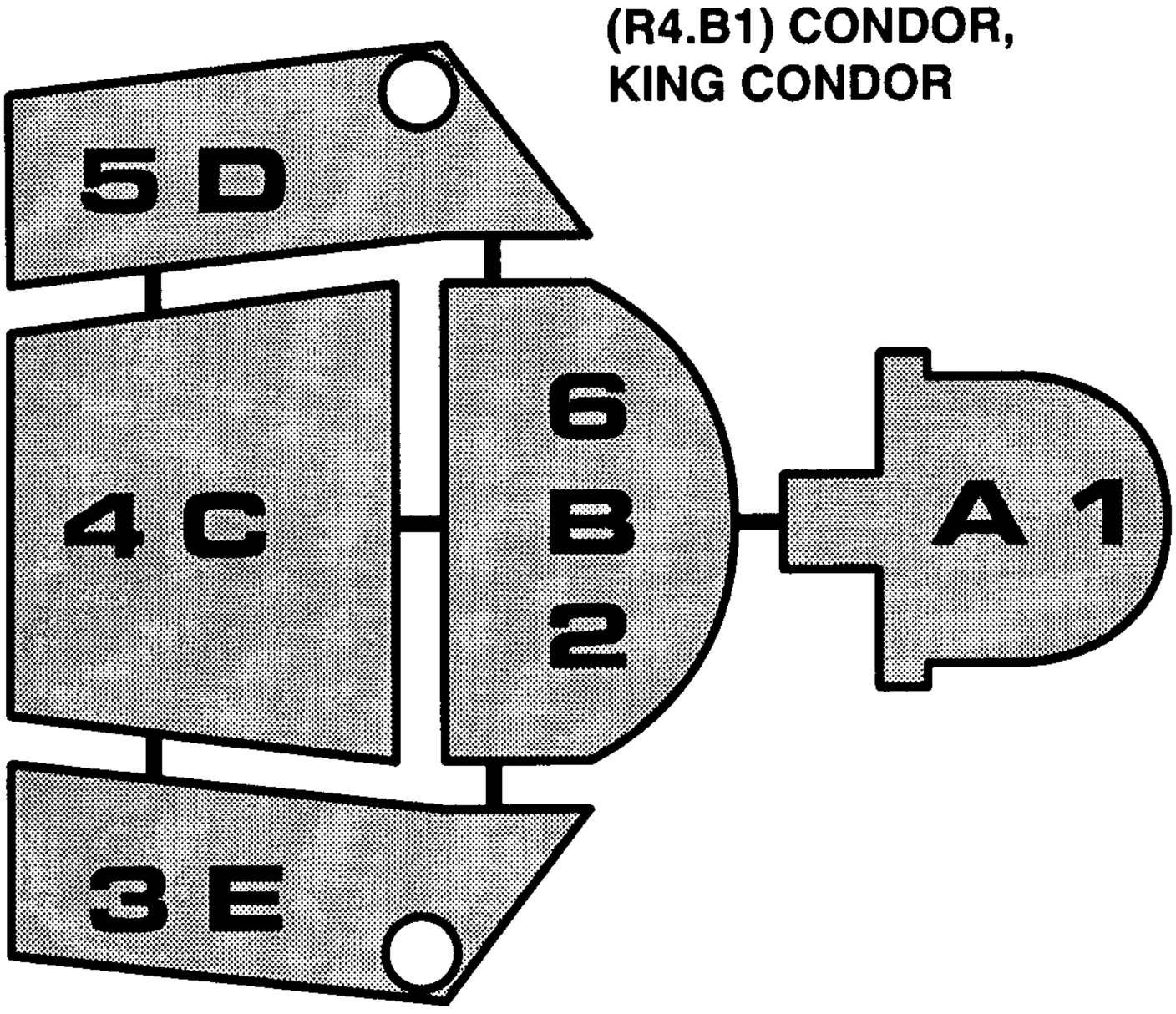
(R3.B1) B10, B11, C9, C8, C7, D7, D6, D5, TUG



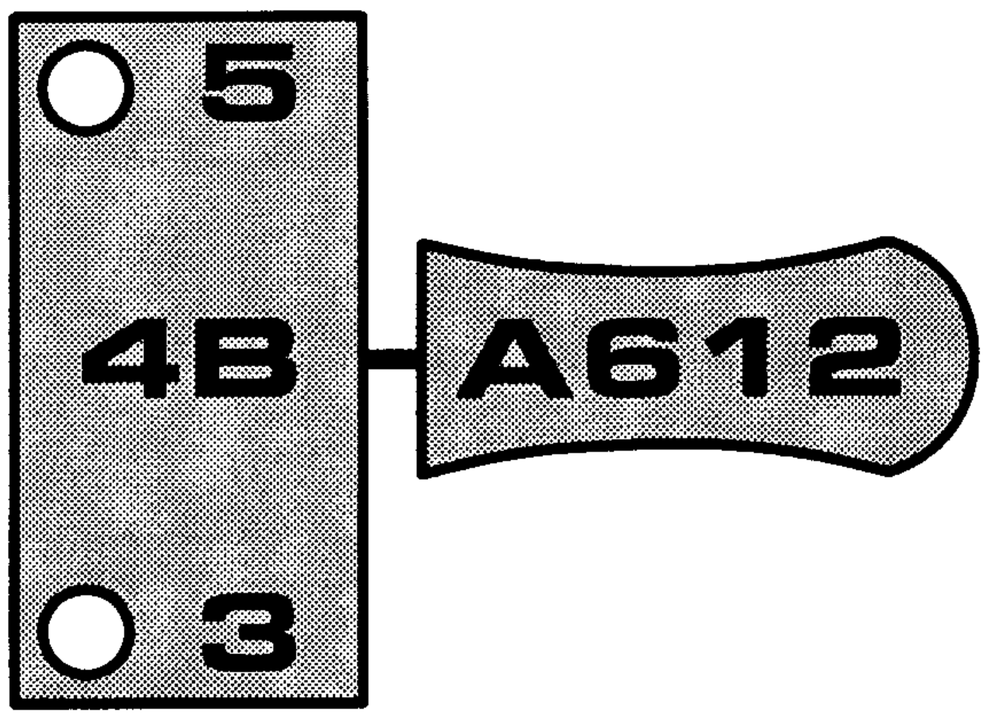
(R3.B2) F6, F5, E4, E5, E3, G2



(R4.B1) CONDOR, KING CONDOR

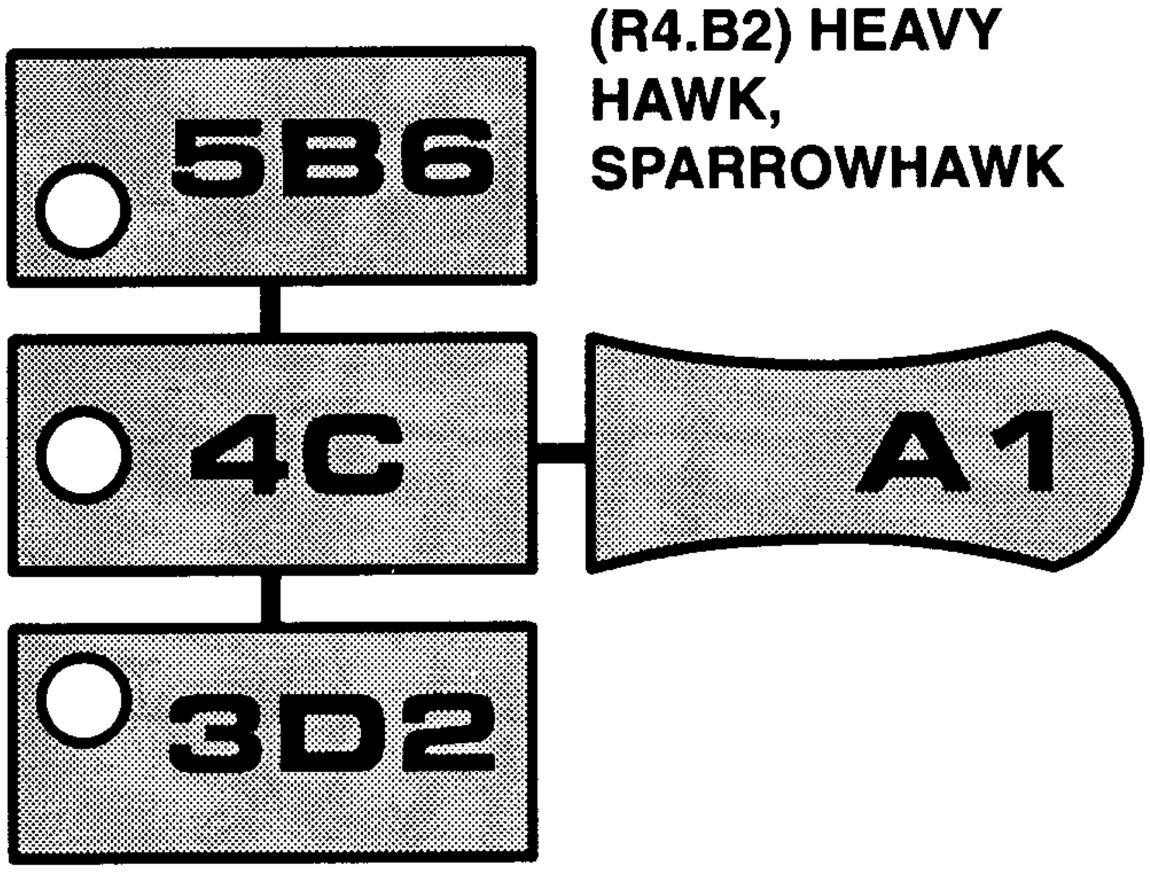


(R4.B4) SEAHAWK

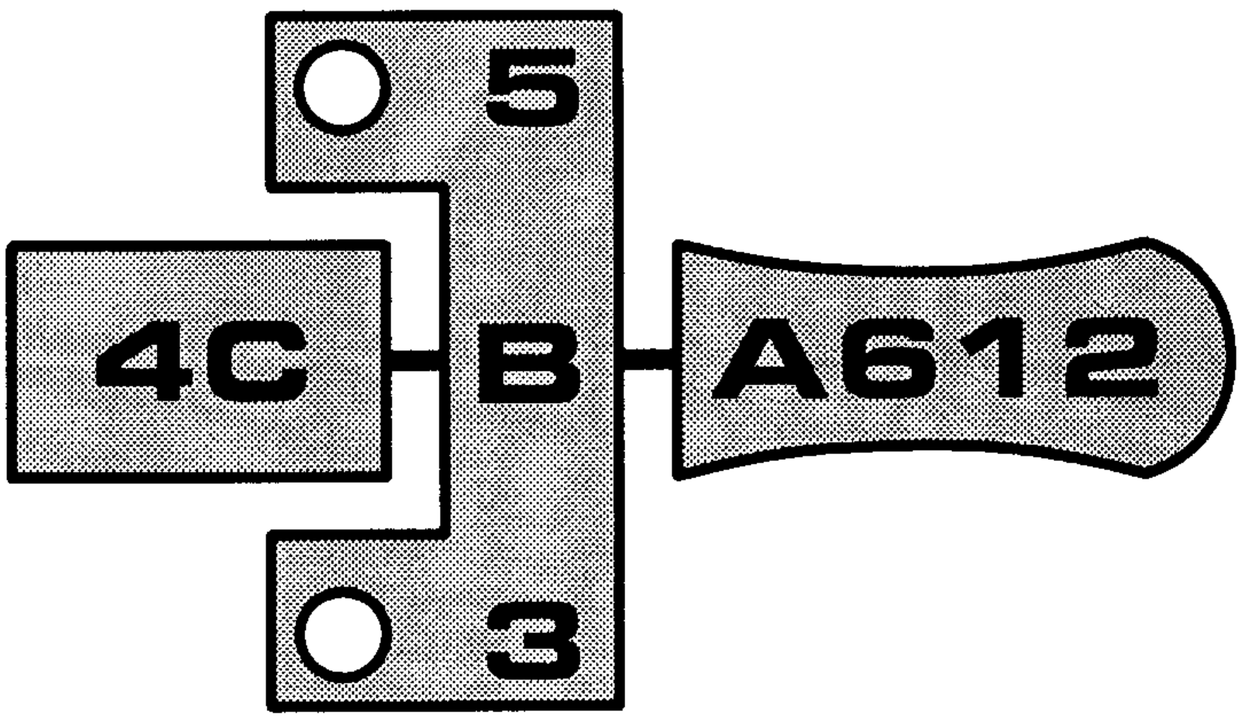


KESTREL (KLINGON-BUILT) SERIES: SEE KLINGON BOARDING DIAGRAMS

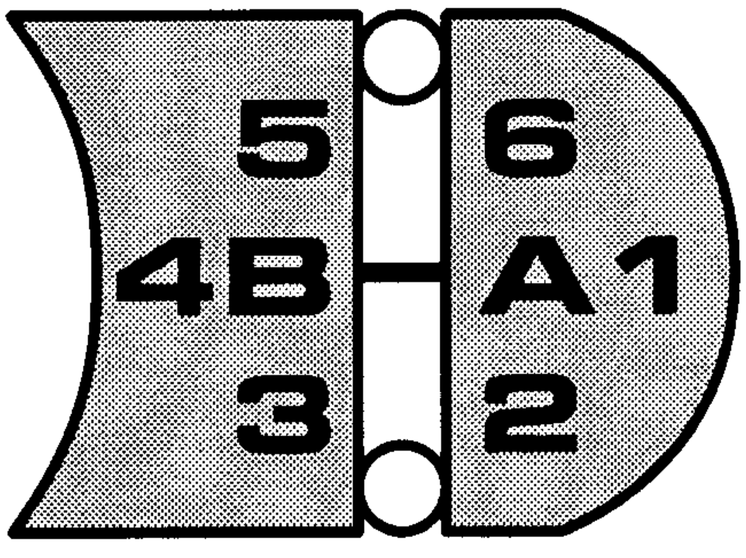
(R4.B2) HEAVY HAWK, SPARROWHAWK



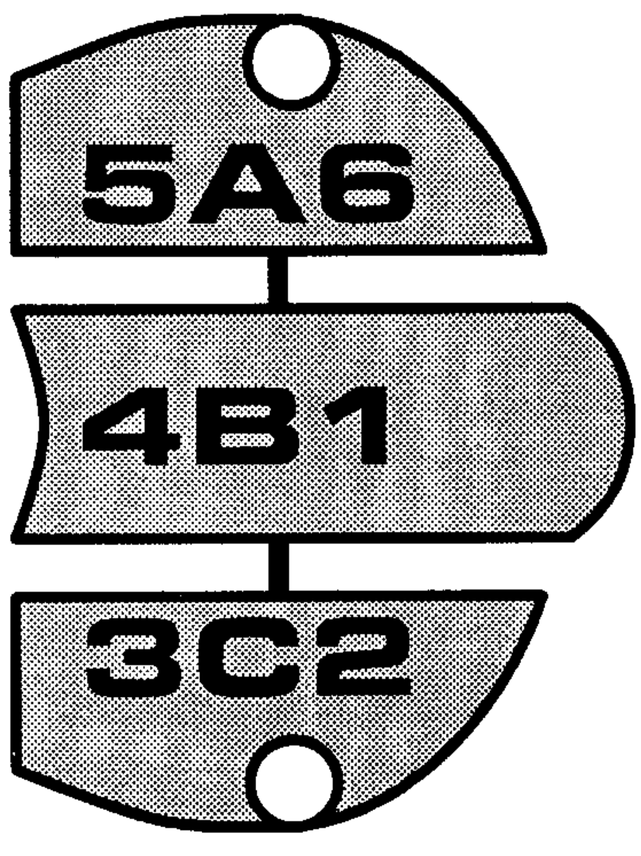
(R4.B3) SKYHAWK



(R4.B6) SNIPE



(R4.B5) WARBIRD, WAR EAGLE, KING EAGLE, BATTLE HAWK, FALCON



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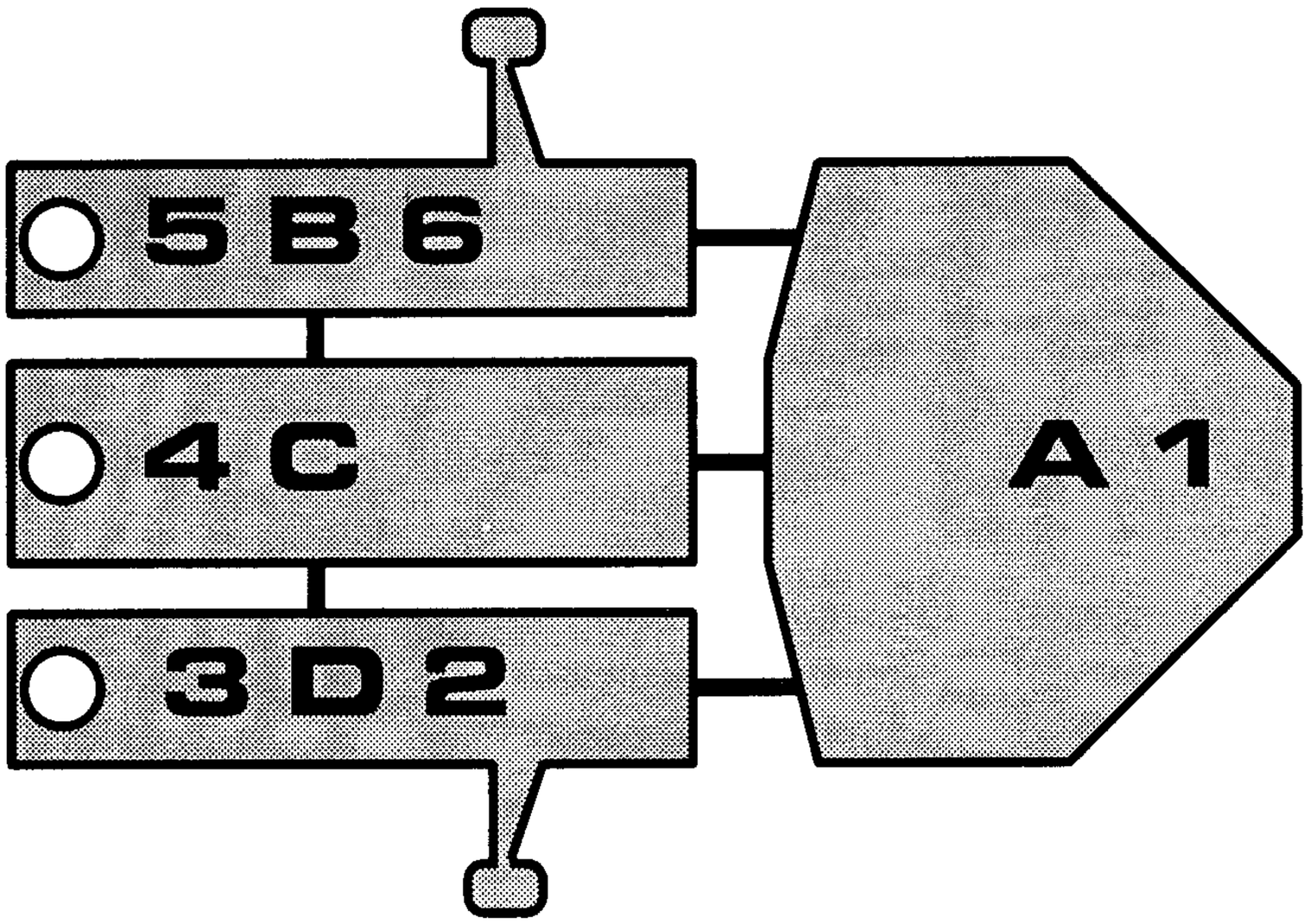
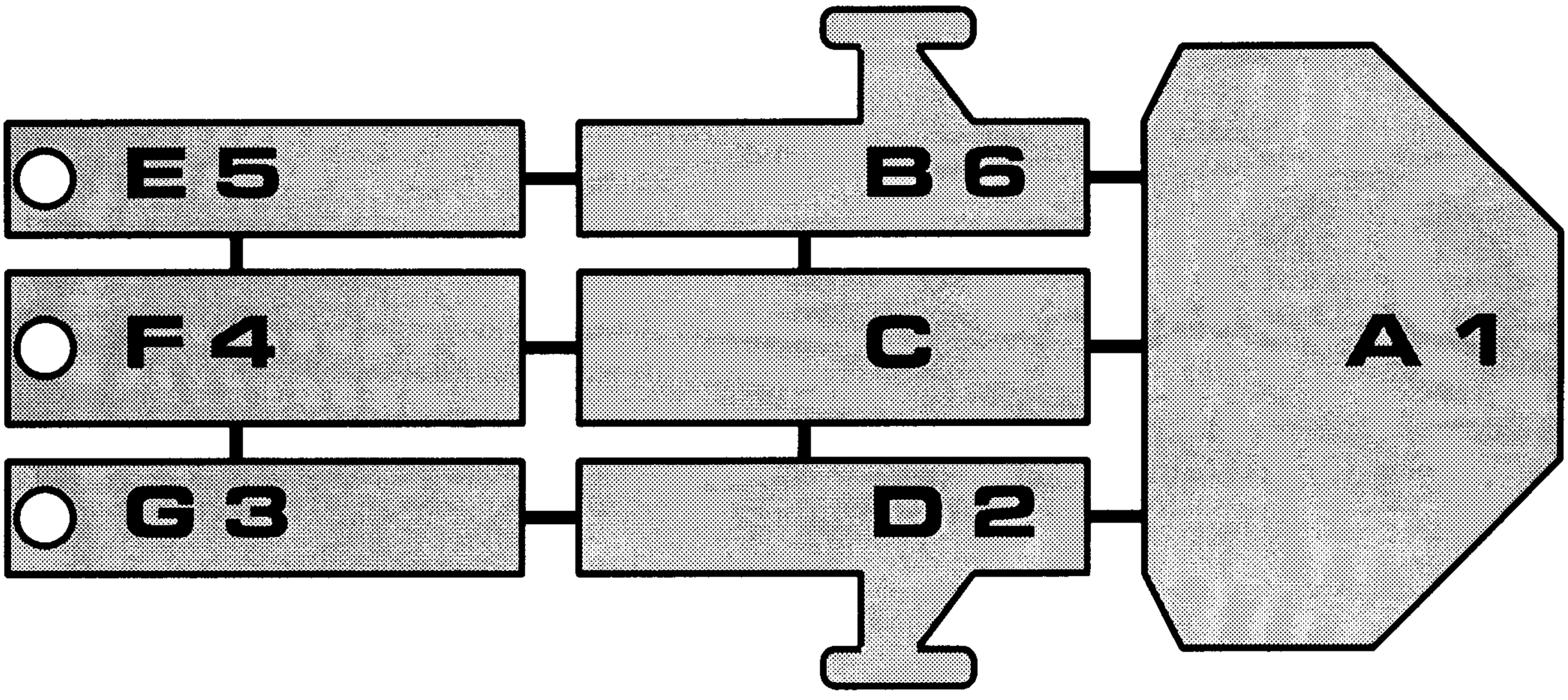
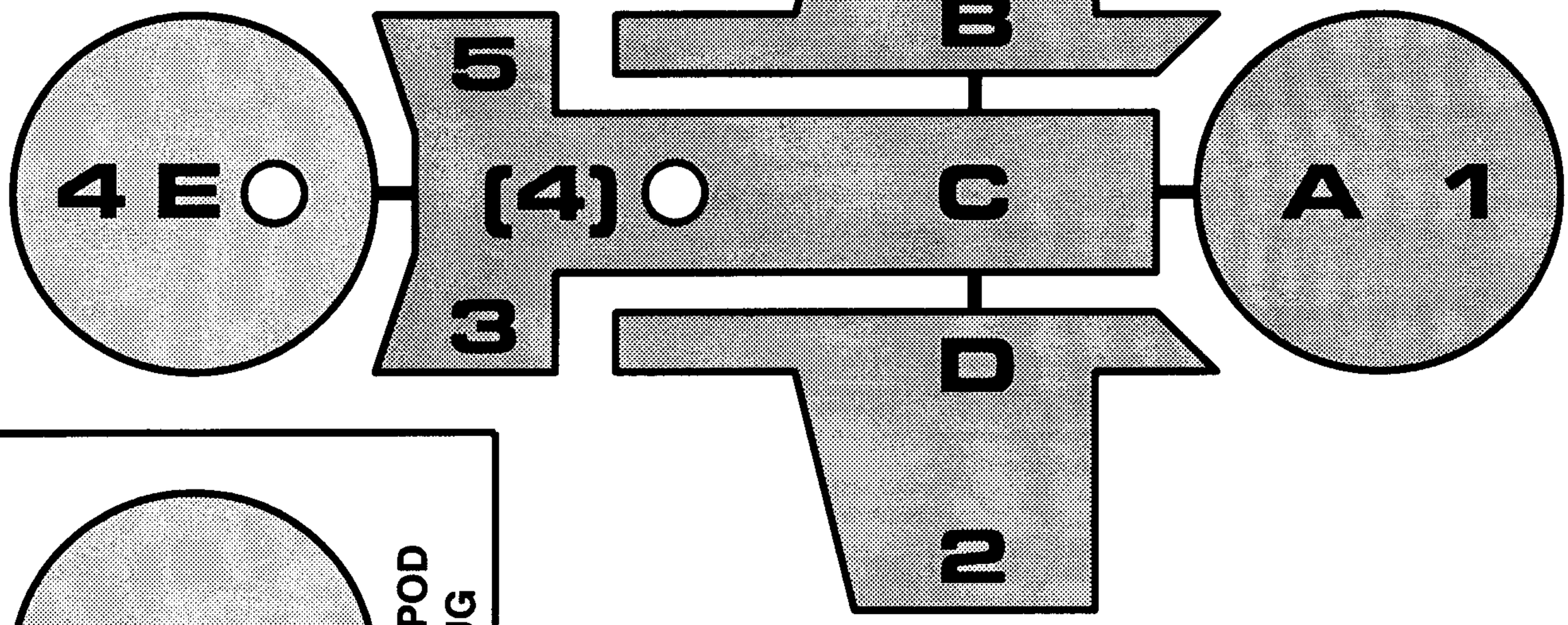
(R5.B1) HEAVY BATTLECRUISER, BATTLECRUISER, TUG, NEW HEAVY CRUISER, MEDIUM CRUISER, LIGHT CRUISER, WAR DESTROYER, DESTROYER, FRIGATE

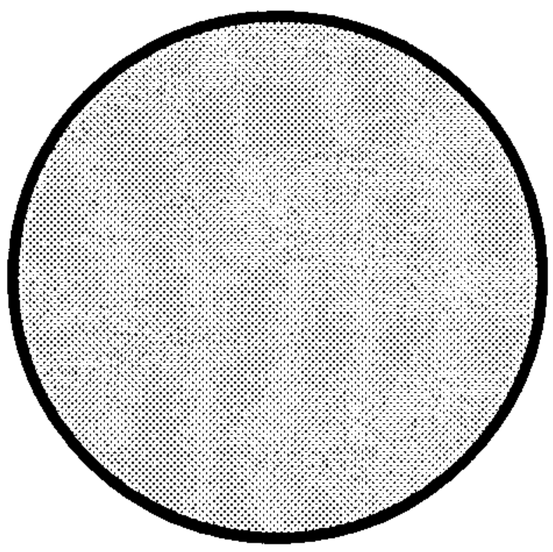


(R5.B2) DREADNOUGHT, CVA, BATTLESHIP

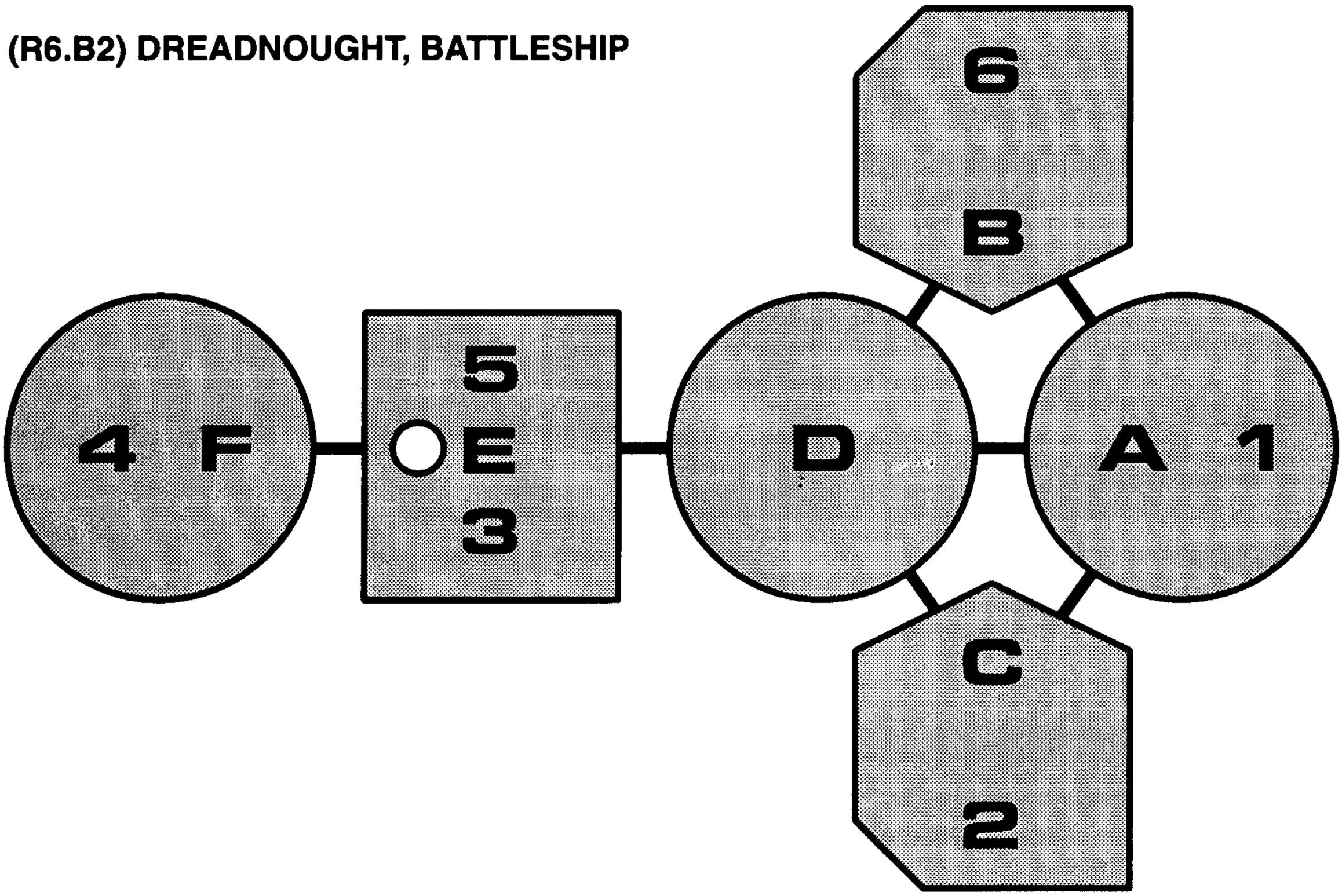


(R6.B1) BASIC GORN
(For CL, HDD, DD, FF, ignore area E and use the warp access point in Area C. CM and Tug use the warp access point in Area C.)





(R6.B2) DREADNOUGHT, BATTLESHIP



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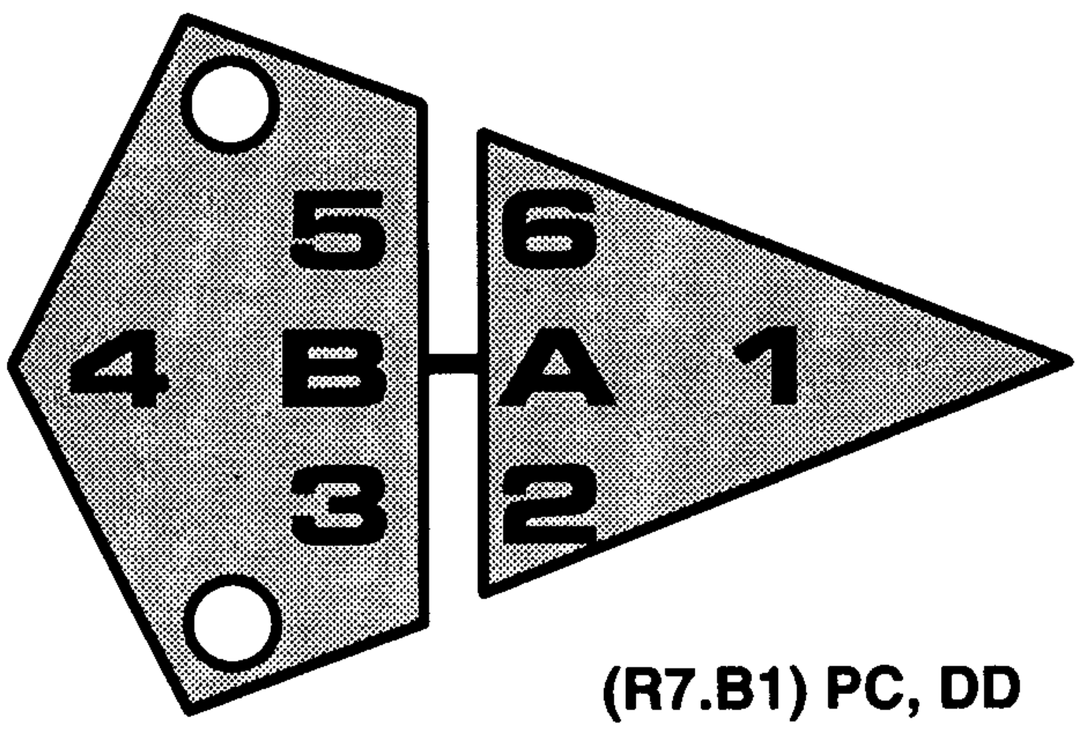
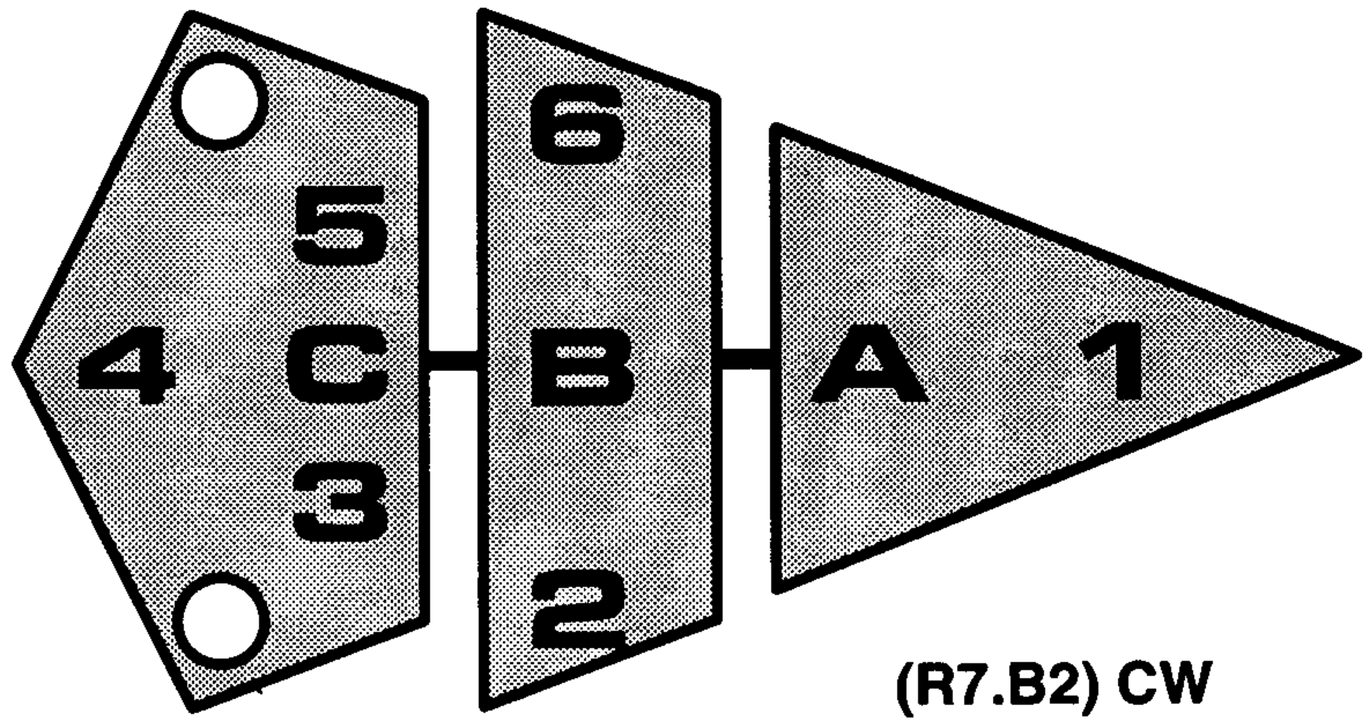
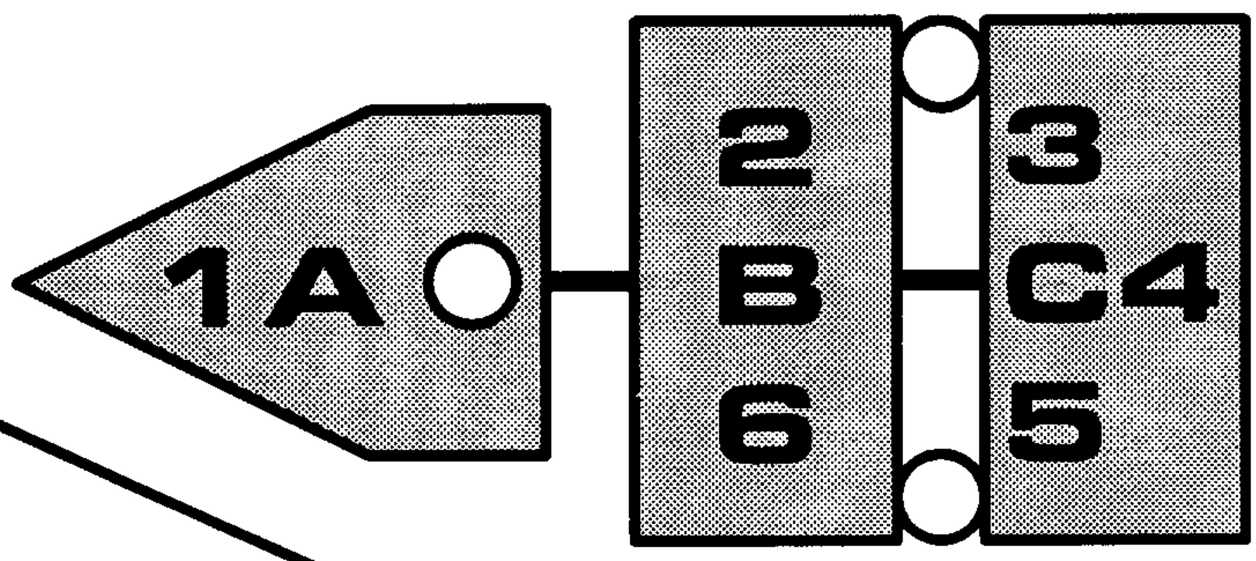


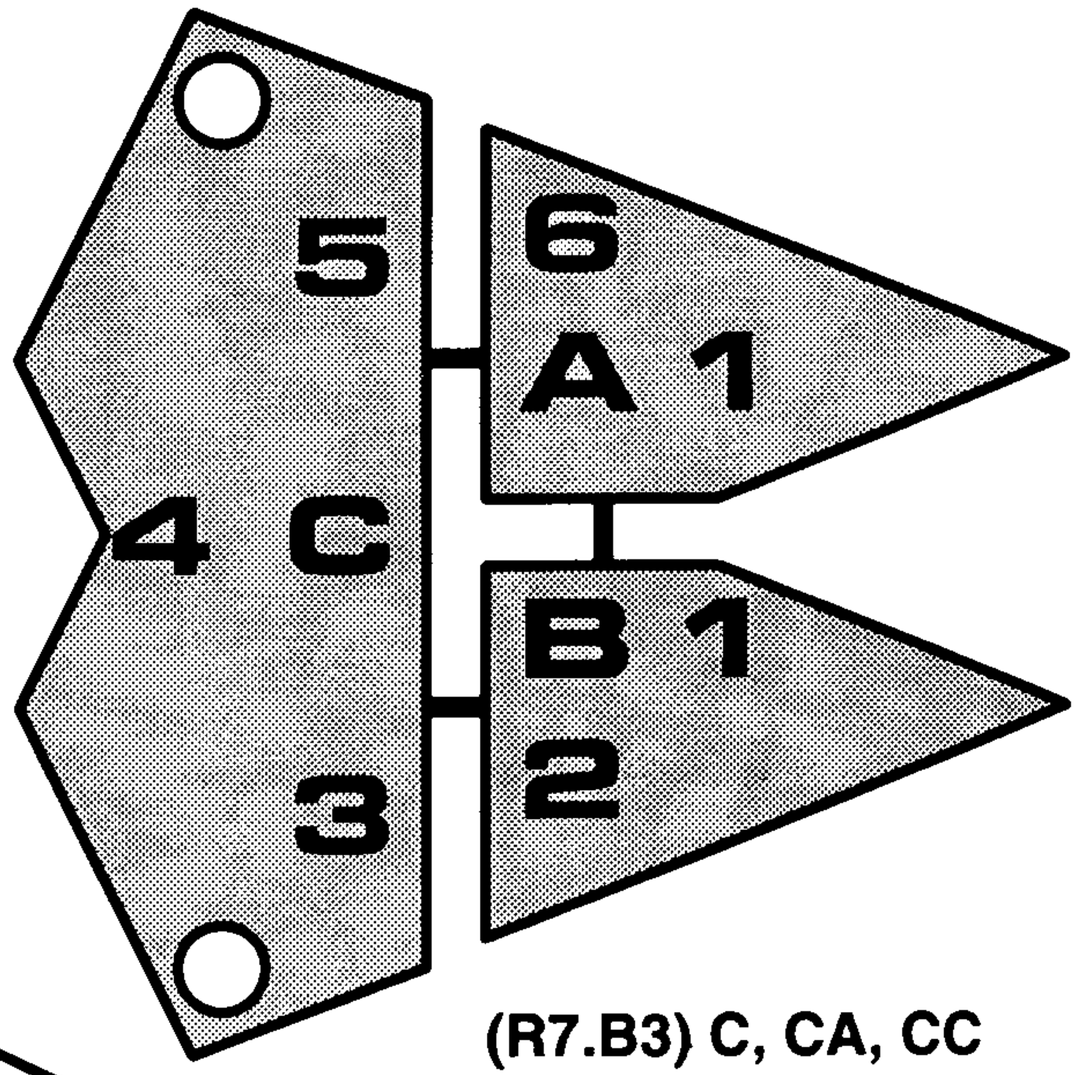
(R7.B1) PC, DD



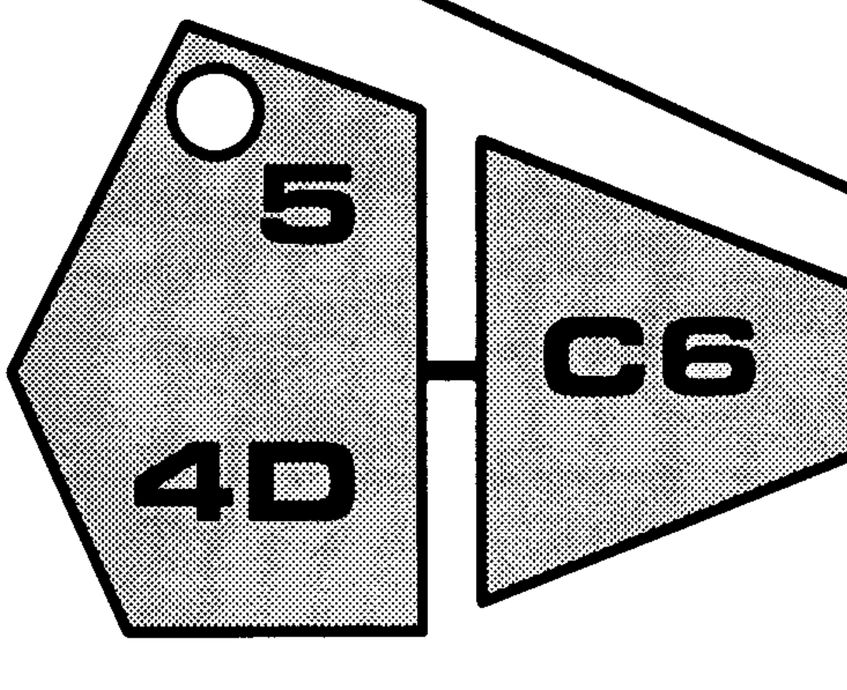
(R7.B2) CW



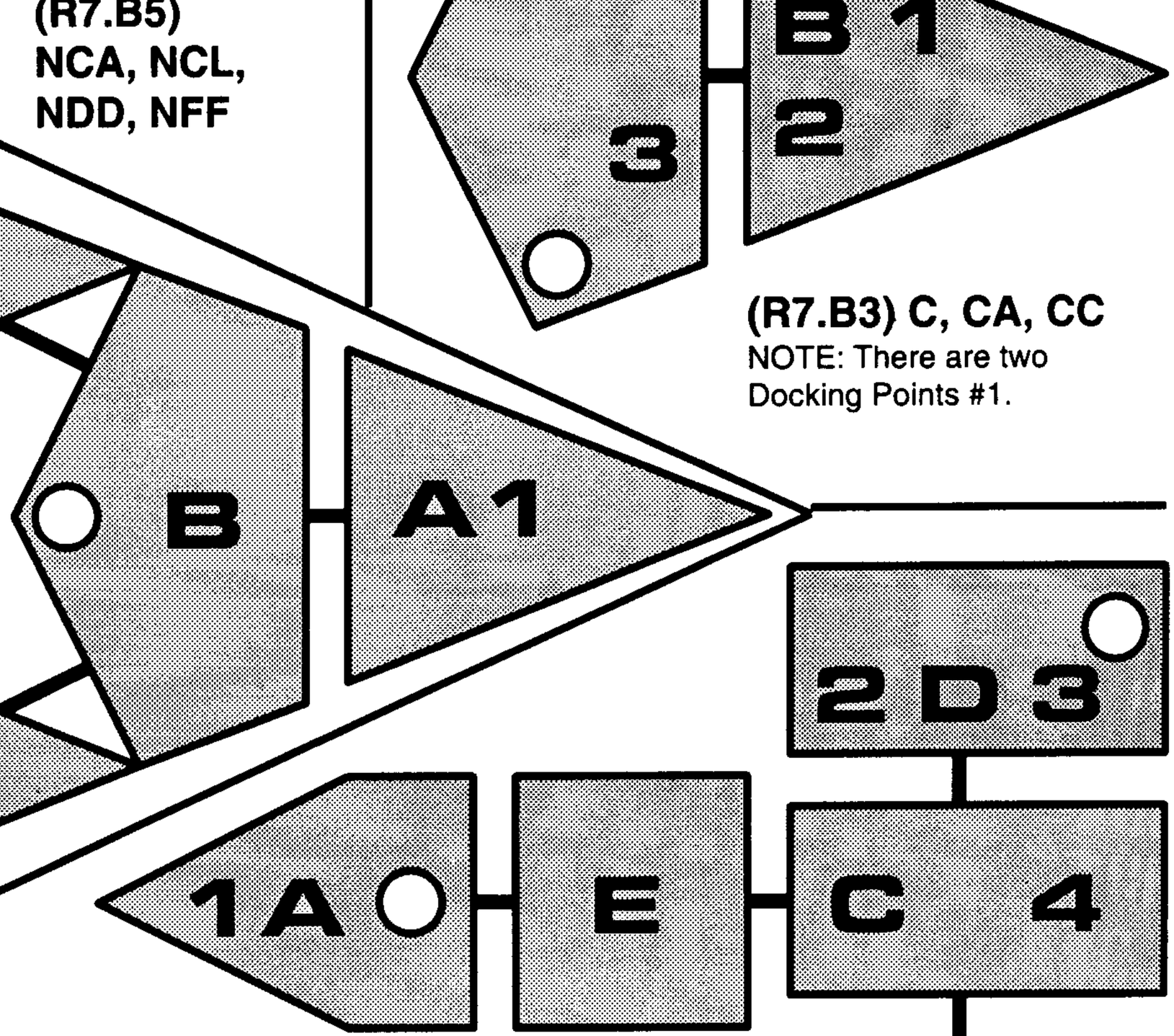
(R7.B5)
NCA, NCL,
NDD, NFF



(R7.B3) C, CA, CC
NOTE: There are two Docking Points #1.



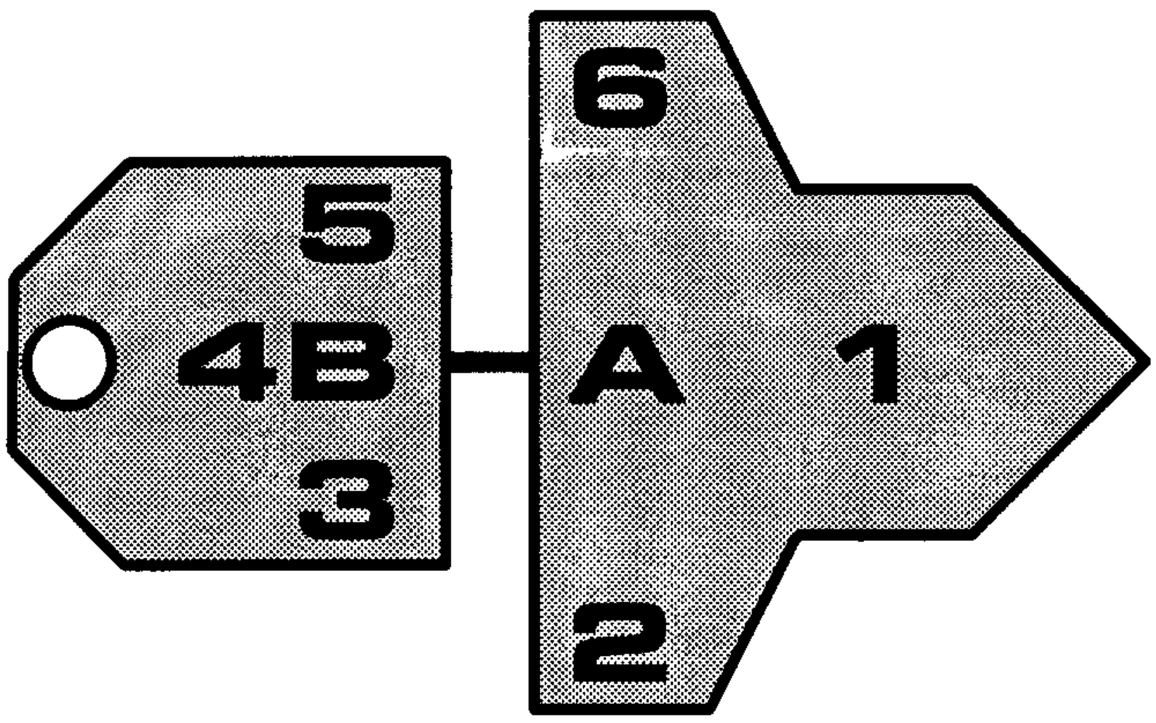
NOTE: Two docking points #4.



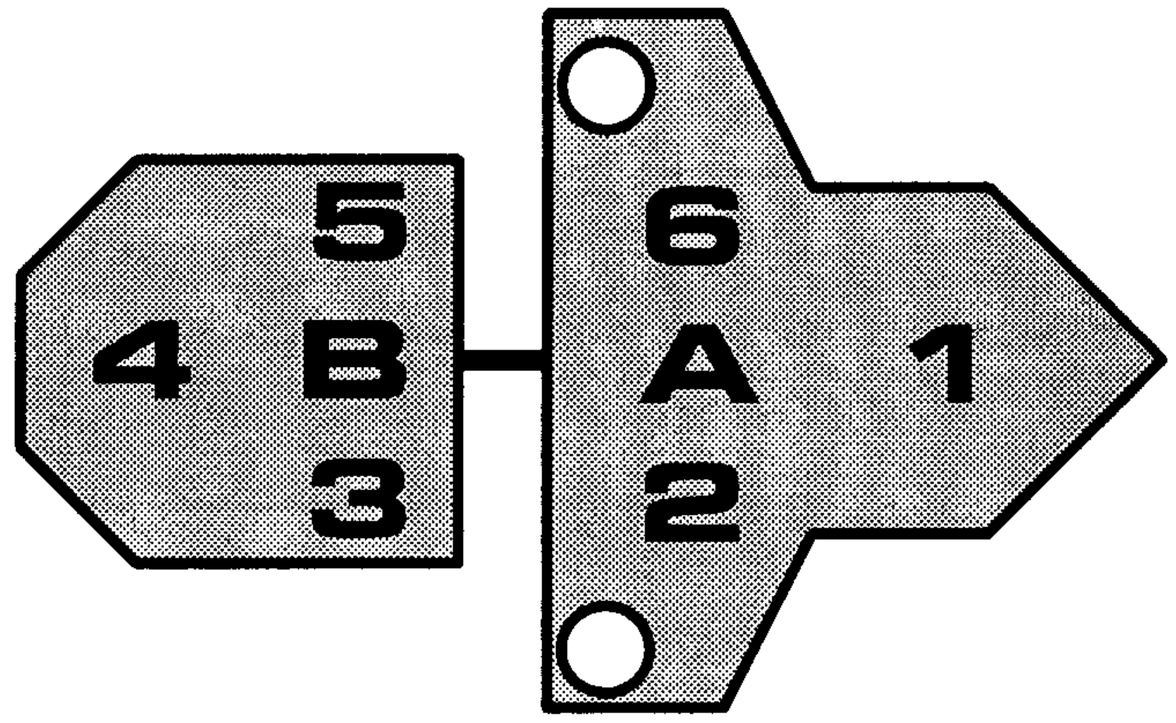
(R7.B4) D, DP, DPW

(R7.B6) NDN, NBB
(NDN: ignore area E)

See Klingon (R3.B2) for TK5.
See General (R1.B1) for WT.

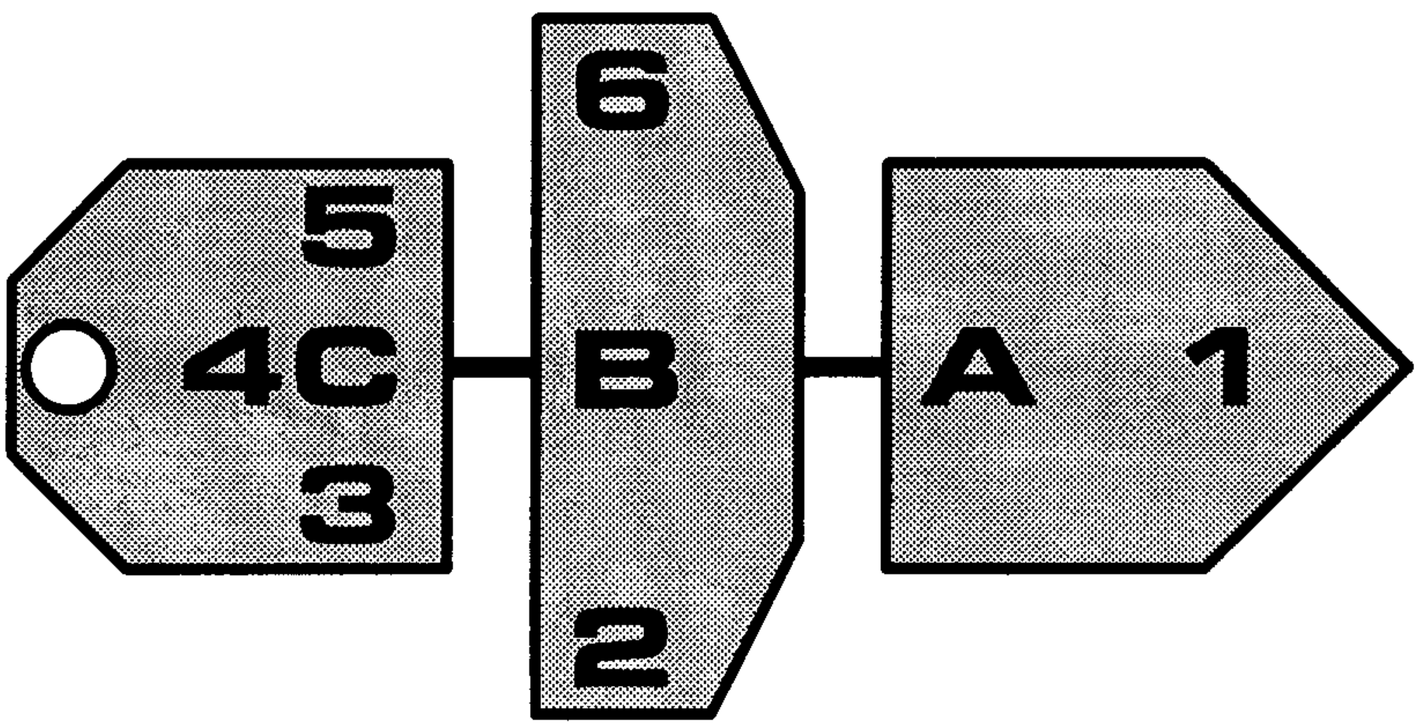


(R8.B1) LR, CR, BR, DBR

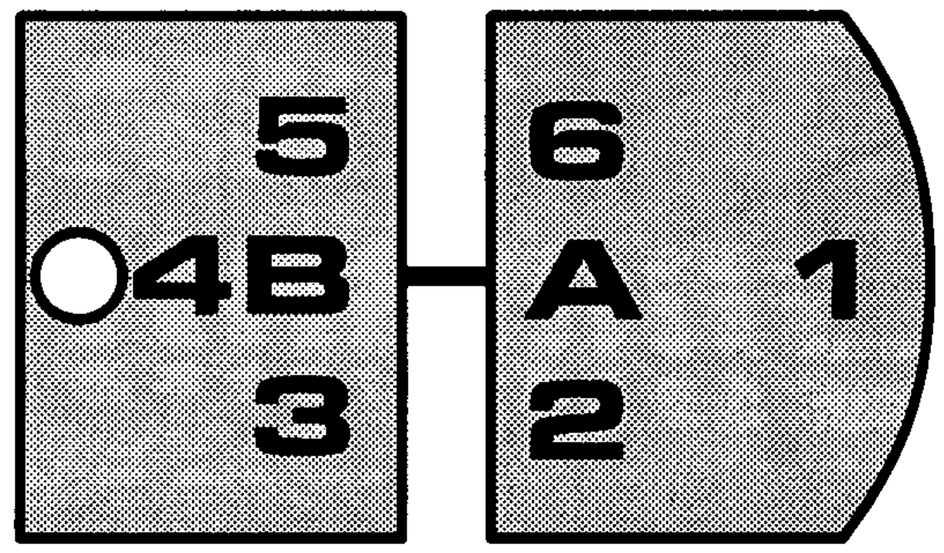


(R8.B3) SAL

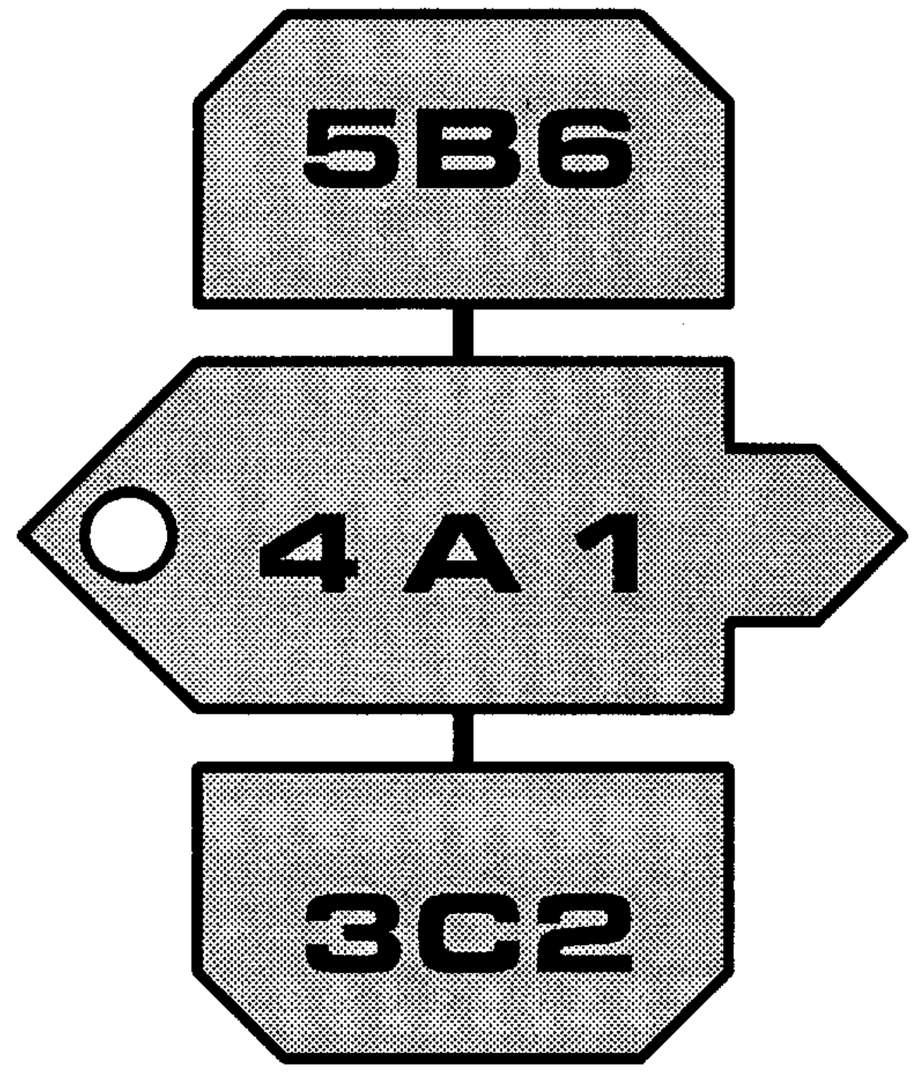
(R8.B2) CA, BC, BCH, DN



(R8.B4) SLV, OFT



(R8.B5) DW



See Klingon (R3.B1) for OK6.
See General Sheet for various freighters.

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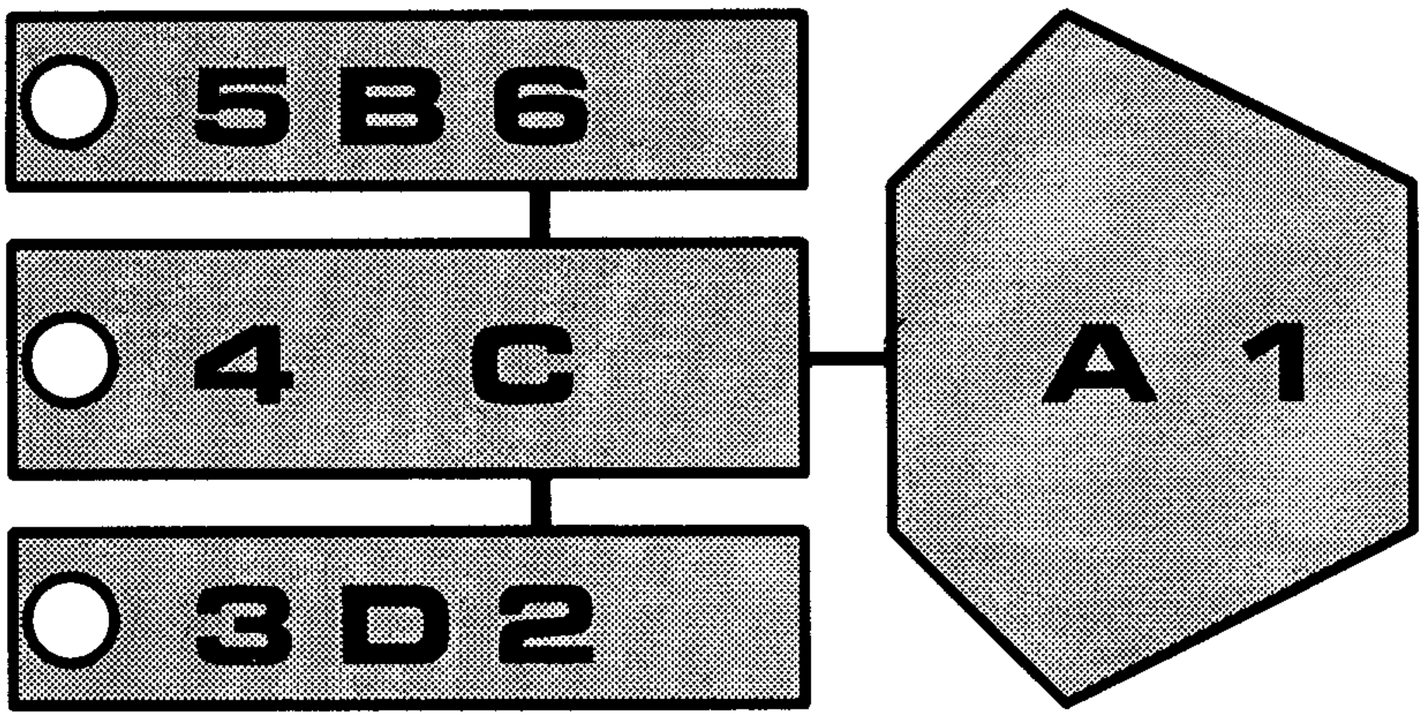
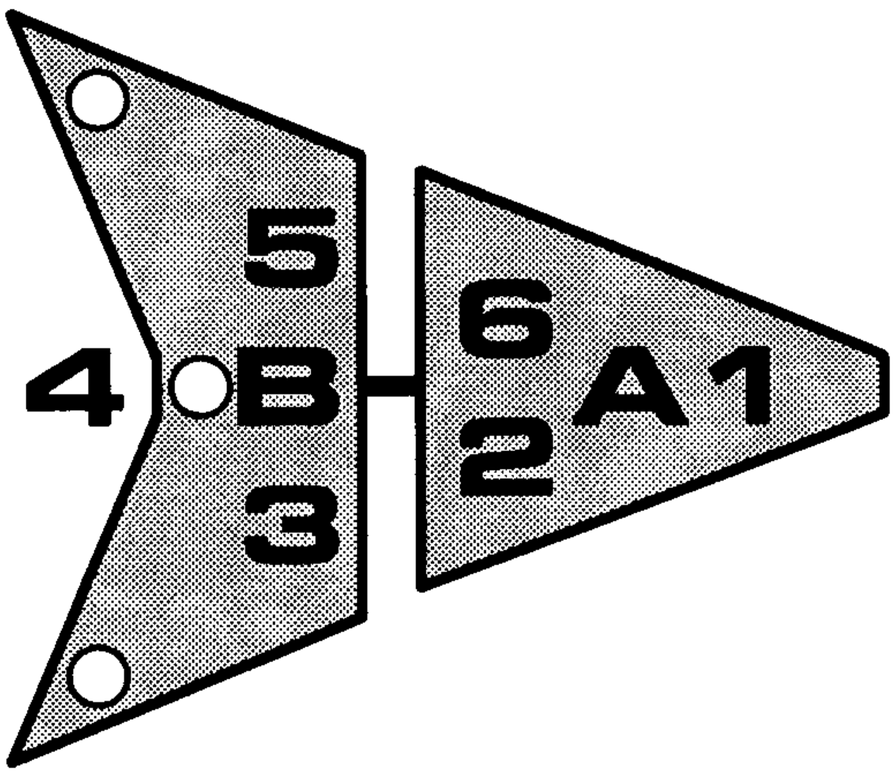
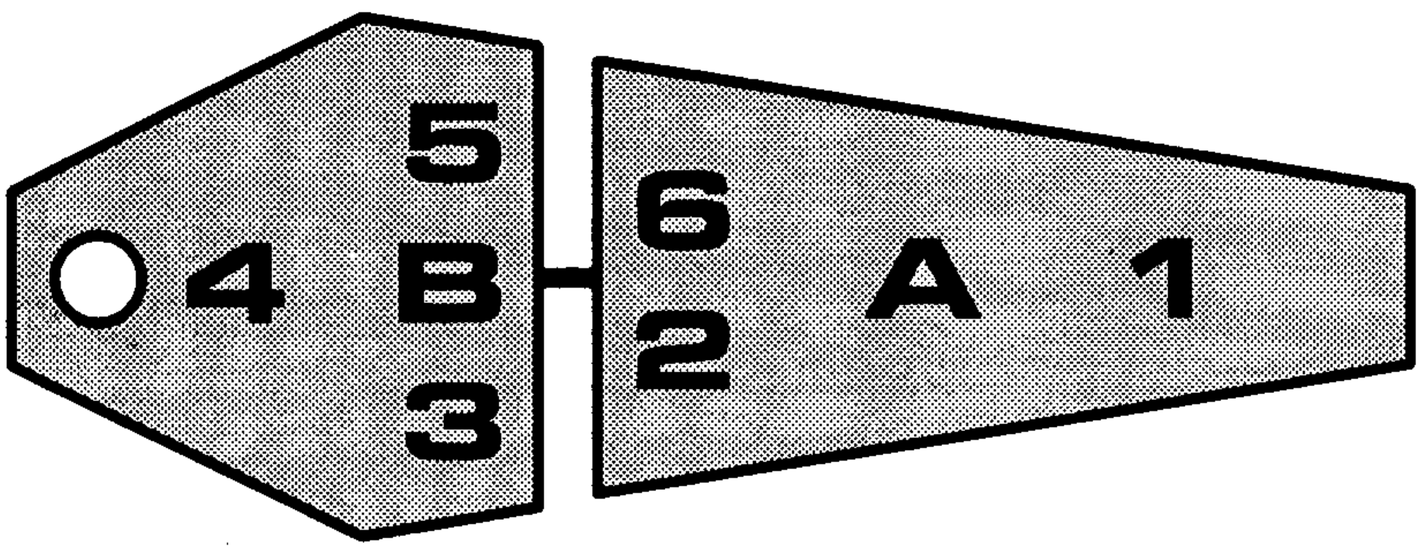
(R9.B1) CRUISERS; Pegasus PFT



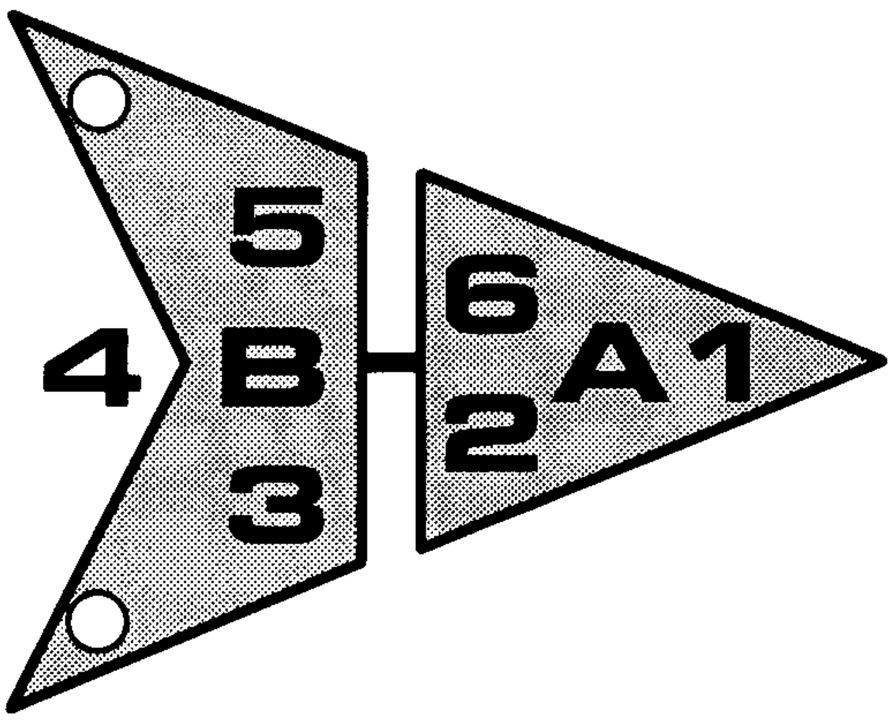
(R9.B3) WAR DESTROYERS



(R9.B2) DESTROYERS, GENDARME

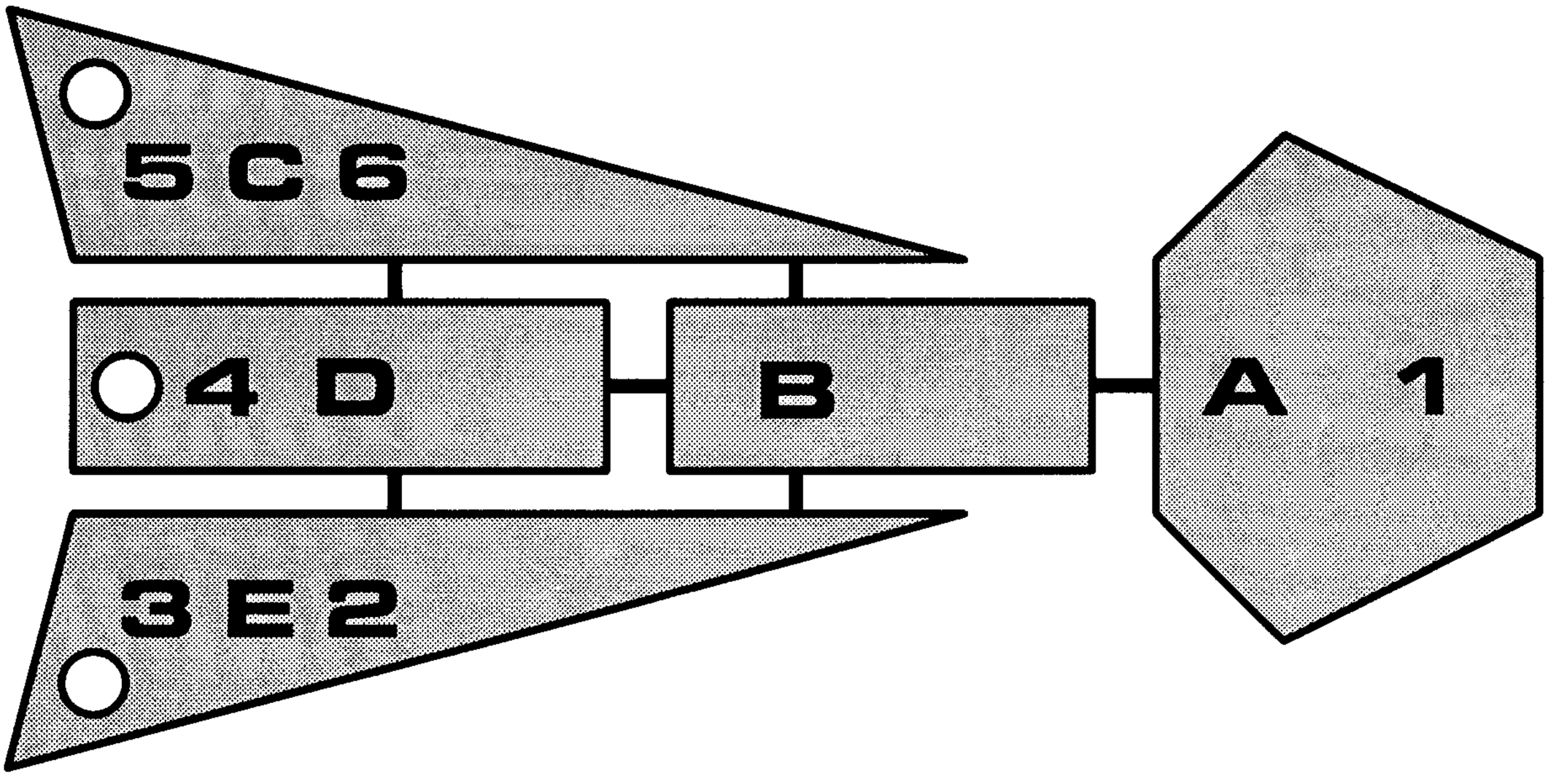


(R9.B4) FRIGATES

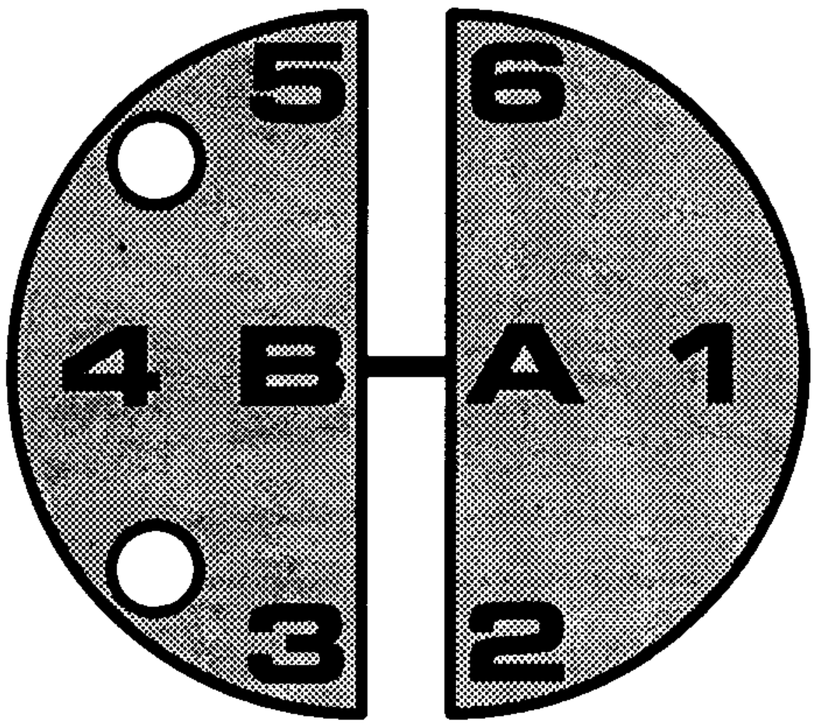


See Klingon (R3.B1) for the D7H.

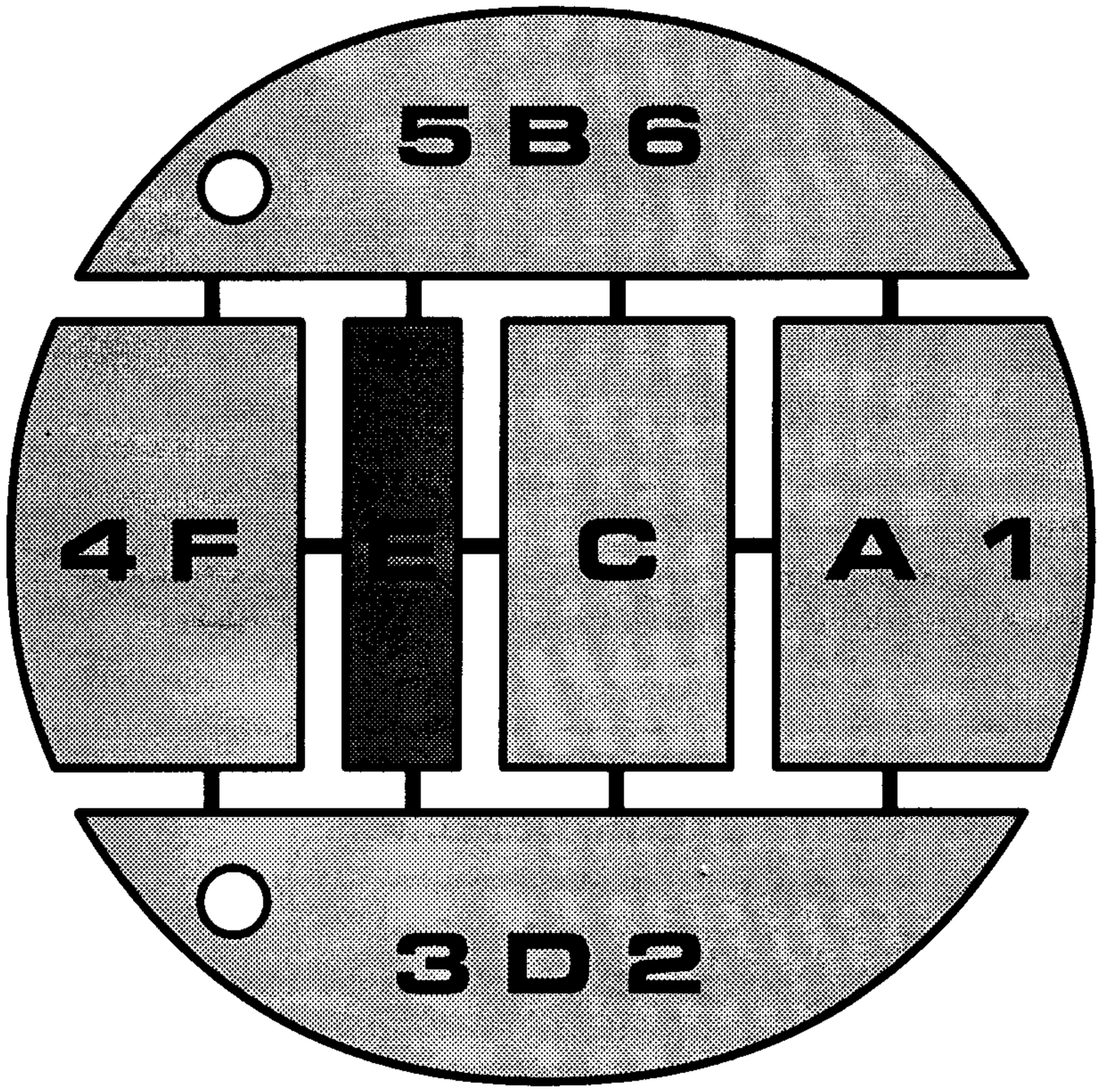
(R9.B5) DREADNOUGHT AND BATTLESHIP



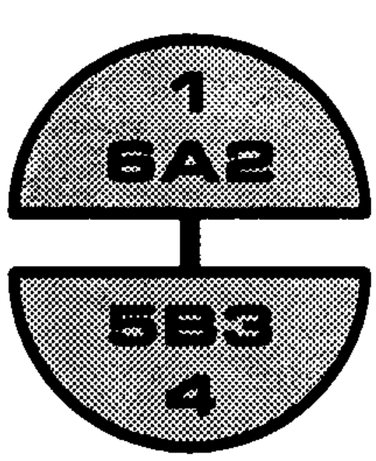
(R10.B1) SATELLITE SHIPS



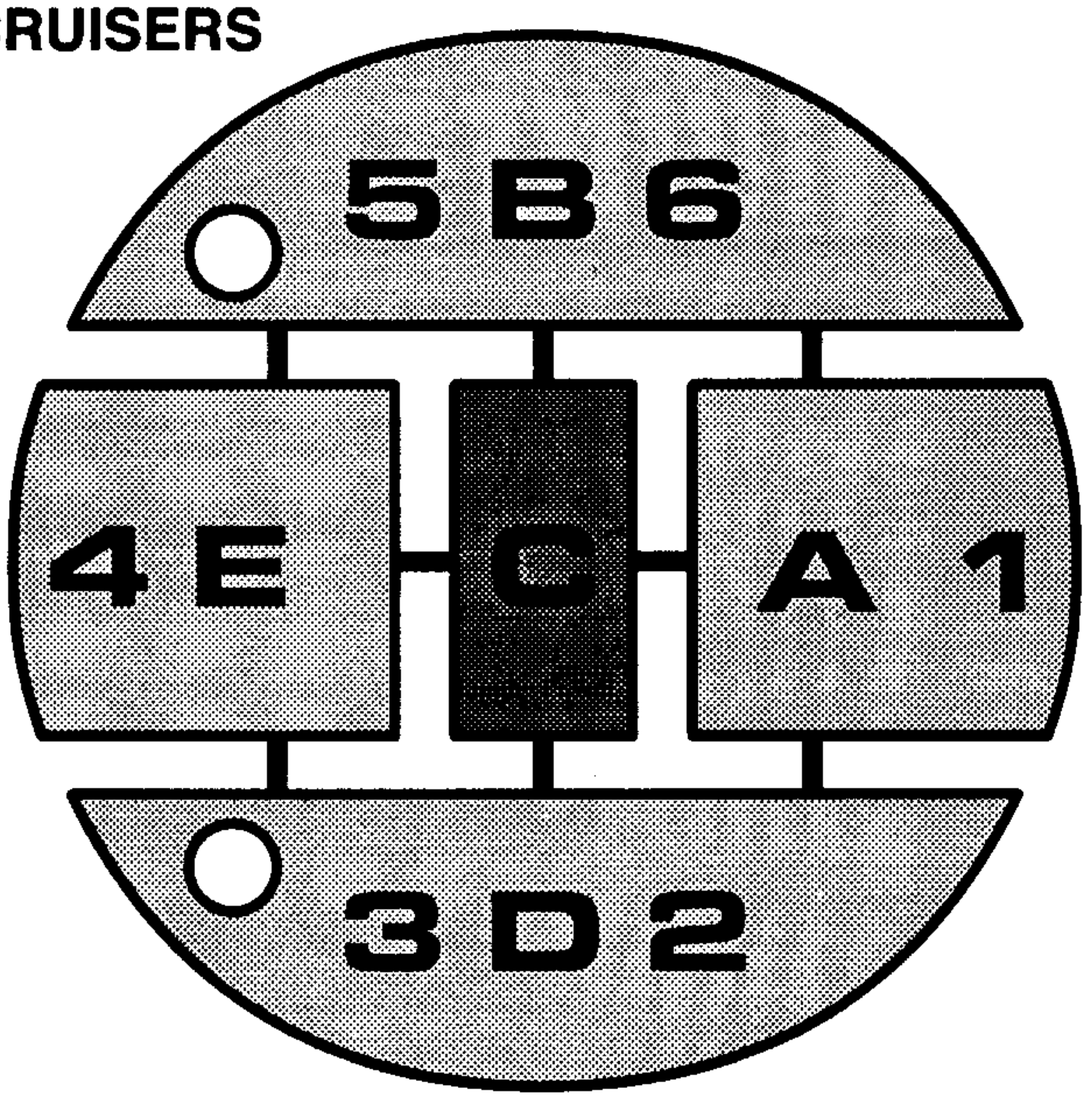
(R10.B3) DOMINATOR, DEVASTATOR



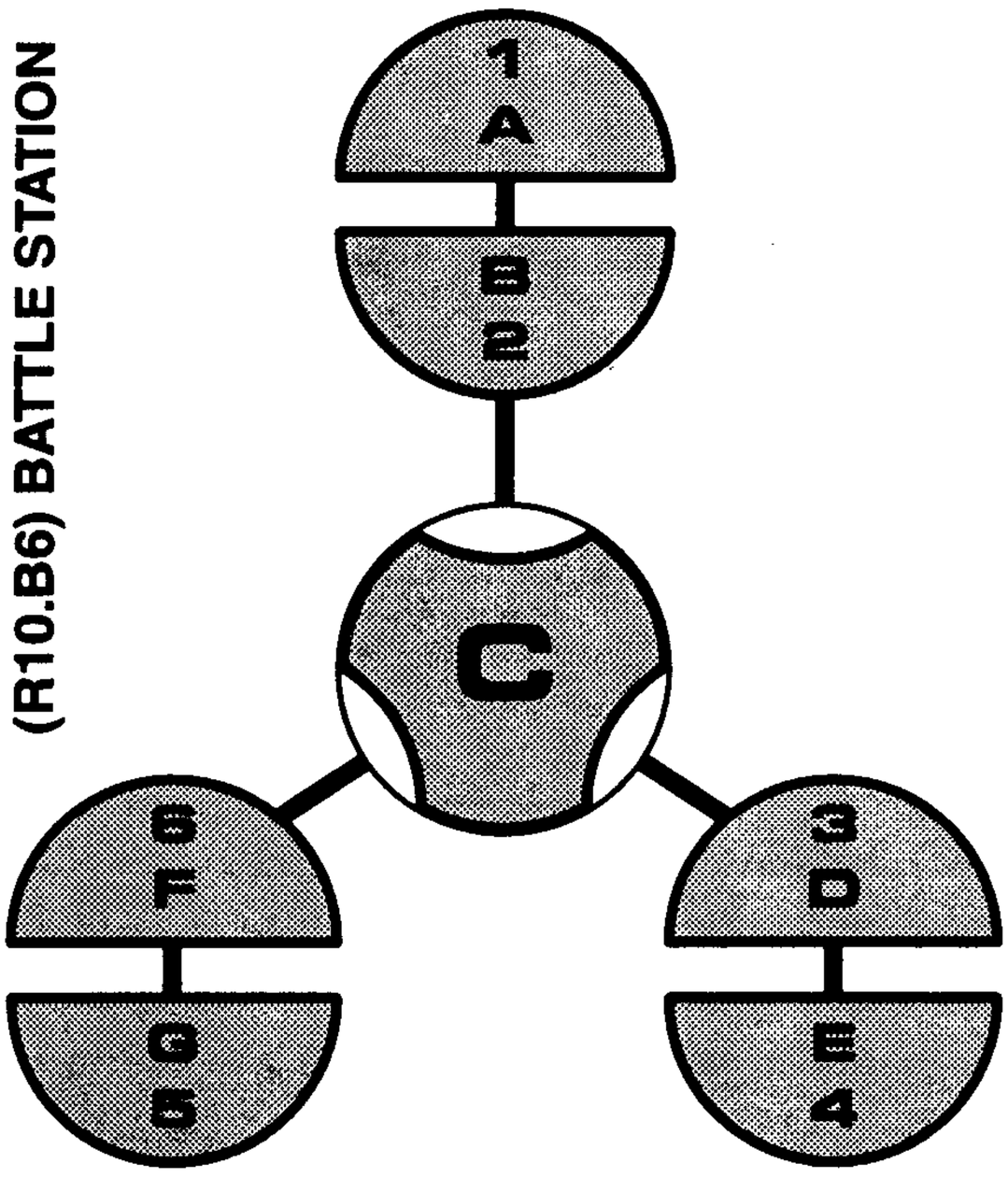
(R10.B4) SATB



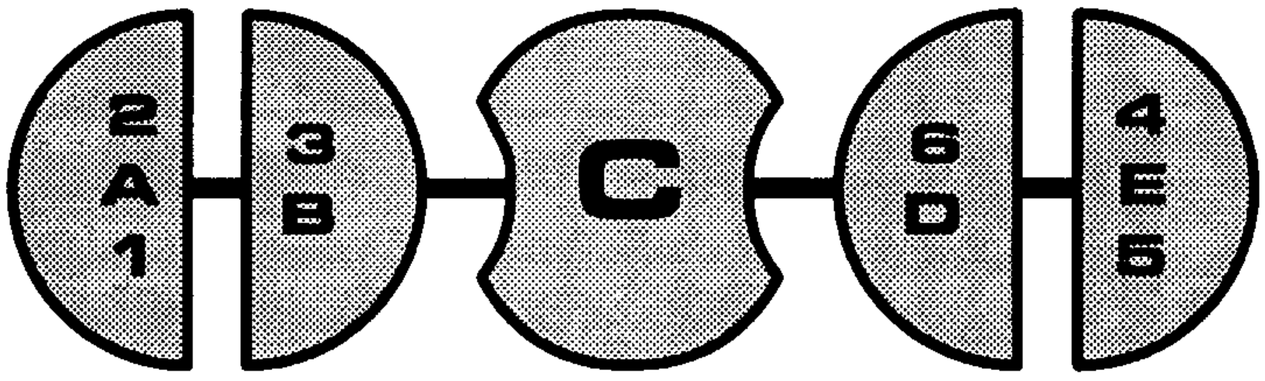
(R10.B2) CRUISERS



(R10.B6) BATTLE STATION



(R10.B5) BASE STATION



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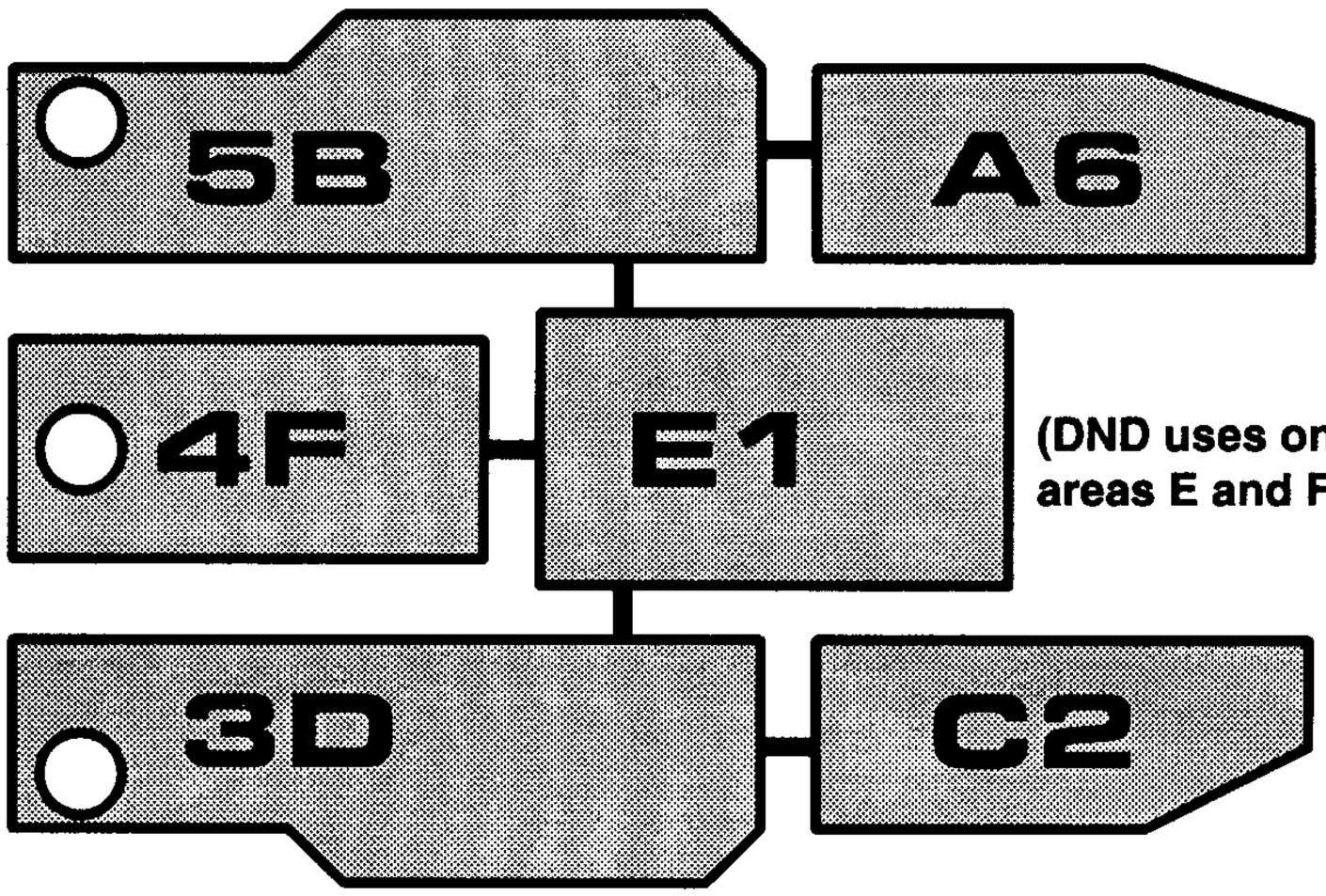
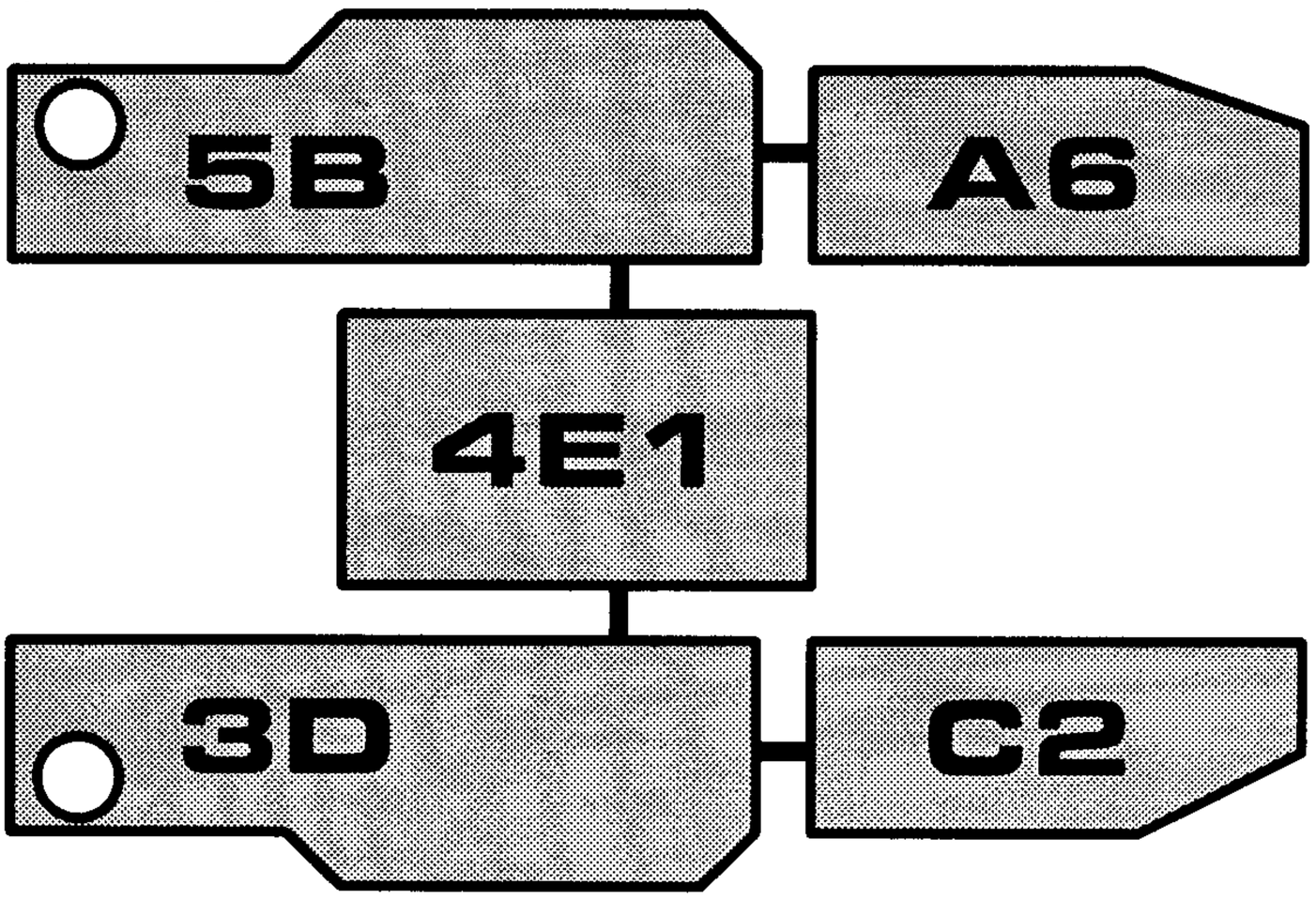
(R11.B1) LARGE TRIMARANS

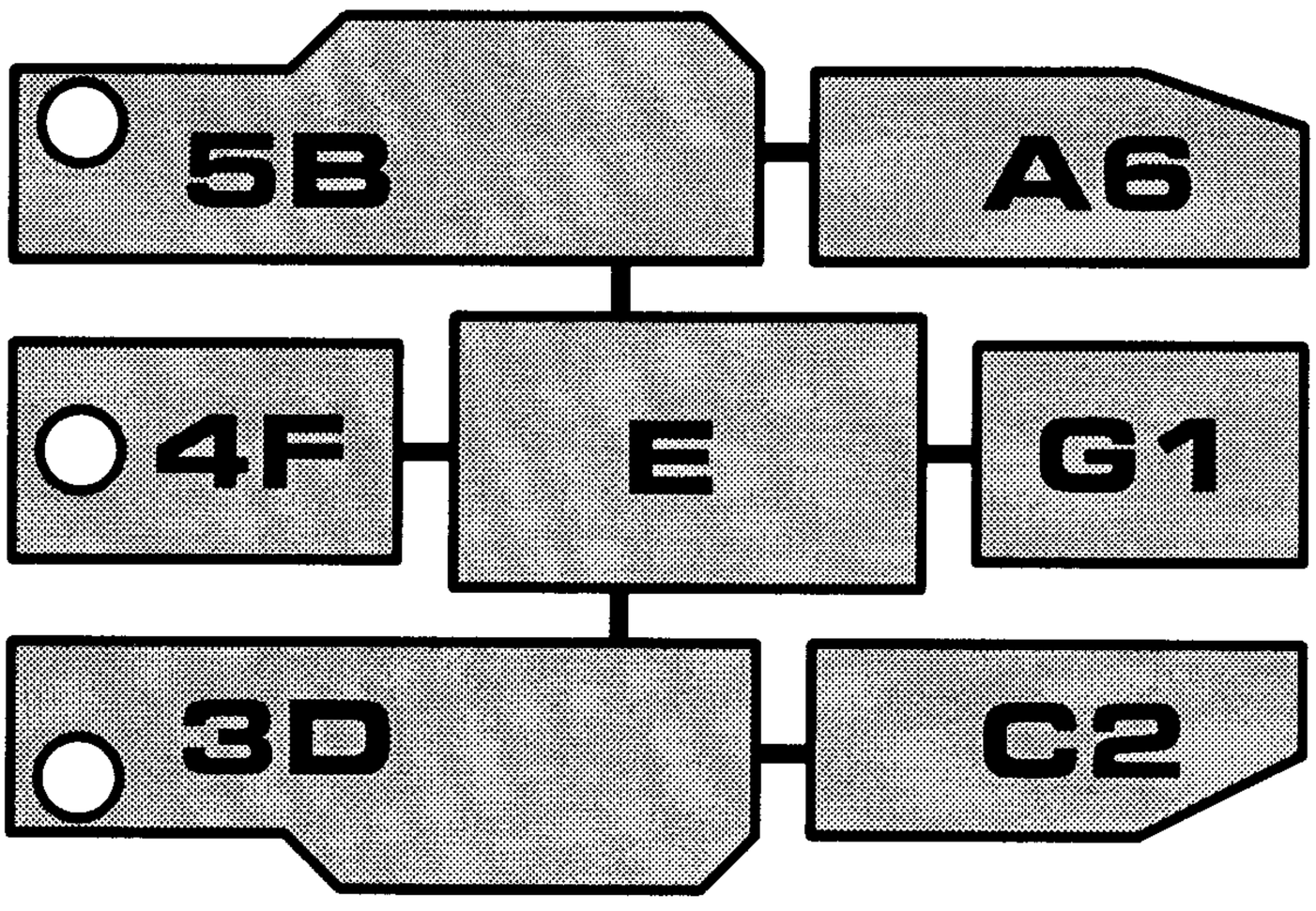


(DND uses only areas E and F.)

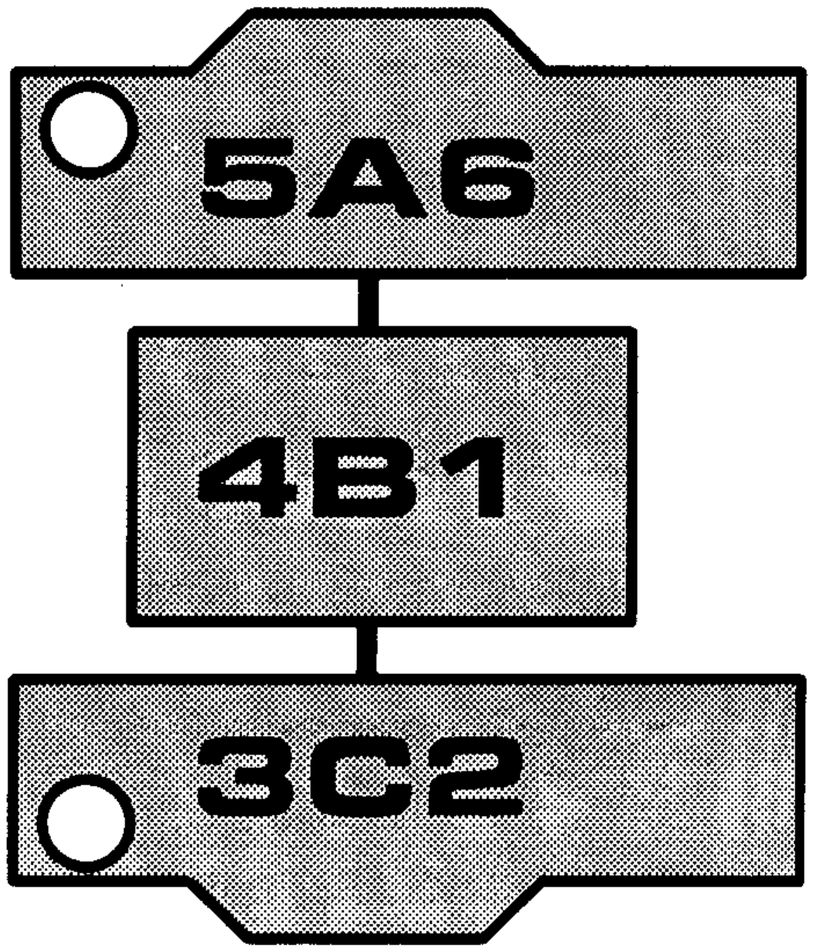
(R11.B2) LARGE CATAMARANS



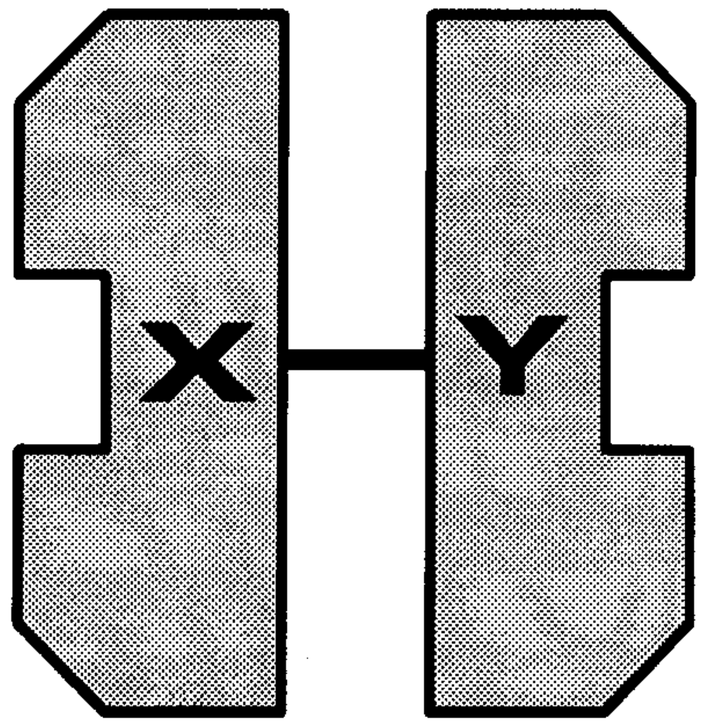
(R11.B3) BATTLESHIP



(R11.B4) SMALL CATAMARANS

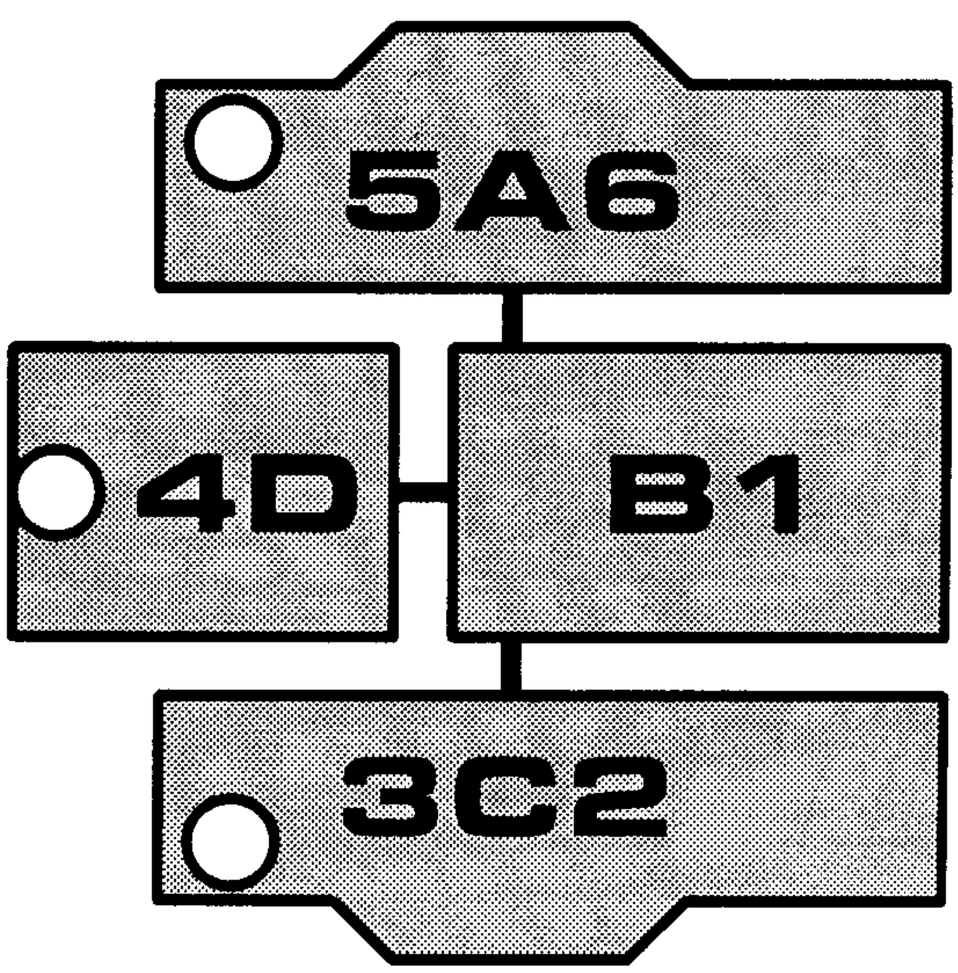


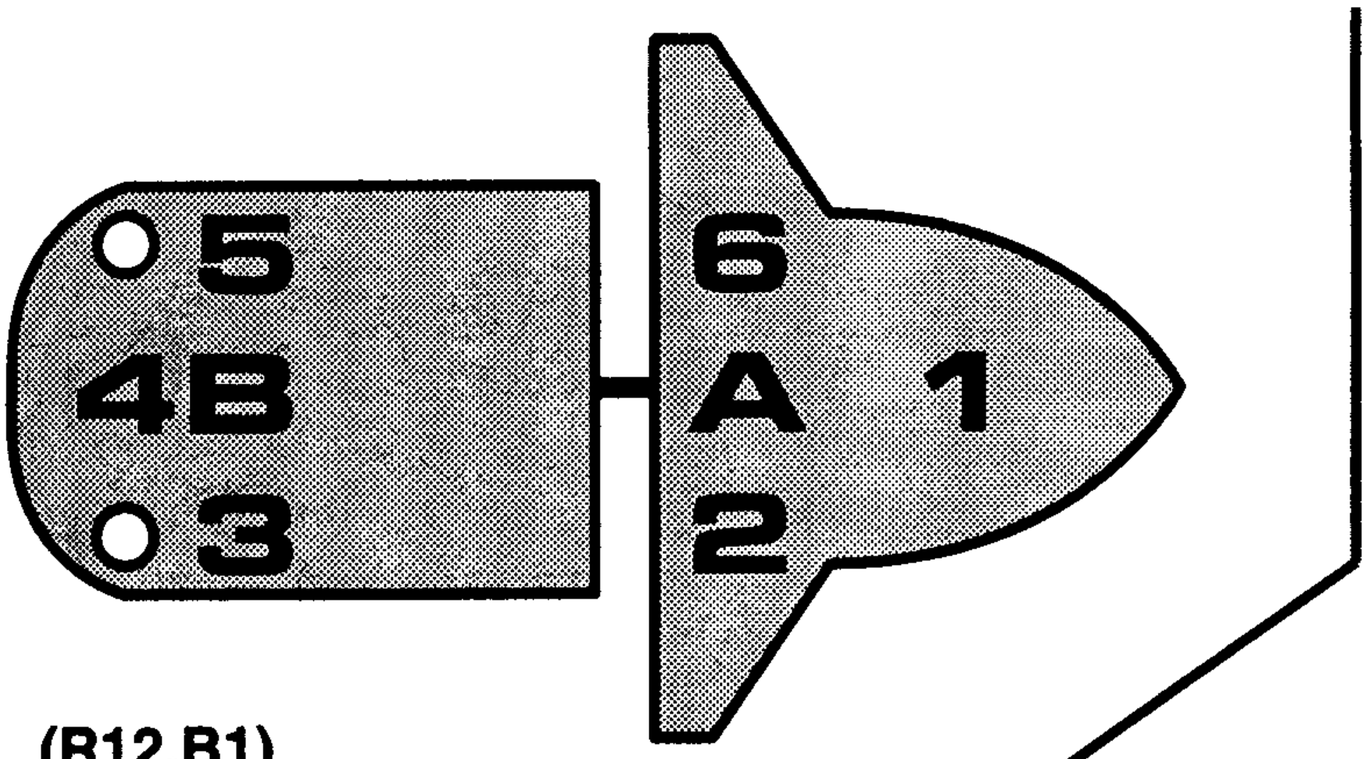
(R11.B5) TUG PALLETS



Pod X is connected to areas B, E, and D.
Pod Y is connected to areas A, E, and C.
See Table for Klingon Pod Access.

(R11.B6) SMALL TRIMARANS

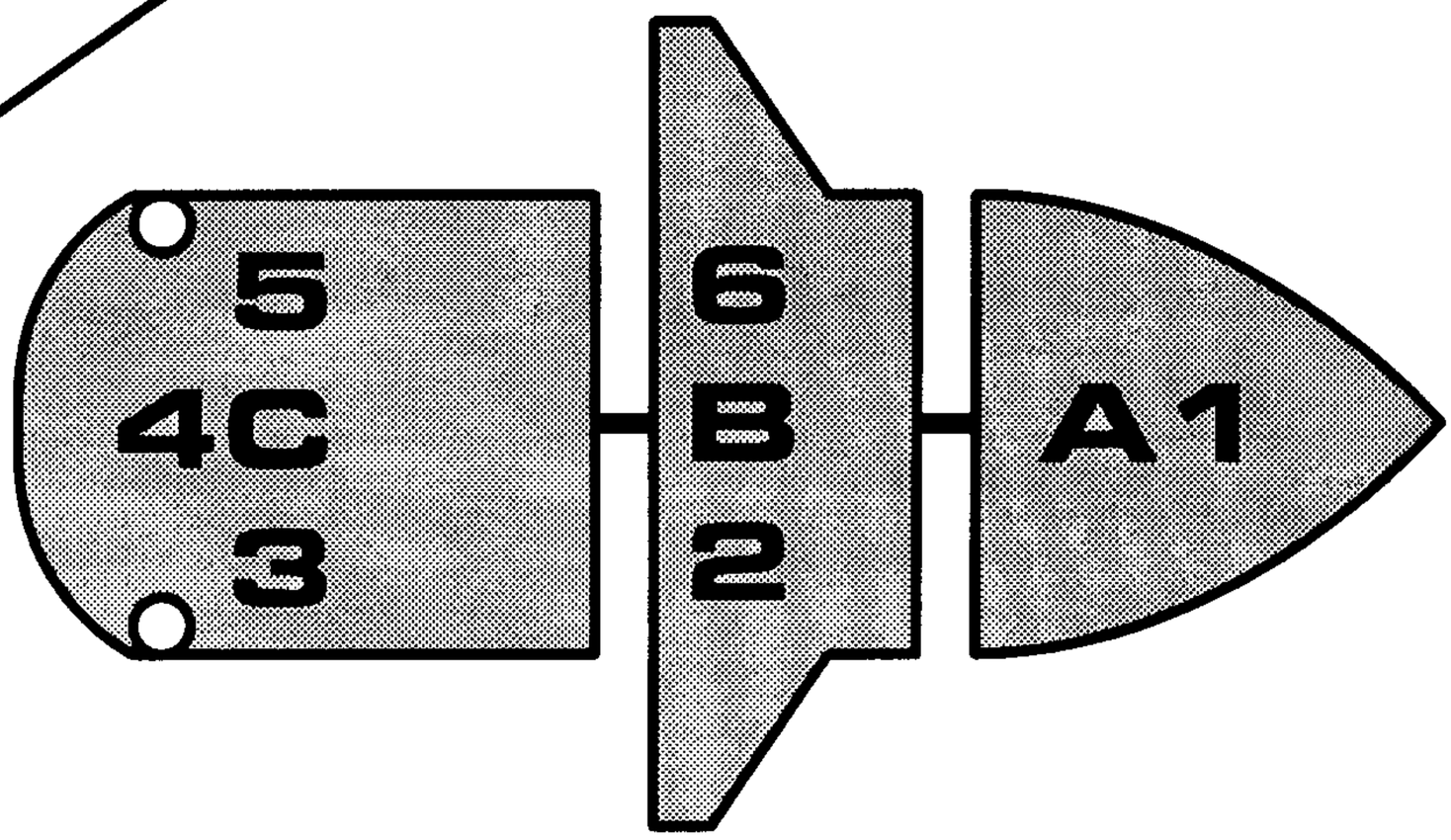




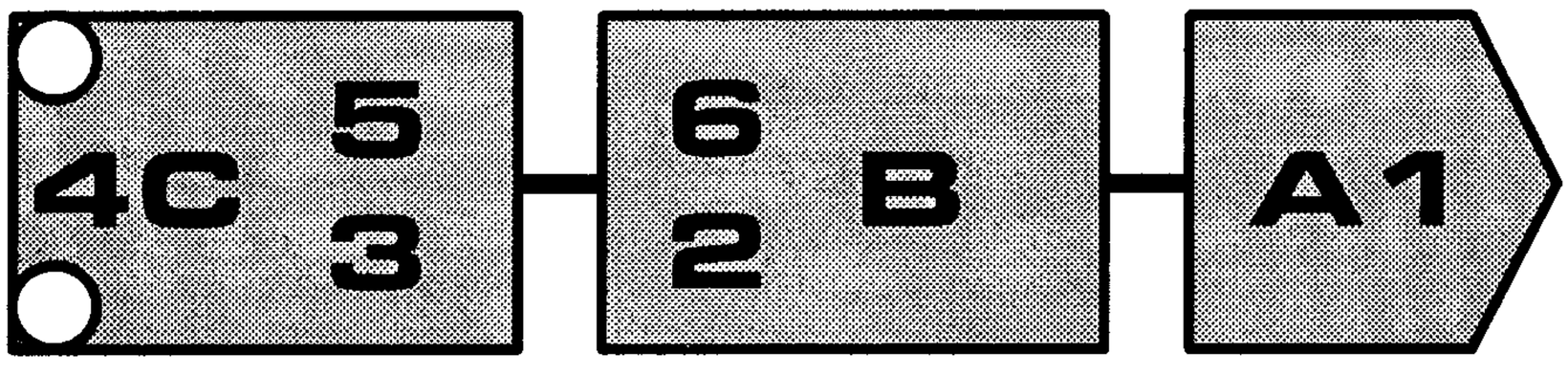
(R12.B1) BARRACUDA

See Klingon (R3.B2) for KE4.
See Klingon (R3.B2) for KG2.
See Kzinti (R5.B1) for ZFF.
See Lyran (R11.B1) for PBB.
See Lyran (R11.B4) for LDD.

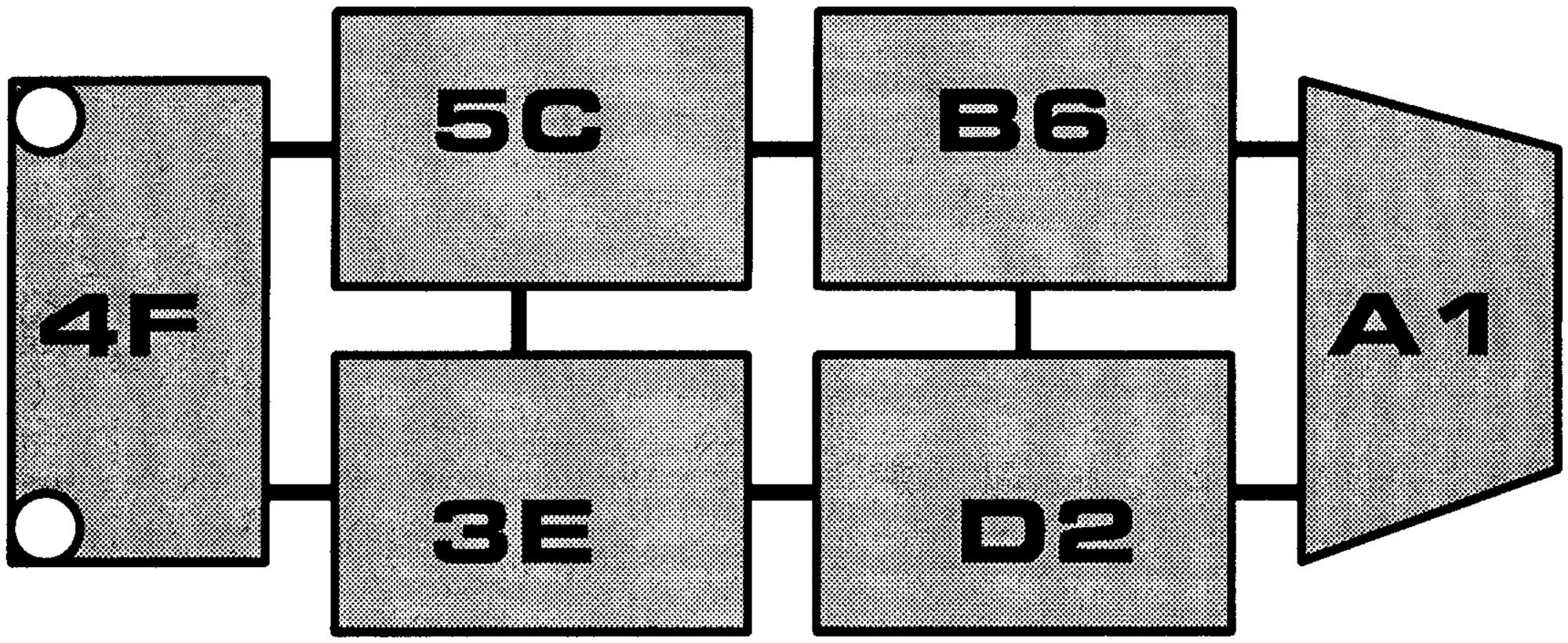
(R12.B2) ORCA, MAKO, GREAT WHITE



(R12.B3) SMALL AUXILIARY



(R12.B4) LARGE AUXILIARY



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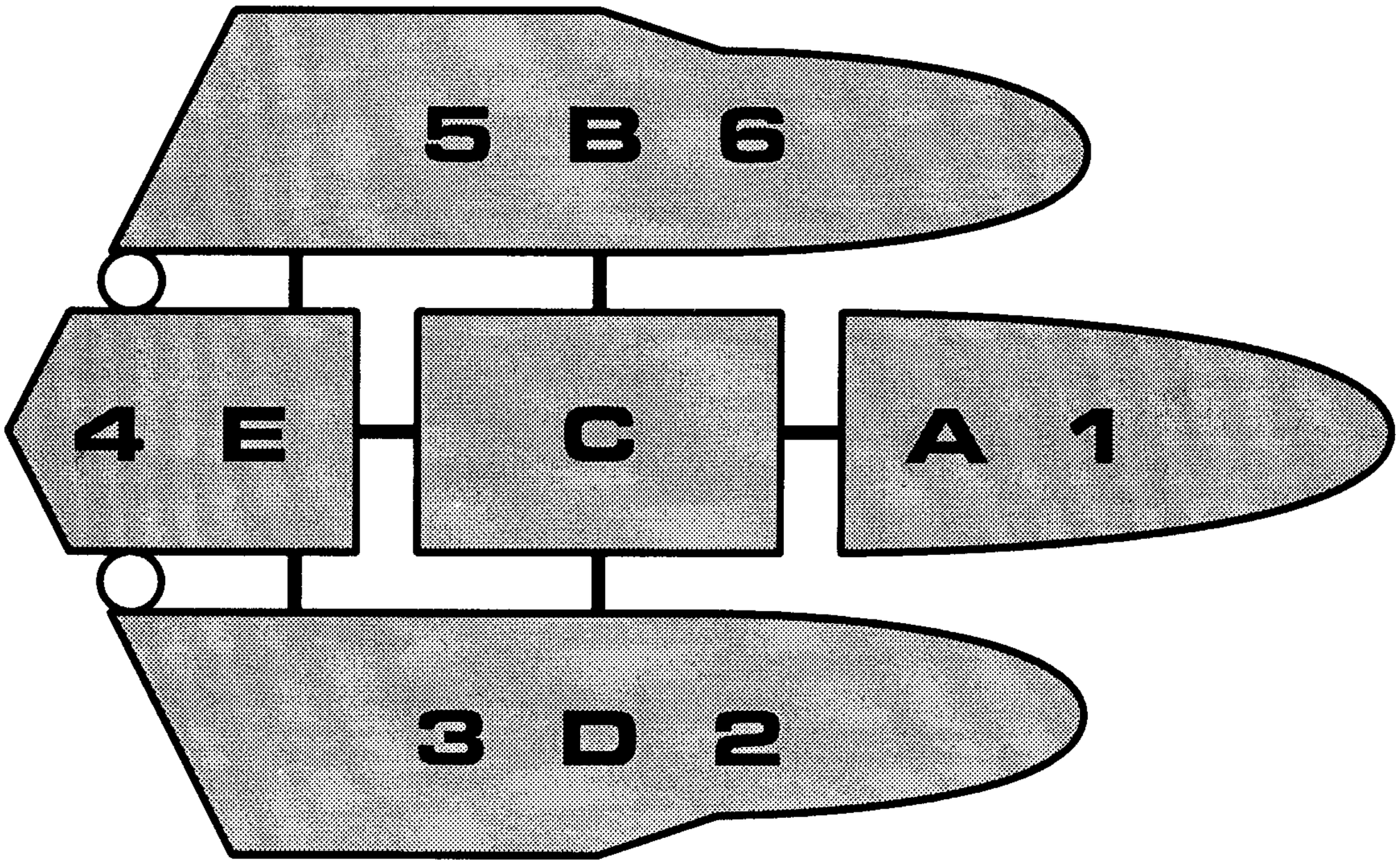
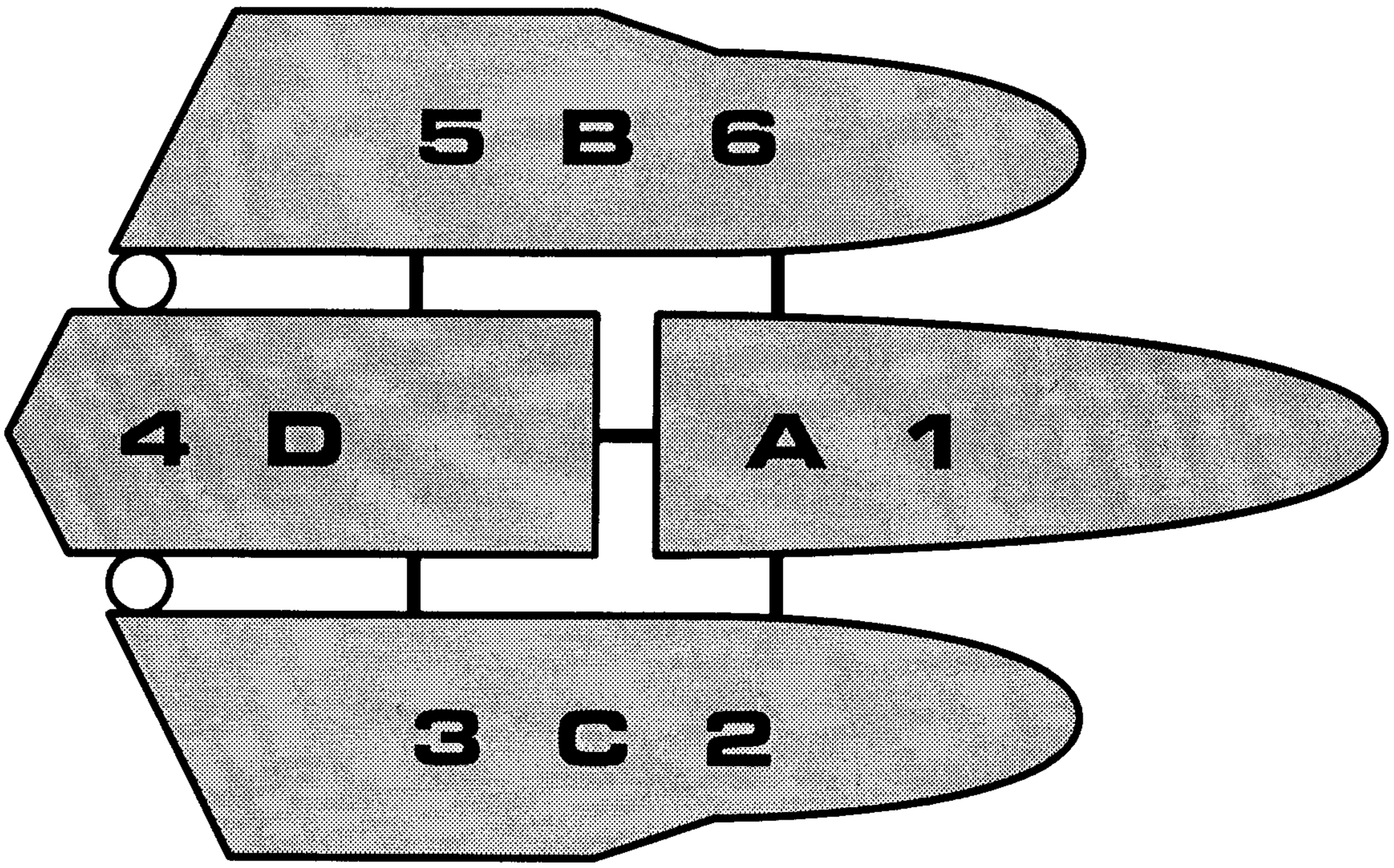
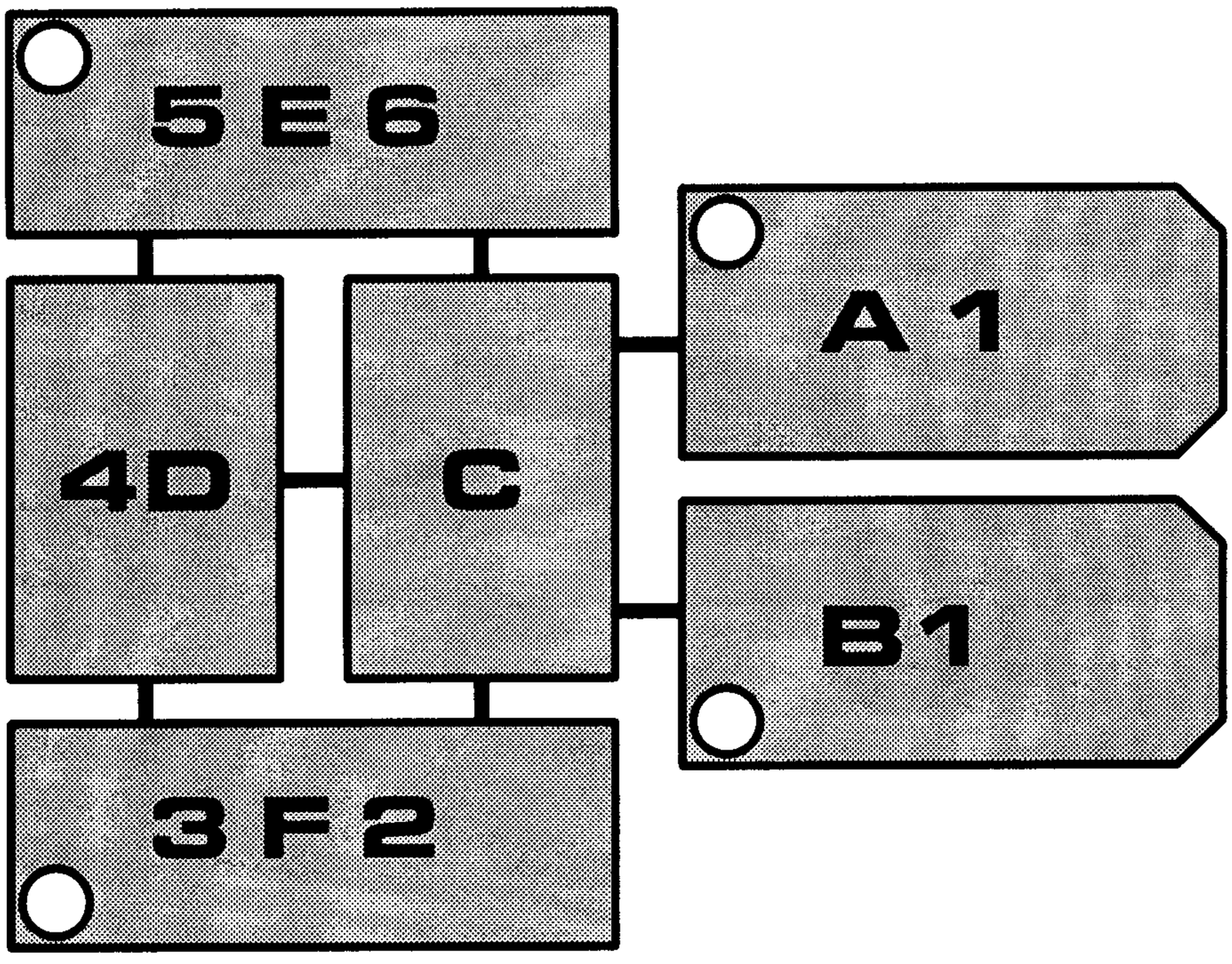
(R13.B1) BATTLESHIP, DREADNOUGHT, CRUISERS



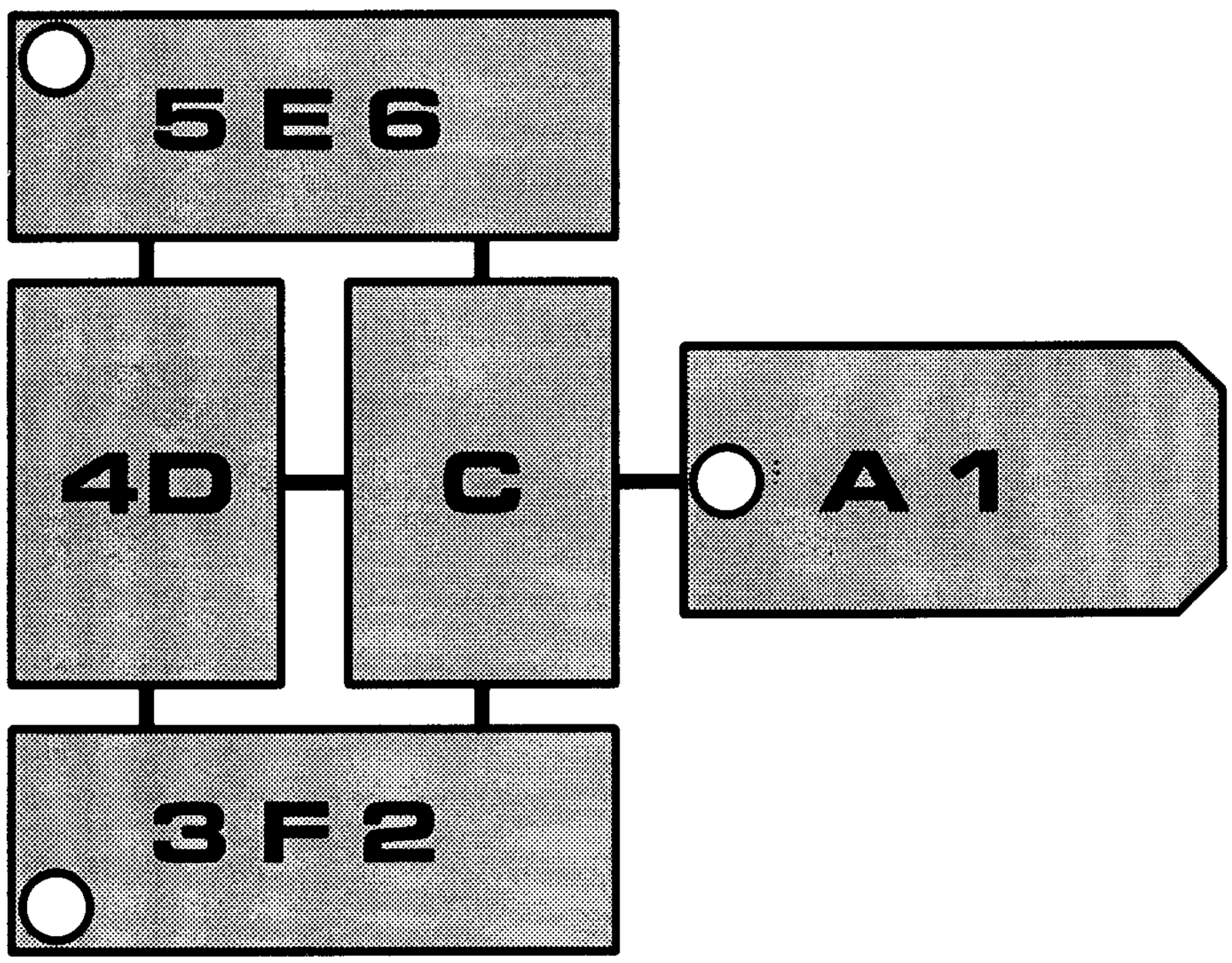
(R13.B2) DESTROYERS AND FRIGATES



(R15.B1) TWIN-BOOM SELTORIAN



(R15.B2) SINGLE-BOOM SELTORIAN



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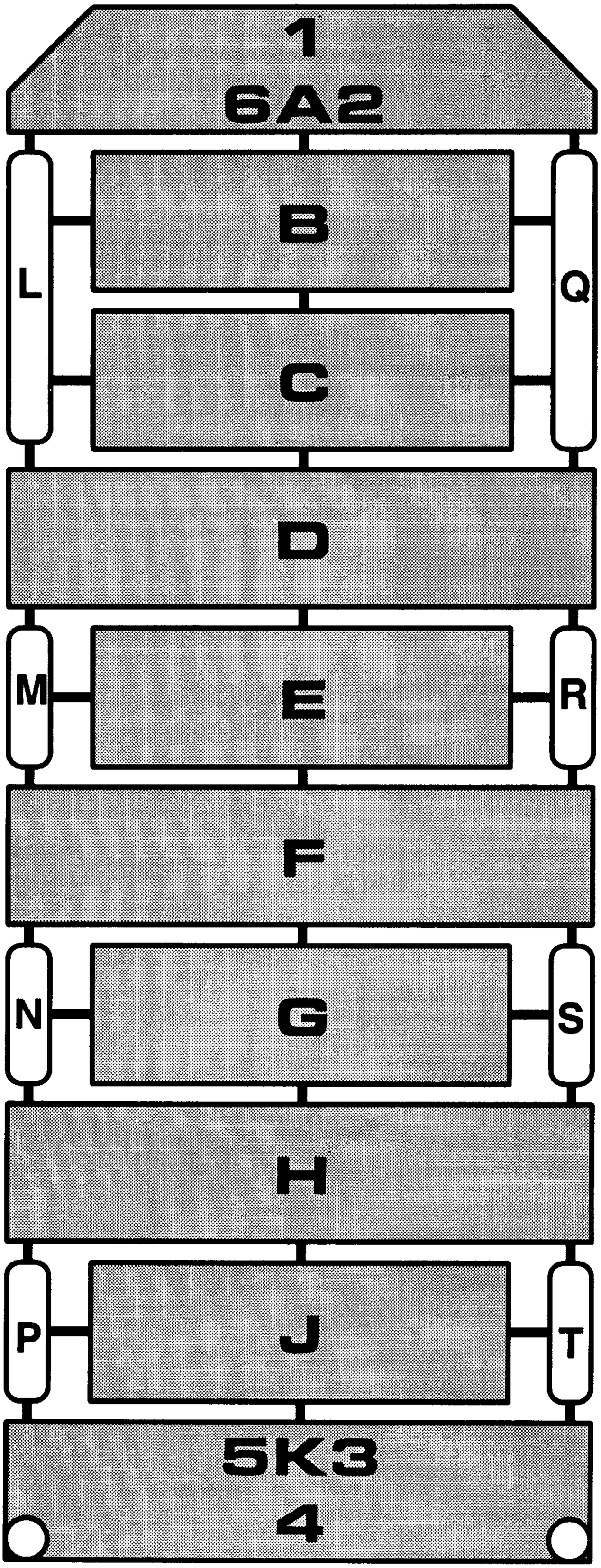
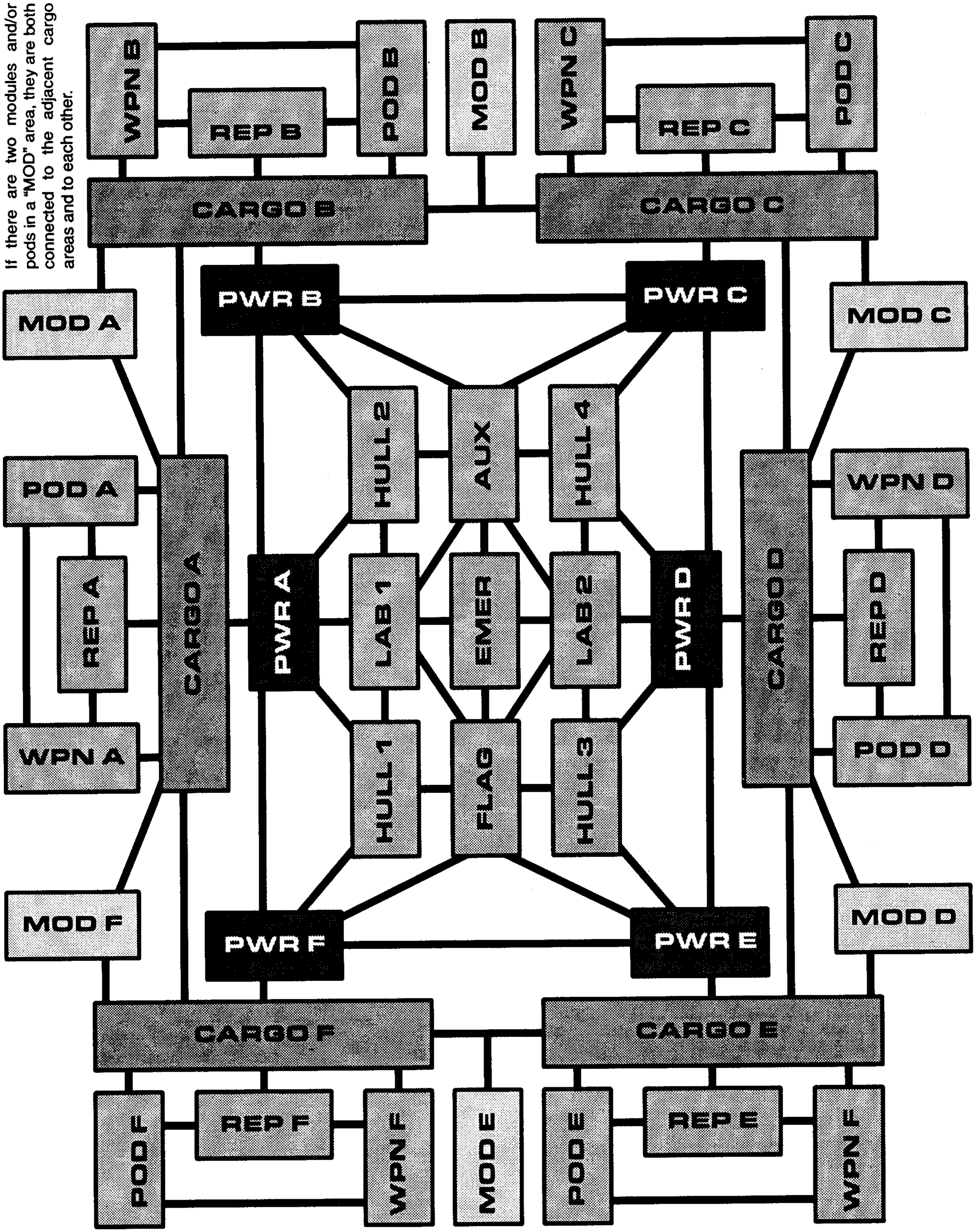


The white round-corner boxes (L-T) represent the docking bays. Troops and other crew units can actually move (and fight) through these areas, moving along the structure used to hold a ship in place. If a ship is in the bay, troops in that bay area can enter the ship through any of its docking points, and troops in a bay can exit from any of the docking points.

NOTE: There is no "AREA I" as this could be confused with "1" There is no "AREA O" as this could be confused with zero.

If there are two modules and/or pods in a "MOD" area, they are both connected to the adjacent cargo areas and to each other.



Internal docking is to the "repair" areas; external docking is to the "pod" areas.

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