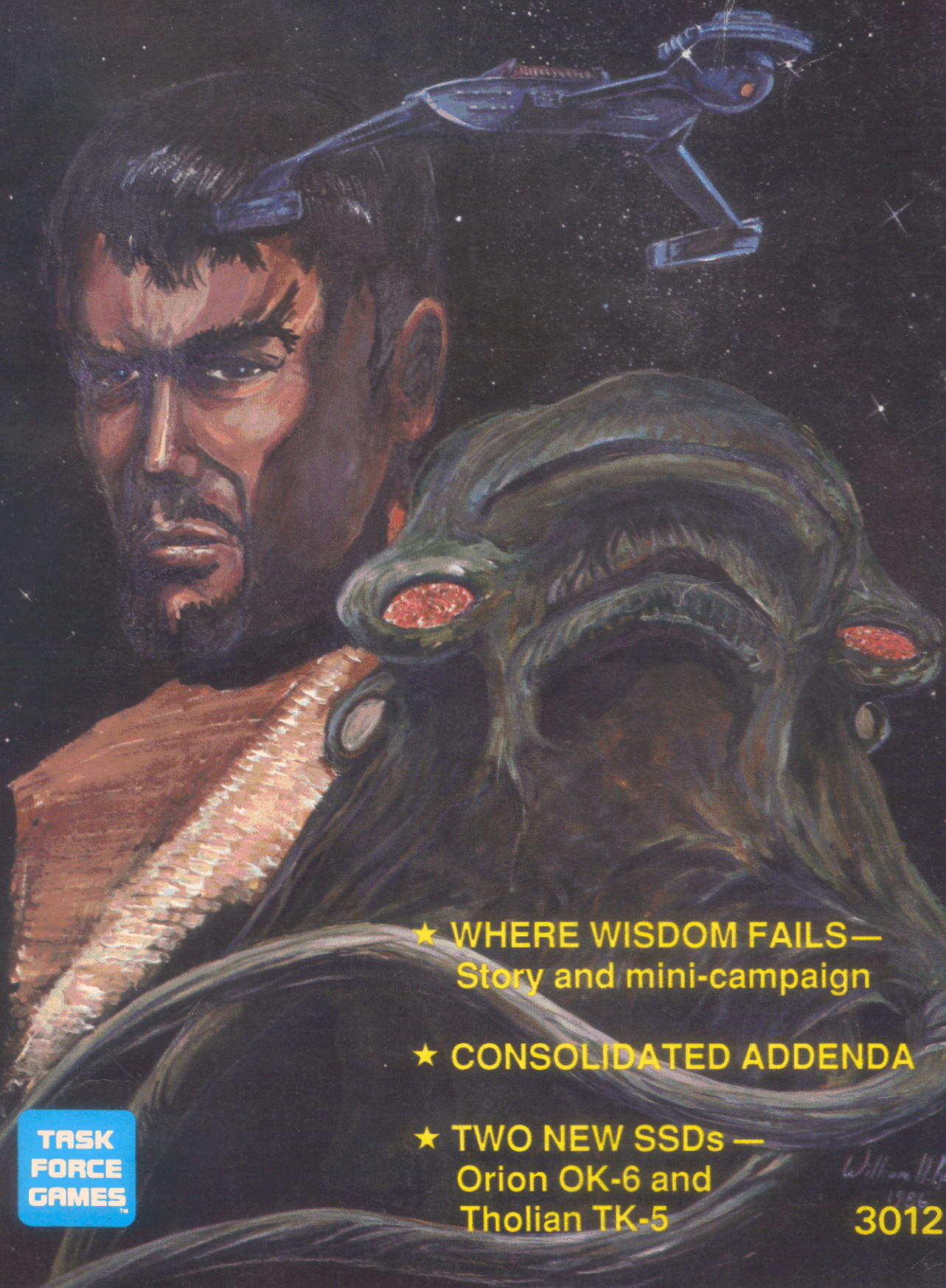# CAPTAIN'S LOG #4

★ **WHERE WISDOM FAILS—**
Story and mini-campaign

★ **CONSOLIDATED ADDENDA**

★ **TWO NEW SSDs —**
Orion OK-6 and
Tholian TK-5

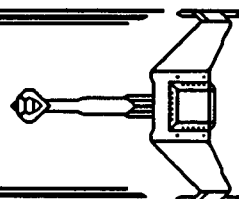STAR FLEET
UNIVERSE

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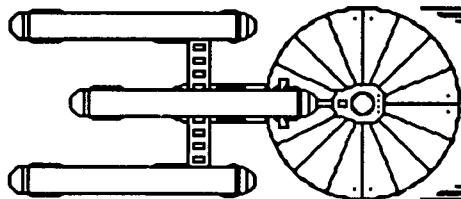
## WELCOME STAR FLEET CAPTAINS!

We have an exciting issue for you. The long-awaited Consolidated Addenda is here, together with exciting fiction and challenging scenarios.

No one expected that two and a half years would pass between *CAPTAIN'S LOG #3* and *CAPTAIN'S LOG #4*. The publication remained dormant for so long because it had become a victim of its own basic premise — a vehicle for publishing scenarios.

The idea of *CAPTAIN'S LOG* began when the file of unpublished scenarios submitted by players exceeded 100. It seemed relatively easy to convert those submissions into playable scenarios, but this turned out not to be the case. Converting a good idea into a publishable scenario took a lot of work. At least two scenarios had to be processed for every one that was used. Simply keeping track of the massive playtest organization took hundreds of man-hours. Because of the multitude of scenarios, each *CAPTAIN'S LOG* took as much work as a Supplement and far more than an SSD Book. The publication might have been dropped except for the Addenda Crisis.

Shortly after Volume III appeared the decision was made to publish the *CONSOLIDATED ADDENDA* in the next available *CAPTAIN'S LOG*. At that time the total Addenda file was less than 16 pages, so there was no hesitation to announce all manner of other features for *CAPTAIN'S LOG #4*, including the TK-5/OK-6 Klingon-hybrid ships, the special B-10 scenarios, multitudes of scenarios, and other articles.

But the publication date for this issue continued to slip farther and farther into the future as other projects (including F&E) consumed more and more time. The pressure to get the Addenda into print finally forced the publication of this issue.

Unfortunately, 34 pages of Addenda did not leave much room for other features (even after TFG agreed to pay for 8 extra pages without raising the price), requiring many promised or suggested items to be deferred. We did the best we could. The promised story (one of the best ever) is here, along with its mini-campaign. The TK-5 and OK-6 SSDs are here, although details of their history and exploits will wait for another time. The B-10 scenarios (and the SSDs for the B-10V and B-10S) remain on file.

This issue must be considered a transition from the old format to the new Captain's Log format. We're still working on what that new format will include. For now, forget everything you were ever told about what will be in *CAPTAIN'S LOG #5* (we have released at least three different lists of the planned contents) and enjoy #4. We'll announce the final contents of CL#5 in Nexus magazine as soon as this information is available.

## WHERE DO LITTLE RULES COME FROM?

If the resurrection of *CAPTAIN'S LOG* is owed to the need to "solve" the Addenda Crisis, where did all of that Addenda come from?

While the complete CONSOLIDATED ADDENDA includes more than 300,000 bytes, there is nowhere near that much "errata" or "rules changes." A considerable amount of the bulk consists of totally new rules sections (in effect a free expansion kit). Somewhat more is devoted to clarifications, explanations, justifications, examples, and elaborations. A substantial fraction is devoted to tying up loose ends, eliminating contradictions, and closing loopholes.

Virtually all Addenda results from letters from or conversations with players. Among these, probably the single largest generator of Addenda is that small group of players who insist on going where no rule has gone before, and justifiably want rules defined even if only a tiny minority of players will use them. Indeed, many of the new rules are probably never used, but result from a small group of players who spend hours looking for a question that has never been asked.

A considerable amount of space is devoted to specifically prohibiting things that were never legal but which have been tried by the more aggressive players. There are always those who feel that anything not specifically forbidden is fair game.

There are also the pseudo-Vulcans, who say that logically if this rule does something then that rule (which contains similar wording or covers similar technology) must do it too. Worse are those who say that if something in the real world totally unrelated to space travel or warp physics works in a certain way, or if a science fiction novel mentions something, the game must obviously work the same way.

Then are those who, in a desperate situation,, assume that anything not in the rules just possibly should have been, and of course it never hurts to ask. A great many rules have been added to end arguments that should have never started. Worst of all is the player who, on being assigned a race for a campaign, sends in hundreds of rules questions, essentially a fishing expedition.

The fundamental philosophy of the SFB rules is that they provide a list of what can be done and directions on how to do it. This creates the esoteric notion that if something is explicitly allowed, and no rule covers the specifics of performing that function in an atmosphere (or across a web, or after displacement, or whatever), then the normal rules define the procedure. However, simply because something that is not mentioned is not specifically prohibited does not mean that it is legal.

But for better or worse, the *CONSOLIDATED ADDENDA* is finished, thanks in large part to the tireless work of the Committee. You won't have to drag around four pounds of *NEXUS* any more. To those who never found all the back issues (or never knew to look for them), you have a lot of new ground to cover.

## COPYRIGHT AND PUBLISHER'S INFORMATION

# WHERE WISDOM FAILS    *by James Ashauer*

The Klingon watch officer stared intently into the star field displayed on the view screen before him, trying to sort out a coherent train of thought through the squawk of the alert siren and the general bedlam of the battle station's control room. Finally reaching his boiling point, he spun to face the station's comm officer. "Turn that damn thing off!" He snarled. Instantly, comparative silence blanketed the bridge.

As he turned again to face the screen, he continued. "Inform Sector Control of the situation and check the location of all ships in the quadrant. Tell them that we believe that we can handle the situation, but to converge on our position anyway."

At that moment the main entry into the bridge opened and the station commander strode in. Waving the reluctant watch officer aside, he claimed his throne, cast a glance around the monitors before him, and then, and only then, turned to the now standing watch officer. "What have you found, Katrell?"

"Commander, long range sensors have detected a pair of vessels closing at high speed. The main library computer has identified them as Hydran — *Ranger* class ships."

The commander frowned. "Only two. You're sure there are no others? That is most odd. What do they think to accomplish against a fully alerted battle station?" He turned. "Tracking, plot the Hydran course, confirm their trajectory."

"Confirmed, commander. The ships are definitely approaching our position."

The commander shook his head, puzzled. "If it's suicide they're trying, and it appears to be, we'll certainly oblige them. Weapons, energize and charge all phasers! Overload both disruptors!"

"Weapons ready, commander. Request permission to commence long-range fire!"

The commander shook his head. "No, they'll have to close to point blank for their fusion beams to be effective. Hold fire a moment; I want to see them sliced apart." The commander grinned coldly; he was going to enjoy this.

* * *

The rasping buzz of the security alarm penetrated his sleeping brain and jarred him instantly awake. Eternal vigilance was a trait developed by every officer of the Imperial Klingon Deep Space Fleet. Every officer, that is, who wanted to stay alive. As his hand groped for the ever near disruptor pistol, his eyes checked his security panel. Someone was standing outside his door. Smoothly he touched the activator switch to his door intercom. "Who is there?" He demanded.

"C-comm runner, sir," came the reply, a slight quiver in the voice. "We've just received a priority one message, urgent, for the commander's eyes only." The man's timidness was justified. The officer remembered issuing a warning before he'd turned in threatening to burn the ears off of anyone who awakened him. However, priority one messages were always vital; the man had done well.

"Enter," said the officer as he touched the door activator. He had spoken with a gruffness he did not feel at the moment. It was always important to maintain the proper stance with one's crew. The runner entered, deposited the tape in front of his commander, and left briskly, doubtless relieved to still be whole. The officer picked up the small disk and, placing it in a slot on the viewer control embedded in his desk, placed his hand on a panel set into the desk top and moved to align his left eye with the beam that shot out to check his retina pattern. The screen came on, blurred, and then focused to show four lines of large print.

IDENTITY CONFIRMED
NAME...KALLON, BORZAD
RANK...COMMANDER
DUTY...CAPTAIN, D727 *DEFILER*

Security precautions satisfied, the screen changed and the message began. Kallon sat quietly as the tape played out, the slow hardening of his features the only evidence of the message's dark portent. As the tape ended, Kallon reached out and touched his comm button.

"Bridge, Lieutenant Commander Kronn here," Kallon heard his first officer say over the speaker.

"This is Kallon. Have helm plot a course for the Darmot sector, warp seven. The Hydrans have destroyed battle station thirteen."

* * *

Limitless void. Intelligent life has ever looked up in wonder at the endless expanse and, when technology reached a certain point, ventured out into the stars, some to learn, some to conquer. Among the latter were the builders of the battlecruiser *Defiler*, which now hurled through space on its mission of vengeance.

On the bridge of the *Defiler*, Commander Kallon sat in his command chair and scanned the busy scene before him. The captain's position on the bridge of a Klingon warship was that of a tyrant in his court, his throne above and behind all others so as to have an unobstructed view of his domain, as well as to make sure no usurper could get behind him unobserved.

Next to Kallon, his stance displaying an easy alertness, stood Kronn, the *Defiler's* first officer. Kronn had long ago recognized the ability of his superior, and his ambition had allowed him to develop a quality rare in Klingon subordinates, that of complete loyalty to his commander. Kallon was very much a model Klingon, arrogant and savage, but unlike many captains he kept his promises and rewarded loyalty. He would go far, for his talents and ability would carry him, and Kronn knew that if he were faithful, he would be rewarded. Kallon carefully nurtured the loyalty of his officers; in the Klingon fleet it was desirable to have someone you could trust to watch your back.

From across the bridge, at the *Defiler's* sensor station, a pair of eyes watched the two officers. Someday that will be me, thought Cadet Ensign Kripp. For three years Kripp had awaited this, his first deep space patrol, mandatory for all academy cadets between their third and final years. He knew that his performance on active duty would determine if he would return to school for the final, critical year of command training or be transferred to the marines, or worse, to the crew. He could serve long and honorably without the final year of the Academy, perhaps even become a technical officer, but he could never command a starship without a favorable report from the captain of his assigned ship.

Kripp had ability and was a good student, but his arrogance had taken a jolt on being ushered into Kallon's presence for the first time. The commander had looked the cadet over and sadly shook his head.

"A boy wanting a man's job," Kallon had quipped. "Just what's the good of you? Klingon battlecruisers do not sport nurseries!"

After that, Kripp was given only menial duties, but through persistent pestering and zeal, he had finally achieved a position as temporary assistant sensor officer. He could not know that Kallon had given him meaningless tasks simply to see how long it would take the Cadet to demand more responsibility. But now, Kripp thought, with this emergency he would prove his worthiness, prove he was a man! Kripp's attention snapped back to his commander as he heard the first officer ask a question that he himself had been pondering.

"Commander, I'm puzzled. Battle station thirteen's position was deep within our space. How did the Hydrans pass a large enough fleet over our border undetected to mass an assault force?"

Kallon frowned. "A fleet Kronn? No, the report indicates that only two *Ranger* type ships were used."

Kronn's eyes widened. "Only two? To destroy a fully armed battle station? Impossible! The station's heavy phasers would have cut them to pieces before they got within fusion beam range!"

"A new weapon was used, a new type of fusion beam perhaps. The idiots at Fleet Central Laboratory say that they don't know yet. Never knew a single one of those fools who knew anything worthwhile. At any rate, after destroying the base, the two Hydrans split up. One is being shadowed by the F5 frigate *Fury*. We are ordered to rendezvous with the *Fury* and destroy the Hydran before it regains its own territory. Such a rash and foolish action must not go unpunished!"

"No, commander," sneered Kronn. "Those malformed little slime devils must be reminded the of superiority of the Klingon race!"

* * *

Several hours later Ensign Kripp sat hunched over his sensors, his face a lesson in rapt concentration. Suddenly his brow furrowed as a reading changed, and he turned to the rear of the bridge. "Commander, sensors indicate an F5 frigate, dead ahead, parallel course, warp two. It must be the *Fury*."

Kallon glared at the cadet. "Of course it's the *Fury*! We've already been informed that she is the only other Imperial ship in this subsector and ordered to rendezvous with us at this point. Your job is to give me facts! When I want opinions, I'll ask for them!" He turned sharply to the comm-tech. "Patch me in with the *Fury* immediately."

The main viewer glowed, then focused into the form of a Klingon captain. He glared at the screen, a gleam in his beady eyes.

"Greetings Kallon," he said. "I see they've sent none other than the great *Defiler* to help me eliminate the Hydran devil."

"Commander Kormather," Kallon acknowledged the man, "I, as senior officer, have been ordered to take command. What is your status?"

Kormather glared at Kallon. "Always right to business eh', Kallon? Yes, you're my senior, and we both know how you got that way. As for the Hydran, he's ahead of me at maximum sensor range, moving toward his border at warp two. He must know that we're here, but he's made no move to evade us."

"He has not tried to disengage?"

"No. Perhaps he's low on fuel. He's come a long way with quite a distance yet to go," suggested Kormather.

"Perhaps so," agreed Kallon, thoughtfully stroking his beard. "At any rate, he is there and we are to destroy him. When I reach your position, we will accelerate and come in on him from either flank and box him in. Fire drones when within range to tie up his fire while we close."

"A plan worthy of the Great Kallon," said Kormather, his voice dripping sarcasm.

The muscles in Kallon's neck tightened, but he let the slur slip by unanswered. "Stay out of the Hydran's forward arc, Kormather. The report says his new weapon fires forward. You have your orders, and you will obey them. Kallon out!"

Kronn looked at his commander. "I take it you and our Commander Kormather are old friends?"

Kallon nodded. "He's a fair officer, but he's vain and he gets careless, makes mistakes. I was his first officer once and caught him in one. Someday I'll tell you about it. Right now, bring the ship to battle status."

Kripp noted the conversation carefully. Kormather was old for a Klingon, but still in command of a frigate when his former first officer had become captain of a first-line cruiser. The older captain must not be incompetent, or he wouldn't still be in command. Why had he never been promoted? Kripp resolved to check the computers later and find out.

* * *

Kallon sat watching the tiny point of light growing larger on the screen as his two vessels approached their quarry, technological fangs bared like the predators they were. Subconsciously, he became aware of the growing feeling of excitement within himself. Veteran of dozens of space combats with eight kill bars on his sash, he always felt the blood lust before a fight. Battle is a Klingon's life.

"Within drone range, commander." sang the weapons officer.

"Fire drones, minimum interval," ordered Kallon, knowing that *Fury*, somewhere to port would also be firing, giving the Hydran's gatling phasers something to do.

"The Hydran is changing course, turning toward us!" reported Kripp from the sensor station.

"He's too late, we've got him," muttered Kallon as he watched the alien vessel, large now, caught broadside on by the swiftness of the D7. "Fire disruptors! Fire wing phasers!" he ordered, as the *Defiler* bore in.

As Kallon beheld their target, his mind registered a split second of deadly beauty as the ravaging lances of energy sped out from *Defiler* and detonated, Hydran deflectors taking the strain, glowing like an unholy aura in the same instant that the Hydran spit white hot gatling fire that caused two drones to blossom and glow like tiny suns. All this in a heart beat, then *Defiler* was flashing directly over the sleek Hydran craft.

"Transfer reinforcement to rear deflector. Fire main and waist phasers as target bears." ordered Kallon. Hydran phasers flashed to play along the *Defiler's* rear deflector, draining off reinforcement applied just in time, then the Klingon phasers answered, seven beams of deadly energy licking along the Hydran's flank. The Hydran bucked and shuddered, attacked on both flanks now as *Fury* added her weight to the onslaught. Then both Klingons were away, tearing out of the range of the potent Hydran fusion beams, but none came.

"Strange," Kronn wondered aloud. "Why didn't he hit us with his fusion beams? We were within range for a moment!"

Now Kripp spoke from the sensor station. "Sensors indicate Hydran's number five shield down, number three damaged, hits on his engineering and storage spaces. We've hurt him!"

"Child's play!" snarled Kallon triumphantly.

"Commander." Kripp's tone changed rapidly. "The enemy is swinging around, bringing his forward arc to bear, now accelerating after us."

"Evasive action! High energy turn port!" Kallon roared as he hit the command frequency button on his comm panel. "Kallon to *Fury*! Break course to bearing 243, circle and resume attack!"

As *Defiler* sheered left in a bone jarring turn, *Fury* swung sharply, both safely out of harm's way as they again bore down on the hapless Hydran. Once again the ether glowed as *Defiler* and its foe raked each other with waves of pure destruction as *Defiler* raced by. Now the beleaguered *Ranger* felt *Fury's* sting again as the F5 drove straight into the target to plant disruptor bolts into the hull. Then making a snap turn, the frigate swung past the Hydran's flank, receiving a blow which shattered the num-

ber four deflector but did no damage. *Fury* completed the maneuver in front of the Hydran warship, accelerating rapidly away.

Aboard *Defiler* Kallon heard Kronn yell. "Commander! *Fury's* set herself up right in front of the Hydran! Their rear deflector is down!"

"Fools!" screamed Kallon as he hit his comm button. "Kallon to *Fury*. Kormather, break left! Break away you fool!"

*Fury* began a slow turn to port, trying to bring another shield to bear on the Hydran. "He'll make it!" Kallon swore. Even as he spoke, Kallon saw four shafts of fire burst from the bow of the Hydran vessel and expand toward *Fury*. The glow of the weapons struck and enveloped the frigate. For a split second she seemed to pause, stagger in flight, totally enveloped in an orb of pale green fire, then with a flash, *Fury* blew apart.

\* \* \*

On the bridge of the *Defiler*, there was no sound. Everyone's eyes were glued on the final moments of the drama on the screen as the shock wave of *Fury's* death slowly ebbed away.

Finally Kripp stammered, "Fu-*Fury's* gone, commander."

The statement galvanized Kallon into action. "Why do you feel that your duty is to always inform me of the obvious! Finish recharging weapons. Helmsman, toward the Hydran, warp three."

"But, commander, that-that weapon..." The helmsman's voice shook with fear.

"Will obviously need considerable time to recharge before it can be used again! Use your head man, before I relieve you of it!"

Rebuked, the helmsman bent to his task.

The *Defiler* slewed around and roared back into the fight, weapons ready, only to find the Hydran moving away at high warp speed.

"Increase velocity, overtake him!" roared Kallon. "Alert fleet control of the situation and request support if available."

Slowly, imperceptibly at first, then noticeably *Defiler* began to close the gap between itself and the fleeing Hydran.

"If we can keep this up, we may be able to catch him," said Kronn.

"Yes, or at least run him out of fuel. That's undoubtedly why he hasn't disengaged completely," commented Kallon as he watched the spot on the screen that was their quarry.

Suddenly, three small shapes detached themselves from the fleeing Hydran and sped back toward the onrushing D7. Kripp stared at his instruments for a moment, and then saw the trio for what they were.

"Stingers!" he reported.

"Target main phasers on approaching targets, one to each," ordered Kallon. "Fire at current range!"

The lethal beams flashed from the bow of the battlecruiser, and one fighter erupted in a small fiery flash as the other two nimbly avoided the groping death and bore down on the *Defiler*.

"They're like ants against a dragon!" said Kripp, his duties forgotten as he watched the oncoming craft.

"Deadly ants none the less!" retorted Kronn.

"Reduce speed. Evasion turn, fifty degrees starboard. Fire drone at disabled fighter, max deflectors. All weapons, fire as targets bear!" Kallon fired off orders like a gatling phaser.

*Defiler* swung away as the two stingers converged, and Kallon felt his ship rock and pitch as the fusion beams played along the deflectors. Even as it fired, one of the attackers ceased to exist, caught in a crossfire by the waist phasers. The remaining fighter sped by, executed a snap turn, and flashed over the *Defiler*, and once more the fusion beams beat against the wall of the Klingon shield. Then as the stinger sped past, it was brushed by a phaser shot, the impact on the small ship like that of a fly swatter on a tiny insect. Engines a fused mass, momentum gone, the little fighter sat still in space.

On the bridge of the *Defiler*, reports on the battle and ship's condition began to flow in.

"No structural damage, commander. Deflectors five and six strained but holding."

"Commander, two enemy fighters destroyed, one crippled."

"Commander," the communications officer looked up, a sneer on his face, "the last fighter is transmitting a weak signal...It's to us! He wants to surrender."

Kallon looked up, his countenance a mask of disgust. "What? Let a miserable little slime devil set foot on *my* ship? Not while I'm captain! Phaser crew, destroy the snake."

A single phaser flashed out from *Defiler* and blew the helpless stinger to atoms.

Kallon turned to face Kripp. "Where is the Hydran Ranger now?"

Kripp looked up, his showing his shock. In the excitement he had neglected his duties. "He's gone, commander. He escaped while we were engaged by the fighters. It wasn't my fault!"

Kallon fixed his gaze on the squirming cadet. "No excuses, little boy. You let him get out of sensor range without telling me. Don't you think he launched his fighters purposefully to divert our attention? This will go on your record. Do you at least have the course he was on when last seen?"

The trembling ensign brightened somewhat. "Yes, commander."

"Very well then, consider yourself spared from court-martial this time. As it is, you are relieved of your duties on the bridge. Now go below, out of my sight."

As the chastised cadet headed for the turbo-lift, Kallon turned to the comm officer. "Get a battle report off to fleet command at once. Those empty-headed scientists at the Central Laboratory will want our data on the new weapon to make bad guesses from. Perhaps they can do better than Kormather, who obviously turned a new shield toward the Hydran too late.

"Send a separate copy to the sector Commodore for distribution to the fleet. My fellow captains can use the raw data more effectively than the drivel they'll get from those fools in science.

"Helm, plot pursuit on the Hydran's last known course. Maximum sensor scans."

\* \* \*

Kallon sat quietly for a moment, idly tapping his finger on his command console, then spoke. "Well, Kronn, this will get us nowhere. The Hydran has too large a head start, so we must out think him. So how do we proceed? If this Hydran escapes back into his own territory, it will mean our skins."

The meaning was not lost on the lieutenant commander. "Well, he can't afford to travel at high speed for very long if he wants fuel enough to escape, so we should have time for one more crack at him, that is if we can find him quickly."

Kallon nodded, thoughtfully stroking his beard. "Put the quadrant map on the screen."

The navigator touched a button on his control, and the star field faded out to be replaced by a large tactical star chart. Kallon and Kronn silently studied the map for several moments under the curious eyes on the bridge crew until at last Kallon stirred.

"Ah, luck is with us."

Kronn looked at his superior, "Commander?"

Kallon rose and strode across the bridge to the display screen.

"Kronn, we originally overtook the Hydran there, on the fringe of the Darmot system," he said, indicating a point on the display. "He was bearing 185 degrees, which we see is the most direct course back to his own space. However, according to our cadet, when he disengaged he was heading 260 degrees and level to the ecliptic plane. Now that's a totally different direction, back around the fringe of the system. Suppose you were him, what would be your course of action?"

"Why, I'd wait until I'd eluded pursuit and then turn back toward my own space."

Kallon scowled. "No, Kronn, you're thinking like a Kzinti." As the insult struck home on the lieutenant commander, Kallon continued. "To turn back toward your border would take you through the middle of the Darmot sector, if not the system itself. That sector is heavily populated; his chances of escaping detection would be about the same as a Karzok wriggler in a Zarmoly den.

"What he will do is this: he will follow the sector boundary around..." Kallon's hand traced a pattern on the map, "until the sector border intersects his own border. Moreover, the area on the other side of the Darmot sector is sparsely populated, just some asteroids, and our patrols are few there. That's where we'll get him, where he comes around the Darmot sector toward his border. Grab him with his goal in sight so to speak. Because we can take the short cut." Kallon spun, "Navigator! Plot a course right through the Darmot sector. Helm, all ahead full once the course is laid in. Destination..." he stabbed a point on the map with his finger, "There!"

Commander Kallon turned and moved toward the turbo-lift. "Communications, request any warship in the quadrant to rendezvous with us at the destination . Kronn, I'm going below. You have the command."

\* \* \*

His hand instinctively went for his pistol again as the warning buzzer sounded. It seemed like a bad day to try to sleep.

"Who's there?" he demanded.

"It's Kronn, commander," came the voice through the speaker.

Kallon touched the door activator, and the lieutenant commander entered the room. "My apologies for interrupting your sleep period, commander, but I've some news. First, there are no ships within range of our estimated attack point to back us up. *Desecration*, the D6 that usually patrols that sector has already been called away to hunt the other Hydran."

Kallon nodded darkly. "I expected as much. In other words they're telling us that it's my problem now. Solve it alone or else. My punishment for allowing the Hydran to escape me once." Kallon had originally blamed the cadet for this failure, but as a good captain now took the responsibility on himself. Veteran officers on that bridge had been fooled by the Hydran maneuver, not just the cadet. He frowned. "So be it then, we'll defeat him alone. More's the glory."

Kronn cleared his throat. "Also, commander, the answer to our report on the new Hydran weapon has come in from Fleet Control."

Kallon managed to look mildly interested. "Oh? Just what have the idiots at the Fleet Central Laboratory discovered?"

"They've concluded that they have insufficient data to determine how it works, but that it is extremely powerful and, therefore, very dangerous."

"A magnificent hypothesis," growled Kallon. "Cadet Kripp could have come to the same conclusion."

"There is one thing however," Kronn continued, "from studying the record that we made of *Fury's* destruction, they believe that it may do its damage using a different principle. But they do not know what the principle is. Our scanners were partially blinded by weapon flashes."

Kallon shook his head. "They'll never figure it out. Let me tell you, Kronn. *Fury* was destroyed by being hit in her weakest deflector by an powerful weapon after that deflector had already been damaged by phaser fire. The fools who call themselves scientists are trying to cover up their inability to figure out the workings of what amounts to really nothing more than an extra powerful fusion beam!"

Kronn stood his ground, "Commander, I know that you have mistrusted the Central Laboratory since your father's death, but..."

Kallon glared at the lieutenant commander, radiating anger, "I'd kill anyone else who reminded me of my father's death. Yes, I mistrust them. They pronounced that experimental transporter to be ready, but this goes beyond that. Let me ask you, Kronn, who was it that made our Empire great, the fat lazy scientists? Bah! It was the field commanders! The admirals and captains who went out and took what the Empire needed. Not some egghead who sits and sucks his tongue all day. And now it's the field commanders who'll keep the Empire strong." Kronn looked his subordinate straight in the eye. "Now leave me until my rest period is finished."

Without answering, Kronn turned and strode out the door.

\* \* \*

Several hours later, *Defiler* sat quietly at the point that Kallon had designated. Kallon had maneuvered the ship into the fringe of an asteroid field, in the shadow of a large chunk of rock. All unnecessary equipment had been shut down.

As the minutes passed, an uneasy silence fell over the bridge of the starship. "Anything yet?" Kallon asked the sensor tech.

"Negative, commander," came the reply.

"Well, be alert. He should appear soon."

"I still don't know how you can be so sure," mumbled Kronn.

Kallon spun to face his first officer. "I don't like that tone, lieutenant commander!" he snapped, his eyes seeming to spear the very fiber of Kronn's being.

Realizing he had gone to far, Kronn looked at the floor. "I'm sorry, commander, but if this Hydran escapes again, it will go hard on us."

Kallon grinned a hard grin. "I'm never wrong, Kronn. You know that. That is why I survive."

At that moment the security officer looked up. "Commander, repair detail requests permission to enter the bridge."

"Repair detail?" Kallon frowned. "Who's authorization?"

"Mine, commander," answered Kronn. "The engineering board is shorting out again."

"Very well," said Kallon as he turned back toward the main viewer. "At least be quick about it."

The next seconds passed with nightmare suddenness for Kallon as he heard the turbo-lift door open to admit the repair detail, and everything went out of sync as the security officer gasped and rose, going for his pistol, only to vanish in a stabbing flash of light accompanied by a loud whine. The communications officer sprang for the assassin, only to receive a blow from a wrench wielding arm and crumble to the deck. Kallon's pistol was out in a flash, and the wrench wielder followed the security officer into oblivion even as Kallon himself was sent spinning by a stunning blow, his pistol flying from his grasp.

As Kallon's vision cleared, he saw the remnant of his bridge crew standing quietly, covered by half a dozen enlisted men with disruptors.

"I'll have you flayed!" Kallon shouted and, seeing his first officer standing among the prisoners, turned and glared. "You! Is this your doing?"

Kronn looked at his commander, but before he could speak another voice cut in.

"No, commander, not your loyal first officer. He'd follow you to hell if ordered, but there are those of us who can use our own heads."

Kallon's eyes followed the voice to its source, and his face contorted with hate.

"Yes, commander," said *Defiler's* helmsman as he and the engineering tech moved over to join the mutineers. "Anyone with any brains can see that the new Hydran weapon is too powerful for us to handle. We decided to act and live."

"You've all signed your death warrants instead!" sneered Kallon.

"Threats, Kallon?" the man leered. "Things have changed. Even as we stand here, others have taken the forward security station and sealed off the main hull. The marines are locked inside their quarters. Oh yes, I'm afraid that we had to kill the second officer when we took auxiliary control. So you see, your boast is vain; the ship is ours."

Kallon clenched his teeth. It did indeed look that way.

\* \* \*

Cadet Ensign Kripp walked glumly down the corridor toward the bridge turbo-lift. After his poor showing during the last battle, Kallon had relieved him of his sensor duties and sent him away. Now he'd made up his mind to ask the commander to let him observe the Hydran's destruction from the bridge. Perhaps an opportunity for redemption would present itself, and if not, he'd never set foot on a starship bridge again. As he turned the last corner toward the turbo-lift, he sensed immediately that something was amiss. The ever-present security guard that was stationed by the door to the bridge lift was absent. That could mean only one thing on a Klingon vessel. Kripp cursed the regulation which stated that cadets were not normally allowed to carry side arms; he was going to have to appropriate one.

Kripp reached into boot and pulled out the slim dagger that he carried there, its wicked blade gleaming in the corridor lighting as he put it carefully up his sleeve, glad that some childhood habits die hard. Then he turned and crept down the empty corridor.

\* \* \*

"What do you intend to do with the ship now that you have it?" Kallon asked the helmsman, trying to buy time while he thought of a plan.

"Simple, commander. The border of the Lyran Democratic Republic is within reach. They're always willing to accept runaway Klingons, especially those with a battlecruiser to donate to the cause. *Defiler* will make a significant addition to their fleet I should think. The Empire will even announce that the ship was a gift to them to avoid admitting what really happened.

"Those who won't throw in with us will be eliminated, beginning with you." The man pointed the pistol at Kallon's head. "Killing you will be enjoyable. Your infuriating smugness has been getting particularly obnoxious lately. Goodbye, commander."

Just then the lift door opened with a soft swish, displaying the form of a mutineer, glassy look in his eyes. The helmsman turned. "What's the matter, Katagnic?" he asked. The man didn't answer; instead he just toppled slowly forward to the deck, to display a small neat hole in his back.

Pandemonium broke loose on the bridge as Kripp, purloined disruptor in hand, kicked open the emergency gangway hatch and jumped into the bridge. As the first mutineer vaporized, the prisoners sprang into action, taking advantage of the confusion. Kripp burned a man taking aim on his commander; Kallon dove for a fallen pistol. Kronn decked a mutineer with an uppercut, and the helmsman snapped off a shot at the rolling Kallon but succeeded only in blowing the communication board into slag. Kallon's return shot went true and then it was over, the erstwhile mutineers in no condition to continue the fray.

Kallon looked about. "Kronn, you stay with the prisoners and wounded. All the able-bodied will follow me to clear out the security station. You..." Kallon turn to face Kripp. "Go back and get the bulkhead into the main hull open. Get some marines and go recapture auxiliary control. Can you handle that?"

"Yes, commander."

"Good. After that remain there and take charge. I'm short one second officer, and I need a *man* there that I can depend on. Take this," Kallon passed Kripp his command ring, "so that they'll know you are under my orders. And cadet, those marines will want to be led by an officer, so tell them to address you as *lieutenant*. If we all live through this, I'll sign your commission myself. Now *move!*"

Kripp swelled with pride. "Yes, commander." He saluted smartly, wheeled, and left the bridge.

\* \* \*

Kallon sat in his command seat, once again in charge of *Defiler*. He grinned coldly, it felt good. The surviving mutineers were in the brig to be dealt with at his leisure, and *Defiler* was rapidly being restored to combat readiness. The only serious casualty was the comm board. It would need complete replacement, but that did not affect immediate battle readiness as *Defiler* was acting alone. Kallon watched as Kronn approached his seat.

"Commander, damage control reports ship ready for action."

Kallon smiled. "Excellent, Kronn, and just in time. We could expect our guest at any time now." He swiveled toward the sensor tech. "Anything on scanners yet?"

"No, commander," came the reply.

Kallon turned. "Kronn..."

The first officer looked at the deck, embarrassed. "Apologies are not necessary, commander. My behavior has been unworthy of an Imperial First Officer. You had reason to believe I could be involved in the mutiny, and believed me when I denied it. However, I do ask once again how you can be so sure that the Hydran will come this way?"

"I just know, Kronn. I just know. When you've had command experience, you will understand. The Hydran captain and I think alike because each of us is like the other, and neither of us is like anyone in his crew."

Just then the sensor tech spoke. "Commander, sensors have just picked up the Hydran ship, approaching at warp two."

Kallon smiled triumphantly at his subordinate. "You see, Kronn? You must learn to trust my judgment."

The lieutenant commander returned his commander's smile. "To your everlasting glory, commander. I shall never doubt you again."

"And now to battle," said Kallon, feeling the fever seep through his body once more. "Kronn, do you recall the time we massacred that Kzinti passenger ship?"

Kronn knit his brow. "You mean that time in the Phyllos system? Of course."

Kallon nodded. "Yes, well that's basically the same plan that we shall use today. He should pass fairly close. We'll jump him as he goes by."

"Any chance of his picking us up on his sensors?"

"Possibly," mused Kallon, "although the asteroid beside us should shield us. With luck, so close to his border, he will have relaxed his guard."

"The Hydran continues to approach," said the sensor officer.

"Very well, action stations. All hands alert! I'll burn anyone who does not function at 100 percent efficiency!"

As the minutes passed, the tension mounted on the bridge of the *Defiler*. At length, a small point of light appeared on the screen and slowly grew as the Hydran approached.

"Target maintaining course and speed," announced the sensor officer dispassionately.

As Kallon watched the oncoming ship grow larger, he became aware of his own rapid breathing, felt the blood pound in his head. All was ready, the trap about to spring.

"Target has made a deviation to port," came the report from the sensor station. Something jumped in the back of Kallon's mind; something was wrong somewhere. He tried to fight the feeling down, attributing it to pre-battle excitement.

"Target maintaining course and speed," came the voice again.

"Approaching optimum firing range," added the weapons officer.

Kallon tried to picture the scene on the Hydran bridge, the squat ugly shapes, each in its place, tentacles working controls, all unaware of their peril. All, perhaps, except their captain.

"Target has deviated to port again," announced the sensor tech.

Kallon frowned. There was that feeling again. Something was wrong.

"He must be avoiding small asteroids," suggested Kronn.

Suddenly Kallon's eyes widened, and he sat bolt upright.

"No! That's not what he's doing! Helm, get us out of here. Maximum acceleration!"

*Defiler* responded to her helm's command and bolted forward, pushing her crew into their seats at the exact moment that twin lances of incredible destruction glowed from the bow of the Hydran and flashed through the spot where *Defiler* had lain, to blow the large asteroid into fragments. A barrage of phaser fire followed into the void. The Hydran ship, seeing its attack fail, then spun to port and disappeared into the asteroid swarm.

Aboard the *Defiler* Kallon seethed inwardly. The slime devil had seen them all along! The hunter had almost become the prey. No Klingon could accept such a blow to his honor. You'll pay slime devil! He thought.

"Helm, reverse course, after the Hydran worm!"

Kronn was looking at his commander in amazement. "They saw us. But how could they know?"

"When the comm board was hit, all the circuits fused. It must have triggered a momentary power surge," Kallon suggested. "The Hydrans picked it up and homed in on it. It could still be tramsmitting. Have someone check it now."

"But, commander, how did you know? If not for you, we'd all be cinders by now!"

Kallon grinned slightly. "As I have told you, Kronn, I'm always correct. That's why I survive," he said as *Defiler* pursued its enemy into the asteroid field. As the minutes passed, a deadly game of hide and seek evolved in the depths of the asteroid field. Glimpses were caught, snap shots fired, and contact lost time and time again as the enemies groped in the maze.

Suddenly a small shape whipped over a rock and flashed past *Defiler*, fusion beams pounding through deflector number four and striking the D7.

Kronn felt the ship lurch. "W-what the devil?" he stammered, momentarily flustered.

"Stinger!" announced the weapons officer. "He got away before we could lock in on him."

"No, he's the only one holding this ship together." Kallon thought for a moment. "Isn't Marine Commander Klor in auxiliary control?"

"Yes, commander," Kronn answered. "He went there with Cadet, that is, Lieutenant Kripp, and I ordered him to remain there to give him support."

"Klor can handle the controls if he has to, at least enough to get the ship clear and home. An officer is an officer, even a marine. Send Kripp to the Emergency Bridge.

"Helm, reverse course. Pursue the Hydran," ordered Kallon. Kronn turned to give Kripp his new assignment. After this battle, both Kripp and Klor would be in for special commendations.

As *Defiler* turned, a small shape shot in and planted a fusion burst on her stern. The lurch that Kallon felt did not tell the tale as graphically as the screams of agony that the bridge crew heard over the intercom. "That stinger again. Get him," Kallon snapped. Phasers flashed but were deftly avoided by the tiny fighter as it ran for cover.

"Missed him," cursed the weapons officer. "He's using asteroids as cover from our phaser fire."

"Use drones then."

"But, commander, we can only fire them one at a time, and he can avoid them. We'd need a whole barrage!"

Kallon snarled. "Prepare both racks for firing. Then disengage the overrides and adjust the firing cycles. As soon as the drone from the first rack clears the bay, launch one from the second rack."

A grin slowly spread over the man's face. "I'll get right on it, commander."

Kallon turned. "Sensor, what's the Hydran's status?"

"Badly damaged, commander. His forward deflector is down. His hull shows multiple hits, and he's lost some phasers. His current position is approximately at the center of the asteroid cluster at sixteen point four degrees. Exact range unknown. Those rocks are cluttering my equipment."

On Kallon's order, *Defiler* cautiously probed the cluster. Nothing.

"Now where would I hide if I were he?" mused Kallon. "Helm, steer three fifty-five degrees, past those rocks. I want to see what's behind them." *Defiler* side-slipped her intended course and moved around the group of space debris. "Back into this cluster and stop," ordered Kallon confidently. "Our friend will be along momentarily."

"Hydran approaching," said the sensor officer, a worshipful tone in his voice. Then louder the man continued. "Incoming stinger!"

"Not this time," roared Kallon. "Launch drones! Rapid fire!"

The drone found its bearing and shot away from the ship. A second followed it. The stinger, finding itself suddenly confronted, paused uncertainly. Its phaser flashed and the first drone flared into a cloud of gas. Then, trying in vain to shake off the second drone, the stinger disappeared behind an asteroid. Unable to make top speed, the stinger could not outrun the drone. A moment later, a flash lit the surrounding rocks, silhouetting the asteroid in blinding light. The Klingons could not know if the drone struck the fighter or an asteroid, but the stinger was seen no more.

Warned by the explosion, the Hydran mother ship executed a rapid turn and flashed away.

"After him," ordered Kallon, and instantly he felt himself pushed into his seat as his ship accelerated forward. Like a hunter after its prey, *Defiler* pursued the Hydran.

"Target is clearing the asteroid field," reported the sensor tech. Suddenly the man stiffened. "Small mine materializing dead ahead!"

"Evade," shouted Kallon. *Defiler* detoured around the small deadly sphere. Twice more the devices had to be avoided, but nonetheless *Defiler* began to overhaul the Hydran vessel, slowed as it was by damage.

"Nearly within maximum effective weapons range," said the weapons officer. "Locking on target. At your command, sir!"

"The Hydran border is approaching. He's going to escape," Kronn reminded his commander.

"No, Kronn," Kallon said evenly. "He knows we'll follow him, border or no border. And there are no other Hydran ships in range."

Suddenly the sensor officer spun. "Commander, the Hydran has stopped! He-he's pivoting back toward our position!"

Kallon smiled, a slow, cold smile. "Ah, the showdown," he said. "The Hydran has no bow shield anymore. He's tempting us, wants us to come in." Kallon pondered a moment, a gleam in his eye. At last he nodded. "All right, we'll oblige him. Overload disruptors, all extra power to the number one deflector!"

"But, commander," stammered Kronn, "we have no rear deflector anymore! If the Hydran gets behind us..."

Kallon looked at his first officer, his eyes flashing. "Doubting me again, already?"

The lieutenant commander did not reply.

Kallon turned to face the screen. " Weapons, hold fire until we reach point blank range. I want to do it with one blast, so that he can't maneuver behind us. Helm, all ahead maximum, right at the slime devil!"

In the last seconds of his life, Kallon realized with the cold certainty of death itself, that for the first time, he'd been wrong. For the first time, he would not survive.

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"Only one? And only three before. Why?" wondered Kronn.

"Perhaps the new weapon takes up too much room to carry anymore. Or perhaps they lost several in the attack on the battle station," suggested Kallon. "Warn the phaser crews to watch for him."

"Sensor reading, commander," broke in the sensor tech. "The Hydran is behind the asteroid bearing eleven point two degrees from here."

"Good, let's take him. Helm, up over the top of that rock. Disruptor crews, stand by to fire immediately upon my order!"

*Defiler* moved cautiously through the field, passive over the top of the huge chunk, and proceeded down the other side.

"He's not here," said Kronn. "Where has he gone?"

"The Hydran is behind another asteroid, possibly attempting to surprise us," came the answer from the sensor tech, along with coordinates.

Kallon grinned evilly. "Very well, we'll let him catch us. Helm, all stop. Execute pivotal spin toward Hydran's estimated position. Prepare all forward-firing weapons; max reinforcement to deflector number one."

"Hydran will intersect line of fire in five seconds."

Kallon mentally counted off the seconds. Five...four...three...two... one... "Fire!" He yelled even as the slender snout of the Hydran starship appeared around the asteroid. Disruptors flashed. Phasers lanced. Space glowed with deadly brightness as incredible waves of energy passed between the two Leviathans of the void. Surprised, caught under the remorseless onslaught, the Hydran's main shield glowed, wavered, and collapsed; and the hot fingers of death played along the hull of the ship itself. The Hydran main phaser crew got off one return shot before they died at their posts. Unable to bear up to the savage pounding, the Hydran now changed course and accelerated past the stationary form of the *Defiler*. The flank phaser crews of both vessels, finally within each other's arc, traded fire as the antagonists moved past, with the Hydran gatling phasers spitting a final rebuttal against *Defiler* as the range opened.

"Number four deflector down, damage to rear hull sections," reported the *Defiler's* engineer as he checked his telltales.

"Emergency Bridge reports that Lieutenant Kevar has become a casualty," Kronn reported. "We're out of lieutenants. Do you want me to take over that station?"

"No," Kallon answered, "I need you on the bridge. We're missing too many officers up here."

"Perhaps the engineer?"

# MINI-CAMPAIGN
## (UL2.0) WHERE WISDOM FAILS

This mini-campaign portrays the events of the story in this issue of Captain's Log. It can include from one to five scenarios.

### (UL2.1) CAMPAIGN SET UP

The Hydran player has two ships, a Ranger and a Dragoon. Neither have refits; both carry Sting-1 fighters. Other details, and the Klingon forces, are covered in the scenarios.

Note that the scenario instructions concerning prior damage or the number of surviving fighters are ignored as this information is determined by the actual scenarios played.

### (UL2.2) CAMPAIGN PROCEDURE

The campaign is played as follows:

**1. Play (SL79.0) The Attack.** After this is over, the two Hydran ships (assuming both survived) proceed homeward on separate routes.

Record the damage status and remaining fighters of each ship. Each ship can activate stored shuttles, make full shield repairs under (D9.2), and use some or all of its allowed repairs under (D9.7). Note that the limit under (D9.7) applies to each ship for the entire Campaign. It is assumed that sufficient time is available to generate enough repair points for the maximum (D9.7) repair capacity. Ships cannot use repairs under (D9.4) during this Campaign. Deck crews can fully repair damaged shuttles.

If the Klingon ships entered the scenario, it may be necessary to record their damage also.

**2. Play (SL80.0) The Pursuit.** Toss a coin. If the result is "heads" the Ranger is used against the D7 and F5. If "tails" use the Dragoon.

If only one Hydran ship survived, use it in this scenario and use all three Klingon ships. Place the D6 in 4025, facing F, speed max. Skip scenarios #3 and #5 in this case.

The Hydran ship begins in the condition it is after #1 (i.e. with the damage and losses from SL79.0 and the repairs allowed).

After the scenario is over, take the following actions for each surviving ship: Activate stored shuttles, reload drone racks (additional reloads are not available beyond those normally carried), deck crews fully repair shuttles, make full shield repairs under (D9.2) and some or all of the allowed repairs under (D9.7). No ship, during the entire campaign (in which it may play up to three scenarios), can use more repairs under (D9.7) than its original Damage Control rating allows (e.g. the Dragoon can repair four boxes by D9.7 during the entire campaign, not four after each scenario).

**3. Play (SL80.0) The Pursuit (Again):** Use the other Hydran ship and one D6 as in (SL80.62). Resolve the resulting situation as in #2 above.

**4. Play (SL81.0) The Ambush:** Use the surviving ships from #2 above (as repaired). If the Hydran ship in #3 was destroyed or captured, add the Klingon ship from that scenario (assuming it survived) to this scenario. (Deploy it within 6 hexes of the D7's position but not within 6 hexes of the Hydran.) If no Klingon ships are available for this scenario, the Hydran ship escapes and returns to Hydran territory.

**5. Play (SL81.0) The Ambush (Again):** Use the surviving ships from #3 above, as repaired. The D6 sets up in the D7 position. If the Hydran ship in #2 was destroyed or captured, add the Klingon ship(s) from that scenario (assuming it/they survived) to this scenario. (Deploy it/both within 6 hexes of the D7's position but not within 6 hexes of the Hydran.) If no Klingon ships are available for this scenario, the Hydran ship escapes and returns to Hydran territory.

### (UL2.3) CAMPAIGN VICTORY CONDITIONS

Use the Modified Victory Conditions as if the ships involved (Hydran Ranger and Dragoon; Klingon D7, D6, F5, BATS) were involved in a single scenario. Calculate the points received for crippling, destroying, or capturing enemy ships and fighters and use these points to determine who won and to what extent.

## (SL79.0) THE ATTACK (Y166)

Two Hydran ships crossed the Klingon border and approached Battle Station #13. Their mission was to destroy the station in the first combat test of the new Hellbore weapon.

### (SL79.1) NUMBER OF PLAYERS: 2; The Klingon player and the Hydran player.

### (SL79.2) INITIAL SET-UP:
KLINGONS: Battle station in 2215, WS-II. The station has one power module and two cargo modules.
Turn 6: One D7, one D6, one F5 enter on 42xx map edge, facing E or F, speed max, WS-III.

HYDRANS: Ranger in 0128, facing B, speed max.
Dragoon in 0126, facing B, speed max.
Both Hydran ships are at WS-III.

### (SL79.3) LENGTH OF SCENARIO: The scenario continues until both Hydran ships have been destroyed, captured, or have left the map.

### (SL79.4) SPECIAL RULES
(SL79.41) The map is fixed; it does not float. Any unit which leaves the map has disengaged and cannot return. Shuttles cannot leave the map unless on board a ship. Hydrans can only disengage from the 01xx map edge; otherwise they are captured.
(SL79.42) The Hydran fighters do not have warp booster packs or chaff.
(SL79.43) The Hydran ships do not have refits. They are carrying a full complement of Stinger-I fighters.
(SL79.44) The Hydrans cannot disengage by acceleration or sub-light evasion.

### (SL79.5) VICTORY CONDITIONS: To win, the Hydrans must destroy the battle station and leave the map without either ship being crippled and without leaving any live fighter *pilots* behind. Any other result is a Klingon victory.

### (SL79.6) VARIATIONS: Use (D17.0) Tactical Intelligence. Do not reveal which ship is the Dragoon until required to do so.

### (SL79.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following suggestions. These should not be used if playing this scenario as part of a mini-campaign with (SL80.0) and (SL81.0). These changes will be required to produce a balanced scenario outside of the campaign.
(SL79.71) Delete some of the Hydran fighters, or give the battle station a fighter module with Z-2 fighters (which became available two years after the actual battle).
(SL79.72) Replace the Ranger with a Lancer.
(SL79.73) Add one or two G-2 Police ships to the Klingons. Place these within six hexes of the Battle Station, speed 4, WS-II.

### (SL79.8) TACTICS: The Hydrans cannot waste time. They must attack the base immediately and destroy it before the reinforcements arrive. Careful attention must be paid to when and where the fighters are deployed. The interactions of Hellbores and fusion beams must be carefully planned.

One approach would be to have the Ranger close to point-blank range and (after surviving the station's attack) fire concentrated weapons, after which the fighters (following it into battle) and the Hellbores can fire on the damaged shield.

Take special note that fighter "pilots" must be recovered. It would generally be better (particularly in a campaign) to pick up the fighters, but if the tactical situation requires that you leave fighters behind, at least rescue the pilots with transporters.

The Klingons must realize that given a competent Hydran player the BATS is doomed. This being the case, the Klingons should select one target (probably the Ranger) and hit it with every weapon at every possible opportunity. By crippling one ship, you can win the scenario.

### (SL79.9) PLAYTESTER COMMENTS: This is an excellent scenario for training new players. Have veterans control the Dragoon and BATS while the new player takes the Ranger into close action.

## (SL80.0) THE PURSUIT (Y166)

The two Hydran ships split up and headed for their border by different routes. The Dragoon was pursued by the frigate *Fury* and the battlecruiser *Defiler*. The D6 *Desecration* followed the other ship.

### (SL80.1) NUMBER OF PLAYERS: 2; Klingon and Hydran.

### (SL80.2) INITIAL SET-UP:
KLINGONS: D7 *Defiler* in 3427, F5 *Fury* in 4019.
Both facing F, speed max, WS-III.
HYDRANS: Dragoon in 3019, facing F, speed max, WS-III.

### (SL80.3) LENGTH OF SCENARIO: The scenario continues until the Hydran ships is destroyed or has successfully disengaged.

### (SL80.4) SPECIAL RULES
(SL80.41) Use a floating map.
(SL80.42) The Hydran fighters do not have warp booster packs or chaff.
(SL80.43) The Hydran ship does not have the refit. It is carrying three Stinger-I fighters.
(SL80.44) The Klingon ships do not have any refits.
(SL80.45) The Hydran ship cannot disengage by acceleration or sub-light evasion.

**(SL80.46)** The Klingons are under orders to pursue and destroy the Hydran. Uncrippled Klingon ships not within 10 hexes of the Hydran cannot voluntarily move farther away from the Hydran ship.

**(SL80.47)** The Hydran ship can only disengage by separation, and must do so in direction F from the Klingons.

**(SL80.48)** Allocate six points of internal damage to the Hydran ship and allow two of these to be repaired (except in a campaign scenario, in which case use the actual damage).

**(SL80.5) VICTORY CONDITIONS:** To win, the Hydran ship must disengage. If the Hydran has not done so within 10 turns, the Klingons win.

**(SL80.6) VARIATIONS:** The scenario can be played again under different conditions by making one or more of the following changes:

**(SL80.61)** In a non-campaign scenario, the Hydran ship can be secretly replaced with any similar hull type. Then use (D17.0) Tactical Intelligence.

**(SL80.62)** The Ranger (with only three Stinger-1 fighters) is escaping on a different route, pursued by a D6. Replace the D7 with a D6 and delete the F5. These units can be substituted for the ones shown in this scenario.

**(SL80.7) BALANCE:** The scenario can be balanced between players of different skill levels by one or more of the following suggestions. These should not be used if playing this scenario as part of a mini-campaign with (SL79.0) and (SL81.0); see (UL2.0).

**(SL80.71)** Reduce the number of Hydran fighters.

**(SL80.72)** Replace the Dragoon with a Knight, or the D7 with a D6.

**(SL80.8) TACTICS:** The Hydran will have to fight to escape, and can't waste time. Turn immediately toward one ship or the other and blast it to bits. Use fighters to keep the other ship out of the way temporarily.

In a campaign, it is critical to destroy at least one Klingon ship because of the subsequent scenarios.

**(SL80.9) PLAYTESTER COMMENTS:** This is an excellent scenario for training new players. Have veterans control the D7 and Dragoon while the new player takes the F5.

## (SL81.0) THE AMBUSH (Y166)

After destroying the *Fury*, the Dragoon managed to break the Klingon pursuit. Commander Kallon, however, wisely realized that the Hydran ship would have to avoid the well-defended Darmot system, taking it on a wide detour. Kallon was able to cut across the system and position his ship in an asteroid field near the Hydran border.

**(SL81.1) NUMBER OF PLAYERS:** 2; Klingon and Hydran.

**(SL81.2) INITIAL SET-UP:**
The entire map is an asteroid field.
**KLINGONS:** D7 *Defiler* in 3115, facing A, speed 0, WS-III.
**HYDRANS:** Dragoon in 3410, facing E, speed on previous turn (and on the first turn of this scenario) 10, WS-I.

**(SL81.3) LENGTH OF SCENARIO:** The scenario continues until the Hydran ship is destroyed or has successfully disengaged.

**(SL81.4) SPECIAL RULES**

**(SL81.41)** Use a floating map. The asteroid field extends 400 hexes in all directions from 2215.

**(SL81.42)** The Hydran fighters do not have warp booster packs or chaff.

**(SL81.43)** The Hydran ship has the refit. It is carrying one Stinger-I fighter. It cannot accelerate on the first turn.

**(SL81.44)** The Klingon ship does not have any refits.

**(SL81.45)** The Hydran ship cannot disengage by acceleration while in the asteroid field. It can only disengage in direction E (from the Klingons). It cannot disengage by sub-light evasion.

**(SL81.46)** The Klingon ship is under orders to pursue and destroy the Hydran. If uncrippled and not within 10 hexes of the Hydran, the Klingon ship cannot voluntarily move farther away from the Hydran ship.

**(SL81.47)** The Klingon ship is using (D20.0) Hidden Deployment.

**(SL81.5) VICTORY CONDITIONS:** To win, the Hydran ship must disengage. If the Hydran ship has not disengaged within ten turns, the Klingons win.

**(SL81.6) VARIATIONS:** The scenario can be played again under different conditions by making one or more of the following changes:

**(SL81.61)** In a non-campaign scenario, the Hydran ship can be replaced with any similar hull type. Then use (D17.0) Tactical Intelligence.

**(SL81.62)** The Ranger (with only three Sting-1 fighters) is escaping on a different route, pursued by a D6. Replace the D7 with a D6. These units can be substituted for the ones shown in this scenario.

**(SL81.63)** Assume that the Hydran ship has detected the Klingon. Raise it to WS-III and remove the restriction against accelerating on turn 1.

**(SL81.64)** Assume that the F5 *Fury* was not destroyed. Deploy it within six hexes of the D7 *Defiler*.

**(SL81.65)** Deploy the Klingon ships(s) secretly anywhere on the board. The Hydran ship cannot turn (it can sideslip) or accelerate until it spots the Klingon ship by moving into a hex adjacent to it, or until the Klingon ship exposes its position. For additional suspense, roll two dice at the end of each turn; if the result is "2" the position of the Klingons is revealed.

**(SL81.7) BALANCE:** The scenario can be balanced between players of different skill levels by one or more of the following suggestions. These should not be used if playing this scenario as part of a mini-campaign with (SL79.0) and (SL80.0).

**(SL81.71)** Reduce the number of Hydran fighters.

**(SL81.72)** Replace the Dragoon with a Knight, or the D7 with a D6.

**(SL81.8) TACTICS:** As before, the Hydran will have to fight to escape. The Klingons face court-martial for failure.
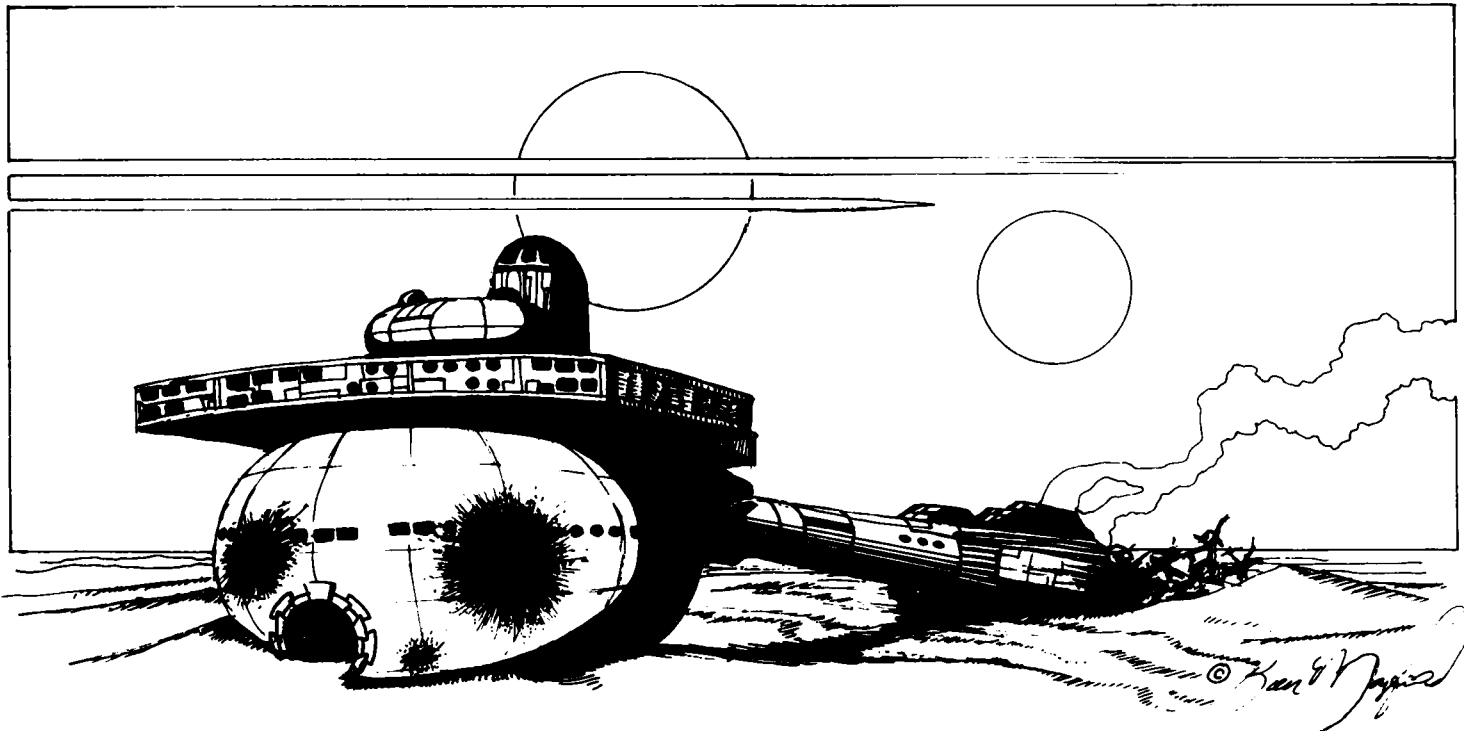
# TERM PAPERS

The publications of Term Papers, tactical suggestions submitted by players, began with Nexus #7 some three years ago. This special selection of papers marks the addition of a Term Paper section to Captain's Log; papers will continue to appear in Nexus. Players are invited to submit term papers to ADB; see the instructions in Nexus. Ranks are based on how many term papers have been published. Ships correspond to home states.

## NEVER FORGET — *Cadet Graeme Bayless, USS California*

All too often, even experienced players forget to raise their shields, charge their life support, or power their fire-control scanners. To remedy this simple mistake before it costs you a battle, write the power allocation in advance for the whole game down each of the three rows (Shields, Life Support, and Fire Control Scanners). If at some point you wish to drop the appropriate function, you can simply change your plot.

## DRONE INTELLIGENCE — *Cadet James Boaz, USS Wyoming*

When using tactical intelligence, probe drones are invaluable and should be included in each wave. Since they act like type-I drones, the enemy may never realize that he is being checked out.

## KLINGON PINCER — *Cadet James L Butler, USS Louisiana*

When conducting a standard overrun attack, drop a scatter-pack a few hexes from the target, then complete the pass and drop a second scatter-pack behind it. Carefully load the packs with double-size or dog-fight drones so you won't run out of control circuits. Now he is caught between two groups of drones, and the facing shields are either weak or down. Even better, he probably used all of his phasers on your ship.

*Players facing Klingons should take note and destroy SPs on sight.*

## INCREASING DRONES — *Lieutenant John Byrne, USS Michigan*

You can increase the effectiveness of your drone attacks by including type-IS drones in the attack. Combine two MW drones with two standard drones. Set the MW to release at range four or five, just outside of primary defense range. This will suddenly and dramatically increase the number of targets. Consider replacing some of the type-I drones in a scatter-pack with two type-IS drones, which will increase the output.

*Be sure the drones are the same speed. Also note that if he ID's your drones, he can kill them with phaser-3s.*

## THE WORST OF BOTH — *Ensign David Emami, USS California*

One of the most effective counters for the cloaking device is the tractor beam. Just as the Rom tries to fade out, grab him with a tractor. If he can break it, he has used the reserve power he needs to play the ECM yo-yo. If not, he faces the worst of both worlds: all of the restrictions of a cloaked ship, but none of the advantages. To add insult to injury, drop a scatter-pack just before grabbing him. You can also drag him over mines. Later you can rotate him toward your unfired weapons. But cripple him quickly, as he will either uncloak quickly or, if near the start of the next turn, allocate enough power to break the tractor.

*If you can get close enough to tractor him, he deserves what he gets. Tactic can be countered by a wild weasel, which should be launched during fade-out as standard operating procedure simply because of this tactic.*

## FIRST BLOOD — *Ensign Tim Groh, USS Florida*

Hydran fighters are deadly at a range of two hexes or less. Fire at them at range three, and try to spread your fire over the entire squadron. Remember that a crippled fighter cannot fire fusion beams and the gatling is reduced to a single phaser-3.

*An entire squadron can still cause major damage at range 3.*

## HELLBORE TACTICS — *Ensign Troy Hammermann, USS California*

Dividing your hellbores between two turns can be very ineffective as this allows the target time to use more general reinforcement. Consider, on turn 5 you fire two hellbores at a target with a down shield. These score 30 points of damage but lose 10 to general reinforcement. Then on turn 6 you fire the other two, scoring another 30 points, and losing 8 to general reinforcement (assuming some power was destroyed the first time) for a total of 42 points. If all had been fired on the same turn, there would have been 50 points of damage (16% more!). Remember the end game when you decide, in the early turns, to divide your hellbores over two turns.

## T-BOMB TACTIC — *Ensign Jeffrey Hodak, USS Ohio*

When entering combat, drop a shield facing away from the enemy. This will allow you to use transporter bombs to lay a handy minefield, creating terrain to hide behind or trap the enemy against. You can raise the shield before the enemy can get around your flank.

## TRACTOR YO-YO — *Ensign William Hughes, USS Mississippi*

Your fleet must work together in tractoring the enemy. When you grab an enemy ship, have another ship move behind him. When the enemy ship turns to face you (remember, he can fire at the ship holding him but no other), drop the tractor and have your allied ship tractor him from behind. This will keep his weapons silent while you pound his shields.

## KLINGON DRONES — *Cadet Pete Keller, USS Washington*

One way to increase the rate of fire of Klingon drone racks (on unrefitted ships) is to fire the odd-numbered racks at the end of one turn and the even-numbered racks at the start of the next turn. This avoids both one "one drone from each pair of racks" restriction and the "quarter-turn" limit (since different racks are firing). While your drone fire is still at half the Kzinti rate, at least you can have an effective wave of drones every second turn.

## ANDROMEDANS: KEEP YOUR BATTERIES BALANCED
*—Cadet Anthony Medici, USS New Jersey*

Too much power in your batteries is a well known problem that leaves you unable to clear your panels at the optimum rate. However, too little power leaves you in a potentially worse situation of moving too slowly, not able to use EW, or unarmed. Try to keep your batteries about half charged. This will allow you to clear your panels and, if you are not shot at, will allow you sufficient power to run your ship. Intelligent use of your reserve power and reserve warp power is the key to maintaining your batteries properly.

*Tony Medici is the Acting Andromedan Ambassador on the JCF.*

## PHOTON TACTIC — *Cadet Max Natzet, USS Virginia*

Due to warp power constraints, high speed and photon overloads don't mix. By plotting a mid-turn speed change, you can fool the enemy. High early speed lets you get close; he won't know you have overloads because he can't predict the speed change. Low early speed spells overloads and your opponent will dance around at range 10, but he won't expect a final burst of speed that can put you within range.

*Voted as the Best Term Paper in CL#4.*

## ANTI-FIGHTERS — *Cadet Rick Peterson, USS New York*

Anti-drones are very effective anti-fighter weapons. Use them in dog-fights or open combat to score damage on enemy fighters and shuttles. They can fire any impulse, can't be blocked by chaff, and aren't affected by ECM. You can put a type-IS drone or two into the rack to provide flexibility. Anti-drones are particularly useful against those fighters, such as Hydran Stingers, that lose their most powerful weapons when crippled.

*While there is no reason not to fire an ADD at a fighter if you get a chance, you can't count on them as a primary defense because the fighters won't sit quietly in the only effective range.*

## STORMING THE ESG — *Cadet Nathan Schattman, USS America*

When fighting a Lyran, launch three or more flights of drones, each being 2 impulse behind the previous one. This will force the Lyran to keep deploying his ESGs, of which he will presently run out. Make sure there are enough damage points in each wave to crush a full-strength ESG.

## ANDROMEDAN MINELAYER — *Cadet Ken Toliver, USS America*

While large mines cannot be launched by transporter, they can be launched by an unmodified Cobra used as an impromptu minelayer. Flip the Cobra into the selected location and have it drop a large mine out of the hatch. While you are there, you might as well lay several transporter bombs. Move a couple of hexes and drop another mine. Then have the mothership pick up the Cobra. Jumping next to an enemy frigate should be safe because few frigates have the power to overload a Cobra's panels.

## FOLLOW THAT ROMULAN — *Cadet Leon Wash, USS Kentucky*

When your target begins to cloak, flood the area with warp-seeking type-IS drones. They will follow him after he cloaks, and the explosions will reveal his position (although they won't void the cloak).

*The death of a thousand pinpricks?*

## POINT BLANK — *Ensign Michael West, USS Pennsylvania*

When you are flying a Fed ship with normal loads in the tubes, and you still have 2 points of reserve warp left, don't fire at 2 hexes. Instead, put 1/2 point into each torp, making them 9 point overloads. This won't cause much more damage, but it will allow you to shoot at 1 hex with no chance to miss (assuming EW is even and no scanner damage), and you only take 1 point1 of feedback per tube.

*This is good for people who always roll 6's at the wrong time. But what is a Federation ship doing at range 1 without overloads?*

## SCENARIO ANACHRONISMS — *Cadet David Zimdars, USS Montana*

Much ado has been made about the inability of the BPV system to produce balanced scenarios when simply choosing ships for a quick fight. Often times this is caused by the failure to choose a timeline for the battle. A Federation battle force of pre-Y100 ships simply does not have the wherewithal to withstand the fast drones and other menaces posed by a post-Y180 Klingon squadron, even if the BPVs are equal. While the example might be a little exaggerated, a date for the scenario should always be set in order to keep the combatants in the same era.

*Indeed, BPV cannot be the sole determining factor in selecting ships. If anything, this paper doesn't go far enough. In fleet battles, the Command Ratings from F&E should be considered. Also note that carrier escorts are deployed only with carrier groups, and that carrier groups always include escorts.*

# STAR FLEET BATTLES
# CONSOLIDATED ADDENDA

More than three years ago, in Nexus #7, we began the regular publication of Errata (corrections of mistakes) in Nexus magazine. That was made necessary by the transition from the Designer's to the Commander's rule system; as the Expansions had not yet become Volume II many changes were needed to bring those into the Commander's system.

Partly because we had a regular method of amending the rules, this evolved into Addenda (which includes new material and Errata). Things that other companies put into new products we gave away free in Nexus.

In the intervening years, the system simply got out of hand. There was so much Addenda, and back issues of Nexus were so hard to find (not to mention the expense and sheer weight), that new players couldn't find them (and didn't know that they needed to look) while veterans couldn't keep up with the changes.

In 1985 we began planning for the publication of the "Consolidated Addenda" to make the rules changes easier to find. The massive amounts of Addenda in Nexus #12-#15 resulted from attempts to "finish" the game rules. We have very nearly succeeded.

Every effort has been made to make this document "legally identical" to the material published in Nexus. Some rules were renumbered, and others were revised to clean up the grammar or clarify obscurities. If there is any dispute, this version has precedence.

The file published here includes all Errata and Addenda from Nexus #7 through and including Nexus #16 (which at this point has not been published). Nexus #17 (and beyond) will not carry Addenda.

Certain items published in later products (Update #1, V-1R1 rulebook, Volume III, and Supplement #3) have been deleted. To determine if you need Update #1, look at page 31 of your Volume I (rule F0.0). If it is marked "Rev-0" you need Update #1; if it is marked "Rev-1" you already have it.

The sub-scripts in rule numbers indicate the status of the material.
a = additional material for this rule.     m = modifies existing rule.
n = new rule.                              r = replaces existing rule.

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## (A0.0) INTRODUCTION: No Addenda.

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## (B0.0) HOW TO PLAY THE GAME

### (B1.0) GENERAL RULES: No Addenda.

### (B2.0) SEQUENCE OF PLAY
(B2.3a) This list is not in the same order as Annex #2 or the list in (B2.2). This rule is an explanation, not a procedure. The correct sequence is given in Annex #2. Note that several minor additions are listed in the rules section for the appropriate system.

### (B3.0) ENERGY ALLOCATION
(B3.1a) ITEM #7: Annex #6A provides, as an optional rule, a penalty for using Emergency Life Support when not eligible to do so. Also note that Legendary Captains (G22.22) can use Emergency Lift Support at all times.
(B3.4n) A ship is never obligated by the rules to expend all of the power it can generate. If a ship leaves part of its power output unallocated, it is simply assumed that the engine/reactor is running at a lower output. This unallocated energy cannot be used for reserve power unless allocated under (H7.4).

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## (C0.0) MOVEMENT

### (C1.0) GENERAL MOVEMENT RULES
(C1.31a) ORDER OF PRECEDENCE: The following chart shows the correct order in which to move units which are moving in the same impulse. Units in the same category move in order of their turn modes (at current speed), largest to smallest. Units perform HETs during the step where they move. The chart is used in plotted movement to resolve tac maneuvers.
1. Monsters move.
2. Ships move.
3. Nimble ships move.
4. Fighters and shuttles move.
5. Seeking weapons move.
6. Bases rotate.
7. Ships make tactical maneuvers.
8. Nimble ships make tactical maneuvers.
9. Fighters make tactical maneuvers.
(C1.31a) The intended direction of movement (forward or reverse) must be recorded on the Energy Allocation Form when using free movement. If no direction is indicated, forward movement is assumed. An announcement is required at the point of speed declaration.
(C1.32a) Units, not merely ships, can use the various forms of plotted movement, including pursuit, station keeping, and evasion. Units cannot plot pursuit on a probe drone under friendly control.

(C1.321m) This portion of this rule dealing with energy plot changes was completely replaced by (D22.0) in Nexus #15.
(C1.3221a) This rule can be used to adopt or drop Evasion or Station Keeping plot.
(C1.3224a) Note that ECM drones use station-keeping plot during parts of their movement.

### (C1.324n) LEVELS OF PLOTTING
There are several "levels" of plotted movement. Under the more restrictive levels, all movement-based actions must be plotted. Under the more liberal levels, many actions can be made freely. Note that the various forms of Segmented Plotting are variations of all levels, not a level themselves. Also note that Energy Allocation and Movement Plotting are related but not the same. Allocating energy for a High Energy Turn is not the same as plotting to make such a turn at a specific point.
   **A: MODIFIED FREE MOVEMENT:** Players can perform speed increases (C12.124) and HETs, and switch to or from Erratic Maneuvering, without prior plotting assuming energy is available from reserve power or contingent allocation. (Plotting speed changes may, however, have some advantages in power efficiency; see (C12.24) below.) This level can be substituted for the standard level (B) without affecting game balance while providing more advanced movement options and tactics.
   **B: STANDARD FREE MOVEMENT:** Same as A, except that unplotted speed changes by (C12.0) are not allowed. This is the standard procedure for the purposes of all rules, scenarios, and game balance.
   **C: LIBERAL PLOTTED MOVEMENT:** Same as C1 below, but PFs and satellite ships can be launched at any point, with their movement for the remainder of the turn plotted at time of launch. This level also allows the unplotted use of HETs (with the balance of the movement plot "rotated" by the appropriate amount) or when converting to evasion plot.
   **C1: STANDARD PLOTTED MOVEMENT:** Plot all movement (including HETs) hex by hex only for ships (including PFs). Shuttles and fighters are not plotted. Allow ships to change between pursuit, station-keeping, and evasion plotting according to the rules.
   **C2: OPTIONAL PLOTTED MOVEMENT:** Same as C1, but changes between pursuit, station keeping, and evasion plotting must be plotted. Note that this option must be specified with D1 and E below. For example, a tournament might use "Level E plotting, with option C2 but not option D2."
   **D1: PLOTTED SHUTTLE MOVEMENT:** Same as C1, but the movement of shuttles must be plotted. This level allows launch and recovery of shuttles at any point, with the movement for the rest of the turn plotted at the time of launch.
   **D2: OPTIONAL SHUTTLE MOVEMENT PLOTTING:** Same as C1, but also requires that the launch, recovery, and movement of shuttlecraft (including fighters) be plotted. Note that this is a multi-level option as is C2.
   **E: RESTRICTED MINE PLACEMENT:** Same as D1, but also requires that the placement of mines (by transporter or by laying) be plotted. As the use of transporters requires dropping a shield, the player can voluntarily cancel the plotted laying of mines by transporter if he does not wish to drop the shield.
   **ALWAYS PLOTTED:** The following items are always plotted at all levels: Docking, Damage control, continuous damage repair, G17 repairs, guards. Note that the speed of the starship is always plotted; the ship must always have a legal speed plot. This plot cannot include the anticipated effects of Emergency Deceleration.
   **NEVER PLOTTED:** The following items are never plotted at any level: Firing weapons, launching seeking weapons (including SP and Suicide Shuttles), probe launch, dropping chaff, transporters (except mines and satellite ships where noted), hit-and-run raids, dropping shields, disengagement by acceleration, launching wild weasels, cloaking, displacement, deceleration due to damage, and emergency deceleration.

### (C1.7n) RAMMING AND COLLISIONS
There is no provision in Star Fleet Battles for ramming or colliding with another unit. No rules for this will ever be added to the game. Ramming is prohibited; accidental collisions are so unlikely as to be considered effectively impossible. (Note that docking, landing shuttles, and seeking weapons are not considered to be ramming.)

### (C2.0) ENERGY COST OF MOVEMENT
(C2.12a) Note that this restriction (generating 30 movement points) includes all possible conditions, such as towing or breaking through webs. Note that HETs and EM are rated in movement points, but are not included in this limit.
(C2.18n) A ship cannot, at any given point in time, use more warp power for movement than it has available. This restriction is in addition to the basic restrictions on total movement points expended. For example, a ship (with 30 warp boxes, some impulse boxes, and a movement cost of one) cannot use a high energy turn or erratic maneuvering while moving at a

speed of 31, even if the ship is plotted to move at a lower speed during a different part of the turn (expending fewer than 31 total movement points).

Note carefully that some ships can generate more than 30 points of warp movement. Examples include most war cruisers (which can generate 36 warp movement points). Also, some ships have many impulse engines and could use these for erratic maneuvering. See (C2.12) and (C10.11).

This rule covers movement-related expenditures. Warp energy used for non-movement purposes (e.g. photons) is considered as a separate function. For example, a Federation ship could move part of the turn at speed 30 (and part at a lower speed) and still arm photons.

The intent of this rule is solely to prevent a ship from making HETs or other warp-movement functions from being performed at top speed. This rule should not be interpreted beyond this purpose.

**(C2.25n)** Energy paid for high energy turns or erratic maneuvering is not included in calculating acceleration. It is not included in calculating how much faster a ship can go this turn than the last turn, and is not included in calculating the speed of the ship on the previous turn.

**(C2.3r)** This section has been replaced by (D22.0) in Nexus #15.

### (C2.4n) DEFINITION OF SPEED

The speed of a unit is the number of hexes that the unit moves during a turn, assuming no mid-turn speed changes. In such case, speed is defined as the rate of movement at any point, assuming that the current rate were conducted over an entire turn.

**(C2.41)** For purposes of acceleration, the movement point cost of High Energy Turns, Tactical Maneuvers, and/or Erratic Maneuvering is not considered to be movement.

**(C2.42)** For purposes of cloaked ships, or speed restrictions to avoid cancelling a wild weasel, the movement point cost of High Energy Turns, Tactical Maneuvers, and/or Erratic Maneuvering is considered to be movement and is added to the Practical Speed (C2.45) in hexes as if it had been used to produce movement costs. This is because the electronic signature of the engines is based on the movement energy they are producing, not on how it is being used.

Note that this takes effect only if the energy is actually used. If a ship plots a high energy turn, the cost of this maneuver (equal to five hexes of movement) is not added to the ship's speed until the maneuver is actually made, at which point it would be added to the ship's effective speed (which may vary). The cost of an HET is included in the speed of the cloaked ship only for any die rolls made on the impulse in which the HET is made. Note that an HET effectively voids a WW in most cases.

The cost of tactical maneuvers is added to the speed for the remainder of the turn at the time the maneuver is made.

**(C2.43n)** Stopping (reducing speed to zero) or reversing direction resets the count for both the turn mode and side slip mode to zero.

**(C2.44n)** A ship which has been in a hex at speed zero must move at least one hex straight ahead before it can turn (assuming, as specified in C3.0, that it is moving faster than one hex per turn; this may require several hexes if the ship is moving at any significant speed). It cannot turn before moving out of the hex.

Such a ship could, however, make a tactical maneuver and then change speed (C12.0) to a speed greater than zero and move out of the hex in the new direction. Note that (C12.0) can create an exception to (C5.21). In the case of plotted movement (C1.32) it would be necessary to plot the direction of this tactical maneuver whereas tactical maneuvers that are not followed by movement would remain under the existing rules.

If the ship is moving in reverse, it will be able to turn after moving the appropriate number of hexes straight to the rear.

Seeking weapons have the ability to perform an HET and may do so to face a nearby target. (For example, in the case of a fixed plasma torpedo launcher or a target that passes near the launching ship.) Also, the ship could perform an HET or normal turn to face such a target. Other "launched objects" (drones, shuttlecraft) are initially placed on the board facing in a given direction and then move directly forward on their first impulse. There is no contradiction here. The term "other" is in opposition to the comment on plasma torpedoes, not the rules on seeking weapons in general.

**(C2.45n)** The speed of the ship, for purposes of WW restrictions, is based on the movement cost and energy applied (i.e. the "speed" at which the engines are running; their electronic "brightness") regardless of other conditions. (Also see C2.42.) Movement that is created or impaired by outside effects (black holes, webs, other terrain effects, etc) is not considered. This is defined as Practical Speed. Note, however, then some functions (C2.42) are added to the Practical Speed for purposes of a WW or cloaked ship. Unused energy held as reserve warp power is not included in calculating any version of the ship's speed.

**EXAMPLE:** If a ship is moving at a (practical) speed of 4, but its movement during the turn includes one additional hex caused by a black hole directly ahead, the ship has moved 5 hexes but as the practical speed is still 4 the WW is not voided. If, however, the ship was moving at a practical speed of 5 away from the black hole, with the movement effects of the hole "slowing" it to 4, the WW is still voided.

**(C2.46n)** Units towing other units (G7.36) have both an Effective Speed (the number of hexes actually moved), their individual Pseudo-Speed (the speed they maneuver the combined ships at) and their Practical Speed (how fast they would be moving if the tractor link and other outside factors did not exist).

Effective speed is used for purposes of mines, asteroids, dust, recovering fighters, destroying objects by towing them at high speed, collisions with small moons, docking, and web damage.

Pseudo speed is used for purposes of (G7.36) and turn modes.

Practical speed is used for WW, cloaking, acceleration, (C2.45), and reversing direction.

### (C3.0) TURNING AND TURN MODES

**(C3.33n)** A ship moving at a speed of one (not using tactical maneuvers) moves on impulse #32. It can turn 60° and move one hex directly ahead.

**(C3.51m)** The correct reference is (C12.3).

**(C3.52a)** (Clarification and resolution of conflicting interpretations.) Braking energy reduces the ship to a speed of zero, from which point it can accelerate within its normal limits in the opposite direction. If the ship was moving at a speed of 5 on the prior turn, it would pay five points of braking energy, and then could accelerate to a speed of 10 (in the opposite direction). Also note that braking stops a positron flywheel (reduces it to zero).

Note that the braking energy required is based on the cost of movement, not on the number of hexes of movement. The braking energy counts as movement for purposes of cloaks or WWs during the impulse in which it is applied (impulse #1 if braking between turns).

**(C3.6a)** Such a breakdown is treated the same as any other; the ship stops (or tumbles). If it tumbles, this is at the speed and in the direction of the movement before attempting the reverse.

**(C3.61n)** A ship cannot perform a quick reverse within 1/4 turn of an HET or another quick reverse.

**(C3.71a)** The rotation rate can be set by the player before the scenario, but cannot be changed during the scenario.

### (C4.0) SIDESLIP

**(C4.34n)** You cannot combine a sideslip with a turn or HET.

### (C5.0) TACTICAL MANEUVERS

Tactical maneuvers are resolved on the "speed 4" (or 3, or 2) column regardless of any speed changes the ship may have made.

**(C5.1a)** Sub-light and Warp tactical maneuvers may be used by the same ship in the same turn, but not on the same impulse. In this case, the warp-tac maneuvers would be made as normally scheduled, and the sub-light-tac could be made at any point in the turn when it was eligible. They are NOT combined; four warp-tacs and one sub-light would not be resolved on the speed-5 column, but on the speed-4 column with one extra tac.

**(C5.11a)** "...after the first impulse during which counters are moved, or after impulse #5, whichever is sooner."

**(C5.13n)** ZERO-ENERGY TURNS: A ship which has no power allocated to any movement function can make one tactical maneuver per turn without power cost. This tac can only be made on impulse 32. (This represents the nominal effect of the ship's attitude thrusters, which are normally used for docking purposes. They operate on puffs of compressed gas, as earlier spacecraft did.) This does not count as a tac for (P8.43).

**(C5.43n)** Bases cannot make tactical or warp tactical maneuvers.

**(C5.44n)** Tactical maneuvers are not movement per se, and will not result in asteroid damage or mine detonations. They do count, however, as movement under a cloak (G13.331).

### (C5.5n) COMBINING TAC MANEUVERS AND MOVEMENT

It is possible, by using the Emergency Deceleration (C8.0) or Changing Speed in Mid-Turn (C12.0) rules to use movement and tactical maneuvers during the same turn.

**(C5.51)** After coming to a halt with emergency deceleration, a ship can use tactical maneuvers. These can be paid for during energy allocation, or made with reserve warp power.

**(C5.52)** If at speed zero during part of a turn, the ship can make tactical maneuvers during that period. These must be paid for during energy allocation or made with reserve warp power.

This section refers to mid-turn speed changes and to plotting a speed of zero at the first of the turn. Note specifically that a ship could plot a low speed in the first part of a turn, then speed zero with tactical maneuvers in the middle of the turn, followed by movement at a low speed (acceleration limits) during the final portion of the turn.

**(C5.53)** In either case (C5.51 or C5.52), the ship can use sub-light and/or warp tactical maneuvers.

**(C5.531)** Sub-light maneuvers can only be paid with allocated energy; they cannot be made with reserve power. A sub-light maneuver could, however, be made at any point after speed is reduced to zero.

**(C5.532)** The ship can make its first warp tactical maneuver four impulses after coming to a stop; thereafter it can pay for another (or earn a previously paid for) warp tac maneuver eight impulses after making the previous one. This paid/earned maneuver can be used at any time until the end of the turn or until the ship resumes normal movement; if not made by then it is lost. This is an exception to the normal Tactical Warp Maneuver sequencing, which uses the speed 4 (or 3 or 2) column.

**(C5.54)** The ship could also use an HET if reserve power was available, or if it had been previously allocated. This could be done immediately after stopping.

## (C6.0) HIGH ENERGY TURNS

**(C6.12a)** The specific impulse of the HET must be specified.

**(C6.32a)** A ship need not have fulfilled its turn mode to make an HET.

**(C6.36a)** An HET may not be performed within 1/4 turn of a previous HET, or a quick reverse; see (C3.61).

**(C6.38n)** During the impulse that a ship performs an HET and for 1/8 of a turn thereafter, the ship cannot: dock, be docked with, dock or undock PFs, launch or land shuttles.

**(C6.41r)** is superseded by (F2.8).

**(C6.51a)** Any modifiers applied to the breakdown rating (crew quality, first use, etc.) also apply to the possibility of pod separation. The die roll is made after the ship changes facing. A unit cannot voluntarily break down.

**(C6.52a)** Note that this adjustment is once per SCENARIO and NOT once per TURN. Each ship can do this once, not each fleet.

**(C6.521a)** Nimble Orion ships do not get both benefits. Orion PFs act as PFs, not as Orion ships. Note that Orion PFs do not get a double nimble bonus, but only a single bonus (K1.23).

**(C6.522a)** This also applies to Q-ships.

**(C6.523n)** There is no adjustment to the breakdown rating for speed.

**(C6.542m)** "...including AT LEAST 1/4 of the boarding parties and 1/4 of the deck crews) and..." The full crew unit casualties must be scored, and cannot include the last crew unit. Note that in the case of a ship with few crew units and many boarding parties (e.g. a troop ship) the ship may lose no crew but dozens of boarding parties.

**(C6.549n)** Breakdown does not affect a cloaking device.

**(C6.552a)** Such a ship cannot use Emergency Deceleration to stop tumbling; see (G2.21).

**(C6.555a)** Note that this damage occurs only one time, not on every subsequent impulse.

**(C6.556n)** A ship that tumbles into an atmosphere hex without a planetary surface comes to a stop immediately. It must roll for breakdown again upon entry to the hex, but cannot tumble.

If there is a planetary surface in the hex, the ship crashes (i.e. is destroyed without any chance of survivors).

**(C6.56a)** This rule does not apply to units (PFs, shuttles) held on mech-links. It applies only to pods, although resulting damage could be scored on PFs attached to a pod that breaks down. This applies to any ship carrying a real pallet, cargo pack, or pod (not a pseudo pod). It does not include "internal" cargo, such as the Hydran Tug or Romulan SkyHawk-H.

## (C7.0) DISENGAGEMENT

**(C7.12a)** The body of this rule is renumbered (C7.121); the title remains under the original number.

**(C7.122n)** If held in an enemy tractor beam, expending energy for movement (even if not actually moving) satisfies the requirement. The act of disengaging breaks the tractor.

**(C7.123n)** A ship can only disengage by acceleration while moving forward. A ship cannot disengage by acceleration if the area directly ahead is blocking terrain (asteroids, minefield, large planet, etc.).

**(C7.124n)** The term "maximum possible speed" as used in the first sentence of (C7.11) does not include any energy spent for life support, shields (not reinforcement), or fire control. The ship may make these expenditures and then calculate its maximum speed based on the remaining energy. Note that this does not apply to calculating the ship's original movement-capable warp power, 50% of which must be available (i.e. undestroyed) to complete disengagement.

**(C7.23n)** A ship must be more than 100 hexes from an enemy scout ship (with operating and unblinded special sensors) in order to disengage by separation.

**(C7.24n)** Disengagement by separation does not break tractors.

**(C7.33n)** A ship without any impulse engines cannot disengage by sub-light evasion.

**(C7.34n)** This can only be attempted once per turn, at the end of the Final Activity Phase.

**(C7.35n)** Disengagement by evasion does not break tractors.

## (C8.0) EMERGENCY DECELERATION

**(C8.1a)** Emergency deceleration can only be used to stop. It cannot be used to simply reduce speed. The energy released is not reserve power and is not treated as such. It can only be used for the shields as described in the rule.

**(C8.11a)** Note specifically that the procedure deals with power, and not with movement points or points of shield reinforcement.

**(C8.22n)** A ship that has used EmDecel cannot, during the remainder of that turn, use reserve power to move. NOTE: This was modified by (C5.5).

**(C8.23n)** A ship using EM which subsequently uses Emergency Deceleration loses the effects of EM at the point when the ship stops and does not gain extra shielding for EM energy.

**(C8.24n)** A ship cannot use mid-turn speed changes (C12.0) to plot movement (other than tactical maneuvers) during a turn after the impulse in which it performs Emergency Deceleration. This modifies (C12.35). A ship may not move out of the hex it stopped in by Emergency Deceleration during the same turn in which it decelerated, however, tactical maneuvers and high energy turns are allowed (C5.51).

**(C8.25n)** Emergency deceleration modifies an existing legal movement plot and cannot, itself, be plotted. Even if the player plans to use Emergency Deceleration and knows precisely when and where he will do so, he must still plot and allocate energy for a full-turn of legal movement.

It is, for example, specifically illegal to pay for only five movement points, move at speed 31 for the first six impulses, and then use ED.

**(C8.26n)** Ships in an atmosphere can perform emergency deceleration if there is no other restriction.

**(C8.3a)** Emergency deceleration is allowed to Federation ships in compensation for their photons torpedoes, which are the only weapons requiring warp energy. If, within a given campaign, all ships are allowed to use Emergency Deceleration, the APRs on the Federation ships should be considered to produce warp power without any change in the BPV.

**(C8.4n) EFFECT ON POSITRON FLYWHEEL**

The use of emergency deceleration stops the positron flywheel. If a ship has used emergency deceleration, it cannot use any speed prior to that point as the basis for flywheel computations.

## (C9.0) POSITRON FLYWHEEL

A positron flywheel cannot use any speed which the ship used before the scenario started. It can only use a speed at which the ship moved during the scenario. NOTE: This rule is officially classed as "experimental" and is not considered in balancing other rules. It should never be used in competitive gaming, at least not as a player-selected option.

## (C10.0) ERRATIC MANEUVERING

**(C10.11a)** Note that each unit of impulse power used for this provides the equivalent of one hex of movement for EM, even if another unit of impulse power is used to provide an actual hex of movement.

**(C10.16n)** If paid with impulse power, each point of impulse power is equal to one hex of movement, regardless of the ship's movement cost.

**(C10.31a)** An announcement on impulse 32 takes effect on the next turn and may assume that power will be allocated in the intervening EA phase. This is, in effect, required to begin EM at the start of a turn.

**(C10.41a)** The four points of ECM count as a "natural source," not within the self-generated or received-from-lending limits.

**(C10.42a)** ADDs on a ship, PF, shuttle, or fighter using EM are penalized by a +1 shift.

**(C10.51a)** Chaff can be used by a fighter under EM.

**(C10.52a)** A ship using EM cannot lend EW points. A ship using EM cannot operate an expanding sphere generator.

## (C11.0) NIMBLE SHIPS: No addenda.

## (C12.0) CHANGING SPEED IN MID-TURN

**(C12.11n)** Note that mid-turn speed changes create many technical exceptions to other movement rules, due to the effect of dividing a turn into several smaller time periods. These exceptions are noted in each case; do not assume an exception where none is noted.

**(C12.24n) NON-PLOTTED ACCELERATION:** In the case of non-plotted acceleration paid for by reserve warp power under plotting level A (C1.324), the power allocated must generate a number of movement points equal to double the number of hexes of movement gained, but not more than if the increase had been for the entire turn.

**EXAMPLE:** A ship is moving at speed 10 during the first half of the turn. If the ship plotted (during energy allocation) an increase to speed 20 for the second half of the turn, the ship would need a total of 15 movement points because it was moving 15 hexes.

However, if the ship makes an unplotted speed increase after impulse #16, it would need ten extra movement points (produced by an amount of reserve warp power, the extent of which is defined by the ship's movement cost) to increase to speed 20. This is because the ship gained 5 hexes of movement, and the penalty is double the number gained.

If the ship had made this unplotted acceleration on Impulse #23 (gaining three hexes of movement), the cost would be the same as six hexes of movement. If the ship had made this unplotted acceleration on Impulse #11, gaining 7 hexes of movement, the cost would be 10 movement points because the cost cannot exceed the cost of the increase for an entire turn.

Also note that if the ship had a plotted increase to speed 20 on impulse #23, and made an unplotted increase on impulse #16, it would gain two movement points (and pay the cost of four movement points).

In all above cases, the extra energy for "penalty hexes of movement" are lost. The ship is at speed 20 for purposes of later acceleration.

**(C12.311n)** As an alternative to the restrictions on changing speed after impulse #28 or before impulse #4, players may use this rule. The 1/4 turn restriction on changing speed also applies at the start of a turn (during energy allocation). If the speed was changed during the last 8 impulses of the previous turn, it cannot be changed until the 1/4 turn delay as elapsed, even though this will require the ship to continue moving at the same speed during the first few impulses of the new turn. Example: A ship moving at a speed of 20 accelerates to a speed of 31 on impulse #27 of turn 6. During the first two impulses of turn 7, the ship must continue moving at a speed of 31 because it cannot change speed within 1/4 turn of it previous speed change. When a new speed is used, the ship must operate at that speed for a minimum of eight consecutive impulses.

**(C12.32a)** If the ship is moving at a speed less than eight, it can decelerate by four movement points. When determining allowable deceleration, round fractions up. A ship moving at speed 11 could slow to speed 5. This restriction does not apply to speed changes taking place from one turn to the next. The first speed change in the first eight impulses is exempt from this rule if using (C12.311).

**(C12.33a)** The lowest speed during the previous 32 impulses determines the maximum speed to which the ship can accelerate, assuming there are no other restrictions. This applies at all times.

**(C12.34a)** Ships cannot exceed their maximum speed (warp power/ movement cost + one from impulse power or 31, whichever is lower) as the result of a speed change. (Or at any other time, for that matter. The only exception is a very slow ship being towed.)

**(C12.35a)** Note that this rule has been modified by (C8.24) and (C5.52).

**(C12.36n)** The intention to change speed is announced during the Start/Stop Erratic Maneuvering Step of the impulse. Because this step comes after movement, it effectively creates a one-impulse delay between announcement and execution.

**(C13.0) DOCKING**

**(C13.11a)** This can be done in forward or reverse movement.

**(C13.16a)** A ship cannot dock (to a base, FRD, or another ship) within one-quarter turn of performing a "high warp" maneuver (e.g. quick reverse, breakdown, tumbling, high energy turn.)

**(C13.18n)** A friendly ship (including a captured enemy ship under the control of the player) that is held in a tractor beam can be docked without expending any of its own power. In this way, a ship without functioning engines can reach a repair facility.

**(C13.32a)** Annex #7J provides a more complete listing.

**(C13.34n)** Tugs, Pallets, and cargo packs do not count as additional points if attached to a ship or tug. The exception to this is the Federation tug carrying two pods (not one double-weight pod). Other tugs with two pods do not increase in docking points because only on the Fed tug does the second pod make the ship longer.

**(C13.41a)** When exchanged, warp power can still be used for purposes specifically requiring it.

**(C13.47n)** Scouts cannot use their functions while docked (internally or externally).

**(C13.48n)** While docked inside a starbase, FRD, PFT, or repair bay, a unit cannot perform any of the following functions: arm or fire/launch any weapon; launch probes, seeking weapons, PFs, or any type of shuttle; use labs to gain information or identify drones; use tractor beams except to maintain docking; use energy for movement purposes or expend movement points; gain or retain or reacquire a lock-on; use scout functions; gather tactical intelligence data; lay, maintain, or reinforce web; use an SFG or ESG; lay, detect, or sweep mines; use Aegis for any purpose; use or lend EW or gain any benefit from EW; dissipate PA panel energy into space; double engine output; self-destruct; cloak; drop chaff; drop warp engines; separate ship sections.

Note that other rules apply. Shields are covered in (C13.62). Transporters can only be used if shields are not blocking them.

**(C13.66a)** If the module is completely destroyed, any remaining damage is applied to the base itself.

**(C13.73a)** Fire is blocked from the entire 60° (shield) arc in the opposite direction. The docked ship also cannot fire in this direction.

**(C13.91a)** Ships facing in opposite directions can dock so long as both are moving in the same map direction (i.e. one in forward and the other in reverse).

**(C13.924a)** Performing a quick reverse (by one or both ships) will cause the ships to become undocked.

**(C13.941a)** Scouts docked to another ship have their sensors blinded by the weapons of that ship exactly as if the scout's own weapon had fired.

**(C13.942a)** This rule can be used if the other ship self-destructs. Enemy crew units can transfer at the "friendly" rate if they surrender immediately.

**(C13.944a)** This procedure is also used for ESG fields, which interact with the two ships individually and simultaneously, exactly as would be done if the ships were not docked but simply in the same hex.

**(C13.948n)** If either ship performs a "high warp maneuver" (HET, quick reverse, breakdown, tumbling) the ships become undocked immediately.

**(C13.949n)** The operation of of a cloaking device by docked ships is as follows.

**(C13.9491)** If both ships have cloaking devices and both operate them, both ships are considered cloaked when both have phased out and until one begins phasing back in. If either ship voids or deactivates its cloaking device, both cloaks are voided. Expanding one cloak to cover both ships would be the same as starting a new cloaking procedure.

**(C13.9492)** If one ship operates a cloaking device, there will be no effect unless that ship expends an amount of energy equal to the combined cloaking costs of both ships. In that case, the cloak is effective.

**(C13.9493)** If one ship is covering both with its cloak, and the two ships undock, the ship without a cloaking device is immediately uncloaked. The ship with the device can be locked onto during the separation impulse.

**(C14.0) THOLIAN PINWHEEL**

**(C14.2a)** The one point of power mentioned is that required by that ship. Rule (C14.22) requires a total of three units of power, one of which must be from the ship with the web generator. The other two points can come from any of the three ships.

**(C14.21)** PCs in PWs could have cargo packs but CPCs could not have pods. Three CWs can form a pinwheel, but cannot be mixed with PCs.

**(C14.22a) EXCEPTIONS TO PW RULES FOR PF-PWs:** A PF pinwheel is considered to be size class 4. It requires one point of power (from the ship with the web generator) to hold the pinwheel together. The PF-PW does not require life support and uses the PF shield reinforcement rules. PFs in pinwheels can have warp booster packs; if any PF in a PW does, all are treated (for damage purposes) as if they do.

**(C14.29n)** The LR and RR firing arcs are blocked on all ships, but other firing arcs operate normally. Note that snares cannot be used.

**(C14.45n)** Pinwheels cannot lay web, but can reinforce it and serve as an anchor if another ship lays web to the pinwheel or if one of the component ships laid web to the hex where the PW was formed.

# (D.0) COMBAT

**(D1.0) GENERAL COMBAT RULES**

**(D1.5n) FRIENDLY FIRE**

There are some cases under which a unit may be compelled to fire on a friendly unit. This is known as "friendly fire," a term that indicates the origin (not the nature) of the firepower involved. To prevent player abuse, there are several restrictions on this procedure. Units may not fire upon a friendly unit except in the cases listed below. (Note that the target unit may be manned or unmanned.)

**(D1.51)** A friendly unit may be fired upon if it is eligible for self-destruction (D5.51).

**(D1.52)** A friendly unit may be fired upon to prevent its capture. This is defined as one or more of the following conditions:

**(D1.521)** The unit is in danger of being captured by boarding. To qualify for this, it must satisfy all of the following requirements.

A. Be within transporter range of at least one enemy ship with available boarding parties.

B. Have at least one destroyed shield facing enemy ships.

C. Have enemy boarding parties on board equal to 75% of its own boarding parties (round fractions up).

**(D1.522)** Other friendly units are disengaging and the unit in question is unable to disengage. In this case, all friendly units must, after firing at the unit, proceed to disengage in an expeditious manner.

**(D1.523)** The unit is held in an enemy tractor beam and is unable to break free after at least one complete turn of attempting to do so, including using all reserve power and the maximum available power (not counting weapons, shields, fire control, and life support) during an EAPhase auction.

**(D1.53)** Friendly seeking weapons can be fired upon without restriction, except that a friendly scatter-pack shuttle which is fired upon (by friendly fire) loses its tracking and goes inert.

**(D1.54)** A friendly wild weasel may not be fired upon at any time because of the battle computer interlocks.

**(D1.55)** A friendly SWAC shuttle or wild PF is treated as a ship for purposes of friendly fire.

**(D1.56)** Ships cannot fire at themselves, launch seeking weapons at themselves, or guide seeking weapons toward themselves. Ships cannot allow their own weapons to explode in the launch tubes. (You might want to do it, but your torpedo crews do not appreciate your motives.) ECM drones are an obvious exception to this rule.

**(D1.57)** Andromedan ships may fire at their Terminator Mauler for purposes of recharging energy, but only if the fire cannot (by any mathematical chance) exceed the capacity of the panels.

## (D2.0) FIRING ARCS
(D2.32a) The hexes marked "-" are deleted in this revised firing arc. The ship CANNOT fire into the adjacent hex in direction 6 because the arc is too narrow to establish a firing solution.

(D2.33a) The following ships also have the expanded forward phaser firing arcs (with limited rear-firing) for their forward phasers: C7, D9, D8, D5 (note that pod will block this on D5G or D5H), F7, F6, F5L, DX, FX, Cadet ship (optional), Tug (only if no pods are carried), and all variants thereof.

(D2.34a) Some ships have F-plasma torpedoes in LS or RS mounts, rather than LP or RP. These can track targets in the LS or RS arcs, and can be fired in directions 5 or 6 (LS) and 2 or 3 (RS). This is primarily an anti-fighter defense weapon, set in this arc to avoid a blind-spot at the tail.

## (D3.0) SHIELDS
(D3.33a) Enemy sensors (assuming they have a lock-on) are capable of telling if a ship's shields are at full or minimum levels. See (D17.71) for an optional exception.

(D3.34a) General reinforcement can be used so long as the shields are operated on at least minimum level, even if no shield boxes remain. Note that ships which do not have shields (for example, Andromedans) cannot use either type of shield reinforcement.

(D3.344n) General and specific reinforcement are independent of each other. A ship is not required to operate one type in order to operate the other type. The ship is required to use any general reinforcement points before using specific reinforcement for purposes of absorbing damage.

(D3.5a) A ship can drop its general reinforcement, either to facilitate the use of transporters or to re-balance its energy under (D22.0). If a shield is dropped, any specific reinforcement to it is also dropped. If raised again on the same turn, the reinforcement is restored unless previously cancelled. A ship cannot drop part of its General Reinforcement (G8.23).

(D3.51a) Over the years, this has become the standard procedure and is no longer regarded as an optional rule. The transporters can only function in a direct line-of-sight through the down shield; see (G8.21).

A ship cannot enter a scenario with a shield already dropped unless this is specifically allowed or required by the scenario rules. The ship could, of course, drop a shield on the first impulse. See (D17.711).

(D3.52n) A ship that did not allocate power to its shields during Energy Allocation cannot raise them (with reserve power) until 1/4 of a turn has elapsed since the start of the turn (or since the shields were dropped during the prior turn).

(D3.53n) A ship can drop and raise more than one shield at the same time by this procedure. Shields can be raised and dropped independently; they need not all be dropped or raised at the same time so long as each one is operated within the limits required.

(D3.54n) The ability to detect a dropped shield requires a lock-on.

(D3.6a) If the volley destroys the shield, the "leaked" damage points (before the shield is destroyed) are combined with the "excess" points (those remaining after the shield is destroyed) into a single volley.

EXAMPLE: 45 points of damage are scored on a 30 point shield. The first 36 points destroy 27 points of the shield and 9 points "leak" as internal damage. The next three points the destroy of the shield; the six "excess" points which are added to the 9 "leaked" points for a single 15-point volley.

## (D4.0) DAMAGE ALLOCATION
(D4.321a) Internal explosions (shuttle bays, hangars, etc) ignore phaser directional damage restrictions.

(D4.322a) For the purposes of this rule, the priority (for establishing the best type of phaser) is: special sensors that replaced phasers, phaser-IV, phaser-I, phaser-G, phaser-II, phaser-III.

(D4.324a) An "any weapon" hit can only be taken on a weapon box on the ship portion of the SSD (as per the rules). It cannot be scored on a boarding party, crew unit, deck crew, cloaking device, shuttle damage point, or ammunition (individual probe, drone, PPT, etc.) track.

An "any weapon" hit MUST be scored if there is a system on the ship which can be scored by that damage point, including non-weapon systems which are destroyed on weapon hits (for example, PA panels destroyed on drone hits). The "voluntary" nature of such action is limited to the fact that an actual weapon could be destroyed instead. If the non-weapon systems are the only qualifying system boxes on the ship, the damage point MUST be scored there.

(D4.33a) When marking hits on these tracks, the HIGHEST number on the track (on the top or left end, not necessarily a larger number) is the one that is marked. Players cannot select another (presumably lower) number on that track to mark (although, incredibly, some people believe that they can). The boxes on the various tracks must be destroyed (by the DAC) in order, from best to worst (top to bottom or left to right).

(D4.5a) The result on die roll 16 should be "7" not "6."

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## (D5.0) SELF DESTRUCTION
(D5.12a) The force of the explosion is calculated after the damage is resolved. Exception: See (D21.23) third paragraph.

(D5.15n) There are some cases in which the ship could be required to complete its energy allocation form. These include:

(D5.151) If there is a possibility that self-destruction may not be successful (mutiny, etc.). In this case, the EA form is completed normally.

(D5.152) A computer-controlled ship asks for the speed of the ship. The form must be completed normally so that the question can be answered.

(D5.153) The ship is involved in a tractor auction. In this case, the ship cannot bid more than six points of power or more power than it has.

(D5.154) The player is required to reveal his EA form.

### (D5.2a) SELF-DESTRUCTION CALCULATION
Line C: Each battery on a X-ship or Andromedan ship counts as one battery, not as a number of batteries equal to its power capacity.

Line E: Note that dropped warp engines or separated sections do not count as "originally there" for this calculation. Batteries on X-ships and Andromedans count as 1 point, not 5.

Line H: The "pulse strength" of a PPD is determined by multiplying the total amount of energy allocated by three. (This is the number of pulses paid for times the total damage at range four including splash.)

Add the energy stored in a web caster.

The term "The warhead strength of a plasma torpedo..." should begin on a separate line. This is the total warhead strength. Only plasma torpedoes (except F and D launchers) completed in prior turns and held or completed with allocated power on the current turn (for an explosion) or prior turn (for self-destruction) are counted for the explosion strength. Plasma torps in launch tubes that were destroyed in the previous 7 impulses (or the current impulse) are also counted for this line of the calculation.

The one point per drone represents the detonators and fuel igniters and is used regardless of the size or type of drone on the rack.

Type-D plasma torpedoes are not counted as drones; being stored in canisters they do not contribute to the explosive force.

Line I: Note that this is one point total not one point per mine. It refers to the detonators, which are stored separately, the total explosive force of which is only nominal.

Line L: This applies to Andromedan ships, which are not X-ships.

(D5.51a) This restriction cannot be violated simply for the purpose of destroying nearby enemy units in the resulting explosion.

(D5.6) CATASTROPHIC DAMAGE: This section was completely replaced by (D21.0) in Volume III. All errata has been included in that section. The existing rules for this function are essentially unusable and should be considered void.

## (D6.0) FIRE CONTROL SYSTEMS
(D6.11a) It is not possible to drop lock-on only to selected targets.

(D6.133n) Fighters and shuttles have an assumed sensor rating of 6. If crippled, this is reduced to 3.

(D6.134n) Plasma torpedoes and ATG drones have an assumed sensor rating of 6.

(D6.135n) Small ground bases have an assumed sensor rating of 6.

### (D6.14.n) ACTIVE FIRE CONTROL (Standard Rule)
Ships (and other units, all of which are considered ships for the purposes of this section) continuously use their sensors to analyze the surrounding area and locate various items of use or interest, including potential threats and targets. This system is generally referred to as "fire control" but is used for much more than simply firing weapons.

NOTE: This is the system activated by the one point paid for "fire control" during Energy Allocation. Active fire control has always been a part of the game (all units have it), although it was an assumed or inherent rule. This rule effectively changes nothing, but it does explain why certain rules work the way they do.

(D6.141) MODES: The fire control system can be in "active" or in "passive" mode. Passive fire control is formally covered in (D19.0); active fire control is covered in this section. In active mode, the fire control system transmits signals that reflect from nearby objects, and uses high intensity analysis to gain information about those objects. In passive mode, the fire control system transmits nothing; it analyzes energy signals emitted by surrounding objects or reflected from the energy background. The active mode is more accurate (and many systems cannot function with only the passive mode), but also makes the ship easier to see and target. Active mode generates a lock-on (although the lock-on could be prevented by cloaks, terrain, or other factors) while passive fire control can never have a lock-on. As noted in (D19.0), passive mode is used by ships trying to make themselves less noticeable (e.g. those using cloaks or wild weasels, or those hiding in asteroid fields or atmospheres.). It is also used by ships which are required to discontinue active mode.

(D6.142) RESTRICTIONS ON PASSIVE MODE: If the fire control system is not in active mode, the ship cannot fire weapons or launch/guide seeking weapons except as may be allowed in (D19.0). The ship can use

ECM but not ECCM. If the fire control system is not in active mode, the ship cannot use any of the following systems except as may be specified by (D19.0):

Aegis Fire Control, DERFACS, Displacement Devices, Special Sensors, Stasis Field Generators, Tractor beams, Transporters, or UIMs.

An existing tractor link can be continued without active fire control. Transporters can be used for evacuation under (D21.0) without AFC.

An ESG could be activated in passive mode, although this would expose the position of the ship and nullify the benefits of (D19.0).

The ship can communicate and can order command-detonated mines to explode (or fire, or whatever).

(D6.143) CHANGING MODES: Fire control can be changed from the active to passive mode (and vice versa) during the lock-on step of any impulse. A ship can switch its fire control system to passive mode immediately. The point of power required (for Active FC) is paid at the time of the announcement. It can be reserve or allocated power. If it is switched to active mode (also known as being "activated") again later in the turn, no additional energy is required. If energy is not allocated, the AFC system can be activated with reserve power or power could have been allocated in anticipation of switching to active mode. Reactivation requires four impulses (1/8 turn); the ship cannot use active fire control until this period has elapsed from the declaration that fire control is being activated. (i.e. The player announces on impulse #4 that he is activating his active fire control system. The system is considered to become active on impulse #8.) If the system is in passive mode during one turn and placed in active mode on the next turn, it will still require the four impulse activation period.

(D6.144) EFFECT ON CLOAKS: When a ship (so equipped) activates its cloaking device, it must immediately place the fire control system in passive mode. Note in (D19.0) that even the passive mode will not be fully functional when cloaked. The fire control system is in passive mode during the fade-out period and while the ship is cloaked. Switching the system to active mode will void the cloaking device, however, there is no effect if the system is activated at the same point where the cloak is deactivated. In this case, the four impulses required to reactivate the system will exactly coincide with the fade-in period. As a practical matter, it is impossible to activate the fire control system without deactivating the cloaking device.

NOTE: Cloaked ships activate their fire control scanners when beginning fade-in and deactivate them when beginning fade out. There is no additional penalty in this rule for cloaked ships; this rule in fact explains why cloaked ships operate as they do. A cloaking ship cannot use passive fire control to fire, launch, or guide weapons during the fade-in/out period. The cloak restrictions supersede the PFC restrictions.

(D6.145) EFFECT ON WILD WEASELS: When a ship launches a wild weasel, it must immediately place the fire control system in passive mode. Note that firing weapons or taking certain other actions, even though allowed by the passive firing mode, will void the wild weasel immediately. Switching the fire control system to active mode will void the wild weasel immediately, except during the "explosion period", see (J3.2112). Outside of the explosion period, activating the fire control immediately voids a WW. A ship on passive FC can receive ECM from lending or a WW.

(D6.146) EFFECT OF SENSOR RATINGS: A ship with a sensor rating of less than six allocates power for fire control (during energy allocation or with reserve power) and then rolls a die. If the die roll is greater than the sensor rating, the fire control system does not function in active mode during the turn (the energy is lost); it can function in passive mode. A new die roll is made at the start of the next turn (if another point of power is allocated), and if successful the system becomes active immediately (without the four impulse delay). This explains, rather than modifies, the existing rules that such ships cannot gain a "general" lock-on.

(D6.147) EFFECT ON X-SHIPS: First generation X-ships have a three-impulse delay on activation (rather than the standard four impulse delay) while second generation X-ships have a two-impulse delay.

(D6.3a) ELECTRONIC WARFARE

(D6.314r) Electronic Warfare points (ECM and ECCM) can come from any or all of the following four sources:

1. Points received for power expended by the ship, known as "self-generated" points. The total of both ECM and ECCM cannot exceed the highest unchecked box on the sensor track (usually 6). Note that the total is 6; a ship cannot have 6 ECM and 6 ECCM at the same time. Fighter EW pods are not included in this section; see (J4.98).

2. Points built into the unit and received automatically. These are listed in (D6.393) and (D6.394), and are not included in any other limit (except in the case of PFs, the built-in points of which ARE included in the #1 limit above). The Orion-PF ECM "Stealth" points are not under #1.

3. Points received from natural causes, such as asteroids, erratic maneuvering, atmospheres, and certain zones.

4. Points loaned to the unit by another unit. This is limited to 6 ECM and 6 ECCM points from all sources including scouts (including a scout's own self-protection jamming), SWAC or MRS shuttles, Wild Weasels, ECM

drones, and EW fighters. See (J4.98) for additional restrictions on fighters.

NOTE: While there is no overall limit, 36 net EW points produce the maximum possible effect. (This is because the table only goes to 36. Players can experiment with 49 points causing a +7 shift and 64 points causing +8, etc.) Cloaking has some aspects of a higher EW total, but is handled under its own special rules.

(D6.315r) The electronic warfare status of each unit can be adjusted each impulse as part of the Fire Decision Step. This is done simultaneously by all players, and is simultaneous with the decision on what weapons to fire; use written orders and expose them simultaneously if necessary.

Certain involuntary adjustments, such as terrain, and certain secondary affects resulting in adjustments, such as starting or stopping EM, are done at other points as covered in the respective rules.

The changed EW status takes effect immediately for the current Direct Fire Weapons Step and remains in effect (unless changed) for the remainder of the turn. Changes in the EW status can include:

A. Dropping some or all of the ECM or ECCM points. These dropped points are then irrevocably lost (exception: Andromedans). Note that a ship may have been forced to drop some EW points by (D22.0).

B. Increasing ECM or ECCM with reserve power. Increases can only be done with reserve power; a player cannot allocate additional points to these functions and activate them later. So-called "swing points" which can be changed from ECM to ECCM or vice versa are declared in the sensor lock-on phase and cannot be changed during the turn.

Note that because of the timing of this EW status adjustment, a player effectively cannot increase ECM in response to enemy increases in ECCM (or vice versa) before weapons are fired, nor can he cancel weapon fire after learning the new enemy ECM level. For example, a ship cannot allocate extra power for ECM after an enemy announces that weapons are firing because the EW adjustment step comes before fire is announced.

(D6.316r) As the ship has a limit on the total EW points, it may drop some or all of its self-generated (category #1) ECM to use additional ECCM and vice versa. This may be done during any impulse (D6.315) without regard to the amount of time since a previous adjustment.

EXAMPLE: If ECM is dropped on impulse 7 so that ECCM can be increased, and later on impulse 11 ECCM is dropped so that ECM can be increased, the ECM points dropped in impulse 7 are not restored, but would have to be replaced with reserve power. (Exception: Andromedans.)

(D6.34a) The ECCM of the guiding ship, plus any ECCM from the weapon itself, is used in determining the effect of this chart. The guiding ship cannot provide ECM to the weapons.

(D6.35r) EFFECT ON DIRECT-FIRE WEAPONS: Electronic warfare produces a die roll shift; see (E1.8).

(D6.37a) Note that after a tractor beam is attached, a lock-on (to the tractored ship) is automatic.

(D6.391a) This refers to the effects of a WW or wild SWAC on seeking weapons. The ECM points produced for ships by MRS shuttles, Wild Weasels, and Wild Swacs do not protect the shuttle itself.

(D6.394a) PFs do not have built-in ECM. They have the two points of built-in ECCM and two points of EW (used as either ECM or ECCM) for a total of four EW points as defined in (K1.7). The prior errata that indicated two ECM points (total six EW points) was erroneous. Note however that all PFs can gain ECM points from erratic maneuvering or the small targets rule, and that Orion PFs have built-in "stealth" ECM.

(D6.5m) UBITRON INTERFACE MODULES: UIMs are used only with disruptors. They are not used with phasers or any other weapons. The original rule included phasers and photons only for use on the early versions of the Klingon X-ships. With the publication of Supplement #2 (and the elimination of Klingon ships with photons), this use and reference became obsolete. No changes in any published material are necessary, as the preparation of that material assumed the correct (i.e. disruptor only) use of this rule. The fact that this ghost had never been cleaned up was only discovered in the preliminary tests of the Origins Tournament.

(D6.52a) UIMs cannot be repaired during a scenario. They can be repaired between scenarios using the campaign repair system; assume a UIM to be equal to one weapon for this purpose.

(D6.54a) The weapons controlled by that UIM when it burned out may not fire for one complete turn. Other weapons linked to standby UIM systems may not fire with UIM control for 1/4 turn but are under no restriction if fired without UIM control. NOTE: As UIMs cannot be repaired during a scenario, the earlier listing of it on the cost of repair chart is an obvious error.

(D6.56n) The following ships have the UIM as standard equipment;

Klingon: starbase, battle station, ground-based disruptors, B10, C9, C8, C8V, C8S, C7, DX, D7C, D7N, D5 (and all variants except AD5, D, E, F, G, I, M, S), FX, F6, F5L.

Lyran: starbase, battle station, ground-based disruptors, monitor, DN, BC, CC, SCS, CWL.

(D6.9n) PERVERSIONS: This advanced photon torpedo fire control system (Photon Extended Range Very Efficient Revised System Installed On New Ships) allows photons to be fired at any target on the map as if that target was at range 2. However, this can only be done on April 1st, 1986.

## (D7.0) BOARDING PARTY COMBAT

**(D7.1a)** Ground troops being carried are included in the ship's BPV and can be used as boarding parties.

**(D7.2a)** If two or more players (all on different sides) have boarding parties on a ship that is damaged, all take casualties by this procedure.

**(D7.31n) MULTI-SIDE COMBAT:** In the event that three players have boarding parties in one ship (area, GCL, or whatever), and no two are allied, the situation is resolved as follows:

Each player divides his boarding parties into three groups, one to fight each of the two opposing players and a non-fighting reserve. (One or two of the three groups could have zero strength.) This is done secretly (in writing) and simultaneously; the distributions are then revealed simultaneously. Three separate actions are then resolved (simultaneously in game terms). If, for example, player A's force sent to fight player B destroys all of the forces sent against him, excess casualties are resolved against player B's other forces.

If there are four or more non-allied players in the location, the same principle is involved with fewer troops. Note that there is no tactical reason to hold troops in the reserve, as those troops cannot cause enemy casualties but can be scored by the enemy. There may, however, be a political reason to withhold the troops, based on the assumption that the enemy will send no troops against you.

**(D7.53n)** When captured, a ship immediately:

drops guidance of all seeking weapons (if not assumed by other units of the originally-owning race, and if unable to guide themselves, the weapons are removed from play);

ceases to operate ESGs, PPDs, and SFGs;

ceases to use erratic maneuvering;

ceases to perform repairs or to reload fighters/PFs;

ceases to operate EW or scout systems;

ceases to be affected by crew or officer quality of the original crew.

It no longer "leads" formerly friendly units through asteroids. The arming of multi-turn weapons ceases; the firing of a PPD ceases. Any WW, SP, or SS shuttles in the bay or on the balcony become inactive.

Other effects are as per the rules. As the ship is now an "enemy" unit, it loses the ability to control command-detonated mines. A captured Tholian ship loses the ability to move and fire through webs.

**(D7.54n)** The capturing player can operate the following systems only: engines, control spaces, APR, batteries, cloaks, labs (scientific research only), transporters (not T-bombs), shields, ECM, movement (except EM, HET, Emer-Decel, or nimble), tractor beams, pod detachment. He can operate his own shuttles that transfer to the captured ship.

**(D7.55n)** The capturing player cannot operate the following systems: weapons (any weapon listed in any part of Annex #7D), shuttles/fighters/PFs, mines, ECCM, scout channels, super-intelligent computer, self-destruct, shuttles, displacement device, certain movement functions (EM, HET, quick reverse, emer-decel, nimble) The capturing player cannot use aegis or labs to identify drones, separate sections, drop warp engines, double Orion engines, or use Tholian abilities or equipment.

**NOTE:** A captured ship may be released from some or all of these restrictions after the scenario is over.

**(D7.81a)** Hit and Run raids can only be conducted against the best (top/left) undestroyed box on the sensor, scanner, or damage con tracks. Guards on those systems cannot be killed by damage to the system.

**(D7.82a)** When trying to capture a person or object, the result "target destroyed and BP returned safely" is read "target captured and BP returned safely."

**(D7.834n)** Guards do not count in the boarding party calculations under (D7.4). They can be ordered by the owning player to leave their posts and participate in combat during the Energy Allocation Phase, but would have to be re-posted under rule (D7.83) before they counted for (D7.831).

Guards do not count as undestroyed boarding parties for (D7.5). When the ship is captured, all guards are transferred to boarding party status, and may attempt to regain control of the ship.

**(D7.835n)** The specific box on the SSD to which each guard is assigned, and the specific box being attacked, must be specified. In cases (such as shuttle bays) in which the owner has not specifically recorded which box contains which unit, determine randomly which items are in each box.

**(D7.836n)** There is no provision for placing guards on board a shuttlecraft, scatter pack, suicide shuttle, or wild weasel.

**(D7.84n)** Two or more raids cannot be made by the same player (race, side, team) on a single box within a period of 1/8 turn.

**(D7.85n)** Hit and run raids can destroy, but not capture, a cloaking device (G13.16), or a DERFACS or UIM fire control system. These items could be captured using (D16.0) by occupying the entire area (normally that with the bridge) for two full turns (repulsing all attempted entry).

**(D7.86n)** After a hit and run raid against a specific system, the owner of the defending ship may (but is not required to) assign or transfer guards to that system or other systems of that specific type (including all type of phasers as a single type) immediately after the H&R step in which the raid was conducted.

## SPECIAL BOARDING PARTY COMBAT TABLES

These tables replace various rules sections and define all relevant die rolls (shifts are built into the tables).

### (D7.6a) BOARDING PARTIES VS SHUTTLE

| Standard | Commando | Outst | Poor | Result |
|---|---|---|---|---|
| 1-2 | 1-3 | 1-3 | 1 | Captured |
| 3-5 | 4 | 4-5 | 2-4 | BP Destroyed |
| 6 | 5-6 | 6 | 5-6 | In Doubt |

### (D7.61a) BOARDING PARTIES VS WILD WEASEL SHUTTLE

| Standard | Commando | Outst | Poor | Result |
|---|---|---|---|---|
| 1 | 1-3 | 1-3 | 1 | Voided, Captured |
| 2-4 | 4-5 | 4-5 | 2-3 | In Doubt |
| 5-6 | 6 | 6 | 4-6 | Explodes |

### (D7.62a) BOARDING PARTIES VS SUICIDE SHUTTLE

| Standard | Commando | Outst | Poor | Result |
|---|---|---|---|---|
| 1 | 1-3 | 1-3 | 1 | Deactivated, Captured |
| 2-4 | 4 | 4 | 2-3 | In Doubt |
| 5 | 5 | 5 | 4 | Explodes |
| 6 | 6 | 6 | 5-6 | Booby Trap |

### (D7.8a) HIT-AND-RUN RAID TABLE

| Standard | Commando | Outst | Poor | Result |
|---|---|---|---|---|
| 1 | 1 | 1-2 | - | Sys destrd, BP returns |
| 2 | 2-3 | 3 | 1 | Both destroyed |
| 3-5 | 4 | 4 | 2-4 | BP destroyed, Sys OK |
| 6 | 5-6 | 5-6 | 5-6 | BP Returns, System OK |

### (D7.831a) HIT-AND-RUN VS GUARDS

| Standard | Commando | Outst | Poor | Result |
|---|---|---|---|---|
| 1-3 | 1-2 | 1-2 | 1-4 | BP Destroyed |
| 4-5 | 3 | 3-4 | 5 | BP Returns |
| 6 | 4-6 | 5-6 | 6 | Conduct H&R |

## (D8.0) CRITICAL HITS

**(D8.3a)** Engineers and Science Officers can use (G22.4-1) to make "independent attempts" to repair critical hits. They are assumed to be in the box they are repairing.

## (D9.0) DAMAGE CONTROL

**(D9.0a)** Repairs under (D9.2) can be used simultaneously with those under (D9.7) or (D14.0), but repairs under (D9.7) and (D14.0) cannot be made simultaneously. None of these procedures can be used simultaneously with (G17.0). Note that ALL repair procedures repair one box at a time. Two points of power in (D9.2) damage repair will repair one shield box, not all of the damage to one entire shield.

**(D9.2a)** If the DC rating is reduced during the turn, energy applied at the start still counts for that turn. Reserve power cannot be used for shield damage repairs.

**(D9.44a)** Excess damage, sensor, and scanner, are treated as non-power/weapon/control hits for this rule.

**(D9.45n)** Cloaking devices and UIMs destroyed during the previous scenario are replaced if the ship has access to a repair facility.

**(D9.7a)** This repair is within the limits of (G17.33). This rule can be used to repair shields. While this makes shield repair faster, note that (D9.74) limits the use of (D9.7) and the player must seriously consider where these repairs can most effectively be used.

**(D9.76a)** Each shuttle (as opposed to a damage point on a shuttle) on which CDR repair points are applied counts as one "system" repaired. Repairs by deck crews are not part of EDR or CDR.

**(D9.77n)** If a given box is destroyed, repaired, and then destroyed again, repairing it a second time counts as another box repaired under the limits in (D9.76).

**(D9.78n)** This procedure can only be used by the unit on itself. It cannot be used by a ship or base on a PF or ship docked to it.

## (D10.0) POWER ABSORBERS

**(D10.13a)** If a hellbore strikes a ship (or starbase) equipped with power absorbers, the owning player can absorb the damage into any of his panels. He cannot allow any of the damage to penetrate as internal damage if he has panels that can absorb it. Note, however, that a direct-fire hellbore would only strike the facing panels.

**(D10.14a)** If an enveloping plasma torpedo strikes a ship equipped with power absorbers, the owning player must absorb half of the damage into his forward panels and half into his rear panels. (On a starbase, absorb half into the facing group and the two adjacent groups; the remainder into the other three groups of panels.) Within these groups, damage can be distributed between the individual panels (SSD boxes) at the owning player's option.

**(D10.25n)** One set of PA panels (all of those facing forward or aft) could be deactivated as in (D3.5) for a period of 1/4 turn. When deactivated, the energy in those panels is released as in (D10.422). Also note, Starbases would drop only one of their six sets of panels.

**(D10.41a)** Power from the PA panels can only be transferred by the rules in this section or to an Energy Module. It cannot be used directly to power weapons or other equipment. (Exception: Mauler R10.6.)

**(D10.411a)** The 25% (or less at owner's option) transfer to the batteries is resolved first, then two points (or less at owner's option) are dissipated to space.

**(D10.423n)** An Andromedan ship cannot reduce the level of his PA panels or drop their power entirely during the turn unless the power has somewhere to go and will not cause internal damage. Note that if panels are dropped or reduced, they cannot be raised or reinforced for 1/4 turn. Also note that if panels are dropped or reduced during a turn and later during that turn restored, additional power is not required (and cannot be expended) for the panels; the original allocation is adequate for the entire turn even if the panels are down during part of it.

Releasing energy by underpowered or unpowering panels can only be done during Energy Allocation and only if the ship is eligible for self-destruction, or if there is not enough energy to power the panels (which have priority over any other power needs).

**(D10.52a)** Andromedan SS and mother ships do not have to drop PA panels to transport SS aboard.

**(D10.54a)** This rule effectively prohibits conducting repairs under (D9.2) and (D14.0). Repairs under (D9.7) are exempted. Repairs under (G17.0) are not affected and can be conducted.

The repair rate for use in (D9.4), covering repairs between scenarios, is established in this rule.

**(D10.55a)** The Andromedan player may, at his option, determine how much power is held in his batteries at the start of the scenario.

## (D10.7n) POWER RESOLUTION ON ANDROMEDAN SHIPS

Andromedan ships are closed energy systems. Unlike other ships, unused energy for various functions is returned to the ship's batteries or PA panels, rather than being lost. Many players have searched for ways to empty their batteries of power; some of the methods they have found are not possible, practical, or legal. None of the cases outlawed here has ever been legal; player abuse has required the establishment of formal rules.

**(D10.71)** The most common (and most abused) means of using up excess power is by tractor beams (or TR beams used as tractor beams). Specific cases (beyond normal usage) are listed.

**(D10.711)** The Andromedan player can use each of his tractor beams to tractor a "rock" in a nearby hex. This function cannot use more than one point of energy per tractor beam per turn.

**(D10.712)** Andromedan ships may not use negative tractor against each other. (An exception is made in tournaments where two Andromedan ships may be fighting each other.) Any ships allied to the Andromedans are under the same restrictions.

**(D10.713)** Any power allocated to tractor beams or negative tractor beams which is not used for this purpose must be placed in the batteries or PA panels at the end of the turn.

**(D10.714)** An Andromedan ship cannot commit reserve power to tractor beams or negative tractor beams unless it is being used to tractor a unit or to defeat the tractor beam of an opposing unit, and then only to the minimum extent necessary to win the auction.

**(D10.72)** An Andromedan ship equipped with transporters may use them to transport "inert matter" outside the ship, but this function cannot use more than one point of energy per turn. Unused power allocated to transporters is not lost but returned to the batteries or PA panels at the end of the turn.

**(D10.73)** If power is allocated to fire control or electronic warfare, and those systems are dropped and later, during the same turn, re-activated, additional power is not required (and cannot be expended). The originally allocated power is adequate to maintain those systems during the entire turn. The same power, however, cannot be used for both ECM and ECCM, and the Andromedan ship cannot change from ECM to ECCM more than once in any period of 1/4 turn. For example, an Andromedan ship with 2 ECM and 4 ECCM points could change to 6 ECCM points (expending 2 extra points of power for the two gained ECCM points), and then 1/4 turn later change to 6 ECM points (paying four points for the four ECM points gained over the previously paid for two points). This effectively allows an Andromedan ship to spend 12 points per turn for electronic warfare, but to use no more than six of those points at any one time and to change which points are being used only every 1/4 turn.

**(D10.74)** In all cases, if the energy allocation shows energy generated by power-producing systems (not batteries or PA panels) which is not used, that power is not added to the batteries but is assumed to have never been generated. An example might be warp energy set aside for an HET. However, power generated and allocated as reserve power, if not used, goes into the batteries as on any other ship.

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

**(D10.76)** Power cannot be allocated to repairs unless a damaged system eligible for repairs is present. Power allocated for repairs but not expended is returned to the batteries.

## (D11.0) CHAFF: No errata.

## (D12.0) CHAIN REACTIONS AND INTERNAL EXPLOSIONS

**(D12.0a)** Confirming: If no armed fighters are present, this entire section is ignored. A loaded drone rack only counts as a fighter if real armed fighters are present.

**(D12.1a)** Fighters in the process of being armed count as armed fighters for chain reaction purposes.

**(D12.12a)** Hellbores should be added to this list. Type-D and type-F plasma torpedoes will not chain react.

**(D12.32a)** Ships with F-racks are treated as Klingons are.

## (D13.0) AEGIS FIRE CONTROL

**(D13.14a)** Note that even with two Aegis-equipped ships, there are only four firings, so those two ships would operate simultaneously in each case even if firing at different targets. Thus the first firings of all aegis ships must be announced (simultaneously with non-aegis weapons) and then resolved, then the second firing is announced and resolved, and so on. Units with aegis can skip one of the four firings, but cannot make it up after the fourth firing or by firing twice during one of the other firings. This could mean that an aegis-controlled weapon destroyed in the first firing would lose its three remaining shots. This does NOT mean that a gatling phaser fires 16 times. It fires once in each of the four firings.

**(D13.21n)** Note that while the aegis system controls all direct-fire weapons (unless noted otherwise, for example the D-5), you are not required to use it for all (or any) fire during any given impulse.

**(D13.34n)** The Aegis system produces the same information as labs (G4.2). Only full Aegis systems can perform this function.

## (D14.0) EMERGENCY DAMAGE REPAIR

**(D14.1a)** The systems on which repairs will be attempted must be specified when the energy is allocated. The die rolls (one per powered lab) can be made on the same or different systems. For example, if a "4" on the Damage Control track was marked out, up to four systems could be repaired. For example, the Federation CA with eight labs and a damage control rating of four could make eight attempts (assuming all are powered) but against only four systems, and these attempts must be divided between the systems during energy allocation.

**(D14.23a)** ...or PA panels.

**(D14.251a)** Legendary doctors cannot be used for EDR. Only engineers and science officers (and captains acting in that capacity) can be. EDR conducted by Legendary Officers does require the marking of a damage control box.

**(D14.28n)** Reserve power cannot be used for EDR. The repair system requires a certain amount of planning.

**(D14.31a)** This should read "Bases and FRDs..." The reduction used equals the chance of success.

**(D14.41n)** The use of EDR may reduce the damage control rating of the ship. Repairs under (D9.2) is based on the rating at the start of the turn, before this reduction takes place. Repair points gained are calculated before EDR.

## (D15.0) GROUND COMBAT MODULE

**(D15.11a)** Hit-and-run raids may be conducted against a control station, but if it is occupied it is considered to be guarded.

**(D15.4a)** X-Shuttles are treated as GAS shuttles for this rule.

## (D16.0) ADVANCED BOARDING PARTY COMBAT

**(D16.52a)** If no friendly boarding parties are present when the control station is attacked, one crew unit is immediately converted to militia to defend the station.

## (D17.0) TACTICAL INTELLIGENCE

**(D17.15a)** The probe moves to a hex within six hexes of the observing ship, not the target ship. A probe cannot pass through or damage an ESG field. An armed probe (fired as a weapon) can pass through an ESG field.

**(D17.19a)** Orion optional weapons can be detected by these rules. A pseudo-plasma torpedo is reported as a loaded plasma torpedo launcher. A loaded launcher and its PPT are reported as a single loaded launcher, not as two loaded launchers.

(D17.21a) For purposes of the chart in (D17.3), a crippled ship obtains information using the second column to the right of its normal column. An uncrippled ship with a sensor rating less than six uses the column to the right of its normal column. A ship that is undermanned considers obtaining information to be a function requiring one crew unit.

A ship that is uncontrolled obtains information two columns to the right of its proper column; this penalty is not cumulative with the other penalties.

**EXAMPLE:** A Federation cruiser gathers information under the second (ship) column. With damage reducing its sensor rating to five, it gathers information under the third (MRS/SWAC) column. Crippled by further damage, it gathers information under the fourth (PF) column.

(D17.221a) OPTIONAL: The presence of a cloaked ship would be detected (for purposes of weapon status) at level A, or a range of 47 true hexes for a normal ship, but the specific hex would not be known. The player of the cloaked ship must indicate a hex that is within the "specified radius" of the actual hex that the ship is in. The "specified radius" varies with the information level as follows: 4 hexes at level A, 3 hexes at level B, 2 hexes at level C, 1 hex at level D, and zero hexes at level E.

NOTE: The procedure in this rule can be used with the normal cloaked ship rules, creating (in the opening stages of the battle) some of the effects of the Hidden Cloak rule (G13.61). However, this rule should not be used as a replacement for that rule as it will, effectively, eliminate it by forcing the exact location of the ship to be revealed at the range when it can most effectively be fired at. Players using (G13.61) should continue to do so; this rule provides more realism for players using the standard rule.

(D17.222a) The reference to (G13.42) is to the first sentence.

(D17.234) Typographical error: This rule is under (D17.22) and should be numbered (D17.224).

(D17.24a) EXAMPLE: Level I reveals unrepaired damage to weapons facing the observer. If the observer does not ask for this information, it need not be revealed. However, the observer simply asks for "Level I information" or for "damaged weapons in view," he need not ask repeated questions covering each type of weapon or each specific weapon.

(D17.26a) This procedure can be used to gain level M.

(D17.4a) LEVEL C: Fighters can be distinguished as different from admin shuttles (which include MRS, MSS, MLS, and SWAC unless they are revealed otherwise).

LEVEL D: The presence of LRs docked to an Orion Sal is noted.

LEVEL F: Presence of drone racks (outside of the bay) is noted.

LEVEL H: The specific type of fighter is revealed.

LEVEL I: The presence (on fighters) of type-III drones, external ECM pods, or type-D plasma torpedoes can be detected. Type of drone rack (outside of the bay) can be distinguished.

LEVEL L: The arming of type-F plasma torpedos can be detected. Specific ground installations (e.g. cities) can be identified.

(D17.711a) Shield boxes (representing part of a shield) dropped for purposes of deception cannot be raised for 1/4 turn. They can only be dropped before the scenario begins or during the normal "drop shields" step of the Sequence of Play. They cannot be dropped when an enemy unit is able to observe the change in shield strength. They can only be raised during the "raise shields" step of the Sequence of Play.

(D17.73a) Dummy weapons cannot be used to simulate weapons that were removed to allow the installation of other equipment (e.g. sensors).

(D17.75a) Silent running is not affected by an atmosphere.

(D17.751a) Type-F launchers cannot be armed and type-D plasma torpedoes cannot be activated while using silent running.

## (D18.0) SURPRISE: No Addenda.

## (D19.0) PASSIVE FIRE CONTROL

(D19.12r) This is in error. The ship uses ECM normally; it does not get six free ECM points. See (D6.142a).

(D19.13a) Ships that have had their warp engines destroyed can also qualify under this rule.

(D19.21a) This refers to using passive fire control to fire weapons.

(D19.28n) Maulers cannot be fired by passive fire control.

(D19.31a) A ship can be designated, at the start of a scenario, as having had no active fire control during prior turns. The ship, however, must be voluntarily reduced to WS-0 if this option is used. In some obvious cases (where combat has already taken place, for example SN15) this option is not available.

## (D20.0) HIDDEN DEPLOYMENT

(D20.231a) A ground-based defense unit, which is also size class 5, could be deployed hidden by this rule.

## (D21.0) CATASTROPHIC DAMAGE

(D21.111a) The word "after" should read "upon reaching".

(D21.221a) A ship could declare CD/ID if it is unable to avoiding striking an ESG field that has sufficient power to destroy the ship.

(D21.225n) Impending destruction cannot be declared if the cause of the event is a presumed enemy ability to employ direct-fire weapons. A ship which (for example) suddenly discovers a much larger ship hiding in an asteroid field, or which is suddenly confronted by a much larger ship that uncloaks, or which is suddenly grabbed by the tractors of a much larger ship (e.g. a frigate suddenly confronted by a dreadnought), cannot declare Catastrophic Damage based purely on that fact. The enemy ship might choose not to fire, might miss, might be unable to fire, or might fire at other targets. The wording of (D21.221) and (D21.222) implies that only "inevitable collisions" can be used to declare CD/ID.

(D21.344a) No more than half of the crew units brought with the captain are boarding parties (2 per unit), but all crew units with him will fight as militia because of his bold leadership.

(D21.43a) Tugs cannot escape by leaving behind a pod or cargo pack, except for the Federation tug noted in (D21.44).

(D21.54n) Sections with full-sized warp engines (e.g. Klingon C-8, C-9, B-10 booms, Federation DN saucers, Neo-Tholian modules) escape automatically under (G12.111).

Sections with small warp packs (e.g. Klingon J ships, Klingon C-7, many 2X Fed or Klingon ships) add one to the die roll.

(D21.63a) Escaping units are treated as if going their maximum speed for purposes of damage from entering a web hex.

(D21.7n) ANDROMEDANS: SPECIAL CONDITIONS

(D21.71) Andromedan ships in CD status cannot drop PA panels for the purposes of having their crew rescued by the transporters of other ships.

(D21.72) Satellite ships can escape; see (D21.45).

(D22.0) ENERGY BALANCE DUE TO DAMAGE (See Nexus #15.)

# (E0.0) DIRECT FIRE WEAPONS

## (E1.0) GENERAL RULES

(E1.22n) The presence of a unit in the same hex as the target, or in a hex in between the firing unit and the target, has no effect. Fire is never blocked by such a unit, and the unit is never damaged by the fire. (Starships are small things compared to hexes 6,000 miles across.)

(E1.23n) Direct-fire weapons cannot damage several targets with the same shot. This includes targets in the same hex and targets in a row in several separate hexes.

(E1.5a) Delete "less than " from the first line.

(E1.6a) Note that a narrow salvo must all be fired at the same instant, i.e. during the same impulse and all must be committed to fire before the die is rolled. Of course, a given ship could fire more than one narrow salvo at the same target on a given turn.

(E1.7a) The die roll modifications on this chart are replaced by ECM points. A die roll modification of +1 is considered to be two ECM points; a die roll modification of +2 is considered to be four ECM points. These are considered as points from a natural source, not included in the self-generated or received from lending limit. Heavy fighters use the Administrative Shuttle column.

### (E1.8n) DIE ROLL MODIFIERS

There are several rules which can produce die roll modifiers.

NOTE: This section, which is functionally identical to (D6.35) but which includes modifiers produced by sources other than ECM, replaces the operating sections of (D6.35).

(E1.81) The primary source of die roll modifiers is electronic warfare, which includes numerous effects. Recent editions and revisions have made an effort to convert all previous modifiers to EW equivalents.

(E1.82) The Legendary Weapons Officer (G22.7) has a die roll modifier of -1 for direct-fire weapons. This modifier is combined with any other modifiers to determine the single combined modifier.

(E1.83) For probability-of-hit weapons (photon, disruptor, hellbore, plasma bolt, plasmatic pulsar wavelock), positive modifiers (e.g. +1) are simply added to the die roll. If the result is more than the "to hit" numbers, the weapon misses.

(E1.84) In the case of "range of effect" weapons (phasers, fusion beams, TR beams), a positive modifier is added to the die roll. If the result exceeds the highest number on the chart (usually 6), take any additional shifts by moving to the highest numbered result on the next higher range column (one column per shift).

EXAMPLE: Nine ECM points have produced a die roll modifier of +3 applied to the firing of a phaser-1 at range 3. The die roll is 4, which would normally result in 4 damage points. Two of the three ECM shifts are used to raise the die roll from 4 to 6, the third is used to increase the range to the next column (range 4). The adjusted result is two points of damage (die roll 6, range 4). If the original die roll had been 2, the final result would be die roll 5, range 3. If the original die roll had been 6, the final result would be die roll 6, range 6-8.

(E1.85) Maulers have a "to hit" number of 1-12 with two dice. Roll two dice and add the modifier. A result of 13 or more is a miss.

**(E1.86)** A negative die roll modifier cannot reduce a die roll below 1. If there is a negative modifier (e.g. -1 from a legendary officer) and the die roll is 1, the modifier is ignored. Do NOT shift to a lower range column.

## (E2.0) PHASERS
**(E2.15a)** Gatling phasers can fire at different targets in the same impulse. A gatling phaser cannot fire more than four shots per turn, nor can it fire more than 4 shots within a 1/4-turn period. The 1/4-turn period can include some shots fired during the final portion of one turn and some shots fired during the early portion of the subsequent turn.
**(E2.25n)** Note rule (G24.34), which allows any unit to fire phaser-I or phaser-II weapons as phaser-IIIs for increased short-range defense. This rule does not imply that a phaser-I or phaser-II could fire twice during as a phaser-III during the same turn.
**(E2.32n)** If an energized phaser is not fired for 25 turns, it must be energized again before it can fire. If no additional power is allocated, or if the phasers are not fired, for a period of 25 consecutive turns the phasers become non-energized. The firing of any phaser keeps all energized.

## (E3.0) DISRUPTOR BOLTS
**(E3.51a)** This rule does not mean that an overloaded disruptor can be held until the next turn and then fired as a standard disruptor. It cannot be held at all, and must be fired or the energy is lost.
**(E3.55n)** Reserve power can be used to overload a disruptor.
**(E3.62a)** DERFACS cannot break down (a` la UIM). This system is available (at no cost) to all disruptor-armed ships with a range of 30 or more in Y168 (Klingon ships Y165, Lyrans Y167).

## (E4.0) PHOTON TORPEDOES
**(E4.22a)** Partially armed photons (armed for one turn) cannot be held.
**(E4.41a)** Overloading can be done in 1/2-point increments. Applying 4.5 points total energy produces a 9-point torpedo; 5.5 points produces 11 points, 6.5 points produces 13 points, 7.5 points produces 15 points. Feedback for these fractional overloads is based on the next higher strength weapon (7.5 = 8). The hold cost is equal to the next larger size.

## (E5.0) ANTI-DRONES
**(E5.3a)** An ADD cannot be fired through an ESG field and cannot damage that field. ADDs fire at a DEFSAT as against a fighter.
**(E5.4a)** ADDs cannot fire type-IS drones while the ship is doing EM.
**(E5.6a)** Note the +1 shift if the ship is doing EM.
**(E5.7a)** Anti-drones are considered 1/2-space items for reloading purposes. There is apparently an error, as E-racks can't fire ADDs.
**(E5.8n)** Anti-drones cannot be placed in a SP shuttle or MW drone.

## (E6.0) MONSTER CLOSE-IN DEFENSE SYSTEM
**(E6.2a)** In this case, "crippling" would destroy a crippled shuttle.
**(E6.3a)** MCID cannot fire through black holes, pulsars, or stars. It can fire through atmospheres or small moons.
**(E6.4n) ALLOCATION**
**(E6.41)** If the monster is operated by a player, he may designate the targets of the three firings of the MCIDS.
**(E6.42)** If the monster is operated by automatic rules, the three firings per impulse are directed at the "most threatening targets." This is defined in a priority system as: 1-Drones that will hit the monster on the next impulse; 2-Fighters within range, in the order of range; 3-Drones within range, in the order of their range.
**(E6.43)** The MCID system cannot be used against any target not specifically listed here. For example, it cannot fire at mines, asteroids, other monsters, or planets.

## (E7.0) FUSION BEAMS
**(E7.2r) ARMING PROCEDURE:** Charging a fusion beam requires two points of power from any source during a single turn. If the weapon is fired on the turn it is armed, it requires one turn of cooling and cannot be armed or fired during the turn after it was fired. If the weapon is not fired on the turn it is armed, the energy is lost, but the weapon does not need to cool and can be armed and fired during the next turn. This is not a rules change. It simply eliminates a technical contradiction in the way the rule was previously stated.
**(E7.41a)** An overloaded fusion beam, including suicide overloads **(E7.42)**, must be fired, even if fired into empty space. It cannot be charged on the next turn. Also note that this rule should read 50%, not 50/.

## (E8.0) MAULERS
**(E8.15n)** Maulers cannot be fired under Passive Fire Control.
**(E8.26n)** The mauler beam is only operated for an instant. It does not remain on and cannot be slashed across the board (a` la a "light saber") by turning the ship.
**(E8.34n)** There is no restriction against using the batteries on the mauler ship for non-mauler systems unless specifically stated in the individual ship description.

## (E9.0) TRACTOR-REPULSOR BEAMS
**(E9.41a)** If used as a tractor, all energy in that TR beam (which could be up to six points) is available for use in that tractor beam. If not used when the TR is used for this purpose, the energy is lost.

While a TR beam can be used as a tractor beam, an Andromedan player is never required to use a TR beam for negative tractor beam purposes (G7.35), even if it is the only "tractor" device on board. If a charged TR beam is not fired by the end of the turn (or holding energy paid at the start of the next turn), the energy is lost. See (D10.7) and (D10.74).

## (E10.0) HELLBORE CANNONS
**(E10.52a)** Delete the words "..or enveloping plasma torpedo.."
**(E10.71n)** When dividing the damage scored, round fractions down.
**(E10.72n)** If overloaded, reduce the amount on the overload line by 50%, round fractions down.
**(E10.73n)** If fired overloaded at range zero, the firing ships scores three points of damage on its own facing shield.

## (E11.0) PLASMATIC PULSAR DEVICE
**(E11.16n)** PPDs cannot be installed on ships smaller than size class 3.
**(E11.35a)** This is not, and never was, an optional use of the weapon. It is the way that the weapon always operates. Players cannot operate the weapon "without splash" under any circumstances. The total damage shown on the "damage" line of the PPD chart is for statistical purposes, and never reflects the damage actually scored on a single shield.
**(E11.353a)** This also applies to GBDPs.
**(E11.354)** Clarification: The "splash element" refers to the two side elements, not to the main blast. This aspect would only take effect if the damage was 1+1+0, in which case the first "1" is the "larger splash element" and strikes the opposite panels. The central number is not a "splash element" and will always strike the facing panels.
**(E11.561n)** If the target docks to a unit of smaller size, the wave-lock does not shift to it.
**(E11.562n)** If the target docks to a unit of the same size, the wave-lock does not shift. However, upon undocking one of the two elements is selected randomly and the wave-lock accepts that unit as its target.
**(E11.563n)** See (C14.37) for the effect on a Tholian Pinwheel.
**(E11.58n)** The following events will NOT (at least not in and of themselves) break a wave-lock:

The firing ship is held in a tractor beam or boarded.

The target is held in a tractor beam; is "clawed" by a space dragon; changes speed or direction; suffers a breakdown; declares ID/CD; is placed in stasis (stasis will, however, block damage), *or any other event not specifically listed in* (E11.54).

Going behind a pre-existing web will break wave-lock.
**(E11.63a)** PPDs cannot be overloaded while firing.

## (E12.0) WEB CASTER
**(E12.13a)** The relevant portion of the Sequence of Play is:
>Direct Fire Weapons
>Previously fired free standing webs become effective.
>Web Casters fire.
>Displacement devices operate.
>Previously effective free standing web dissipate.
>Damage Allocation
**(E12.21a)** If an acceptable anchor point is within 5 hexes, the firing ship can be the second anchor point. Only ships with undestroyed web/snare generators/casters can be used as anchors for a cast web. (Shuttles cannot be used.) Web Anchors cannot be used; see (G26.36).
**(E12.24a)** This includes any free standing webs which have not as yet become active.
**(E12.26a)** There is no difference between a "normal" web and a "fully-formed free-standing" except that the free-standing web dissipates 16 impulses after it is fully formed and has no anchor points.
**(E12.54a)** The ship cannot fire if its fire control system is not active.
**(E12.55a)** During this period, the unstabilized free-standing web does not exist and has no effect. It is not treated as a zero-strength web. No web can be laid into or adjacent to these hexes.

If, at the time a web comes active, it overlaps an ESG, treat this exactly as with any other ESG/web interaction. Those portions of the ESG field which coexist with web hexes or which are on the opposite side of the web from the ship cease to function. This is judged by line of sight; the edge of a web hex will block this line of sight.
**(E12.56-Ca)** If the EW balance for the various hexes is different, use the one least favorable to the web caster.

## (E13.0) SNARE GENERATOR
**(E13.2a)** The snare cannot fire at range zero.
**(E13.3a)** The snare on the WT and small Q-ship can fire into the hex directly to the rear of the ship only.

On the BW, only one web generator on each side is equipped with snares; these have L and R arcs.

# (F0.0) SEEKING WEAPONS

(Rules Update #1 assumed for sections F, FD, FP.)
### (F1.0) TYPES OF SEEKING WEAPONS
(F1.1) (First two paragraphs of existing F1.0).
(F1.2) (Third paragraph of existing F1.0)
(F1.3) CONTROL OF SEEKING WEAPONS
(F1.31) SHIPS (with certain exceptions) can control a number of seeking weapons (drones, plasma torpedoes, pseudo plasma torpedoes, scatter packs, suicide shuttles) equal to their sensor rating. Those ships without drones or plasma torpedoes can control weapons equal to one half of their sensor ratings. (Ships with player-added racks have full sensor control rating.) Some ships are noted as able to control weapons equal to double their sensor ratings. Scouts can use a sensor channel to control additional weapons. This procedure operates as defined in (FD5.3), but applies to all seeking weapons of which a given ship has control.
(F1.32) FIGHTERS can control their own seeking weapons (excepting type-IS drones) or transfer this control to another unit. At EWF can control weapons launched by other fighters, but no other fighter can control weapons that it did not launch. MRS shuttles control the same number of drones as an EWF. See also (J4.44n)

### (F2.0) SEEKING WEAPON MOVEMENT
(F2.11) SECRET TARGETING *(ADVANCED)*
　　When a seeking weapon is launched, the owning player is not required to reveal the target of the weapon. He must, however, record the target in writing (on an index card or piece of scratch paper) and place this record face down on the table. (Players may develop their own alternatives for this procedure. The point is that both players must be satisfied that the record has not been changed after launch.) The record is revealed when the weapon reaches the target, or when the weapon is identified by labs or Aegis.
(F2.8a) As the HET counts as the movement for that impulse, it counts against the range of a plasma torpedo (as one hex).
(F2.9a) The specific launch tube/rack of a seeking weapon is not revealed unless required by (D17.0).

### (F3.0) DIRECT-FIRE SEEKING WEAPONS: No errata.

### (F4.0n) BALLISTIC TARGETING
　　Under certain conditions, a seeking weapon can be set on a ballistic course. That is, it is not aimed at a target unit, but in a specific direction or at a specific (vacant) point in space.
(F4.1) To establish a ballistic course, designate a hex, not a unit, as the target of the seeking weapon. The weapon will "pursue" this hex; upon reaching it the weapon will "evade" that hex, adhering as nearly as possible to a course directly opposite its approach course. As the procedure clearly shows, a seeking weapon on a ballistic course can only have one target hex, not several to be executed sequentially. Multiple-point targeting is a function of the extremely long-range type-IIIXX drones; this is never under player control, but is used to account for drones entering a scenario.
　　Drones on a ballistic course do not count against the control limit.
(F4.2) Exploding seeking weapons (drones, plasma torpedoes, suicide shuttles) can be fired on a ballistic course but will never explode. (Exception: See (P2.713) for seeking weapons fired ballistically against ground targets.) The only purpose for this would be to detect a minefield, clear a path through asteroids, to saturate defenses, or to deceive an opponent.
(F4.3) Type-IIIXX drones fired on a ballistic course will accept the first target that is in their FA firing arc, eligible for a lock-on, and within 8 hexes. The player can designate the acceptable size class of target at the time of launch using (FD7.3). This cannot be changed afterwards.
(F4.4) Scatter-pack shuttles set on a ballistic course will release their weapons when the first acceptable target (based on their instructions) is within their pre-set release range. The acceptability of targets is set as in (FD7.3). Note that guidance for the drones must be provided by another unit as the SP itself cannot guide them.

# (FD0.0) DRONES

### (FD1.0) GENERAL RULES
(FD1.21n) This rule number includes the third and fourth sentences of the original (FD1.2). Drones must have their target in their FA arc when launched.
(FD1.22n) This rule number includes the fifth and sixth sentences of the original (FD1.2)
(FD1.23n) Drones cannot be set to run at a lower speed than that listed in (FD2.1). The mass-produced engines are designed to run at a specific speed for a specific period of time. (Exception: ECM drones adjust their own speed automatically.)
(FD1.57n) There are no rules for "crippled drones." Rules on this subject in the previous Designer's Edition were intentionally dropped from the Commander's Edition.

(FD1.7n) EXPENDED DRONES: Drones which have reached the limit of their range, or which have lost their targets, or for which tracking was discontinued under (FD5.35) without their own on-board guidance, immediately come to a stop and are removed from play during the subsequent Resolve Damage From Drones step. At that point, the drone destroys itself (without causing any damage). The drone cannot be recovered, located, detected, fired at, or detonated. Ships, ESG fields, or other items moving through that hex cannot contact the drone.

### (FD2.0) TYPES OF DRONES
(FD2.225n) When upgrading speed and exchanging sizes of drones, take the least expensive result.
(FD2.226n) Type-IS drones cost 1/2 each; their speed upgrades cost 1/2 the normal amount (based on Type-I upgrade costs).
(FD2.42a) Drone racks are reloaded by assigned crew units, not by deck crews. The reload rate cannot be increased.
(FD2.45a) The version of this rule in the Rev-1 rulebook is correct..
(FD2.451n) Reload drones are held in storage. If a given rack has two type-I and one type-IV drone (and equal reloads), the player cannot declare that the two type-IV drones are in the rack while the 4 type-I drones are in reload storage. The player could voluntarily change this through the reloading procedure, but this would have to be done during the scenario by taking the rack out of operation to unload and reload the drones.
(FD2.452n) The reload drones are presumed to be of the same cost (or lower) as the drones in the rack (on a drone by drone basis), but might be of a different type. Thus, a MW drone might be in the rack while an fast drone was in the reload storage.
(FD2.54a) Dogfight drones score 2 points of damage on size class 4 and larger targets (ships, bases, monsters)
　　Dogfight drones score 4 points of damage on size class 5 targets (PFs, interceptors, GBDPs).
　　Dogfight drones score 8 points of damage on size class 6 and size class 7 targets (shuttles, large shuttles, defense satellites, mines).

### (FD3.0) TYPES OF DRONE RACKS: No addenda.

### (FD4.0) FIRING RATES
(FD4.22a) This specific rule has precedence over the general rules (S3.3) for improving the drone control ability of a ship. The only means of improving drone control on an Orion ship is that given in this rule, i.e. OAKDISC. Cost for DBR = 10, for BR = 12.

### (FD5.0) METHODS OF CONTROL
(FD5.24r) ATG drones have an assumed sensor rating of six. An ATG drone that is not controlled by a ship will roll for its own attempt to retain lock-on under (G13.33). If an ATG drone is controlled by a ship, the ship rolls to retain a lock-on. If this fails, the drone is released from control and can immediately roll for its own attempt to retain lock-on.
(FD5.25a) The type-IIIXX drones activate their ATG system as in (FD5.21) or (F4.3). Prior to that point, they may be guided by the launching unit (toward a specific target) or set on a ballistic course (F4.0). From the point at which they acquire a lock-on to their target, they are treated as an ATG (FD5.2) drone and if they lose tracking are removed from play.
(FD5.3a) The player cannot change the drone's target after launch.
(FD5.31a) Anti-drones do not count against this limit.
(FD5.35n) A unit guiding a drone can discontinue guidance at any point. If the drone has its own guidance capability (e.g. ATG) and is within the range limit, it continues toward the target, but without the ECCM benefit of the guiding ship. (It cannot be commanded to go inert.) If the drone does not have its own guidance, it is rendered inert and removed from play.

### (FD6.0) PROBE DRONES: No Addenda.

### (FD7.0) SCATTER-PACK SHUTTLES
(FD7.11a) There are no volunteer Kamikaze pilots in any race. Crippled shuttles cannot be used as SPs.
(FD7.12a) Note that this prohibition includes type-III drones on fighters used as scatter packs.
(FD7.25n) The rules on loading and transferring drones between drone racks can be used to unload or change the drones already loaded in a scatter pack which has not yet been launched.
(FD7.32n) SPs cannot release their drones within 1/4 turn of the time of launch. (Resolves previous conflict in J2.24.) If the target is destroyed (and the drones are targeted randomly) the weapon pursues the hex where the target was destroyed (where residual radiation and wreckage exist).
　　The SP will not voluntarily enter a hex adjacent to its target. If it tries to do so, or if the target enters an adjacent hex, the SP will stop (not moving again) and wait for the firing restrictions to allow release. If the target moves to an adjacent hex, the SP will immediately switch to an evasive plot; it will move (away) on the current impulse if scheduled to do so (turn mode and other factors permitting).

**(FD7.33a)** Note that a damaged SP cannot release if the target is inside the minimum range or if it is less than 1/4-turn after launch.

**(FD7.34a)** It is NOT possible to specifically target submunitions on several targets. The only options are the primary target or random distribution. All of the drones in a SP must be targeted in the same manner (random or primary) and set for the same size class. The only target discriminating factor that the player can set is target size class. For example, it cannot be set to accept fighters but not administrative shuttles.

**(FD7.37a)** Note that type-IS drones (set for primary target) in a scatter pack (or MW drone) that is following a wild weasel will NOT revert to the original target but will accept the wild weasel as their target. While type-IS drones that have already accepted a ship as their target cannot be distracted by a WW, those drones released as submunitions are shown their target at the point of launch, and accept whatever target the carrier vehicle was targeted on at that time. (If set randomly, there is a probability that at least one will be sent toward the original target, but only as a function of random targeting, not because it was the original target.)

**(FD7.39n)** An SP shuttle can be set to operate at any speed between zero and its maximum. It cannot change speed after launch unless (after weapons are fired) a pilot assumes control.

**(FD7.41a)** All restrictions remain in effect until the shuttle is aboard a friendly ship and a deck crew (assume one if the ship doesn't have deck crews) spends one action removing the special SP systems. A pilot beamed aboard after release could pilot the shuttle back to a ship (even by an indirect route), but could take no other action.

SP shuttles are treated as SS under (D7.62).

**(FD7.42a)** A ship can recover its own SP (before or after it fires) by tractor beam as with any other shuttle.

**(FD7.44a)** A plasma-armed fighter can be used in this manner. A fighter armed with plasma-Ds can be used as an SP.

**(FD7.46n)** If the SP is held in an enemy tractor beam at the time of separation, it is under the same restrictions as a ship that is launching drones. If targeted randomly or at the holding ship, all will be fired at the holding ship; if targeted on a ship other than the holding ship, the SP will not be triggered. If the SP is held in a friendly tractor beam at any time, it loses its tracking (G7.52) and ceases to move, but it is not removed from the board.

**(FD7.47n)** If a friendly unit fires on a SP, the SP loses tracking and comes to a halt; it will not fire.

**(FD7.48n)** Scatter Packs (including those made from fighters) are not forced to discard their drones when crippled as fighters are.

**(FD8.0) MULTI-WARHEAD DRONES**

**(FD8.22a)** ...except that they can release on any impulse after the impulse in which the carrier weapon was launched.

**(FD8.25n)** As individual drones can be tracked, when a MW drone releases its submunitions, these can be distinguished from other drones in the same hex.

**(FD9.0) ECM DRONES**

**(FD9.0a)** ECM drones provide their benefit to themselves and to either a ship they are assigned to protect (FD9.1) or to drones (FD9.2).

**(FD9.11a)** Drones other than ECM drones cannot execute station keeping.

**(FD9.2a)** An ECM drone escorting other drones goes inert upon reaching the target and is removed from play.

**(FD10.0) DRONE CONSTRUCTION: See Nexus #14.**

**(FD10.47a)** Armor can be in the front or rear bay.

**(FD10.6a)** Medium speed drones are considered Limited in Y166, Restricted in Y167, and General in Y168. Fast drones are Limited in Y179, Restricted in Y180, and General in Y181.

**(FD10.7m)** "Regardless of drone size or armor, any other drone (excepting null, probe, or slug) or any anti-drone, will destroy any drone."

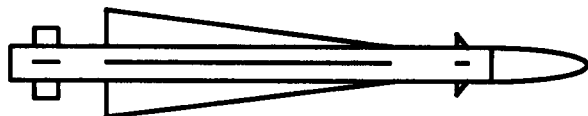**(FD11.0) SWORDFISH DRONES: See Nexus #14; No Addenda.**

**(FD12.0) ARMORED DRONES: See Nexus #14.**
**(FD12.32m)** The costs in (FD10.5) are correct.

**(FD13.0) SLUG DRONES: See Nexus #14; No Addenda.**

**(FD14.0) SPEARFISH DRONES: See Nexus #14.**
**(FD14.21)** 2PS, 1-8 Strength, 1 shield, 4 internal.

Type-I drone. The large fins are for engine cooling, not guidance. The tail fins house the antennas for receiving data from the launcher. The nose fins are part of the tracking system. The main scanner is inside the nose.

# (FP0.0) PLASMA TORPEDOES

**(FP1.0) GENERAL RULES**

**(FP1.13a)** A launcher that can be loaded under the applicable WS could be downloaded at the start of the scenario.

**(FP1.14n)** Reserve power can be used, on the last turn of arming, to increase the power of a plasma torpedo. This can never be in excess of the capability of the launcher. For example, a plasma-S launcher receives 2 points of power on turn 4, two points on turn 5, and three points on turn 6. This would normally make the torpedo held by the launcher a plasma-G. However, during a later part of turn 6, the owning player could add reserve power and increase the torpedo to a plasma-S. He could not increase it to a plasma-R because the launcher cannot handle that weapon.

**(FP1.141)** This procedure could be used to increase a previously held torpedo, but the resulting torpedo cannot be held past the end of that turn.

**(FP1.142)** This procedure cannot be used to increase a plasma-F torp, to create a plasma shotgun, or to create an EPT version of a plasma torpedo.

**(FP1.143)** This procedure can be used to arm a torpedo that has been postponed by the rolling delay (FP1.22) concept. If two points had been allocated on turn 1 and two points on turn 2, and then only two points were allocated on turn 3, the energy from turn 1 is not lost; the torpedo can be completed with reserve power during a later portion of the turn. The turn 1 energy will be lost if the torpedo is not completed by the end of turn 3.

**(FP1.22)** If the launcher is in its third (or later) turn of arming (using the rolling delay system), the arming can be completed with reserve power. The torpedo must then be fired before the end of that turn. If otherwise eligible, the arming procedure can be started with reserve power. Note that the new section (FP1.9) effectively changes some details of the rolling delay procedure described.

A torpedo held by rolling delay can be completed as an EPT or shotgun during the Energy Allocation Phase (not by reserve power), but such arming is irrevocable and the torpedo must be fired on that turn.

**(FP1.24n)** If not fired on the third turn, the torpedo can be held for the appropriate energy cost (FP2.5). If the holding energy is not paid, the torpedo is ejected. There is no 8-impulse holding period.

**(FP1.31n)** *(Advanced)* The type of torpedo is not revealed, but the apparent warhead strength is revealed. In this way, type-F and type-G torpedoes will be indistinguishable until they have traveled six hexes.

**(FP1.7a)** If the 8 impulse time period (in which the torpedo can be fired from the destroyed tube) extends into the next turn, it can be fired then and no holding energy need be paid. The PPT of a destroyed tube can also be fired during this interval. If a launch tube on a cloaked ship is destroyed, the ship will have to uncloak to fire the torpedo at a target. If still cloaked, the torpedo will be ejected. (Note exceptions: Plasma-F.)

**(FP1.84a)** Mines (except phaser captors) will not accept plasma torpedoes as targets; see (M4.221) and (M2.48).

**(FP1.88n)** The section of rule (FD1.2) that deals with designating targets also applies to plasma torpedoes.

**(FP1.9r) ARMING WITH RESERVE POWER**

Reserve power may be applied to a plasma torpedo held in the launch tube to complete its arming. The following restrictions apply.

**(FP1.91)** Reserve power can be used to supply the additional energy required to complete the arming of a torpedo held by rolling delay. This modifies (FP1.22) in that the first turn's energy is not lost until the end of the third turn of normal loading

EXAMPLE: A ship with a type-S launcher could pay two points of energy on turn one, two points on turn two, and two points on turn three. During any impulse of turn three it could pay one point from reserve power to complete the arming of a type-G torpedo or two points to complete the arming of a type-S.

**(FP1.92)** Reserve power cannot be allocated to complete the arming of an enveloping plasma torpedo or of a plasma shotgun.

**(FP1.93)** Reserve power (not allocated) can be used during the launch/fire step for accelerated arming of type-G, type-S, or type-R torpedoes. During the second turn of arming these weapons (with two energy points allocated on the first turn and two on the second turn), two points of reserve power can be applied to produce a type-F plasma torpedo. This torpedo must be launched/bolted immediately upon the application of the reserve power. Type-F launchers cannot be armed by this method.

**(FP1.94)** If energy is not allocated at the start of a turn to continue the arming of a plasma torpedo or to hold that torpedo, the torpedo is lost immediately. Application of reserve power later during the turn cannot restore the torpedo.

EXAMPLE: Type-S torpedo launcher A receives two points of power on turn one and two points on turn two. It receives no allocated points, however, on turn three. The uncompleted torpedo is lost immediately and cannot be recovered by allocating reserve power.

**(FP1.95)** A player cannot allocate reserve power to a launcher to substitute for the holding or arming energy required for the subsequent turn. A player could not allocate reserve power on turn two as a substitute for the allocated power required on turn three.

## (FP2.0) TYPES OF PLASMA TORPEDOES

**(FP2.2a)** The comment that ships armed with type-G torpedoes can fire type-S simply by allocating additional energy is incomplete and incorrect. This is not simply a player option, but is an upgrade/refit requiring a BPV adjustment specified in the refit section for that race. In addition, some type-G torpedo launchers are listed as non-upgradable.

**(FP2.4)** PFs armed with type-F plasmas can recharge them. A plasma-F torpedo held in a type-F launcher is in stasis; it cannot explode. The player cannot change this by paying holding energy in order to allow the torpedo to explode under (D5.2).

## (FP3.0) FIRING ARCS AND LAUNCHERS

**(FP3.2a)** The target must be in the torpedo's FA arc at launch (i.e. when the torpedo is placed on the board).

## (FP4.0) PLASMA TORPEDO GUIDANCE

**(FP4.2a)** The ship can retain (and/or transfer) control of a plasma torpedo in order to provide increased ECCM. If control is released by the ship (or broken), the torpedo then assumes its own guidance.

**(FP4.4a)** Plasma torpedoes are treated as ATG drones (FD5.24) for purposes of retaining lock-ons to cloaked ships.

## (FP5.0) ENVELOPING PLASMA TORPEDOES

**(FP5.2)** Since the warhead strength is higher, it will take more phaser damage to destroy an EPT than a standard torpedo.

**(FP5.3)** If the target has no shields, simply resolve the warhead strength as a single volley without the phaser restriction (D4.321). The note concerning Andromedans is superseded by (D10.14a).

**(FP5.5n) RECOGNITION** *(Clarification):* Enveloping plasma torpedoes are immediately identifiable as EPTs because of their increased warhead size. Pseudo plasma torpedoes cannot be set to appear as enveloping plasma torpedoes.

## (FP6.0) PSEUDO-PLASMA TORPEDOES

**(FP6.1a)** The pseudo plasma torpedo can be fired at any point in the sequence of play and under any conditions at which a real torpedo could be fired, assuming that a real torpedo was armed. It is not necessary to have a real torpedo armed in the tube to fire the pseudo torpedo. A ship that had been so heavily damaged that it could not arm a torpedo could still fire a pseudo plasma torpedo, assuming that it had such a torpedo available.

**(FP6.2a)** The PPT can be fired after the launcher is destroyed under the same conditions as a real torpedo.

**(FP6.3a)** The impact of a PPT on anything reveals that it is not a real torpedo. Even if one or more PPTs and one or more real plasma torpedoes hit the same target at the same time, the owner must reveal which was a PPT and which was a real torpedo.

## (FP7.0) PLASMA SHOTGUN

This technique was developed in Y168, not Y162.

NOTE: The "Special Note on Electronic Warfare" has been incorporated into addenda rules sections (F1.3), (FP4.2), and (D6.393) so that it can be cross referenced. It is (effectively) no longer necessary, although it remains valid (excepting the error in the ECCM points of ATG drones.)

**(FP8.0) PLASMA BOLTS:** See Nexus #14.
**(FP8.35a)** LS becomes LF+L; RS becomes RF+R.

**(FP9.0) TYPE-D PLASMA TORPEDOES:** See Nexus #14.
No Addenda, but note that unless stated otherwise a type-D torpedo is treated as a plasma torpedo, not as a drone.

**(FP10.0) PLASMA RACKS:** See Nexus #14. No Addenda.



LYRAN TIGER
HEAVY CRUISER

# (G0.0) SHIP'S SYSTEMS

This edition of the Consolidated Errata assumes that you have a V1R1 rulebook, or a V1R0 rulebook with Update #1. If you do not have Update #1, consult Nexus #7-#10 for additional addenda. That addenda covers rules G1-G16; the addenda for tractors, webs, and cloaks was particularly extensive.

**(G1.0) GENERAL RULES:** No Addenda.

## (G2.0) CONTROL SYSTEMS

**(G2.21a)** These restrictions can only take effect at the start of a turn.

**(G2.22a)** Tacs in the first half (imp 1-16) of the turn (and the energy) are lost. If under these restrictions, the ship allocates power for tactical maneuvers as usual, but loses any such maneuvers (and the energy allocated for them) scheduled to take place in the first half of the turn.

**(G2.23a)** ADDs operate with an automatic and autonomous tracking system and are not affected by being uncontrolled.

A PPD would fire for only one pulse, the others being lost. A PPD continuing fire from a previous turn would fire only on the first impulse.

A web caster could fire only at a single hex.

**(G2.27n)** The ship cannot benefit from a positron flywheel.

**(G3.0) HULL:** No addenda.

## (G4.0) LAB

**(G4.2a)** A successful lab attempt to identify a drone reveals its exact type (including all modules, speed, ATG if present, and endurance), and its target. The lab will also reveal armor and previous damage.

While labs cannot be used to identify a plasma torpedo as being real or a pseudo-plasma, they can identify the target of the torpedo.

Shuttles can also be identified by labs. A successful attempt reveals if the shuttle is manned or unmanned and if it is following a seeking course (seeking weapon, not pursuit plotting), but not if it is carrying drones or a suicide bomb. It will reveal the target of a seeking shuttle.

When identifying the target, if the weapon is on a ballistic course this is revealed but the precise target hex is not.

The Aegis system (D13.34) uses the same rules.

**(G4.3a)** The control system assumes lab capabilities at the start of the first turn during which the ship has no lab. One (and no more than one) control space can be used as a lab for EDR.

**(G4.44n)** Labs do not require power for scientific research or for identifying drones. They require power for Emergency Damage Control.

## (G5.0) PROBES

**(G5.2a)** Probes launched for information cannot be fired at, displaced, placed in stasis, moved by transporter, or held in a tractor beam.

Probes launched for information or tactical intelligence cannot cross an ESG or web.

This rule (G5.2) covers probes used against monsters or in scientific investigations. In such cases, the ship must be within six hexes of the object being investigated, and there must be a clear and direct path free of obstacles (webs, ESG fields, planets, etc.) between the ship and target.

In the case of probes used for tactical intelligence, see (D17.15).

**(G5.37n)** Probes fired as weapons can pass through an ESG.

**(G6.0) SECURITY STATIONS; KLINGON MUTINY:** No addenda.

## (G7.0) TRACTOR BEAMS

**(G7.321a)** See Annex #7L (a new item, in this Addenda not the rulebook).

**(G7.323n)** If the ship being towed is in an atmosphere, certain restrictions apply. The ship cannot be towed more than one hex during a turn (on impulse 32 only) if the first hex entered is an atmosphere hex. If the towing ship tries to tow the ship at a faster rate of speed, the tractor link is broken. If the first hex entered (by towing) during the turn is outside the atmosphere, there is no restriction.

**(G7.324n)** See rule (C2.46) to determine the turn mode and acceleration limits.

**(G7.33a)** If a tractor link is voluntarily released, it cannot be re-established between those two units within 1/4-turn.

**(G7.35a)** Negative tractor beam (including that created by reserve power) can be applied at the instant a tractor is applied.

The sentence "Ships without tractor beams..." applies to both those ships which never had tractors and those whose tractors have been destroyed. Andromedan ships without tractors are not required to use a TR beam but may do so.

Any ship can use Negative Tractor at any time. If the ship has an undestroyed tractor beam which has not been used during the turn, the NT energy will use this channel and that tractor will not be available for use as a tractor during the remainder of the turn. (It could be used for NT later during the same turn.) If, however, the ship does not have an available tractor (never did have, all have been used for tractors, all have been
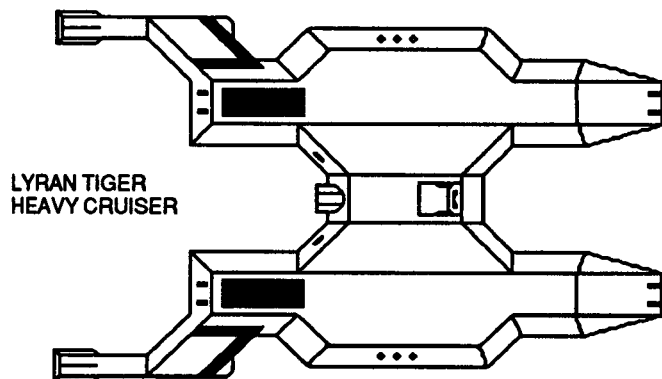
destroyed, or a combination of these) it can then use NT without involving a tractor beam. Andromedan ships are not required to use a TR beam as a tractor to allow negative tractor but may do so. Ships can allocate power to negative tractor beam in anticipation of an enemy tractor attempt. However, see (D10.713).

CLARIFICATION: Energy allocated (except by auction) to tractors can be used during the turn for positive or negative tractor purposes. However, once a given point of power is applied to one function or the other, it cannot be changed.

(G7.36a) If this movement results in moving directly from one atmosphere hex to another (except on impulse 32) the tractor link is broken.

(G7.36-C-3a) Note that the ships cannot move more than one hex in one impulse. In this case, the larger ship moves both ships on the current impulse, and the second hex of movement (caused by the smaller ship) is conducted on the next impulse. (If both are the same size, toss a coin.) If further movement is scheduled for that next impulse, that movement is delayed one impulse so that the movement delayed from the previous impulse can be conducted sequentially. If the tractor link is released before an owed movement point is conducted, it is simply lost.

(G7.37a) In the event of a tie, both beams fail and all energy is lost.

(G7.41Ca) Note that the effective strength of the tractor beam (as adjusted for range) must EXCEED, not merely equal, the strength of the negative tractor force applied.

(G7.414n) If a tractor link is established during a turn, an immediate auction is conducted using reserve and allocated power. The player establishing the link is not required to reveal how much power he has allocated until it is used in bidding. Note, however, that negative tractor energy can be reused against later links, but active tractor energy is lost once the link is broken or released.

(G7.52a) SP and suicide shuttles are not removed; they cease to move and will not release or explode.

(G7.54a) Note that the shuttle is not destroyed simply by being held. When the ship moves (and by doing so attempts to drag the shuttle along) the shuttle is destroyed in the hex where it was before the movement.

(G7.6a) Note that because of the inefficiency, one point of negative tractor power will cancel three points of tractor energy from a ship three hexes away. Also, in such a case, the ship trying to force the link would have to use six points of power (two effective points) to overcome one point of negative tractor energy.

(G7.81a) Roll normally for weapon's fire; do not assume maximum damage due to the can't miss situation. If the weapon cannot fire at range zero, use the range one column. The following weapons (photons, disruptors, plasma torpedoes, hellbores, plasma-D torpedoes, fusion beams, drones) automatically and immediately hit, but the result destroys the shuttle without otherwise reducing the damage scored on the ship. ADD's score one point of damage. Type I-S drones score two points of damage.

(G7.94a) A ship held in a tractor beam can fire a probe as a weapon under (G7.91), but cannot use a probe to gain information. Bases are not under this restriction. See (FD7.46) for additional data.

## (G8.0) TRANSPORTERS
(G8.11a) A given transporter cannot be used twice (on two consecutive turns) within 1/4-turn.

(G8.23a) A minimum of one point of shield power (not energy) is required to block transporters. This includes general reinforcement.

## (G9.0) CREW UNITS: No errata.

## (G10.0) THE THOLIAN WEB
(G10.114a) A web cannot be attached to an object on the surface of a planet with an atmosphere, or to an object in an atmosphere.

(G10.116n) Any Tholian ship (including PFs) can serve as a web anchor so long as the ship has a crew unit on board (with or without a web generator; Exception: see E12.21a). The ship can enter a web hex and simple announce it is assuming web anchor duty, or another Tholian ship can move into its hex while laying web and anchor it to the ship. Ships laying web serve as the anchor of that web unless an until they pass this duty to another unit. Certain shuttles can serve as anchors of zero-strength webs. A valid web anchor point (ship, shuttle, PF, asteroid, web anchor device) in a web hex cannot be tractored, even in a zero-strength web.

(G10.117n) If a section of web has several anchors, and one of them is destroyed or releases itself, the web section will collapse immediately unless it can exist as a valid web without that anchor. (e.g. if there is an anchor to either side of the destroyed anchor, they can hold the section. If the end anchor is destroyed, the web will immediately collapse from that point to the next anchor.)

(G10.33a) This example is changed by (G10.59).

(G10.33a) The specific unit that provides the reinforcing or maintaining energy need not be announced.

(G10.41a) Several ships could provide the required power during one or more consecutive or non-consecutive impulses.

(G10.51a) A ship trapped in a web is not "stopped" for purposes of using an SFG. The ship must cease generating movement points.

(G10.52a) If a seeking weapon enters a web hex that also contains its target, the weapon strikes the target immediately (as it would if the web were not there).

(G10.53a) This ability can never be transferred to non-Tholians. A Tholian ship, captured and operated by another race, will not have this capability. This includes freighters, monitors, auxiliaries, etc. A Tholian unit can voluntarily "forgo" this ability. Such a unit announces it is "forgoing" is passage ability at the end of the movement segment of any impulse and can reverse this at any time after 1/4-turn has passed.

(G10.55a) A WW launched by a ship trapped in a web will function, but the ship will probably receive some collateral damage due to the lack of time for the WW to move away.

Collateral damage from a WW will damage everything in the hex (except where noted), even if the hex is a web hex.

Two units in the same web hex can dock (assuming that they could do so in a non-web hex).

(G10.562a) This procedure can be used if the ship outside the web is an enemy ship. If the enemy ship cannot break the tractor link, the situation is resolved as follows:

If the trapped ship is expending more movement points than the enemy ship, the enemy ship is pulled into the web hex.

If the enemy ship is expending more movement points than the trapped ship, and the total movement points of both ships is more than the strength of the web, the trapped ship is pulled out of the web.

If the enemy ship is expending more movement points than the trapped ship, and the total movement points of both ships is not more than the strength of the web, neither ship moves.

(G10.59n) This rule will be found after (E12.7). The breakdown roll is made upon entry to the web hex.

(G10.591a) Any increase in web strength or ship speed after the ship enters the web hex has no additional effect on the chance of a breakdown.

(G10.593a) Shuttles (all types) use this procedure.

(G10.595n) The cost of EM is not added to the speed for this purpose.

(G10.62a) If several layers of web are crossed, use the one farthest from the firing ship. This ability can never be transferred to non-Tholians. A Tholian ship, captured and operated by another race, will not have this capability. In the original rule, delete "or into."

(G10.63n) The effect of a wild SWAC or wild PF scout does not extend through a web or along the edge of a web hex.

(G10.64n) Tholian web does not block any scout functions.

(G10.65n) Non-Tholian probes (for information or as weapons) can be fired into or out of a web hex, but not through one.

(G10.71a) Ships can be rotated into but not out of web hexes.

(G10.73a) An ESG cannot be generated out of a web hex.

(G10.77n) The case of a cloaked ship being exposed in a web (G13.45) cannot be used as an analogy. Entering a web hex does not affect passive fire control (D19.0), silent running (D17.75), wild weasels (J3.0), ECM (D6.3), hidden ships (D20.0), and does not provide a lock-on for a ship that failed to achieve one (D6.12).

## (G11.0) SUPER-INTELLIGENT COMPUTERS
(G11.21) When this rule was written in Volume I, the full extent of Volume II was not known. Computer-controlled ships have the following benefits of Outstanding Crews (G21.2): 1, 3, 4, 5, 7, 8, 9, 10, 11, 12, 13, 18, 19, 20, 21, 22, and 23. They do not have benefits 2, 6, 14, 15, 16, or 17.

## (G12.0) SHIP SEPARATION
(G12.112a) Klingons: C-7 = 8; F-6, E-5 = 4. F-6 and E-5 treated as F-5.

(G12.122a) Federation: BC = 7.

(G12.13n) Neo-Tholians: See page 38, Volume III, Neo-Tholian ships. A PC cannot be mounted in this position as a CM.

(G12.62a) The reference should be (G12.12) not (G12.2).

(G12.72n) When selecting ships for a battle on a point basis, players may not select separated sections. Klingon booms, Federation saucers, and Tholian modules cannot be voluntarily chosen for use in a scenario.

(G12.8n) DISTRIBUTION OF NON-SSD ITEMS

The cloaking device (if any) is in the boom/saucer section.

The UIM is a device located in the boom section. DERFACS is a computer software/hardware system in the boom section. If the boom in question has disruptors these fire control systems can still be used.

The transporter bomb storage is in the rear hull of Klingon and Neo-Tholian ships and in the saucer of Federation ships.

Drone storage not otherwise designated is assumed to be evenly divided between the various drone racks. On carriers, this storage is in the section with the shuttle bay.

## (G13.0) CLOAKING DEVICE
**(G13.16a)** If an active cloaking device is destroyed, the ship begins fading in immediately.

Note that this could cause an exception to (G13.6362).

A ship cannot destroy its own cloaking device while the device is operating. If not operating, destruction can be attempted once at the start of each turn, with a 1-4 chance of success (1-5 if a legendary captain or engineer makes the attempt).

**(G13.17n)** A planet cannot be cloaked.

**(G13.21r)** See the expanded chart in Annex #7H.

**(G13.331a)** There is some confusion caused by the word "or". The various options depend on the rules used. If using (G13.14), you roll at the start of the turn when the ship is cloaked. If using (G13.631) without the fade-out rules, then roll when the device is activated. If using the fade-out rules, roll after fade-out is completed.

Tactical maneuvers count as movement. HETs (if used) count as 5 hexes of movement.

**(G13.332a)** Note that in this equation, and in (G13.333), a new roll is made only if the result of the equation changes, not if minor elements change. For example, a change from two to three ECM points would not change the net ECM shift, and as such would not cause a new die roll.

**(G13.333n) REACQUISITION OF LOCK-ON:** After a lock-on (to a cloaked ship) has been lost, the uncloaked ship may make an attempt to reacquire the lock-on at the start of each turn, and any point in the turn when the conditions as defined under (G13.331) improve.

The attempt is resolved by this equation:

Probability of Reacquiring Lock-on = S - (EW) - RF + SF - 10

Note that this equation is similar to that in (G13.331) but the numerical factor is increased. As a practical matter, a lock-on could only be reacquired by a scout that was very close to a ship moving at high speed under cloak.

This procedure is also used to acquire a lock-on to a ship that enters the scenario cloaked.

**(G13.334n)** If self-guiding seeking weapons (SGSW, i.e. plasma torpedoes and ATG drones) are not controlled by a ship, they make their own attempt to retain a lock-on; they have no outside ECCM. If they are controlled by a ship, they do not make their own attempt, but have a lock-on automatically if the ship does. If the ship tries and fails the SGSWs are released and can immediately make their own attempt.

**(G13.341a)** When firing overloaded weapons at a cloaked ship at an effective range that is beyond the maximum range for that weapon in overloaded mode (and assuming that the true range to the target is within the maximum range of the weapon), resolve it as follows:

In the case of "probability of hit" weapons (photons, disruptors, PPDs, and hellbores) use the probability of a hit at the effective range, even if beyond the overload range limit. If a hit is scored, use the damage that would be scored at the true range.

In the case of "range of effect" weapons (phasers, fusion beams) determine the non-overloaded damage at the effective range, then increase this damage by the overload rating (50% or 100% as applicable). For example, a fusion beam fired at a true range of 2 would have an effective range of 9. A die roll of 3 yields 2 damage points, increased to 3 points by the overload.

Note that (G13.344) is also used to reduce the damage.

**(G13.344a)** This table is used in place of, NOT in addition to, the effects of any ECM shift. Cloaking is a very gross effect which effectively destroys the basis on which the ECM shifts are calculated. The cloak is the maximum possible effect. ECM ensures that the cloak will work, but cannot increase its effect. During the fade-in/out periods, ECM is used normally and the chart is not used.

Apply the percentage to each weapon individually, not to the sum of each weapon type.

**(G13.45a)** The web must have a strength of at least 1; unformed free-standing webs do not expose cloaked ships.

**(G13.49n)** Atmosphere does not void the cloaking device. The slight disturbances of the atmosphere are more than offset by degraded sensors on the searching ships.

**(G13.55a)** A cloaked ship is exposed and can be locked onto during the impulse in which it is inside the 7-hex area of a mine explosion. As with all units in such a blast area, a cloaked ship is damaged by an explosive mine detonated by another unit.

Cloaked ships are not exposed by ship explosions or damage from weapons.

**(G13.633a)** In this rule, and others in the cloaked section, the term "may be locked onto" is used. The "may be" element reflects the die roll that all units must make to lock onto anything. If the unit's sensor rating is six, this is, of course, automatic. Then you must roll to retain the lock-on.

**(G13.6362r)** *(Rules Change)* The player can stop/reverse the fade-in or fade-out process at any point, but the ship must then fade back out (or in) the same number of impulses. The decision must be made at the cloaking device step of the impulse. The combined action counts as the only fade-in and fade-out allowed during that turn. The ship cannot stop at a point partially faded-in/out and await developments, but must either complete the process or reverse it. If this is done, the ship does not pay for a second activation of the cloaking device.

**EXAMPLE:** A Warbird turns its cloaking device off on impulse 10, fading in during impulses 11 and 12. During the movement portion of impulse 13, Federation reinforcements arrive and the Romulan player decides to "take her down" (i.e. cloak) again. Reversing his fade-in, the ship fades out on impulses 13 and 14, and is fully cloaked on impulse 15.

## (G14.0) TUGS AND PODS
**(G14.1a)** Modules such as hangar bay modules, base power modules, PF docking modules, Skyhawk modules (one per SkH), Sparrowhawk modules (two per SpH), can be carried by tugs. Two modules replace each pod. The systems on the modules are not operable, and are treated as cargo boxes for damage purposes.

See the note at the end of the Master Ship Chart. When determining the values of a tug+pod combination, simply add the two BPVs, crew units, and boarding parties. However, if the specific combination is listed separately on the table (e.g. Fed Battle Tug, Klingon CVT) that listing, not the combined total, must be used.

Some tugs (Lyran, Hydran, Romulan FE) carry pallets rather than pods. There is no functional difference; pallets are simply pods that are flat rather than round. Cargo packs also operate as pods.

**(G14.11n)** The cost of raising the combined shields is the same as the cost of raising only the tug's shields. (Note that some battle/carrier tugs are rated as a larger size class, costing more energy to raise their shields.) The pod's shields can be left inactive to deceive an opponent, but take 1/4 turn to raise after intention to raise those shields is announced. Note that when combining the sensor, scanner, and damage control ratings of the tug and pod, the undestroyable "residual" rating (zero or nine) is not added; if both have such a box only one is used by the combined unit.

**(G14.4a) NOTES ON POD ARRANGEMENTS**
While an intriguing idea, analysis of the blueprints shows that pods cannot be mounted backwards on their tug. The power connections are not reversible, and the elevator shafts will align with the sewage system.

Klingon and Kzinti tugs are shown with two side-by-side pods. These tugs can operate with a single pod (on the centerline); a pod in this position blocks both normal positions. A tug could not disengage by acceleration with one pod in a side position, and conversely could never arrive at a scenario with one pod in a side position. For a tug with one pod to pick up a second one, it would have to drop the first and then reattach both. If such a tug drops one pod, it will have to drop the other (possibly reattaching it on the center position) before disengaging by acceleration.

Lyran tugs carrying Klingon pods operate as Klingon tugs do.

ISC tugs cannot operate with one pod, but only with two or none.

**(G14.65n)** While ships with similar hulls to a tug (e.g. Lyran Tiger vs Cougar, Lyran Jaguar vs LTT, Hydran Ranger vs Caravan, all LTTs to their CWs) cannot carry a pod because they lack the internal bracing, they could carry a pseudo-pod for deception purposes. It would automatically collapse in an HET.

**(G14.7n) Campaign notes:** For purposes of strategic mobility, it could generally be assumed that any tug could carry any pod, with the exception of the uniquely-shaped Lyran pallets and the small cargo packs carried by the Tholian CPC and Romulan FE. However, this is for cargo purposes only; due to incompatible power connections and dynamic balance, no systems on a towed foreign pod could operate and all boxes would be treated as cargo. The pod could NOT be dropped to assume independent operations, as the systems would be shut down for safety purposes on the trip.

A towed foreign pod could be dropped, but would not be active. It could be reattached, but would not become active (even on a ship of the same race) until taken to a base for servicing (between scenarios).

On a pod or module carried as cargo, the sensor, scanner, damage control, and excess damage tracks cannot be hit but do not count.

## (G15.0) ORION PIRATES SPECIAL RULES
**(G15.2a)** The ship is not required to allocate all of the power produced from doubling the engines, but any unallocated power is lost. It cannot be used as reserve power.

**(G15.21a)** The BR is treated as a CR for this purpose.

The box destroyed by the doubling process is in addition to any combat damage. An engine box destroyed in combat during the turn cannot be used to satisfy this requirement. However, if the entire engine is destroyed during the turn, the penalty is meaningless and ignored.

(G15.22a) The engine box lost by the LR/DR must be a warp engine box if warp engines were doubled.

The DBR is a special case. Its warp and impulse engines are doubled separately, each costing one destroyed box of the type doubled.

The engines and booster packs on a PF are doubled separately. Doubling the packs destroys them but also doubles the engines without damage; doubling the engines results in a loss of one engine box with no damage to the packs. A PF must double all of its warp engines (and/or all of its warp packs); it cannot double individual engines or packs.

(G15.26a) Energy spent for HETs or EM is not movement and not limited by the speed. The ship could move 31, and perform these maneuvers.

(G15.3m) These costs are superseded by (R8.70).

(G15.4a) The wing mounts on all Orion ships are too weak to mount hellbores. That weapon cannot be placed in option mounts on the wings of any Orion ship.

Transporters can be placed in optional weapon mounts within the ship's hull (not on the wings). The BPV cost is zero; each transporter comes with two extra boarding parties.

(G15.41n) The following items can be placed in an optional weapon mount: Weapons listed in Annex #8B, batteries, APR, AWR, labs, cargo, tractor beams, probe launcher. Additionally, those mounts in the main hull (not wings) of Orion ships can include transporters, repair, or hull. Mounts in the main hull cannot include mech-tractors, but could include tractors. None of the non-weapon options changes the BPV of the ship.

(G15.7) (Starletter #19) This rule was voided by Update #1.

# (G16.0) STASIS FIELD GENERATORS
(G16.21m) "...separate FIELDS need not be generated..."
(G16.34n) If the generating unit is displaced, the field is broken.
(G16.35n) The generating ship must have a lock-on to the target to place it in stasis.
(G16.4a) Note specifically that the SFG field does not capture an entire hex, only one object/unit inside that hex.
(G16.47n) The unit in the field cannot be displaced.
(G16.61a) Drones, plasma torpedoes, shuttles, interceptors, fast patrol ships, mines, and defense satellites can be placed in a stasis field.
(G16.66a) This rule, being a specific case, is clearly an exception to (G16.31).
(G16.73a) These effects are caused by the failure of the active fire control mode (D6.14). The distorting effects of the stasis field cause the system's active mode, which is suddenly getting an entirely different set of sensor returns, to assume that a failure has occurred and shut down, switching the system to the passive firing mode. However, for purposes of some targets (i.e. shuttlecraft or seeking weapons, as stated) within three hexes, the system remains within an active mode. The restriction on seeking weapons "targeted on" the ship is changed to "approaching" the ship.

# (G17.0) REPAIR SYSTEMS
(G17.36n) Excess damage cannot be repaired during a scenario.
## (G17.5n) PARTIAL REPAIRS
In some cases, time is of the essence and a less effective weapon available sooner would be more useful than a fully effective weapon available later. In such cases, the player may repair a system to a lower status.
(G17.51) When repairing a destroyed system under (G17) or (D9.7), the owning player has the option of repairing it for a lower cost by paying the cost of a similar but less effective item on Annex #9. In this case, the system would then function as the less effective counterpart. Specific substitutions allowed are:

AWR can be repaired as APR.
Disruptors can be repaired as a shorter range.
Impulse engine can be repaired as APR.
Warp engines can be repaired as AWR but not APR.
Phaser-IV can be repaired as phaser-I, -II, or -III.
Phaser-I can be repaired as phaser-II or -III.
Phaser-II or Phaser-G can be repaired as phaser-III.
Plasma torpedoes can be repaired as any lower type (except D).
Snare generator can be repaired as web generator.
TR beam can be repaired as tractor beam.
Web caster can be repaired as a snare or web generator.

(G17.52) When repaired to a lower level, the system is treated as what it was repaired as, not what it originally was, for purposes of energy requirements and utilization.

Note that a type-R/S/G torpedo launcher repaired as a type-F launcher would not have the stasis box and would have to pay holding energy for any torpedo armed and held in it.

(G17.53) For purposes of damage allocation, the system is treated as its original identity.

(G17.54) Further repairs on partially repaired systems cannot be completed during a scenario. For purposes of intervals between scenarios, a partially repaired system is treated as if it remained destroyed.

(G17.55) If a partially repaired box is destroyed, it can later be repaired completely or partially.

# (G18.0) ANDROMEDAN DISPLACEMENT DEVICE
(G18.13a) Displacement devices require active fire control and a lock-on to the object being displaced.
(G18.31a) Displacement devices are operated after explosions and before critical hits are resolved in the direct-fire segment of the sequence of play.
(G18.54n) An Andromedan ship cannot use its own displacement device to launch itself from a mothership or base (exception D21.45).
(G18.62a) Displacement does not affect and is not affected by Emergency Deceleration or Erratic Maneuvering. (The ECM produced by EM may affect the probability of success.)
(G18.66a) Except in the case of planets (and possibly moons), it is not possible to displace an object into the exact space occupied by another object. (i.e. You cannot displace a frigate into your opponent's bridge.)
(G18.67a) While a displacement device can be used to send a ship across a web, a displacement device cannot be used by one ship on a ship that is on the other side of a web.
(G18.68a) A ship cannot be displaced off of a fixed map. It would stop in the last hex at the edge of the map.
(G18.69n) Displacement does not change the facing of the unit displaced. If a ship is displaced into a hex containing another ship, determine the relative facing between the ships by rolling a die. The ship already in the hex is in the direction indicated (by the die) from the ship that arrived by displacement.
(G18.71a) Shuttles can be displaced.

# (G19.0) ANDROMEDAN SATELLITE SHIP OPERATIONS
(G19.41a) Facing is optional at the time of launch.
(G19.42a) This rule is confirmed. Displacement devices cannot be used to recover satellite ships.
(G19.44m) "...after it is launched or before it is recovered."
(G19.46a) This restriction is a function of the active fire control system and includes using transporters.
(G19.48n) Any seeking weapons targeted on the SS accept the mothership as their target when the SS is transported on board. Seeking weapons targeted on a mothership do not transfer to SS when they are launched.
(G19.49n) Andromedan ships cannot lay large mines by transporter or displacement device.

# (G20.0) ANDROMEDAN ENERGY MODULES
(G20.31m) "...on any impulse during the Satellite Ship launch Step."
(G20.34n) Energy cannot be taken out of an energy module and transferred to the mother ship's batteries.
(G20.5a) "...another panel. During the record-keeping phase at the end of the current turn, it dissipates..."

# (G21.0) CREW QUALITY
(G21.1-#6a) In the case of (D15.3) subtract one, not add.
Note that some of these die roll modifiers have been incorporated (with minor changes) into tables under those rule numbers. Also note that all ship combat modifiers are being incorporated into EW.
(G21.1-#17a) The missing shuttles are on board but in a state of disrepair and non-operational. They cannot be made operational during a scenario.
(G21.2-1a) If the EW total (before taking the square root) is a negative number after including this modifier, the net ECM shift is a -1. Normally, ECM/ECCM cannot produce a negative shift; this is an exception.
(G21.2-6a) Note that some of these die roll modifiers have been incorporated (with minor changes) into tables under those rule numbers. Also note that all ship combat modifiers are being incorporated into EW.
In the case of (D15.3) add one, not subtract.
## (G21.3n) TRANSFERS
When crew units are transferred to a ship with a different skill level, they have the option of remaining as passengers (not affecting the host crew's rating but not available to meet minimum crew requirements) or being integrated into the crew. Any crew unit added to a poor crew becomes poor. More than 10% average or 5% poor crew units added to an outstanding crew reduce it to average status. More than 10% poor crew units added to an average crew will reduce it to a poor crew. Outstanding crew units added to an average crew become average. Percentages are based on the original size of the host ship's crew.

# (G22.0) LEGENDARY OFFICERS
(G22.23n) If a Legendary Captain is performing the job of another officer, he cannot use any of the Legendary Captain abilities.
(G22.4a) Neo-Tholians can have Legendary Engineers.
(G22.51a) A Marine Major who accompanies a boarding party on a hit-and-run raid raises a poor unit to standard or standard unit to outstanding.
(G22.54n) A Marine Major can guard a system as a boarding party or can serve as a commando.
(G22.6a) A legendary doctor cannot go on a hit-and-run raid.

**(G22.7a)** If ECM or ECCM is increased, the extra point is not subject to the 6 point self-generated or received-from-lending limits. The presence of such an officer does not, however, increase these limits.

If the Legendary Weapons Officer improves the scanner factor to "-1," the modifier is not used on targets closer than 8 hexes (true range).
**(G22.7-3n)** He subtracts one from the die roll on (G13.344).
**(G22.8-3r)** He improves the die roll by one for purposes of (S4.22). Note that in previous (i.e. Designer's) editions of the rules it was the weapons officer who had this function; it has been transferred to the navigator.
**(G22.9a)** Actual Legendary Ground Force Officers, but not other officers serving in that role, can operate as commandoes.

## (G23.0) EXPANDING SPHERE GENERATORS
**(G23.321a)** The player must reveal the number of generators he plans to release when the 4-impulse notice is given.
**(G23.324n)** If the Commander's Level system is in use, an ESG cannot be released without warning, even at the start of a turn. If release at the start of a turn is desired, the owning player would have to announce the release during the previous turn (without knowing if he will have sufficient energy available) or announce the release at the start of the turn and delay it the required four impulses.
**(G23.47a)** If voluntarily deactivated, the ESG field ceases to function immediately and cannot be reactivated until 64 impulses after it was first activated.
**(G23.57n)** Movement of the ship that is generating the ESG in such a way as to cause the field to contact another unit has the same effect as the movement of that unit. (i.e. the unit is damaged.)
**(G23.571)** Note that it is possible for the target unit and the ship generating the ESG to move (toward each other) on the same impulse. In this case, the damage is still resolved normally (the target cannot "jump" across the field), but the sequence of play must be interrupted. Use (C1.31) to determine which ship moves first, move that ship, resolve the ESG damage (including all units damaged) immediately, then move the other ship and continue the normal sequence of play.
EXAMPLE: A Lyran CA is in hex 1010 facing A and projecting an ESG into hex 1007 (among others), while a Hydran FF is in 1006 facing D. Both ships are scheduled to moved straight ahead, resulting in the Hydran FF being in 1007, the Lyran CA in 1009, and the ESG in 1006. It could be argued that the FF and ESG "passed" and there was no contact, but this is obviously illogical and the situation is resolved by the above rule. The same situation can occur when the ships are moving apart, in which case it is resolved the same way.
**(G23.572)** Note also that if the ESG ship is moving in the same impulse as its target, but is moved first in that impulse by (C1.31), and the subsequent (but same impulse) movement of the target again moves the ship clear of the field (but not across it), no contact with the field actually took place.
EXAMPLE: In the above case, had the Hydran FF been moving in direction A, the CA would have moved first by (C1.31) and would have moved its ESG into 1006, but the FF moves to 1005, avoiding it, even though the apparent non-simultaneity of the actual movement of the counters would seem to indicate otherwise.
**(G23.61a)** The ESG field will detonate all explosive mines that it touches, even if only a portion would be sufficient to destroy the field.

If the ESG strikes a mine that is not active or explosive, it is destroyed (see M8.4) without exploding. Note that an ESG is not under the restriction against detonating more than one mine per impulse. This assumes that the ESG has the strength to destroy the mine; also note that the ESG is reduced by this amount.

If a captor or sensor mine survives the impact, it will (at the appropriate point in the sequence of play) trigger (i.e. fire at the ship, order other mines to fire, etc.).

Captor and sensor mines are damaged or destroyed by the ESG field as any other object would be, but do not explode or fire. This includes both active and inactive mines. (This explains why captor mines are usually protected by explosive mines.) Note also that a ship could strike several mines in the same impulse.
**(G23.63a)** Mine explosions not caused by a specific ESG (G23.61) ignore the effects of that specific ESG.
**(G23.65a)** Should an ESG field strike a planet ot moon without an atmosphere, the field is reduced to zero and no damage is caused to the planet or to installations on it (the effect is spread over too wide an area).
**(G23.84a)** If fired from inside an ESG field at a target also inside the ESG field, the hellbore does not strike the ESG field. If fired from inside an ESG field at a target outside the ESG field, the hellbore strikes and is diverted by the field to the ship generating the field.
**(G23.86n)** If an ESG field strikes an object in stasis, the object takes no damage, but the field loses the same strength it would if the unit struck were not in stasis.

A drone in stasis would have to be identified (as to its damage points only) so that this calculation can be made. A ship (Interceptor or larger) in

status would require that damage from the ESG actually be resolved (but not scored) to determine if the unit in stasis would have been destroyed before the ESG lost its strength.

## (G24.0) SCOUT FUNCTIONS
**(G24.0a)** This is a Commander's Level Rule.
**(G24.13a)** Probes fired for information do not blind a channel; probes fired as weapons do blind channels. The blinding takes place after the weapon fire is resolved. If the channel is not operating (not powered) it is not blinded, and it could not be voluntarily blinded to avoid blinding a working channel.

There are no exceptions to this procedure unless specifically stated in unit descriptions. Starbases use this procedure. Note, however, the exception in (X6.9). Plasma Bolts and type-D torpedoes will blind sensors.
**(G24.14a)** During the period it is blinded, the channel can be powered but cannot function.
**(G24.17a)** If the channels are destroyed on phaser hits, direction is ignored.
**(G24.18a)** Asteroids have a degrading effect on special sensors. Each hex of asteroids counts as two hexes of effective range for purposes of the special sensor range limits in functions 21, 22, 23, 25, 27. There is no other effect.

Use the largest number of asteroids on the most direct path (i.e. a path that includes only hexes on a direct line-of-sight).
**(G24.21a)** Channels can lend ECM or ECCM generated by the scout, but channels do not generate EW points themselves. Some players have incorrectly assumed that the one point of energy spent to operate the channel automatically produces six points of electronic warfare without any cost.
**(G24.215a)** ...or to a planet.
**(G24.217n)** Scouts can loan EW points to a specific fighter, but cannot lend to an entire squadron as a carrier or EWF (or SWAC or MRS) could. Scouts can loan EW points to a specific PF, but not to an entire flotilla as a PFT or scout-PF could. In each case, a carrier, EWF, PFT, or scout PF cannot lend points that it received by lending from a scout. Note also that PFTs and SPFs require channels; carriers and EWFs do not.
**(G24.23a)** If the scout voluntarily shuts down the channel, the weapons remain targeted on the scout.
**(G24.24a)** *(Clarification)* A scout can control six seeking weapons (i.e. equal to its sensor rating). If it uses one channel to control seeking weapons, it can control 12 seeking weapons (i.e. six normally and six by channel, effectively double its sensor rating). It can never control more than double its sensor rating. Players cannot install "control seeking weapons equal to double the sensor rating" as a modification to a scout ship.

The Kzinti MSC and SSCS already have double-drone control; with a channel in use it can control drones equal to triple the sensor rating.
**(G24.27a)** Only one lab is required, not two.
**(G24.28a)** Only one channel can be used for this purpose. This rule provides a partial exception to (G24.31).

Confirmation: Scouts cannot lend ECCM to themselves.
**(G24.29n)** TACTICAL INTELLIGENCE: This function is described in (D17.0). It does not cost extra energy. Prolonged observation requires a channel to be continuously operated for this purpose. A ship with scout channels assigned to this function uses the "scout" column on (D17.3).
**(G24.34a)** Other units can also use this system. With fractional accounting, it could be assumed that the capacitor allows two firings of a ph-I/II as a ph-III, but not in the same turn or within 1/4-turn. See (E2.25).

## (G25.0) CARGO
**(G25.132a)** X-Shuttles are treated as MRS shuttles for this purpose.
**(G25.134a)** It is most definitely NOT possible to stack reload drones (or mines) in the back seat.
**(G25.22r)** "...or before which the shuttle launches."
**(G25.235a)** ...(e.g. TWO spaces per impulse when docked to a base.)

## (G26.0) THOLIAN WEB ANCHOR
**(G26.12a)** The cost of the device (10 points) is shown on the Master Ship Chart. Note, however, the 2 points received for the removed shuttlecraft.
**(G26.36n)** A web anchor can only be laid in a web hex. Web anchors cannot be dropped in empty hexes for possible use later, and those anchors used with web that has deteriorated cannot be reused unless taken aboard a ship and recharged.

## (G27.0) ROMULAN CLOAKED DECOY
**(G27.2a)** If not launched after 15 turns, treat as if power had not been applied to hold it. The decoy burns out.
**(G27.35n)** In any case not defined, the rules for operation of a shuttlecraft apply to the cloaked decoy.

# (H.0) POWER SYSTEMS

**(H1.0) GENERAL RULES:** No addenda.
**(H2.0) WARP ENGINES:** No addenda.

**(H3.0) IMPULSE ENGINES**
**(H3.4n)** Regardless of movement cost, one unit of impulse power will move the ship one hex.

**(H4.0) AUXILIARY POWER REACTORS**
**(H4.3n)** Certain ships have AWR (Auxiliary Warp Reactors) instead of or in addition to the more common APRs. These include ships modified by players, the general APR/AWR conversion applied to many Federation ships, and some more modern ships. This warp power cannot be used for movement-related functions (including EM or HETs). AWRs are damaged on APR hits, except as may be noted (e.g. bases).

**(H5.0) BATTERIES:** No addenda.

**(H6.0) PHASER CAPACITORS**
**(H6.2a)** Note specifically that the capacitors have an absolute limit. All energy to fire phasers must come from the capacitors (not directly from power sources), and energy cannot be allocated to the capacitors unless they have the capacity to receive it. I.E. If the capacitors are still full from the previous turn, no power can be allocated to phasers. Reserve power is presumed to flow to the phasers through the capacitors. If the capacitors are full, it is assumed that power was drawn from them and then replaced with reserve power.
**(H6.4n)** Power can only be held in a capacitor for 25 turns. If the power is not used in that time, it is lost and cannot be recovered. The capacitor could, however, be recharged without penalty.

**(H7.0) RESERVE POWER**
**(H7.2a)** Reserve power can (within the limits of the rules) be used to:
Increase the amount of ECM or ECCM.
Raise shields, increase their level, or reinforce them.
Activate or reinforce PA panels (same procedure as shields).
Operate mine detecting systems or active fire control.
Fire weapons which can be armed in one turn.
Overload weapons otherwise ready to fire.
Complete a plasma torpedo held with rolling delay.
Increase the power in the capacitors of weapons that use them.
Provide power for tractors, or transporters.
Add power to unreleased ESGs or web casters.
Begin arming a Wild Weasel.
Increase speed through (C12.25) or make an HET (H7.4 only).

**(H7.3r) RESTRICTIONS ON RESERVE POWER**
**(H7.31)** (repeat of existing H7.3)
**(H7.32)** Multi-turn arming weapons (or systems) can begin arming with reserve power, but cannot do so on a turn during which the weapon has been fired (or ejected). There is an exception in (E11.23).
Reserve power cannot be used to continue multi-turn arming begun in a previous turn because if energy was not allocated at the start of the turn, the arming sequence was aborted.
**(H7.33)** Reserve power can be used to increase electronic warfare levels (within other limits), but this can only be done in the Fire Decision Step. It cannot be done between the point when direct-fire weapons fire is announced and the point when it is resolved. It cannot be done between the point when a seeking weapon enters the target's hex and when the explosion of that weapon is resolved.
**(H7.34)** Reserve power can be used to raise or reinforce shields, or provide general reinforcement. This can be done after a transporter action has been declared and before it is resolved or completed. Reserve power cannot be used to raise shields after damage has been scored and before it is resolved. PA Panels use the same procedure.
**(H7.35n)** Reserve power cannot be used for Damage Control or Emergency Damage Repair.
**(H7.36n)** Unused reserve power remains in the batteries (or goes to the batteries in the case of reserve warp power). The player could channel this power into the phaser capacitors (without firing the phasers). This redirection of reserve power takes place in the record-keeping phase before the PA panel step.
**(H7.4n)** Reserve Warp Power can be used for EM and HET, and to increase speed.
**(H7.42m)** "...reserve warp power CAN be used to..." See (H7.36).
**(H7.43n)** Batteries can be drained during the energy allocation phase of a given turn and then dedicated to reserve warp power on that same turn. This is, in fact, standard procedure.
**(H7.44n)** Players are not required to announce the use of reserve warp power to increase the speed of the ship (or the number of Warp TACs). The increase in speed will be noticed, but could come from original allocations.
**(H7.45n)** Power from AWRs cannot be used for movement or movement-related functions (EM, HETs, TACs, etc).

**(H7.46n)** If the battery is destroyed before the power is used, the reserve power (warp or non-warp) is lost.
**(H7.47n)** Reserve Impulse Power uses the same procedures as Reserve Warp Power, but is limited to impulse functions, such as EM.

**(H7.5) USE OF RESERVE POWER FOR WEAPONS**
**(H7.51)** Reserve power can be used to complete the arming of a plasma torpedo that is being held by rolling delay. (The comments in FP1.22 regarding the loss of the first turn's power were written before the reserve power concept was added to the game system.) Reserve power cannot be used to convert an armed plasma torpedo into an enveloping plasma torpedo or plasma shotgun. See (FP1.9).
**(H7.52)** Reserve power can be used to provide overload energy to a weapon about to be fired (assuming that the weapon has an overload function). This includes additional overload energy to a weapon, such as a photon, with variable overload levels.
**(H7.53)** Reserve power cannot be used to arm a weapon during the same turn that the weapon was fired. (Note that PPD pulses extending into the next turn do not count as firing on that next turn.) Reserve power can only be used to arm a weapon which has not been fired on that turn, or to overload a weapon. (A ph-G that had fired up to three times with allocated power could fire the remaining shots with reserve power.)

**(H7.6n) CONTINGENT RESERVE POWER**
**(H7.61)** For increased flexibility, players can use the contingent reserve concept. Under this procedure, part of the energy cost of a desired action is paid during Energy Allocation, with the remainder supplied by reserve power only when and if the action is performed. A partial list of functions that can be allocated in this manner includes: HET, EM, weapons, etc.
   EXAMPLE: A ship requires five points of power to perform an HET. The player allocates three points, and supplies the other two points from reserve warp (non-AWR) power only when he is ready to perform the HET.
**(H7.62)** If the reserve power is not supplied, the power allocated for that function is irrevocably lost.
**(H7.63)** This procedure cannot be used for functions which require continuous power supplies. For example, you could not allocate part of the operating cost of an operating cloaking device because without full power the device would immediately cease to function and the ship would be exposed. Similarly, the ship cannot pay part of the cost of holding a torpedo, because if the entire cost is not paid the torpedo will be ejected.
**(H7.64)** Note that Contingent Reserve power does not escape the provisions of weapon overloading rules. Allocating power to partially overload a weapon irrevocably results in an overloaded weapon, which cannot (unless so stated, as in the case of photon torpedoes) be fired unless the full amount of energy is provided (presumably by reserve power), and cannot be un-overloaded. (A fusion beam with more than 4 points of power but less than 7 could be fired as a normal overload.) Thus, this procedure cannot be used by a player who is uncertain if the target will come into overload range, as the weapons would be limited to that range with the first point of allocated overload power.

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**(I0.0)** THE LETTER "I" IS NOT USED IN THE SFB RULES SYSTEM.

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# (J.0) SHUTTLECRAFT

**(J1.0) GENERAL RULES**
**(J1.33a)** In the case of crippled shuttles, those weapons with a 360° arc remain functional. All gatling phasers on crippled shuttles are reduced to phaser-3. If a gatling phaser has fired three or fewer times during earlier portions of that turn (that it was reduced by crippling), the resulting phaser-3 can fire later during the turn. This takes effect immediately after the step in which the damage was received. The shuttle can control seeking weapons (assuming it could before it was crippled) and receive EW lending, but cannot perform HET or EM.
**(J1.34n)** A shuttle can be fired at on the impulse it is launched by any weapon that follows shuttle launch in the sequence of play.
**(J1.5a)** Shuttles can be launched facing in any direction.
**(J1.53a)** A ship can launch/land shuttles from/onto the balcony at any speed that it could launch/land them from the hangar. It can move shuttles between the hangar and balcony at any speed up to 31.
   Any shuttles on the balcony when the ship disengages by acceleration (exceeding speed 31 in the process) are destroyed.
   Scatter-packs can be held on the balcony. Suicide shuttles and wild weasels cannot. The targeting of SPs held on the balcony can be determined on the impulse of launch.
**(J1.55n) SHUTTLE MECH LINKS:** There is a special type of mech link which can hold shuttlecraft but not PFs. This is shown by the symbol at right in the tractor box. This system is used (currently) only by the Federation SCS (in the central A-20 bay) and on PF-Leaders. See (K2.25).
**(J1.61a)** A suicide shuttle hauled into a shuttle bay will explode. The explosion is applied first to destroy every undestroyed box in the shuttle bay, and then resolved as internal damage. No phaser direction restriction.

**(J1.621a)** Enemy shuttles cannot be pulled at one hex per impulse. No shuttle can be pulled at this rate through/into an atmosphere, asteroid, web, planet, moon, black hole, pulsar, or nebula hex.

**(J1.63a)** The reference (D7.6) should be instead be to (G7.8).

**(J1.631n)** If friendly and enemy shuttles are aboard a ship, and shuttle bay damage is scored on that ship, the players must determine randomly (by die roll) which shuttle box was damaged.

**(J1.632n)** Shuttle bay hits scored by a shuttle inside an enemy shuttle bay cannot be scored on that shuttle unless it is the last undestroyed shuttle on the ship.

**(J1.633n)** Shuttles landing on an enemy ship can land in "destroyed" shuttle boxes. That box can then absorb another hit (J1.631), but is still not a functional shuttle box.

**(J1.64n) OVERCROWDING:** Shuttles can land on a ship in excess of its nominal shuttle capacity. This allows a ship with its normal full load to accept a shuttle from another ship (for example, carrying a senior officer on an inspection tour). A ship can land one excess shuttle if it has 1-3 undestroyed shuttle boxes, or two excess shuttles if it has four or more. This is determined in the case of each bay for ships with more than one bay. Tholian external bays cannot be used for this purpose. Excess shuttles cannot be refueled or used for any special purpose. A ship cannot begin a scenario with excess shuttles except in the case of a published historical scenario.

**(J1.65n) CRASH LANDING:** Shuttles can land in an already occupied shuttle box, but this action results in the crippling of both shuttles. If the shuttles are friendly to the ship, the owning player decides where to land them. If they are enemy shuttles, the specific box used (assuming that no empty boxes are available) is determined randomly by numbering the boxes and rolling a die. However, no box can hold more than two shuttles until all boxes hold at least two. If a third shuttle is landed in a box, it destroys all other shuttles in that box and is itself crippled. Previously crippled shuttles are destroyed but in either case their occupants can debark immediately as boarders.

This action would only be taken in desperation (due to its cost) but might be used to recover the shuttles of a lost carrier or to bring on more friendly boarding parties when a ship was in danger of being captured. Alternatively, if might be used by enemy shuttles landing by (J1.61), presumably to deliver boarding parties.

**(J1.85n)** The economic BPV of all shuttlecraft and fighters is equal to one-half of the combat BPV listed on the Master Fighter Chart.

## (J2.0) ADMINISTRATIVE SHUTTLES

**(J2.15n)** The fact that a given shuttle is a suicide or SP type is not revealed until it releases its weapons or reaches its target unless detected by (D17.0). See also (G4.2). The fact that a given shuttle is a suicide or SP type is revealed when the shuttle is destroyed. The fact that the shuttle is unarmed under (J2.22) or (FD7.45) would be reported as a "normal shuttle."

**(J2.2a)** A player is required to identify as such an admin shuttle used as a wild weasel, but not one used as a scatter pack or suicide shuttle.

**(J2.223a)** If holding power is not applied to the SS, it is immediately disarmed but cannot be used on that turn.

**(J2.224n)** If the target of a suicide shuttle is destroyed, the shuttle stops and its weapon is deactivated except for purposes of capture by a boarding party transported to the shuttle.

**(J2.225n)** Suicide shuttles cannot be targeted on a plasma torpedo.

**(J2.226n)** Unmanned shuttles can be launched as suicide shuttles without an armed weapon. No energy cost or preparation is required. A shuttle without a bomb stops when it reaches its target and goes inert.

**(J2.227n)** If the controlling ship cuts the tracking, the shuttle goes inert and stops; the bomb is ejected safely. The shuttle could be recovered.

**(J2.24e)** Various data on SPs was moved to (FD7.0).

**(J2.241n)** A shuttle CAN be fired at on the impulse of launch by any weapon that follows shuttle launch in the sequence of play.

**(J2.242n)** SP shuttles cannot release their weapons until 1/4 turn has elapsed since their launch (and other conditions are fulfilled).

## (J3.0) WILD WEASELS

**(J3.11a)** A WW can be launched on a pre-set course. Up to three turns of directional instructions can be recorded; when the end of those instructions is reached, the WW will repeat them. A voided WW is not destroyed, but will continue to execute this course.

A WW could be launched at any speed (this refers to the speed of the WW, not the ship) up to 12 if booster packs are used.

An active WW cannot be held on board the arming ship.

The wild weasel becomes effective immediately on launch. It cannot be launched "tame" and activated later.

**(J3.12a)** If the charging energy for the previous turn came from reserve power, the ship cannot launch the WW until 32 impulses later. A crippled shuttle cannot be used as a WW. An operating WW on the board continues to function normally if crippled (although possibly at a lower speed).

A ship can (is allowed to) have two or more charged or charging WWs in the shuttle bay at any time.

**(J3.13a)** The ship must suspend its active fire control system (D6.14). See (C2.45).

**(J3.14a)** Assuming that the pod is manned and equipped for independent operations and fulfills any other restrictions and requirements, it could move, use any of its own systems (including weapons), and even attempt disengagement (presumably by sub-light evasion). A pseudo-pod cannot be used for this purpose.

**(J3.15n)** A sub-light shuttle (for example, R4.90) can be used as a WW for any ship it would normally be assigned to. Of course, it could not move faster than one.

**(J3.16n)** Bases can use wild weasels as ships can. Like all ships, they can only use their own originally assigned shuttles as WWs. Bases are under the additional restriction that WWs launched from ships docked to or in the base will not detract weapons aimed at the base.

**(J3.17n)** A wild weasel is immediately detectable as such when launched.

**(J3.21r) DESTROYED WW:** A Wild Weasel can be destroyed by one of the seeking weapons homing in on it, or by enemy direct-fire weapons. It could also be destroyed by other means including but not limited to asteroids, planets, or mines. At the instant that the Wild Weasel is destroyed, turn the counter upside down and record the impulse. The Wild Weasel ceases to move at that point.

**(J3.211n) EXPLOSION PERIOD:** For the remainder of the destruction impulse, and for the four succeeding impulses, the Wild Weasel is in its "explosion period" when its destruction produces an expanding sphere of hot gases. (This is in no way related to an ESG field.) Firing weapons by passive fire control voids the WW; see (D19.21).

**(J3.2111)** During this explosion period, the wild weasel continues to produce ECM for the launching ship, and all seeking weapons following the WW continue to do so. Any additional seeking weapons fired at the protected ship (which launched the now-destroyed WW) will accept the WW as their target.

**(J3.2112)** During the explosion period, the WW can be voided by the actions of the protected ship. Reactivating the fire control system will not void the WW during the explosion period until the system is fully active. Note, however, that the protected ship will require this entire explosion period to reactivate its fire control systems.

**(J3.2113)** The launching of a seeking weapon by the protected ship will void the destroyed WW during the explosion period.

**(J3.2114)** The launching of another WW by the protected ship will void the destroyed WW.

**(J3.212n) POST-EXPLOSION PERIOD:** After the explosion period, the WW counter remains on the board. During this period (lasting several turns) the WW is reduced to a pocket of ionized radiation. Any seeking weapons targeted on the WW will continue to move toward it (exploding when they arrive) unless the WW is voided by the protected ship. Any seeking weapons fired at the protected ship during this period will ignore the WW.

"Several turns" means long enough for all weapons targeted on the WW to reach the explosion hex. The WW does not generate ECM during this period.

**(J3.213n) COLLATERAL DAMAGE:** Note that seeking weapons exploding in a WW hex produce collateral damage (J3.3). Note that the WW is hit by the full weapon effect, not just the collateral damage.

**(J3.214a) CRASH:** If a wild weasel is destroyed by crashing into a small moon or planet without an atmosphere, the weapons following it treat the situation exactly as if the weasel had been destroyed in a space hex.

**(J3.22a)** Any ship which recovers a voided WW does not become a WW; the WW does not explode. A pilot could be transported as with an SP.

**(J3.3a)** The effect of this rule is lost (after the explosion period) if the WW is destroyed. The six points of ECM are still within the limits given in (D6.392), which restricts a ship from receiving more than six points of loaned ECM including that from scouts, SWACs, WW, etc.

**(J3.24n)** A WW does not begin functioning until launched.

**(J3.25n)** If pulled inside a ship's shuttle bay, any weapons following the WW accept the ship as a target and the WW is void.

**(J3.26n)** Mines treat an unvoided WW as a ship of the size it is simulating, not as a shuttle. ESG's treat a WW as its true size.

**(J3.27n)** Units firing direct-fire weapons at a WW receive the EW penalty for firing at small targets (E1.7) because the firing unit's computers believe the shuttle is a full-size ship and are more likely to miss the small target. The six points of ECM does not protect the WW itself.

**(J3.3a) Confirming:** The weapons actually hit the WW just as they would if it was a standard shuttlecraft. Damage to a WW is not resolved as collateral damage. A comment in this section gave rise to a minority opinion that collateral damage was used, despite flat statements in the rule to the contrary.

**(J3.4a)** A destroyed wild weasel CAN be voided; see (J3.21r). In the event a WW is voided, any action taken simultaneously with the voiding act is treated as if the WW is voided. In addition, see (C2.42), (C2.45), (D6.145), and (G24.16) for additional ways to void a WW.

Delete the reference to removing a voided WW from the board; use the rules for recovering a WW.

**(J3.43a)** ECM cannot be lent to a WW by the ship protected by the WW. The WW could receive ECM from other units including ECM drones. Any such lending would be conducted under the rules for lending ECM to ships, not to shuttles. The WW could not receive ECM from an EW fighter. The WW does receive ECM from natural sources.

**(J3.45a)** A ship protected by a WW cannot be tractored. Pre-existing tractors prevent a WW from being launched. The ship launching the wild weasel must release any of its own tractors before launching the WW or the WW is voided immediately.

**(J3.46a)** The WW is voided when the ESG is announced (or voided at launch if an announcement is in effect), not when the ESG becomes active. Launching a probe (weapon or information) voids a wild weasel.

**(J3.48n)** A WW is not voided if the protected ship enters a web, atmosphere, special zone, etc. (Previous addenda of this number was moved to (J3.12a).

**(J3.49n)** A WW is not voided if held by a tractor beam, but like all shuttles can be destroyed if towed at high speed. In that event, destruction of the WW is like any other means of destruction (J3.21); the debris does not continue to move.

**(J3.6n)** The information from this rule was moved to (J3.22).

## (J4.0) FIGHTERS

**(J4.0a)** Note that the authors were VERY careful to define "fighter" and "shuttle." This has not stopped players from questioning every single use of the term "fighter" to determine if the function in question includes administrative shuttles. If it did, the term "shuttle" would have been used.

**(J4.2a)** The statement on carrying drones is incomplete. Two-space drones cannot be carried. MW-drones can only be carried by fighters so noted in their descriptions. See (J4.43) for data on two-seat fighters.

**(J4.21a)** This rule has precedence over the note on page 94 of V2R0. The fighter must have the target in its FA arc to fire the drone; can guide it from any direction.

**(J4.23n)** A normal fighter (as opposed to an EW fighter or two-seat fighter) cannot accept control of a seeking weapon from another unit.

**(J4.31a)** This does not affect scatter-packs, which wait 1/4 turn to launch their weapons. It does apply to admin, MRS, and MSS.

**(J4.32a)** This does apply to admin shuttles, MRS, MSS.

**(J4.41a)** The reference (27.5) should be (J2.22); the reference (27.4) should be (J2.212). Those numbers are from the Designer's Edition.

**(J4.42a)** The reference (33.0) should be (D7.0).

**(J4.43r) TWO-SEAT FIGHTERS:** There is a two-seat version of all fighter types. Each carrier can have one such fighter; CVAs can have two. The two-seat version costs 2 points more than the standard version, but has the same performance. In addition, it can control up to 12 seeking weapons and can assume control of such weapons fired by other fighters of its squadron. Two-seat fighters are often modified into EW fighters; see (R1.97). EW fighters retain the seeking weapon control ability of two-seat fighters.

**(J4.44r) DRONE FIRING RATES:** Unless otherwise stated in the rule, any fighter can fire two drones per turn if: A-both are fired at the same target; and B-one (or both) of them is a dogfight (DFD or type-IS) drone. Some exemptions to the A and B restrictions are listed below, but the two per turn limit is enforced except in the case of the F-14/IIIMW combination (R2.91). Note that no fighter can exceed the per-turn rate within a 1/4-turn period (of two consecutive turns).

Exceptions include the F-14 (which can ignore restriction B; type-IIIs also have their own special rules), the F-15 and TAAS (which can violate A if the drones are not fired on the same impulse and B in any case), the Z-Y (which can violate both), Heavy fighters (J10.4), and others as may be noted in the rulebook. The A-10 is covered under (J10.43).

The "Special Note on Drone Firing Rates" after (R2.100) in Volume II has been replaced by the rule above.

**(J4.45n) DRONE CONTROL:** Any fighter can control a number of drones equal to the number of non-DFDs in its nominal load exclusive of variants, if any (or two, whichever is greater). An F-15, for example, nominally carries 4 type-I and 4 type-IS drones, so it can control four drones, even if some type-I are replaced by type-IS and even if it is an F-15C after Y183 with 6 type-I drones. Note that DFDs must be guided until they achieve their own lock-on.

**(J4.5a)** This rule is used for non-fighter targets by fighters not involved in (J7.0) dogfights. This rule can be used as a simpler alternative to (J7.0) for combat against fighters.

**(J4.7a)** The reference to Annex #3A should be to Annex #7G.

**(J4.74n)** Fighters can be repaired, but not rearmed, if landed in a shuttle box without ready racks.

**(J4.811r)** Deck crews are killed when the shuttle/fighter box they are working in is destroyed. If several deck crews are working in that box, all are killed. Determine the number of deck crews functioning at the start of each turn; these are considered to function throughout that turn unless killed or involved in a transfer to another bay.

**(J4.813n)** Deck crews are assigned to a specific shuttle bay and can work on any shuttle within that bay. Deck Crews transferred between two bays are unavailable for use on the turn that the transfer is made.

**(J4.814n)** For non-fighter purposes (e.g. scatter-packs, multi-role shuttles or PFs) a ship (not a PF) without deck crews can be assumed to have two deck crews.

**(J4.821a)** Loading a 1/2-space drone or an anti-drone is considered to be 1/2 of a deck crew operation. One deck crew cannot work on two fighters at the same time.

**(J4.824a)** In the case of ships without specific drone storage rules in their ship descriptions, use this rule.

The drone storage of a carrier is assumed to be in the last surviving shuttle boxes, at a rate of 25 spaces of drones per shuttle box.

The reloads for drone racks (including those on a carrier) are presumed to be stored with the last undestroyed rack.

Drones stored for the drone racks or fighters can be used for either.

The destruction of stored drones does not produce additional damage or explosions, and does not chain react. Repairing a destroyed system does not replace the drones originally stored in it.

**(J4.834a)** Hellbore-armed fighters can never account for more than 25% of the total number of fighters in any given fleet. Note rule (R9.94). This restriction does not apply to heavy fighters, which were themselves fairly uncommon.

**(J4.844n)** Disruptor-armed fighters are fairly uncommon in Klingon and Kzinti service. CVAs might carry a flight of six. Otherwise, one carrier in any given fleet might be presumed to have two such fighters on board, although this was only rarely done. This restriction does not apply to heavy fighters, which were themselves fairly uncommon. Note: The Klingons usually relied on Z-1 fighters for the heavy attack mission, rather than Z-Ds.

**(J4.845n)** All disruptor-armed fighters (except as noted) can hold two charges for their disruptor. These are loaded individually as above.

**(J4.88a)** Please read this rule carefully before believing that (J4.881) contradicts (J4.832).

Fighter reload boxes cannot be added to a ship's weapons by (S3.3).

**(J4.886a)** This rule explains and restricts the terms for arming fighters in WS-III. The conditions include and apply to drone racks.

**(J4.888n)** The "Note on Ships Carrying Fighters" has been assigned this number for cross-index purposes.

### (J4.89n) READY RACKS

The variously described ready racks (J4.822) and storage boxes (J8.842, etc) can be included in the general term "ready rack" or "fighter facility" for purposes of these rules. Many carriers have two or more kinds of fighter facilities; this requires additional restrictions.

**(J4.891)** Each specific fighter type has its own specific ready rack. A fighter can receive fuel and repairs, but not weapons, in a shuttle box or in a box with the wrong kind of ready rack (except as noted).

**(J4.892)** Energy weapons can be reloaded from a shuttle box of the same race with facilities for that weapon.

**(J4.893)** On many Hydran SSDs, some fighter boxes are shown with hellbore reload facilities while others show fusion facilities. The player can freely replace the Stinger-H fighters (and reload facilities) with Stinger-1 or -2, but cannot add more Stinger-H fighters than are allowed by (R9.94).

**(J4.894)** On most Romulan and ISC, and some Gorn carriers, some fighter boxes are marked for fighters with plasma-F while others are marked for fighters with plasma-D/phasers/drones. These show the standard deployments. In non-historical modifications, players can replace plasma-F fighters with the others, but not vice-versa. Also note that plasma-D fighters are reloaded in boxes with the drone symbol, but these ready racks cannot load plasma-D torpedoes on drone-armed fighters. (Note: Some Gorn fighters can carry drones or plasma-D torpedoes).

Similarly, disr boxes can be replaced with drones; not vice-versa.

**(J4.895)** Any fighter box can load chaff on any fighter so equipped, or repair damage on any shuttle.

**(J4.896)** Any fighter box for a drone-armed fighter can reload drones on any friendly drone-armed fighter, but cannot load more than one drone per turn on a fighter that is not of the type the rack was designed for. (F-18s and G-18s are the same; G-10s and A-10s are not.) Note, however, that the carrier might not have the correct weapons for the fighter.

**(J4.897)** Many carrier escorts (and some other ships) have ready racks and deck crews, but have no fighters. These racks are used to reload fighters from carriers within that fleet. The player designates each rack as to its type before the scenario/campaign begins. These racks cannot include disruptor, hellbore, or plasma-F fighter types or heavy fighters.

**(J4.898)** Electronic warfare fighters can be serviced in any fighter reload box. Electronic warfare pods can be added to any fighters in any box (assuming other restrictions are met).

**(J4.899)** Heavy fighters and standard fighters cannot use each other's ready racks.

**(J4.96a)** EWFs are, obviously, exempt from this limit.

### (J4.98r) FIGHTER ELECTRONIC WARFARE (Felix Hack)

(Replaces original and following examples.) Any fighter that has a lock-on to and is within either three hexes of an uncrippled EWF, MRS, or SWAC shuttle, or within ten hexes of its specific home carrier (or base), can receive "loaned" ECM and ECCM from that source.

(J4.981) The maximum EW support from EWF and carriers is as stated in (J4.96). The maximum from MRS and SWACs is as given in (J8.4) and (J9.11). A given fighter can only receive additional "lent" EW points from a single outside source.

(J4.982) Note that a given carrier, EWF, MRS, or SWAC can loan the points it is generating to all fighters (of a designated squadron) that are within the appropriate distance and otherwise qualify. Each of the fighters receives all of the loaned points from the loaning unit.

A squadron is considered to be a group of 12 or fewer fighters (including no more than one EWF, plus one MRS or SWAC) from the same carrier. Squadrons must be designated before the scenario begins. The fighters must be formed into the smallest possible number of squadrons. A carrier cannot form two squadrons unless it has at least 13 fighters, but it can divide those fighters between the squadrons in any way it sees fit. A shuttle can only receive EW points from its own carrier, or from one EWF, MRS, or SWAC included in its squadron.

(J4.9821) The electronic warfare points lent by a carrier are generated in a special manner (under an equal but separate limit) separately from those points generated by the carrier for its own use. The same points cannot be used by both the carrier and the fighters. Only actual carriers (those with regularly assigned fighters, not carrier escorts, player-modified ships, or other ships with a small number of temporarily-assigned fighters) can use this procedure. This rule also applies to Hydran (Ranger, etc.) ships.

(J4.9822) A carrier cannot re-lend points it has received from another source, whether natural (EM, asteroids, etc.) or from a scout, SWAC, or MRS.

(J4.9823) A heavy carrier with more than 12 fighters could divide them into squadrons and generate a separate set of EW points for each group (assuming it has the power).

EXAMPLE: Four F-18 fighters are on a mission. Fighter #1 is an EWF version carrying four EWPs, #2 has two EWPs, #3 and #4 have no EWPs. Assuming that each EWP generates one point of ECM and one of ECCM, fighter #1 will have six points of each ECM and ECCM (two built-in and four from the pods), #2 will have eight points of each (two built-in, two from its own pods, and four from #1), while #3 and #4 will have six points of each (two built-in and four from #1). If the carrier was within 10 hexes and generating four points of ECM and two points of ECCM for lending (its maximum), it could loan those points to the fighters, but any fighter receiving the points couldn't benefit from any from the EWF since a fighter can only receive lent points from a single source.

Note that fighter #2 has eight points of ECM and ECCM, but can only use six of each. If, for some reason, it lost two of each of its points, it would still have six of each.

Note further that the carrier could generate any combination of ECM/ECCM (to a total of six) for its own use, independently of what it is generating to be lent to fighters.

(J4.983) An MRS or SWAC shuttle cannot simultaneously lend points to fighters and its carrier.

EXAMPLE: A carrier has launched a fighter squadron and an MRS. The carrier could provide EW points to the fighters while the MRS provides EW points to the carrier, or the MRS could provide EW to the fighters. In the latter case, the carrier could not provide EW support (note that MRS are not considered fighters and cannot receive EW from their carriers).

(J4.984) A fighter involved in a dogfight cannot receive ECM from outside sources for the time it is in the dogfight, but can receive ECM during the time immediately before and after the dogfight.

### (J5.0) WARP BOOSTER PACKS

(J5.43a) In published scenarios after Y180, booster packs are assumed unless specified otherwise. In "create your own" scenarios of an appropriate time period players desiring this equipment must buy it.

### (J6.0) PILOT QUALITY: No addenda.

### (J7.0) DOGFIGHTING

(J7.525n) Ph-IIs can be fired as low power ph-IIIs in a dogfight.

(J7.53a) Type-D plasma torpedoes may be fired during a dogfight. They are treated as type-IS drones for fire restrictions and hit probabilities, but as type-D torpedoes for damage done.

(J7.56a) ADD's loaded with dogfight drones can fire them at approaching drones under this rule. A hit is automatic.

(J7.62a) Note that since this rule was published several other fighters have been equipped with type-III drones. Treat these fighters under the same rule as F-14s. Also note that Bargantine fighters (UN1.0) carrying Exodrones are operated under this rule.

(J7.63a) Subtract the slower speed from the faster before division.

These speeds are the fighter's maximum capable speed under current conditions, not the declared speed before entering the dogfight.

(J7.651a) It may fire either LS or RS weapons but not both.

It may fire dogfight drones from an ADD rack.

(J7.652a) It may fire ADDs at drones or at an advantaged fighter.

It may fire either LS or RS weapons but not both.

It may fire dogfight drones from an ADD rack. They have the same hit probability as dogfight drones fired by a correspondingly advantaged fighter (i.e. the negative advantage is used positively).

(J7.661a) If the die roll is increased to more than six, add one to the range for each point over six.

ADDs are not shifted. ADDs fired at fighters are resolved with a 1-3 hit number and as per (E5.3).

(J7.662a) If all three fighters are at advantage zero, the player owning the pair can order one of them to break away. If this is not done, both fire at the third fighter, which can then fire at one of them (the fire is resolved simultaneously). If all survive, resolve all three possible collisions simultaneously. Otherwise, resolve as appropriate.

Use a separate pair of die rolls for each collision. It is possible that all three fighters, or the two on the same side, could collide.

(J7.72a) Turning off the WBP does not count as dropping it for purposes of separating from a dogfight.

(J7.731a) The captured fighter need not obey orders to enter areas of potential damage from mines or terrain unless the controlling unit also enters the same area.

(J7.823a) If the dogfight is taking place inside an ESG field, the fighters would move toward/beyond/around the generating ship.

### (J8.0) MULTI-ROLE SHUTTLES

(J8.34n) MRS shuttles can control up to six drones and can assume control of drones launched by other shuttles.

(J8.4a) The electronic systems of an MRS will not function if it is towed by a friendly ship. "Electronic Systems" includes ECM, ECCM, ability to gather scientific or Tac-Intel information, and seeking weapon control. The MRS itself does not receive these EW points. An MRS is not a fighter and does not receive the fighter EW points, nor can it carry EW pods.

### (J9.0) SWAC SHUTTLES

(J9.11) The electronic systems of a SWAC will not function if it is towed by a friendly ship.

(J9.243a) ADDs are not affected by SWACs or wild SWACs.

(J9.244a) If the shut down wild SWAC lands on a ship, any weapons following the SWAC accept the ship as their target and will not be distracted by a wild weasel.

### (J10.0) HEAVY FIGHTERS

(J10.15n) Heavy fighters can dock in two adjacent external bays.

(J10.4n) WEAPON FIRING RATES

(J10.41) Heavy fighters armed with drones (or type-D plasma torps) can fire a maximum of two drones (or two type-Ds, or one of each) during any given turn. There is no required interval; they could be launched on the same impulse. The fighter cannot launch more than two drones during any 1/4-turn period (covering parts of two consecutive turns). Heavy fighters can fire these two drones at the same target or at different targets (see J10.43 below). Anti-drones (firing ADD ammunition) are not included in this restriction.

(J10.42) Heavy fighters armed with photon torpedoes, disruptors, fusion beams, hellbores, or plasma-F torpedoes can fire any or all of their "charges" during a turn (within the limitations of the appropriate rules), but cannot fire two separate charges within 1/4 turn.

(J10.43) There is no restriction or interaction between firing weapons of different types except in the number of targets that can be engaged on a single impulse. A heavy fighter could fire/launch phasers, drones, and a plasma-F torpedo (assuming it had them all) during the same impulse, but if fired in the same impulse could not fire them at more than two targets. (This also applies to the Federation A-10.)

## (K0.0) FAST PATROL SHIPS

Note: All of the errata for section K, and a considerable amount of new material, has been added to the K pages in Supplement #3. The material given here modifies that in Supplement #3.

(K0.3a) All of the PFs within a given flotilla must be of the same general type. StarHawks, for example, cannot be combined in a flotilla with Centurions. Multi-role Needles could be combined with Needles. Scenarios may list exceptions to this.

### (K1.0) GENERAL PF RULES

(K1.322m) "...decreased by one for green crews..."

(K1.325m) "...in their own PF or a stolen one or a shuttle or..."

(K1.326r) Only good or ace crews can be assigned to scout/leader PFs.

**(K1.65n)** A PF cannot "turn the packs off" as a fighter can. If the packs are on the ship, they produce power and can result in extra damage.

**(K1.72a)** The swing points can be dropped but not changed during the impulse procedure.

**(K1.83n)** Note that because of (K1.82) the fighters must be "prepared" on the carrier before they can be placed on the Fi-con PFs. (The pilots could hardly survive days or weeks of sitting in their cockpits while attached to a Fi-con that was attached to a carrier.) If a scenario provides for a carrier (or SCS, or base) with Fi-cons to enter a scenario, the presence of fighters on the Fi-cons are limited to those that can be armed and launched under the WS rules.

## (K2.0) PF TENDER OPERATIONS

**(K2.343m)** "...See (G25.0) and (C13.9)."

**(K2.34a)** Casual PFTs (example, D7C) carry two sets of reload drones (plasma-Ds) for their PFs, not counting the original loading. See (K2.65).

**(K2.411m)** "EXAMPLE:......an undestroyed aux con."

**(K2.43a)** Charging phasers is limited by the weapon status of the PFT.

**(K2.65a)** ...or plasma-Ds...

## (K5.0) PF DAMAGE ALLOCATION CHART

### (K5.2) WEAPON SPECIFICATION CHART

Romulan StarHawk: Weapon B is ph-3
Hydran A: Fusion or Hellbore
Tholian B: Web or phaser-III
Fed PF: A = Phot/Ph-3, B = Drone, C = Ph-I
ISC PF: B = Ph-3

Note that while the shuttle is docked externally near the tractor, the two items are destroyed separately. Score alternating points on PFLs on the standard and PFL row.

THE ADDENDA MATERIAL BELOW WAS INCLUDED IN SUPPLEMENT #3

**(K0.0a)** Survival pods are not defined or necessary within the framework of Volume II. See the special rules in Supplement #3.

**(K1.6a)** The cost of warp packs is included in the BPV of the PF.

**(K1.63a)** *(Clarification and explanation)* When resolving a volley of damage against a PF, allocate all damage points by the DAC before rolling for additional damage from the WBP. Example: the center engine of a Needle has 4 boxes (including 2 from the WBP). Even though the first damage point on this engine might destroy all four boxes, continue allocating damage points to this engine until all damage points are allocated or until enough to destroy it are allocated. If 4 points are allocated, further points would be passed to the next column on the DAC. Once all points are allocated, roll according to (K1.63) for each engine damage point. If enough points have been scored to destroy the engine, there is no point in rolling.) Any excess from these die rolls is ignored.

**(K1.73a)** The EW points generated under (K1.71) and (K1.72) are included within the six-point self-generated limit (D6.31).

**(K2.25n)** Shuttles (single or double size, including fighters) can be held in a mech link as PFs, but cannot be rearmed or repaired there. (Note that some ships, specifically the Federation SCS, have mech links specifically designed to rearm double-sized A-20 attack shuttles.)

**(K2.43a)** PFs cannot arm their weapons while docked, except that phasers can be energized and energy stored in their capacitors. Other weapons (disruptors, hellbores, plasma-F torpedoes, fusion beams, PPDs, etc.) can be armed if the PFT is at weapons status III. Drones and ADDs are not restricted; safety devices are included in the drone racks.

**(K2.64a)** The cost of these booster packs is included in the BPV of the PFT itself.

**(K2.65n)** Klingon and Kzinti PFTs (or ships carrying entire flotillas of drone-armed PFs) are assumed to carry 100 space points of spare drones per flotilla (in addition to those carried by the PFs and the ships drone racks and the reloads for them). Other ships carrying drone-armed PFs are assumed to carry three sets of drones for each PF, including the drones already carried by the PFs.

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**(L0.0)** THE LETTER "L" IS NOT USED IN THE SFB RULES SYSTEM

# (M0.0) MINES AND MINE WARFARE

## (M1.0) GENERAL RULES: No Addenda.

## (M2.0) NUCLEAR SPACE MINES

**(M2.3a)** Note that the mine cannot become active until the ship leaves the area specified, even if the mine is set for a size target that does not include the ship. This rule refers to mines with a detection range of one hex. If the mine can detect and attack targets farther away, it will not activate until the laying ship has left that detection range.

Additional data for this rule is on page 31 of Volume II.

**(M2.41a)** The key factor is "entering a hex within the detection zone." Even if moving away from the mine at the time, entering such a hex qualifies for a die roll to see if the mine has triggered.

Note that expending movement points without moving (Tac, HET, while trapped in web) does not detonate a mine. Being rotated by tractor into detection range can set off a mine; roll for the effective speed.

**(M2.44a)** Sensor mines are not included in this limit. One captor mine is not included in this limit. Controlled mines are not included in this limit.

Additional data for this rule is on page 31 of Volume II.

**(M2.45)** This rule is on page 31 of Volume II.

**(M2.45r)** should read "... add two to their die roll ..."

**(M2.46n)** Explosive mines will not explode if their target is not within their blast range.

**(M2.47n)** Cases may arise where two or more ships are in a relatively small area with two or more mines. In as much as the movement of a single ship can only cause the detonation of a single mine, this can become complicated. The procedure is as follows:

A. For each ship, determine which mines it could detonate.

B. Place these mines (for each ship) in a random order by rolling a die for each mine and placing the mines in order from the highest to lowest.

C. Roll for the possible detonation of each mine in order until one mine detonates or all mines have failed to. Repeat this procedure for each ship.

If one ship sets off a given mine, do not delete this mine from other lists. It is possible that two ships would detonate the same mine.

**(M2.48n)** Plasma torpedoes will not detonate mines; exception (M4.221).

**(M2.76a)** While two transporter bombs equal one NS Mine for space purposes, a rack can lay only one mine per turn regardless of size.

## (M3.0) TRANSPORTER BOMBS

**(M3.21a)** The rate is one per turn per bay; no two from one bay within 1/4-turn. See Annex #7M or #7G for how many bays each ship has.

**(M3.23a)** This rule is on page 31 of Volume II. Any ship can detect that shields have been dropped (and which ones) and that transporters have been used, but cannot determine which hex you have placed T-bombs in (or whether you simply deposited inert material, not an actual mine).

**(M3.3a)** Like mines, once a transporter bomb is placed it cannot be moved by transporters. Additional data is on page 31, Volume II.

## (M4.0) MINE TYPES AND SIZES

**(M4.22a)** Like all automatic mines, captors will fire on friendly units.

**(M4.221a)** Unless otherwise noted, the maximum range of non-phaser direct-fire weapons mounted on captor mines is 15 hexes. Confirm that phasers are type-II. The type-G captor mine is similar to type-A, but holds type-D plasma torpedoes. Type-G captors cannot bolt.

**(M4.224a)** A base treats its command-controlled mines as it would fighters for purposes of electronic warfare.

**(M4.228n)** Captor mines with seeking weapons do not fire them when they trigger. They commit to fire them at that point and actually launch them at the appropriate point of the turn. If the target is no longer available (destroyed, cloaked, behind a planet, etc), the mine will not fire. It will reset and look for a new target.

## (M5.0) TYPES OF CONTROL

**(M5.25n)** A cloaked unit cannot control a command-controlled mine.

**(M5.26n)** Each command mine ordered to activate/explode counts (for that turn) as a seeking weapon against the base's control limit.

**(M5.27n)** A unit protected by a WW or cloaked cannot control mines. A captured unit cannot control mines during the scenario in which it is captured and cannot later control the original owner's mines.

## (M6.0) MINEFIELDS: No Addenda.

## (M7.0) DETECTING MINES

**(M7.34a)** This procedure does not any require energy, but the ship must have a sensor rating of six and active fire control (D6.146). Add one to the die roll for each point that the sensor rating is less than six.

**(M7.4a)** A ship with active fire control can roll for...

## (M8.0) MINESWEEPING

**(M8.1a)** Non-minesweepers have a penalty of 6 ECM points which cannot be offset by ECCM (+2 die roll modifier if not using Electronic Warfare) when firing at a mine. Minesweepers (and X-ships), which have sensors specially calibrated to fire at mines, ignore this penalty.

**(M8.2a)** Dogfight drones do normal damage against mines.

## (M9.0) MINELAYING

**(M9.12a)** The mines carried by minesweepers are those in the mine racks. There are no "reloads" for these mine racks.

**(M9.16a)** Ships modified to carry a few mines in the shuttle bay are not considered minesweepers for any purpose.

**(M9.21a)** Only minesweepers and mine layers use these rates to lay mines. Other ships converted to carry mine racks drop mines through the shuttle hatch at the rate of one per turn per shuttle bay. Mines cannot be dropped from a bay in which all shuttle boxes have been destroyed.

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**(N0.0):** THE LETTER "N" IS NOT USED IN THE SFB RULES SYSTEM.

**(O0.0):** THE LETTER "O" IS NOT USED IN THE SFB RULES SYSTEM.

# (P0.0) PLANETS, ASTEROIDS AND OTHER NAVIGATIONAL HAZARDS

## (P2.0) PLANETS

**(P2.231a)** Correct reference is (P2.431) not (P2.321).

**(P2.423a)** See also (P2.8)

**(P2.51a)** "Scouts" in this context means that ECCM power lent to another ship cannot be used to offset this effect.

**(P2.52a)** A cloaked ship landed on or which lands on a planet or asteroid remains cloaked unless the cloak is voided by some other factor.

The designated shield is used for as long as that unit remains on the planet's surface.

Drones fired at a planet are targeted on specific points or installations. See (D17.4). In scenarios where general destruction of the planet is called for, assume that the weapon crews are selecting appropriate cities or industrial areas on the hex side selected by the player.

**(P2.542a)** This procedure is used for plasma bolts.

**(P2.546a)** Units cannot project an ESG through an atmosphere but can use a zero-radius ESG (around themselves only) while in an atmosphere hex.

**(P2.547a)** An explosion in an atmosphere hex affects only that hex (or hex side if a surface hex).

**(P2.548n)** Anti-drones can fire into or out of an atmosphere hex, but cannot fire through an atmosphere hex and cannot fire from one atmosphere hex into another atmosphere hex. They can fire along the edge of an atmosphere hex but not between two atmosphere hexes. ADDs on planetary bases are often replaced by ph-III.

**(P2.61a)** The maximum movement rate in an atmosphere is one hex per turn. See (P2.8).

## (P2.7) BASES ON PLANETS (Replaces Original Rule)

Bases of all sizes can be placed on planets. These are known collectively as ground bases. In this case, certain modifications apply.

### (P2.71) INTERACTION WITH SHIPS

**(P2.711)** Ships that are able to land on planets can dock at the ground base by landing at the appropriate planetary hex side. Ships unable to land cannot dock at ground bases. Ships which can dock at the ground base can be repaired. No tractor beam is required.

**(P2.712)** A ground base can tractor a starship. Actually pulling the starship down to the planet's surface (resulting in a crash if the ship is not capable of planetary landings) is possible, but takes much longer than a scenario. Therefore, a ship held in a tractor by a ground base cannot be pulled into a planetary surface hex during a scenario. If the ship is unable to break the tractor beam before the end of the scenario, it is assumed to be captured or destroyed (option of the ship's owner) after the scenario is over. It must have at least one auction opportunity during an Energy Allocation Phase, even if the scenario must be extended one complete turn.

**(P2.713)** Seeking weapons can be fired at a ground base using ballistic targeting (F4.0), but only from a range of 4 hexes or less. Weapons fired in this manner cannot be distracted by ECM or WW. Drones fired ballistically at ground targets do explode on impact.

### (P2.72) WEAPONS

**(P2.721)** The ground base's weapons have a 180° firing arc; (P2.62).

**(P2.722)** Ground bases ignore the effect of atmospheres (P2.54) when firing energy-using direct-fire weapons at targets outside the atmosphere.

### (P2.73) DEFENSES

**(P2.731)** The shields of a ground base are modified.

A base in a hex with two non-planet hex sides (for example hex 1225 in the illustration in P2.62) would have two shields, each of which is three times the normal strength.

A base in a hex with three non-planet hex sides (for example hex 1223 in the illustration in P2.62) would have three shields, each of which is two times the normal strength.

In each case, the shield section on that side provides protection from attack from the adjacent planetary hex.

Some small bases (for example, ground-based defense phasers) have a single shield which protects them from all arcs.

**(P2.732)** A ground base could use a Wild Weasel to distract seeking weapons. The WW remains in the hex of the ground base. Otherwise, it is treated as a WW launched by any other base. See also (P2.713).

**(P2.733)** Enveloping weapons (hellbores and enveloping plasma torpedoes) try to envelop the base, but obviously cannot envelop the entire planet. Their effect is divided into two equal portions. The first is lost (expended on the surrounding landscape); the second is divided equally over the base's shields. Any odd point is expended against the ground.

The splash elements of PPDs are lost.

**(P2.734)** Ground bases can be targeted by warp-seeking (type-ISH) drones as any base in space could; damage is as per size class of target.

**(P2.735)** Ground bases cannot project an ESG field beyond a radius of zero. The planet would block a part of a larger field; the remainder is not stable. See (P2.546) for the effects of an atmosphere.

**(P2.736)** Ground bases can use ECM and ECCM normally.

### (P2.74) ADDITIONAL RESTRICTIONS AND INFORMATION

**(P2.741)** A ground base cannot cloak.

**(P2.742)** Ground bases cannot perform any form of movement.

**(P2.743)** The BPV cost of ground bases is equal to bases in space.

**(P2.744)** Ground bases cannot be displaced or placed in stasis.

**(P2.745)** Monsters ignore ground bases unless those bases attack the monster. Thereafter, the monster treats a ground base as a ship.

**(P2.746)** Ground bases can self-destruct. Explosions resulting from self-destruction or destruction in combat cannot leave an atmosphere, but are applied to all units in the ground base's hex. The explosion of a small base would be a minor effect, a base station (or warp-powered size-4 starship) would be slightly more significant. The explosion of a ground BATS (or warp-powered size-3 starship) would be a major effect on the planet, causing significant radiation poisoning downwind. The destruction of a ground star base (or warp-powered size-2 starship) would result in catastrophic ecological effects, destroying the ozone layer (allowing hard radiation to reach the surface), creating clouds that would block sunlight for weeks, and other effects no relevant to the game.

**(P2.747)** Bases could also be placed on asteroids. Those asteroids sufficiently large to create the same firing arcs as a planet are treated as in these rules. Asteroids of this size must be designated in advance by the scenario. Those asteroids small enough to allow the base to operate normally (six shields, weapons arcs as shown) are ignored.

### (P2.75) INTERACTION WITH GROUND UNITS

These rules concern ground assaults. Normal boarding assaults work as on ships (transporters through down shields, etc.).

**(P2.751)** Troops (militia, ground troops, boarding parties) could attack the base on the ground. These units would first have to move to the base (which is treated as a Ground Combat Location) by shuttle or transporter. They can then attempt to "board" the base through the "repair" areas on the (D16.0) combat display by the procedure in (P2.752).

**(P2.752)** The procedure for ground starbases and ground battle stations is as follows: Each unit attempting to gain entry to the ground base is resolved separately. Roll one die, modify the result as listed below, and use the chart to determine the fate of that unit.

| | | |
|---|---|---|
| 1 | = | Unit gains entry |
| 2 | = | Unit does not gain entry |
| 3-6 | = | Unit is destroyed |

Subtract one from the die roll if attacking units already control the "weapons" area adjoining the "repair" area being entered.

Subtract three from the die roll if attacking units already control the "weapons" area adjoining the "repair" area being entered AND the "weapons" areas of both adjacent modules. (Modifiers not cumulative.)

**(P2.753)** The procedure for ground base stations is the same except that the attacking units enter through the "pod" areas and must control these "pod" areas to modify the die roll.

**(P2.754)** System Stations and Commercial Platforms on the ground have only three areas (the core and the two modules). Entry is through the modules with an automatic -1 modifier; if the core is controlled further entry is automatically successful. (Note: These units are in SSD Book #8.)

**(P2.755)** Small bases (including GBDPs and those in SSD Book #7 and #8) have only one area. Entry has an automatic -2 modifier.

**(P2.756)** While personnel units could leave the base on foot, they would be very limited in speed and could not escape from the area (i.e. the effect of weapons aimed at the base) within the course of a scenario. Personnel units leaving by ship or shuttle are covered under the rules for moving those units.

### (P2.8) MOVEMENT IN AN ATMOSPHERE

This section compiles various rules on this subject including particularly (P2.423) and (P2.61).

**(P2.81)** Ships can move in atmosphere hexes without landing. The maximum speed in an atmosphere is one hex per turn. It is simply impossible to go any faster. The maximum speed that can be paid for and/or used is one hex per turn. A ship entering an atmosphere hex must do so by (P2.423).

A ship leaving an atmosphere hex to enter a space hex is not restricted except by acceleration limits or other rules.

**(P2.82)** Erratic maneuvering is prohibited in an atmosphere; (C10.24).

**(P2.83)** There is no additional restriction on performing tactical maneuvers, emergency deceleration (C8.26), or HETs in an atmosphere. Such maneuvers are legal in that environment unless otherwise restricted.

**(P2.84)** If a WW enters an atmosphere hex, it slows to a speed of one and enters the atmosphere by (P2.423) and continues its plotted course.

**(P2.85)** Drones launched from a planetary surface move one hex when their speed first calls for movement. If this takes the drone into a non-atmospheric hex, it moves normally thereafter. If not, the drone stops and repeats this procedure on the next turn. Drone range is based (in this

case) on the actual number of hexes moved. Calculate the range by multi-plying the speed in hexes by the endurance in turns, then subtract the hexes spent moving in the atmosphere. Plasma torpedoes use this proce-dure, counting each hex as five hexes of their range.

## (P3.0) ASTEROIDS
(P3.1a) Hexes within the specified radius of 2 or more asteroid counters do not have "double asteroids" but are the same as other asteroid hexes.
(P3.23a) Wild weasels are treated as the ship they are simulating. If this ship is not nimble, the WW does not get the nimble bonus a shuttle would normally receive. However, the WW is destroyed when it receives enough points to destroy the shuttle, not the ship it is simulating.
(P3.24a) A PPT moving through asteroids will take damage (and possibly be destroyed) as a real torpedo would. However, anything following this PPT would not be protected from damage by the PPT. The PPT does not actually suffer the damage, but calculates what damage it would have taken (had it been real) and adjusts its electronic signature to this calcul-ated level.
(P3.33a) This includes the firing ship's hex and the target's hex (1 hex if both are in the same hex). Note that this is ECM, not range.

## (P4.0) BLACK HOLES
(P4.1a) No ship can disengage when within 10 hexes of a black hole, or when a black hole is in its FA firing arc.
(P4.25a) A black hole cannot be displaced.
(P4.26a) In this case, an ESG works as it would with a web.
(P4.27n) Transporters cannot be used through or along the edge of a black hole hex.

## (P5.0) VARIABLE PULSARS
(P5.13n) These rules cover a randomly-variable pulsar. It is, of course, entirely possible that the pulsar in question is regular, rather than variable, in its cycles. (Such a decision is up to the players.) Since this effect can be tracked from considerable distances, the length of each cycle is well known in advance. It should be selected randomly (the total of several dice is suggested) and thereafter the outbursts will occur regularly at that interval. In all other ways, a regularly-variable pulsar acts as a randomly-variable pulsar.
(P5.33a) Damage to a plasma torpedo is treated the same as damage from phaser fire.
(P5.35n) No ship can disengage if it has a pulsar in its FA firing arc. A variable pulsar cannot be put in stasis or displaced. Transporters cannot be used through a variable pulsar hex.

## (P6.0) NEBULAE
(P6.3a) Each PA panel receives one point of energy (equivalent to damage) on the 8th and 24th impulse of each turn. Energy discharge is normal. As with shielded ships, nebula damage cannot produce internal damage. If a panel is full, it does not suffer additional damage or allow nebula damage to enter the ship.

Specific shield reinforcement cannot exceed five points per shield; General reinforcement cannot exceed 5 shield points total.
(P6.4a) Wild Weasels are destroyed before they can begin to function. Second-generation X-shuttles can survive in a nebula as long as they have at least one point of shielding. Drones (other than dogfight drones) fired inside a Nebula function normally.
(P6.5a) This random movement does not affect turn or sideslip modes. Drones and plasma torpedoes are affected by this random movement.
(P6.7n) DEGRADED EFFECTS: Many systems are degraded when operating inside a nebula.
(P6.71) When calculating the information received by labs, add three to the true range to determine the effective range.
(P6.72) Probes (fired as weapons or for information) have a maximum range of two hexes.
(P6.73) Drones traveling within a nebula receive 1/4 point of "phaser damage" for every hex entered. Plasma torpedoes receive 1 point of "phaser damage" (1/2 point of warhead reduction) for every hex entered.

## (P7.0) WYN RADIATION ZONE
(P7.6a) The zone is several thousand hexes thick. Weapons (seeking and direct-fire) cannot be fired through it by ships from the outside.
(P7.7n) Andromedan ships can never penetrate the radiation zone; they would die of radiation without their panels, and the panels would overload long before the ship penetrated the zone. Their displacement devices do not have the range to move a ship across the zone.

## (P8.0) STANDARD ORBITS
(P8.46n) The time scale of the game is not sufficient to require rules for decaying orbits. This would never happen during a scenario. A ship left without power in a standard orbit at the end of a scenario must be able to repair an engine box during the next several turns (after the scenario is

over), or be towed away by a friendly unit, or it will be considered to have crashed on the planet several hours after the scenario is over. Adequate rules already exist to resolve a crash landing and subsequent rescue.

## (P9.0) GRAVITY WAVES
(P9.1m) The wave will actually cause only 20 points of damage, 10 points on each of two shields, not 40 points as stated.
(P9.31a) In the case of a black hole, it might be possible for only one shield to be facing the gravity wave. In this case, distribute the damage over the forward three shields; no change in facing is caused by the wave.

(P10.0) HEAT ZONES: No Addenda.
(P11.0) SUNSPOT ACTIVITY: No Addenda.
(P12.0) SUPER NOVA: No Addenda.
(P13.0) DUST CLOUDS: No Addenda.
(P14.0) ION STORMS: No Addenda.
(P15.0) RADIATION ZONES: No Addenda.

# (Q.0) SUB-LIGHT GAME

(Q1.0) BASIC RULES: No addenda.

(Q2.0) MOVEMENT: No addenda.

## (Q3.0) COMBAT
(Q3.1a) Fractional accounting can be used.
(Q3.26n) All ships can control up to six atomic missiles. Bases can control up to twelve.
(Q3.4a) Shields can take laser hits.
(Q3.5a) The term "control" on the SLDAC refers to a control system, not to damage control.

## (Q4.0) SYSTEMS AVAILABLE
(Q4.21a) Shields can be repaired for two points per box.
(Q5.0) This number, mentioned in the index, is for later expansion. It is not currently an active rule.

## (QR1.0) SHIPS
(QR1.1a) ...are destroyed by the second damage point...
(QR1.11n) Scatter-pack shuttles are possible in this game. Each can carry two atomic missiles, but these must be drawn from the ship's supply.
(QR1.12n) Suicide shuttles do six points of damage. Arming them requires two points of power on each of two consecutive turns; warp power is not required.
(QR3.0a) Klingon ships can mutiny. Their booms can separate.
(QR6.0a) The turn modes on the chart are correct.
(QR6.2a) Add one APR to the Gorn sublight DD.

BPVs for new ships: Snipe (R4.41) = 40, Hawk (R4.48) = 70.

# (R0.0) SHIPS

NOTE: Some of the errata from earlier editions of this section was included in Volume III and has been deleted from the Consolidated Errata. This included considerable data on refits.

## (R1.0) GENERAL UNITS
(R1.1) STARBASE drone control is double sensor rating (plus possibly one scout channel). The original shields were 50 boxes each. Note that Fed starbases have 12 deck crews in the fighter-equipped module.
(R1.2D) BATS: Original shields were 30 boxes each. 35-box shields BPV = 215; 40-box shields BPV = 230.
(R1.3C) BS: Original shields were 21 boxes each; 30-box shields BPV = 138; 35-box shields BPV 148.
(R1.3Z) ALL BASES: No base can be towed under any circumstances. These units are constructed in place.

Bases can be placed in orbit (P8.0) but are still treated as stationary bases for all effects except where noted. Bases cannot perform erratic maneuvers or emergency deceleration.
(R1.5) SMALL FREIGHTER: The correct sensor rating for all small freighter variants (unless otherwise stated) is 6-0.
(R1.8) APT: The warp booster packs are not available until the owning race's PFs have them, or until Y179 if the race has no PFs.
(R1.10) FRD: A thorough search of the available records does not reveal any reference to a specially modified ship to provide warp move-ment capabilities for the FRD. It is assumed that such a ship was consid-ered tactically or structurally undesirable.
(R1.14) GBDP: Ground-based weapons cannot be placed in standard orbit. The symbol on the Master Ship Chart was primarily intended for bases. Plasma-armed ground bases are not used on planets with an atmo-sphere due to the degrading effects.
(R1.15D) DEFSATS: ISC, Romulan, and Gorn use a Defsat with two plasma-D racks, two phaser-II, and two phaser-III.

(R1.15E) Defsats are treated as mines for purposes of receiving damage from explosions. Defsats cannot be boarded, towed or held in tractors. Use the detection rules for captor mines (M7.4) for defense satellites.

(R1.15F) The BPV given for Defsats is for the drone version. The BPV of others is calculated by S7. An improved drone version with two racks, often used during the War, can be created by using the S7 modifications.

(R1.15G) DEFSATS: Defsats can only be placed in standard orbit around a planet or moon. They cannot be placed in a stationary position. They cannot orbit bases, stars, or asteroids.

(R1.19) FTroop-L: Barracks are same as FT-S.

(R1.22) MON: Monitors cannot carry tug pods/pallets. The special pallets for monitors can be carried by tugs as cargo, i.e. they cannot be operated, weigh as much as a standard pod, and every box on the pallet is destroyed on a cargo hit.

No monitor (including Fed) can use emer decel.

Romulan monitors cannot hold R-torps.

Monitors cannot be assigned as convoy escorts. A monitor being taken to a new assignment might travel with a convoy on rare occasions.

The two warp engines on a monitor are both considered "center warp" engines for damage allocation purposes.

A monitor could never be used to attack an enemy base. It would take so long to reach the base (due to its slow speed) that the enemy would be able to move reinforcements to the base and defeat the attack.

Gorn, Romulan, ISC before Y170: replace PPD and Plas-S with Plas-G (same firing arcs); adjust BPV by (S7.0).

(R1.24) BLM: Mobile bases have positional stabilizers and are treated as bases for all purposes.

Cloaking cost is 15 due to the awkward design. Pods with shields or other systems are combined with the BLM shields and other systems as they would be with tugs. Double-weight pods can be used, but all pods must be the same weight as the pod in the opposite position.

Many races do not have pods adaptable to the BLM. Tholians use Federation cargo, repair, or self-defense pods. Romulans use Klingon cargo pods or the 18-box Skyhawk pods. WYNs can use Klingon or Kzinti pod types. Lyrans use Klingon pods. The Romulans cannot use the 16-box Freight Eagle pallet, but can use the 18-box SkyHawk pod. The Romulans can carry the BLM pods on a KRT or SkyHawk (one at a time).

(R1.26) FE-L, FE-S: Both ships have one probe launcher.

(R1.28) SMALL GROUND BASES A-C: See SSD Book #7.

A: Small Fighter Ground Base. B: Large Fighter Ground Base.

(R1.28C) GROUND MISSILE BASE: Romulan, Gorn, and ISC bases used plasma-F before Y165.

(R1.28) SMALL GROUND BASE (SSD Book #8): D Science Station, E Mining Station, F Agro Station, G Military Garrison, H Warning Station.

(R1.28J) SMALL GROUND PF BASE: See SSD Book #9.

(R1.28K) PLANET CONTROL BASE: See SSD Book #9.

(R1.29) COMMERCIAL PLATFORM: See SSD Book #8.

(R1.30) SYSTEM STATION: See SSD Book #8.

(R1.31) RESERVED FOR LATER USE.

(R1.32) BASE MODULES (SSD Book #8): A Science Module, B Repair Module, C Barracks Module, D VIP Module, E Hospital, F Cargo Module.

(R1.71) ARMED FREIGHTERS: All disruptor-using races can use disruptor-armed freighters; all drone-using races can use drone-armed freighters. For example, Klingons and Kzintis use either or both.

(R1.72) Minelaying freighters do not receive the heavier shields. They would not be enough to protect the ship from an accidental detonation, and the ships are not designed to operate near enemy units.

(R1.83) GA-PFs: All ground assault PFs have 10 additional boarding parties; the 11th BP listed on the MSC is the defensive BP on all PFs.

(R1.85) FI-CONS: All use the Kzinti rules for launch and recovery.

(R1.96) MLS: The MLS cannot lay its mine until 1/4 turn after launch.

(R1.98) C-REFITS FOR FIGHTERS: After the advent of PFs, many fighters were improved to carry more heavy drones in a vain attempt to keep pace. This refit allows the fighter to replace its type-IS drones with type-I drones on a one-for-one basis; the BPV of the fighter is increased 1/2 point for every such drone converted. Note that the ammunition capacity of the carriers is not increased, nor is the guidance capability. Also, no fighter can carry more than two type-D plasma torpedoes. The refit replaces the note on page 73 Volume III, and applies to the following fighters: F-16C, F-18C, Z-YC, Z-DC, TAASC, DASC, and G-18C. The F-15C is slightly different, replacing four type-IS with two type-I; no BPV change.

## (R2.0) FEDERATION SHIPS

The BPV includes the FH arc for all ships able to use it for phasers.

(R2.3) CC: The +refit includes 24-box 3-4-5 shields, total cost +10.

(R2.4) CA: The +refit includes 24-box 3-4-5 shields, total cost +14.

(R2.9) SL: When used to carry troops, adjust the BPV by (S3.3).

(R2.14) DE: Can control drones equal to double sensor rating.

(R2.20a) NECL: Can control drones equal to double the sensor rating.

(R2.24) POL-CVE receives the same refit as the POL.

(R2.31) ComC: The landing is considered a powered one.

(R2.32) SCS: Includes +refit to CVA; Change ph-G to ph-1, ph-3 to ph-G. The 12 boxes for A-20s are semi-external and treated as mech-links, although there are no tractors. Only A-20s can use this "bay." The boxes are hit as normal boxes. They have photon reload facilities. The 2+4+1 on the CV-chart shows 2xAdmin, 2xF-14, 2xF-18, 1xA-20. This ship cannot be built before Y189; no one thought of an SCS until PFs were deployed.

(R2.40) CLH: The scenario in question is (SG27.6).

(R2.41) FFE: Can control drones equal to double sensor rating.

(R2.50) FFB: The rear secondary hull cannot be dropped.

(R2.57) LIGHT CARRIER POD (CVL-P): See SSD Book #7.

(R2.58) LIGHT BATTLE POD (BP-L): See SSD Book #7.

(R2.59) NEW AEGIS CRUISER (NAC): Produced after Y178 as a reaplacement for DEs lost in action. No SSD is provided; changes for the NCL: Replaced two forward photons with drone-G, replace four APR with cargo (200 stored drones), other data same as NEC. Design by Mike West.

(R2.60) NEW STRIKE CARRIER (NCVS): Produced in Y176 as a replacement for the unsuccessful NCVL. The design is no a variant of the NCVL but another variant of the NCL. Change to NCVL: Delete drone and Emer; move aux to rear, add 2 photon (FA) and two drone-G forward; delete one lab and one APR; add two shuttle (one MRS); BPV = 120; other data same as NCVL. Design by Mike West.

(R2.70) PLUS REFIT

NCL refit includes an increase in the #1 shield to 30 boxes (same cost) for all variants except LTT, NEC, and NMS. Refit start Y173.

MS+ refit includes two phaser-III-360, replace ADD with G-rack, 16-box 3-4-5 shields, BPV +5.

CVS: Refit includes 24-box 3-4-5 shields and two type-G drone racks, BPV +14.

CL: Refit includes shields 18-18-16-16, BPV +13.

ECL: Refit includes shields 18-18-16-16, BPV +5.

(R2.73) REAR PHASER REFIT: Federation CA and CA+ ships (and only that class) were fitted with rear-firing phasers. Some ships carried these as early as Y160; all had been refitted by Y175. Some received them before their (R2.71) refit, some afterwards, and others at the same time. This refit includes two phaser-Is in the rear hull with RA firing arcs. The refit is included in SSD Book #1 (Reprint) and is designated "CAR".

(R2.80) INT: Photon range is 12.

(R2.81) PF: Photon range is 12.

(R2.90) Fighters: Planetary defenses use F-4, F-16, or F-20. Bases use F--8 or F-18. F-14s and F-15s are used only on designated carriers.

(R2.91) F-14: carried 4 type-III drone as early as Y184 on Klingon front.

(R2.92) A-10: The torpedoes are limited to a range of 12.

(R2.99) A-20: The torpedoes are limited to a range of 30 unless Fed PFs are used, in which case the limit is 12.

(R2.100) F-15: After Y183, this fighter (F-15C) can replace the four type-IS drones with two type-I drones for anti-ship strikes.

(R2.100) NOTE AFTER: See (J4.44).

## (R3.0) KLINGON SHIPS

(R3.9) TUG-A can guide drones equal to sensor rating.

(R3.10) TUG-B: Shading omitted by error. Delete two (of the four) disruptors and two (of the four) drone racks to convert the Tug-A to the Tug-B. Tug-B can guide drones equal to 1/2 sensor rating.

(R3.13a) TROOP POD: The sensor/scanner/ex-dam/shield boxes on the SSD ARE added to the tug.

(R3.16) CVT can guide drones equal to double sensor rating.

(R3.17) B-10: The engines on the boom are considered center engines while it is attached to the hull and left/right engines if the boom is separated. Note that two ships were completed after the General War.

(R3.18) E-3: Correct shields are 15-12-9-9.

(R3.19) G-2 POLICE SHIP: Correct shields are 15-12-9-9.

(R3.22) D-6PFT: Add mech links to the two forward tractors; delete references to internal docks; four rear PFs can be repaired.

(R3.28) C-8V: As this design effectively incorporates the B-refit, the ship can fire one drone from each rack each turn.

(R3.29) AD-5: Certain statements in this rule are in error. At least three ships of this type were built, plus replacements.

(R3.31) D7C has a UIM, its drone racks are type-B. These improvements are included in its BPV. The drone racks cannot chain explode.

(R3.33) D6M received the K refit.

(R3.34) F5L was in service in Y90, but the phaser-Is were not installed until Y125. The BPV of this early version (F-5CE) is 92. The version in service from Y125 (ph-1s forward) was the F-5C. The F-5L is properly the designation of an F-5C with a K refit.

(R3.35) F5D has five drone racks; 1xA, 2xB, 2xG.

(R3.39) C8S: As this design effectively incorporates the B-refit, the ship can fire one drone from each rack each turn.

(R3.41) FX: The Vandal disappeared in Y205, not Y195.

(R3.53) D5G: The wing phasers LR and RR arcs are blocked by a pod.

(R3.54) D5H: The wing phasers LR and RR arcs are blocked by a pod.

(R3.56) AD5 does not have a refit.

(R3.62) D5V: Delete the APR in the conversion.

(R3.63) RKL: Can fire one drone per rack per turn.

(R3.64) F-6 includes UIM and DERFACS. The third engine is mounted above the rear hull, not under the boom. It does not detach with the boom.

(R3.69) (Note after) It was the Power Boost Pod, not the Self-Defense Pod, that was replaced.

(R3.71D) Penal ships are the 10% of Klingons ships with poor crews.

(R3.72) K-REFIT: While all ships that have the K refit must have first received the B refit (excepting those ships which don't have a B-refit), the cost of the K refit does not include the cost of the B refit. The D7CVS has the same priority as the standard D7.

(R3.73) UIM REFIT: Available (not always standard)to ships with range-22/30/40 disruptors, costs 5 points per module. Also available to Lyrans.

(R3.81) G-1PF: Rule (K1.52) on the drone firing rate is a specific rule with precedence over the more general (R3.0).

(R3.94) Z-Y: The type-III drones are in addition to the type-I drones, not in place of them.

(R3.102) C-7 HEAVY BATTLECRUISER: See SSD Book #8.

(R3.103) G-2C POLICE LEADER: See SSD Book #8.

(R3.104) F-5E COMBAT ESCORT: More powerful than the diminutive E-3/4 series. Modified F-5D, B-refit, Replace B-racks with ADD-12s, has Aegis, BPV = 100; other data same as F-5D.

(R4.0) ROMULAN SHIPS

(R4.2) WB+: Add three APR; SSD Books #3 and #3-R are correct.

(R4.3) WE: Add one tractor beam to the SSD. (No change in BPV.) This change applies to the Scout Eagle, Commando Eagle, and Freight Eagle.

(R4.8) PELICAN MS: Also remove two phasers, three impulse, and four warp engine boxes (two from each side). This ship has the standard first-generation nuclear space mine in addition to the mine racks.

(R4.9) FALCON: The phaser-3 refit (R4.74) is slightly different. The phasers fire LS and RS, respectively.

(R4.10) KE4R: Many of these ships were refitted as KE4RDs, with plasma racks replacing the type-F plasma torpedo launchers. On this variant, one rack fires LS, the other RS.

(R4.12) SE: This ship can carry the cargo sled; see (R4.53).

(R4.14-28) SPARROHAWK/SKYHAWK MODULES: To calculate the value of modules, a SpH without them is 90 BPV; a SkH is 70. The ship cannot operate without modules.

(R4.26) SkH-F: This ship, even with a pod, cannot be used as a survey cruiser. It lacks the range and facilities for that duty.

(R4.26A) This number is assigned to the 18-box cargo pod.

(R4.30) FE: While the Freight Eagle is a conversion of the War Eagle-class cruiser, it includes special internal bracing to carry its sled pallets. The WE (also KE and others) cannot carry these pallets. The Scout Eagle can carry pallets in the Pioneer Eagle configuration, but not in normal service. The rear phaser-3s are L+RA and RA+R, not RX.

(R4.31) SpH-H: The 16 boxes are all "cargo."

(R4.32) KRC: The ADDs from the D7C are replaced with plasma racks, one firing LS and the other RS. This ship entered service as the KRC with swivel-G torps (BPV -10) in Y165, then was refitted in Y170 with the S-torps as the KRL.

(R4.33) KRT: The single rear ADD from the Klingon tug is replaced with a single plasma rack firing in the rear hemisphere.

(R4.34) SupH: The SuperHawk has a total of eight batteries (six in the main hull). It was built with swivel-S-torps.

(R4.35) K7R: Rear phasers are ph-II.

(R4.37) KH: This ship can carry K modules; it cannot carry J/L-modules. The BPV assumes A modules. (Historically, A or K only.)

(R4.38) FH: The Firehawk has five batteries as shown. It has swivel-S-torps as shown. All "heavy cruiser" (i.e. four-engine hawks) types have swivel-S-torps as standard equipment.

(R4.39) KE: The King Eagle should have two tractor beams.

(R4.40) KC9R: All ph-II were converted to ph-I; none to ph-III. The forward security becomes flag bridge; rear security becomes aft hull. The Behemoth had the refit at time of conversion; the pre-refit data is for use in the event of earlier Klingon delivery in player-controlled campaigns.

(R4.47) Hawk+: The ship has a total of six impulse engines (3 on each side) and four APRs.

(R4.50) ThH: There are six mech-links on this ship; two on each module and one on each side of the main hull (as Sph).

(R4.51) SPH-J: This ship was built only on refitted (SpH+) hulls.

(R4.56) KVR: ADDs are replaced with plas-D, not deleted.

(R4.60) KER: Has two plasma-F torpedoes; no other torpedoes.

(R4.63) KF5LR: The ADD launcher is deleted.

(R4.65) K7VR: See SSD Book #8. That "strike" version shows the ship with 12 Gladiator-SF fighters (and 150 plasma-D reloads).

An alternative version of this unbuilt design would have 6 Gladiator-SF, 6 Gladiator-II (in lower bay, with reloads), and 75 plasma-D reloads. Both carry 3 administrative shuttles and an MRS.

(R4.66) KD5RV: While no carrier version of the D5 was built by the Romulans, it would have been theoretically possible to do so. Modify the D5V by changing security to hull and replacing the four disruptors with two swivel-S torpedoes (LP, RP). Install a cloaking device. The only fighters this ship can carry are those armed with drones or type-D plasma torpedoes; the bay does not have plasma-F holding boxes.

(R4.67) KE4RD: An escort version with D-racks (one LS, the other RS) replacing the plasma-F torpedoes. No ships of this type are added to the OB; existing ships can be converted to this variant.

(R4.68) SNIPE-E: Escort version of the Snipe-A (no corresponding version of Snipe-B). Add one plasma rack and one phaser-III to left engine (LS); add one plasma rack and one ph-III to right engine (RS). No ships of this variant are added to the OB; existing ships can be converted.

(R4.69) BATTLEHAWK-E: An attempt to get some use out of these old ships as escorts. Replace each plasma-G with plasma rack (LS/RS). Add phaser-III refit to rear of engines.

NOTE: The Snipe-E and BattleHawk-E were very limited conversions (perhaps two or three of each) used only with War Hawk carrier groups.

(R4.71) KF5LR torp upgrade only, +8. KE4R: Correct refit cost is +3.

(R4.72) SpH REFIT includes a shield increase to 30-24-24-24, which increased the BPV by a further 2 points.

(R4.75) KR Conversion: Drone racks or ADDs not listed in the conversion are deleted. This procedure applies to ships (R4.56) through (R4.64).

(R4.76) CONDOR REFIT: The G-torpedoes on the Condor were upgraded to S-torpedoes in Y175, increasing the BPV by 10. The Condor-V, Roc, and Phoenix include swivel-S-torpedoes as standard equipment.

(R4.77) SPARROWHAWK PLASMA RACK REFIT: Some Sparrowhawks were refitted with plasma racks replacing the type-F torpedoes. These racks had LS/RS firing arc. The BPV is increased by four points.

(R4.78) SKYHAWK PLASMA RACK REFIT: Some SkyHawks were refitted with plasma racks replacing the type-F launchers. These were primarily used in carrier groups (or those PF tenders with D-armed PFs) because of supply limitations. The BPV is increased by four points.

(R4.81) CENTURION has only two PPTs (total). The specific launch tube of a plas-F is not revealed to preserve the secrecy of the PPT. To clarify, six of the Centurion's engine boxes represent the booster pack, even though all 12 are inside the border lines. Plasma firing arc is fixed-FA.

(R4.81-E) CENTURION PF ESCORT: Replace two of the plasma-F torpedoes with Plasma Racks, one firing LS and the other RS. While nominally called an escort by the Federation, this variant was used in all forms of combat. BPV same.

(R4.82) STARHAWK: A PFT or SCS operating a flotilla of StarHawks would have one L and one S module set, six combat (A, B, D, or E or any combination), and two special (C, G, or M or a combination). The owning player selects the modules before scenario. A base would have twice the listed amount per flotilla, but could not deploy more than one L and one S at a given time. Type A and B have two PPT, same firing rates as Cent.

NOTE: "...the modules CAN be changed during the scenario."

(R4.82D) STARHAWK-D PF: Has four plasma racks. Two fire LS, two fire RS. Designed to defend bases and fleets from massed fighter attacks. Each Starhawk-D theoretically has enough firepower to destroy an attacking fighter squadron. Because of the non-reloadable weapons, these ships were almost never sent on patrols. BPV same as A.

(R4.82E) STARHAWK-E ESCORT PF: Has two plasma racks (one LS, one RS), two phaser-Is (modified A module). Used for escorting ships and bases in heavy fighter/drone environment. BPV same as A.

(R4.96) KLINGON FIGHTERS: The Romulans received limited quantities of Klingon Z-2 and later Z-V fighters, but preferred the plasma-armed Gladiator. These Klingon types were sometimes used to replace Gladiator-F/SF fighters. In a campaign, a production line for these types (for use on the KVR and K7VR ships only) would be theoretically possible.

(R4.101) K-MODULE: See SSD Book #8.

(R4.102) SPARROWHAWK-L: See SSD Book #8.

(R4.103) SPARROWHAWK-M: See SSD Book #8.

(R4.104) NOVAHAWK: See SSD Book #8. NH-A entered service Y172

(R5.0) KZINTI SHIPS

(R5.4) CC: This ship can control a number of drones equal to double its sensor rating. The standard drone racks were two type-B and two type-C, not four type-G. The ship has two flag bridge and two bridge boxes. Shield #1 is 30, shield #2/6 is 28.

(R5.6) CV: There is no flag bridge on this ship.

(R5.7) CVS: This ship has one flag bridge.

(R5.11) SCS has a total of six repair boxes.

(R5.15) BP: The drone firing rates of the battle pod cannot be improved.

(R5.24) SSCS: Can control drones equal to double sensor rating (plus a scout channel if so desired). This ship counts as a PFT for purposes of (K2.52). Note that later information indicates that the drone racks included four type-B, two type-C, and two type-G.

(R5.25) CVA: Note that the history of this class is incorrect. The correct version is given in (R5.42).

**(R5.26) MCC:** This ship includes the "standard" war cruiser leader shield increase to 36-30-24-24; the BPV already includes this increase.

**(R5.27) MCV:** Has 2+2 spare shuttles/fighters.

**(R5.28) MEC:** This ship has type-G drone racks and 12-round ADDs.

**(R5.32) MSC:** Can control drones equal to double sensor rating.

**(R5.33) MPFT:** Replace each drone RACK with a tractor beam.

**(R5.34) MTT:** Two of the drone racks are type-G.

**(R5.41) FH:** This ship received the C-10 refit.

**(R5.42) DREADNOUGHT (DN):** See SSD Book #7.

**(R5.43) HEAVY BATTLECRUISER (BCH):** SSD Book #7. This ship has triple drone reloads.

**(R5.72) C-12 REFIT:** The CVE received its refit in Y170 with the other carriers.

**(R5.82) MRN:** K module has two drone racks. These can be type-A or type-E, but each module must be identical to the other.

For purposes of (K5.0), the systems in the pallets are destroyed by hits on the systems they replaced.

An SCS carrying one MRN has one of each type of pallets. A PFT or SCS operating a flotilla of MRNs would have one S module set, six combat (A, B, or J in any combination), and two special (C, D, H or a combination). The owning player selects the combination before scenario. A base would have twice the listed amount for each flotilla, but could not deploy more than one S at a given time. The MRN-L can only carry a combat module (unless the entire flotilla carries another type).

**(R5.83) FI-CON PFs** do not use the normal shuttle bay rules because the fighters are docked externally (J1.55). Each shuttle box operates independently.

**(R5.94) TAAS:** The type-III drones are in addition to the type-I drones, not in place of them.

## (R6.0) GORN SHIPS

**(R6.8) MON:** Example: LF+L torpedo fires in direction 6.

**(R6.10) LSC** received the phaser-IIIs of the + refit; BPV +2.

**(R6.11) DN:** The #4 shield should have 34 boxes.

**(R6.12) HDD:** The SSD is incorrect; the ship has a swivel-S torp included in its BPV.

**(R6.16) CV:** Note that the SSD in Supplement 1 was incorrect; the movement rate is 2/3. This ship can have the + Refit.

**(R6.17) BDD** has three type-F torpedoes. It is designed for use in fleet actions and should not be deployed alone. Received two ph-3 (LS/RS) in a refit; +2; Y174.

**(R6.18) CC:** This ship was in service by Y120, before the refits. The only difference between the CC and each corresponding cruiser is the addition of the flag bridge and the position of the batteries. Without the F refit the BPV is 161, without the + refit the BPV is 145.

**(R6.20) SCS:** Shield #4 is 36 boxes. The DN has 34 boxes on this shield.

**(R6.24) HDE:** This design is substantially different than first thought (and was built). As shown in SSD Book 7, it includes four type-D plasma torpedo racks (2xLS, 2xRS) rather than the two type-F torpedo launchers.

**(R6.27) HDV:** Conversion is incorrect. Ship has 14 shuttle boxes; retains plasma-S torpedo, BPV is 110/95.

**(R6.29) Com:** Available in Y125.

**(R6.30) SR:** Available Y120.

**(R6.36) BATTLE DESTROYER ESCORT (BDE):** SSD Book #7. Received two ph-3 (LS/RS) in a refit; +2; Y177.

**(R6.37) DESTROYER ESCORT (DE):** See SSD Book #7.

**(R6.38) ESCORT CRUISER (CLE):** This is a standard light cruiser with the D-refit replacing the F-refit.

**(R6.70) +REFIT:** HDD includes two ph-III (1xLS, 1xRS), shield increase to 30-24-24-24, cost +6. All variants (HDE shield refit only).

**(R6.72) D-REFIT:** This refit was installed in place of the F-refit on certain ships. These include the Escort Cruiser, Destroyer Escort, and some PFT variants of the destroyer. No ship could receive both the F- and D-refits. Many Gorn ships sent to Kzinti territory had this refit.

The refit includes two ph-IIIs (one firing LS, the other RS) and two plasma-D racks (one firing LS, the other firing RS). The refit was common on the minesweeper, and much less so on the other ships (usually found only in carrier groups). The D-refit costs 4 points more than the F-refit.

**(R6.73A) HEAVY DESTROYER SHIELD REFIT:** Applied after Y175, increased shields to 30-24-24-24, increased BPV by 4 points.

**(R6.73B) DESTROYER SHIELD REFITS:** This refit adds four boxes to the #1, #2, and #6 shield, two boxes to the #3 and #5 shields, and three boxes to the #4 shield. It costs 3 points. It is applied to the DD as part of the + refit, and to the scout, minesweeper, and PFT as part of the F refit.

**(R6.81) PF:** The Pterodactyl has only two PPTs (total). The specific launch tube of a plasma-F is not revealed to preserve the secrecy of the PPT. Plasma firing arcs are LP and RP.

**(R6.83) PF-D:** A modified PF with plasma racks (LS/RS) replacing the plasma-F launchers. There is a leader version. Often served in SCS groups or when in the same group as fighters.

**(R6.94) G-30:** The two ph-3s are LS/RS, not FA.

## (R7.0) THOLIAN SHIPS

**(R7.4) DD+:** The ship has 3 impulse engine boxes, not two.

**(R7.10) WT:** The Tholian Web Tender has a sensor rating of 6-4-0.

**(R7.11) CPC:** This movement cost superseded by (R7.14). The cargo patrol cruiser can carry one pod, as cargo only (not a functioning pod). This can be a Federation-type or civilian-type cargo pod, or a BLM pod.

**(R7.17) TK-5:** Cannot pinwheel, separate, or land; is not nimble.

**(R7.19) War Cruiser:** See SSD Book #9.

**(R7.20) Heavy Cruiser:** An improved version of a Cruiser; entered service in Y160. Has the two forward disruptors of the CC but no other improvements. This is the ship (rated 8 points) used in Federation & Empire.

**(R7.65) NTSCS:** The added shuttle bays are external.

**(R7.70) PHOTON REFIT:** Weapons added have an FA firing arc, but those which replace other weapons have the firing arc of the weapon they replaced. Photon arcs on all Tholian ships are limited to 120°. This is the FA arc if the replaced weapon includes that arc.

**(R7.71) WC REFIT:** Note that web casters never have a wider firing arc than 120°. The construction rate is one WC per six months.

**(R7.91) S-I:** The power to lay the web comes from the ship.

**(R7.94) S-IV:** These are carried in pairs of adjacent external bays.

## (R8.0) ORION SHIPS

**(R8.1a)** Firing arcs for Orion wing option mounts: Photon: FA; Disruptor, fusion: L+LF/RF+R; Phaser: LS/RS; Plasma torps: LP/RP; Drone, anti-drone: 360°; Hellbore, PPD: Not allowed.

**(R8.2) CR:** Damage control rating is 4-2-2-0.

**(R8.4) SAL:** The LRs cannot themselves carry PFs. When carrying LRs, the ship's acceleration is limited to 6 (or double the current speed).

**(R8.9) PFT** does not have special sensors (it could install them in option mounts), but does have spare optional weapons for its Buccaneers. These cannot be changed during a scenario, however.

**(R8.11a) Auxiliaries:** Orions can operate Q-ships, armed freighters, and repair freighters. They cannot operate exploration freighters, troop transports, or minelaying freighters.

**(R8.13) BR:** Available Y168.

**(R8.14) DBR:** Available Y168.

**(R8.15) OK-6:** Cannot double warp or separate sections; no stealth +1.

**(R8.16) STRIKE CARRIER (CVS):** See SSD Book #8.

**(R8.81) PF:** This ship, like all Orion ships, cannot hold hellbores in the wing mounts. Max hellbore range is 10, max photon range 12.

**(R8.82) PF-D:** The firing rate (without OAKDISC) is 3 per turn.

## (R9.0) HYDRAN SHIPS

**(R9.1a)** Before Y158, replace the hellbores on bases, monitors, etc. with fusion beams and adjust the BPV by (S7.0).

**(R9.3) LANCER:** The ship has three shuttle bays.

**(R9.10) HORSEMAN:** Treat all hull boxes on the Horseman, Traveler, and all variants as unified "central" hull.

**(R9.14) MS:** Each gatling is replaced by two mine racks. MS received shield portion of refit (BPV +2).

**(R9.16) AL:** The shuttle bay is 10 boxes; 6 fighters and 4 admin shuttles.

**(R9.18) D7H:** This ship received two refits. The first (B Refit) increased shields #3-#4-#5 to 20 boxes each (BPV +3). The second (K Refit) replaced the three forward phaser-IIs with phaser-Is (BPV +3).

**(R9.19) LM:** The 3-4-5 shields of the Lord Marshal should be 26 boxes.

**(R9.20) TUG:** The movement rate of the Caravan with one pallet is 1.5 energy points per hex.

**(R9.24) COMBAT PALLET:** Before hellbores, had 6 fusion. (R9.45).

**(R9.32) LORD COMMANDER:** Incorrect rule number; See (R9.40).

**(R9.33) NCVL:** Has 2+2 spare shuttles.

**(R9.40) LC:** Correct number for Lord Commander.

**(R9.41) CRUSADER FRIGATE LEADER (Cru):** See SSD Book #7.

**(R9.42) IRON DUKE HEAVY CARRIER (ID):** See SSD Book #7.

**(R9.43) OVERLORD BATTLECRUISER (BC-OL):** SSD Book #7.

**(R9.44) SARACEN FFL (Sar):** The pre-hellbore version of the Crusader. Replace the hellbore with a phaser-II; BPV = 70; in service Y145.

**(R9.45) EARLY COMBAT PALLET:** Before hellbores were invented, the hellbores were replaced with fusion beams (same arcs, BPV 28).

**(R9.70) PLUS REFIT:** Horseman, Traveler, all variants: The refit changes the Phaser-G arcs to one LS, one RS. Some Horseman-class ships received a third fusion beam (FA, appropriate BPV adjustment).

**(R9.72) DN COMBAT REFIT:** The refits shown in (R9.70) for the DN classes are incorrect. The ships received these refits in two stages. The first, applied to both the Paladin and Iron Duke, included:

increasing the #3-4-5 shields to equal the #2 shield
changing the six forward phaser-2s to phaser-1s
increasing the warp engines to 16 boxes each

This refit was applied in Y172. The ships were designated Pal+ and ID+.

The second stage of the refit, which added two tractor beams, six mech links, and four repair, was applied only to the Paladins (in Y180), resulting in an SCS design. This was the Lord Paladin.

**(R9.93) S-F:** The term "fusion beams" should be "without fusion beams."

## (R10.0) ANDROMEDAN SHIPS

(R10.1) NOTES: Despite some similarities in their batteries, Andromedan ships are not considered X-ships for any purpose.

(R10.1-6) DISPLACEMENT: The term "area" can generally be considered to be one scenario. (For those wanting a more exact measure, assume that an "area" is at least 10,000 hexes across.) Generally, no more than two units in any scenario can use their displacement devices. The Galactic Powers never acquired Displacement Device technology (even after capturing several devices) and hence could never use this as a means of defeating the Andromedans.

As the Displacement Device is used in their strategic movement system, more than two ships with this device could never have gone to a specific area to begin with. Thus, with the exceptions of the single Starbase, no more than two main ships could ever appear in a given scenario. Note that a Python, which has a Displacement Device, can be carried inside a larger unit to the site of the scenario, although it could not use the device if two other Andromedan units used them during that scenario. By this means, it is possible that three DD-equipped ships could appear in a scenario (an Intruder carrying two Pythons) but only two of these ships could use the device in combat.

The sole exception to the movement restriction is the single starbase, where its stabilizers will allow the use of the device (by ships) for strategic movement purposes, or for launching and recovering satellites, but not for combat purposes.

If three ships equipped with the device are in a given area, and one of them is destroyed or has disengaged after using its device, the others can both use their devices because the third ship is no longer in the area.

Displacement devices cannot be used to recover satellite ships.

(R10.5) COURIER has two special sensors, but no labs. It can use its bridge as a lab (G4.3).

(R10.6) TERMINATOR: The eight batteries are considered as eight separate "banks" for purposes of mauler energy.

(R10.7) STARBASE: The Conquistadors, Intruders, and Dominators in the "hangars" of the starbase are docked there by (C13.0). They can be undocked by that rule or launched by displacement device. They are too large to launch by transporter. The Andromedan starbase cannot displace itself. These rules show the maximum docking capacity of the base. There would almost never be that many ships present at any given time.

(R10.11) SAT-BASE: Cargo is considered to be inside/part of the base/ship.

(R10.12) PSS: The speed of this unit is 10.

## (R11.0) LYRAN SHIPS

(R11.15/16) The tug-c and tug-P can have mech link refits.

(R11.35) CV PALLET: 14 crew, 4 bp, 12 deck crew, 150 drones, BPV 25, spare shuttles 0+2, introduced Y175.

(R11.36) HELLCAT BCH: See SSD Book #8.

(R11.37) BATTLE POD: Klingon battle pod modified with APR replacing security, and with ESG replacing drone rack. Other Klingon pods used by Lyrans are not modified; Klingon drone pods are never used by Lyrans. Klingon pods are same weight as Lyran pods for movement purposes.

(R11.70) + REFIT: Round 1/6 or 2/6 down, 3/6 or more up.

(R11.73) LYRAN UIM REFIT: See (R3.73) and (D6.56n).

(R11.82) FI-CON: The CVL carries two Fi-cons.

## (R12.0) WYN STAR CLUSTER SHIPS

(R12.3) Lyr DD: B-refit increases #3-#4-#5 shields to 16 (BPV +2); K-refit replaces four phaser-IIs with phaser-I (BPV +4).

(R12.8) AxPFT: This ship has the same shields and damage control ratings as the small Aux-CV.

(R12.11) AxMS: This ship has the same shields and damage control ratings as the small Aux-CV.

(R12.81) FAST PATROL SHIP: See SSD Book #7.

## (R13.0) INTER-STELLAR CONCORDIUM SHIPS

(R13.1C) NOTES: The 1/4-turn firing limit applies when firing at ships.

(R13.3) CVA: The firing arcs on the forward phasers are FA+R/L, not FX+R/L.

(R13.27) ESCORT CRUISER (CE): See SSD Book #7.

(R13.28) DESTROYER ESCORT: Replace the F-torpedoes with plasma racks. Two fire FH, one LS, and the other RS.

(R13.29) ESCORT FRIGATE: This ship, used in some carrier groups, replaced the two plasma-F launchers with two plasma racks (one LS, one RS). BPV +4.

(R13.73) PLASMA RACK REFIT: On many ships, some of the rear-firing plasma-F launchers are replaced with plasma racks. This was always done evenly (two on each side for DNs, one on each side for others). Note that all of these weapons (F-launchers and D-racks) are under the cumulative restrictions of (R13.1C). Cost = 2 pts per rack.

(R13.82) PLASMA RACK PF: On many PFs (not always all of those in a given flotilla) the third plasma-F launcher would be replaced by a plasma rack (FH firing arc) (BPV same, no reloads).

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(R14.0) LYRAN DEMOCRATIC REPUBLIC: See Nexus #13.

(R14.1C) LDR Production (for replacement purposes) would include one CW and one DW per year and one MP per six-month turn.

(R14.3) CA: The LDR cannot convert this ship to a DN, but could have the Lyran Empire do the conversion (assuming you can trust them to give it back when completed). The DN counter in Reinforcements is for use in a Civil War or to show two separate clans, but could be LDR in this case.

(R14.4) CL: There are no ph-2 on this ship; ignore that reference.

(R14.6) MILITARY POLICE CARRIER: This ship has one more tractor and one fewer transporters than the conversion shows.

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# (S0.0) SCENARIOS, VICTORY CONDITIONS, SHIP MODIFICATIONS, AND WEAPONS-ARMED STATUS

(Update #1 assumed)

(S1.3n) SCENARIO SET UP CONDITIONS

(S1.31) Ships placed on the map at the start of the scenario, or which enter the map during the scenario, are assumed to have fulfilled their turn and sideslip mode provided it is possible for them to have done so.

Exception: Units at a speed of zero have not fulfilled any turn or sideslip mode. Additional exceptions may be stated in various scenarios.

(S1.4n) MAPS

(S1.41) Units specified as arriving at a map edge at the first of a turn are placed in a hex along that map edge before the Energy Allocation Phase.

(S1.42) Units which enter a scenario during a turn (rather than at the start of that turn) must pay for any movement points expending during the portion of the turn before they arrived. For example, a ship moving at speed 16 which arrived (according to the scenario rules) during impulse #17 would still need energy for 16 hexes of movement, not merely the eight hexes moved on the map.

(S1.43) If a wild weasel, or wild SWAC, or wild Scout PF moves off the edge of a fixed map, it is voided and the seeking weapons return to their original targets.

(S1.44n) Hex 2404 on the standard black map is mis-numbered as 2504.

(S2.0) VICTORY CONDITIONS: No addenda.

(S2.2a) In the case of multi-ship (or multi-side) battles, if one ship cripples a target and another destroys it, both get 50% of the BPV.

(S2.4a) This is a summary of the restrictions and conditions applied to crippled ships.
1. Can fire probes as weapons (G5.3).
2. Enemy gets points for crippling (S2.0).
3. Can use emergency Life Support (B3.1).
4. Uses G2.2 for control (only if all control stations destroyed).
5. Loses nimble status (C11.3) if it was nimble.
6. Less effective in tactical intelligence (D17.21).
7. Loss of -2 HET bonus if not already used (C6.522).

(S3.0) BALANCING SCENARIOS

(S3.3) SHIP MODIFICATIONS: See (S7.0) below.

(S4.0) WEAPONS ARMED STATUS

(S4.1-0r) Any fighters may be used, not just drone-armed types.

(S4.1a) WS-III: Under weapon status III, carriers can deploy four of their fighters within two hexes, and formal PF tenders can deploy two of their PFs within two hexes. Drones placed on the map at start may not be placed within three hexes of an enemy unit. Note: See (K2.5) for definition of casual PFTs.

(S4.11a) Note that ships damaged in prior scenarios may not be able to load weapons in higher weapon status conditions. For example, a ship with no warp power might be allowed to have fully loaded photons under WS-III, but would not be able to arm them.

(S4.12a) Under WS-III, the unit may be assumed to have fired drones (one per rack, fewer if firing restrictions apply) on impulse #28 of the previous turn. These drones can be placed on the board within four hexes of the launching unit. This provision is ignored with slow-speed drones.

(S4.22m) It is the navigator, not the weapons officer, who modifies this die roll. He has maneuvered the ship into a favorable position.

(S4.24m) References to (SG4.22/23) should be to (S4.22/23).

(S5.0) LOCAL CONDITIONS: No addenda.

## (S5.4) ADVANCED LOCAL CONDITIONS (Tom Hammond)

The charts below can be used in place of (S5.1). They incorporate new material from Volume III and several new concepts. Roll one die on the Event Chart to determine which of the secondary charts to use.

### EVENT CHART
1. THIRD PARTY: See Chart A
2. TERRAIN: See Chart B
3. DANGEROUS ZONE: See Chart C
4. MONSTER: Use either chart from (U2.11)
5. ROLL AGAIN, TWICE (same rules as before, but 2nd Black Hole result indicates one Black Hole with gravity waves.)
6. EMPTY SPACE: No terrain; standard map.

### CHART A: THIRD PARTY INTERVENTION
1. PIRATE: See #9 on original chart. Optional weapons are drone racks in the wings and disruptors in the hull.
2. ANDROMEDAN: Requires third player; if not available use Pirate. Third player operates Andromedan as per (SG10.4).
3. FREIGHTER: Large (neutral) freighter in 2215 facing B, speed 4, will not turn, slow down (unless damaged to the extent it cannot maintain speed), or fire. Shields maximum with all extra power in general reinforcement. One hundred points awarded for capturing the freighter; no points for destruction, crippling, etc.
4. OLD MINEFIELD: See #8 on original chart.
5. DERELICT: Wrecked cruiser in 2215. Toss a coin to determine the original owner (from among the players in the scenario). The ship is a CL or CW of the designated race. There is no crew on board. It is at speed zero, WS-0, no damage repaired. Apply 75 points of damage as a single volley to the unreinforced #1 shield by the DAC. Neither player receives any points for destroying or damaging the ship, but either player receives 200 points for capturing it.
6. EMPTY SPACE

### CHART B: TERRAIN
1. BLACK HOLE: see #2 on original chart.
2. PLANET AND MOON: see #4 on original chart.
3. ASTEROID BELT: set up an asteroid belt (P3.1).
4. GAS GIANT: see #10 on original chart.
5. VARIABLE PULSAR: in hex 1720, (P5.0).
6. EMPTY SPACE

### CHART C: DANGEROUS ZONES
The scenario takes place in a dangerous zone. The border (last effective hex) of the zone is 100 hexes from 2215 in any direction.
1. NEBULA (P6.0)
2. HEAT ZONE (P10.0)
3. RADIATION ZONE (P15.0)
4. ION STORM (P14.0)
5. DUST CLOUD (P13.0)
6. EMPTY SPACE

## (S6.0) MONSTER RULES
### (S6.1) MONSTER DEFEAT TABLE (in rulebook)

### (S6.2) MONSTER DATA TABLE

| SCENARIO | MONSTER | SIZE | TYPE | CONTROL |
|---|---|---|---|---|
| SM1 | Crusher | 1 | Live | Automatic |
| SM2 | Amoeba | 0 | Live | Automatic |
| SM3 | Moray Eel | 1 | Live | Automatic |
| SM4 | Cloud | 0 | Live | Automatic |
| SM5 | Sunsnake | 1 | Live | Automatic |
| SM6 | Mind | 1 | Live | Automatic |
| SM7 | Dragon | 2-3 | Live | Player |
| SL1 | Juggernaut | 1 | Ship | Player |
| SL5 | Death Probe | 1 | Ship | Player |
| SL49 | Arastoz | 0-3 | Live | Automatic |
| SL55 | Energy | 1 | Live | Automatic |
| SN7 | Igneous | 1 | Ship | Automatic |

### (S6.3) INCOMPLETE ENGAGEMENTS: In the event of a second scenario against the same individual monster, any damage to the monster scored in the first scenario would be repaired, but any information gained would still be known. The ship would, however, have to gain an additional 50 points of information to determine that this was the same monster and that no other conditions had changed. These 50 points are then lost, but the points gained in the previous scenario(s) are restored at that point. Accumulation of additional points then begins. If less than 50 points were gained in the first scenario, they are lost and the 50 points to re-identify are not required.

### (S6.4) REPEAT ENGAGEMENTS: In the event of a scenario against a monster of the same type as one previously defeated (but not the same individual), the ship must gain 50 points of information to establish that it is the same type of monster. After that, the method of defeating the monster established in the previous encounter is confirmed as still usable on a die roll of 1-5. On a die roll of 6, the previous information is determined to be invalid in this case, and the ship must treat the monster as a new case (with the 50 points gained counting toward the determination required).

### (S7.0) SHIP MODIFICATIONS (Revised S3.3)

These miscellaneous notes will eventually be incorporated in a revised and much more elaborate version of this rule. In the interim, they will serve as further guidelines for player modifications.

It must be noted that some published variants violate the restrictions of this rule. This is because the designers have considerably more data on the various ships than it is possible to publish, and are able to make determinations more accurately. Unsupervised player modifications must, by definition, be severely restricted by blanket rules. Any necessary and possible modifications which violate the restriction have been or will be published. Players must never assume that because an "illegal" modification has been made to one ship that a similar modification can be made to another. For example, the allowed modification of cargo boxes to fighter boxes on the Orion SAL/CVL is based on the unique physical structure of the ship. No other "cargo" ship, including the Slaver, can be modified in this manner by players.

1. Klingon ships cannot mount disruptors in the boom. They can only be mounted in the normal position (max two per warp engine in size-3, one on each side of hull in smaller) or in the wing positions (no rear arcs).
2. Control spaces cannot be removed from a ship under (S3.3).
3. Fighter reload boxes (J4.8) cannot be added to a ship's weapons.
4. The "no more than 10%" restriction on removing hull, cargo, and lab boxes applies to the overall total. Treat all hull, cargo, and lab as a single category, but require changed boxes to be proportional from each category. Round fractions of 0.5 or more up, 0.499 down.
5. In the case of tugs, first make modifications to the tug without pods. Then add the pod and make modifications to the pod. These modifications must be within BOTH the limits on what can be added to the pod (separately) and the ship/pod combination INCLUDING any changes previously made to the tug. For example, the maximum limit of shields cannot be added to both elements and then combined. Cargo pods cannot be modified.
6. Positional stabilizers cannot be added to a ship.
7. Adding fighters does not make a ship a carrier. Only true carriers can lend ECM to their fighters.
8. KRs cannot upgrade to K7Rs; KVRs cannot upgrade to K7VRs.
9. Fleet refits (x.70) and variants are included within the limits of player modifications (S3.3). For example, a D7C is a highly modified D7, and any player modifications based on a D7C must include the changes required to convert a D7 to that version. If the refit or variant exceeds the limits of (S3.3), it cannot be modified further.
10. Drone racks on PFs can be modified by (S3.3).
11. Mine racks can only be added by replacing shuttle boxes.
12. No more than four systems can be "improved" (phaser-II to I, better drone racks, web to snare, G-torp to S/S-torp) on a size-2 ship, no more than three on a size-3 ship, and no more than two on a size-4 ship. Improving all four phaser-IIs on a Klingon D6K to phaser-Is is four improvements, not one change.
13. Firing arcs of existing weapons cannot be expanded. (The firing arc costs are for added weapons.) Weapons which replace existing weapons have the same firing arc as the weapons they replace.
14. Photon torpedoes, web casters, hellbores, and PPDs have 120° firing arcs that are not expandable.
15. Players cannot reduce the crew to lower the BPV of a ship.
16. The following modifications are allowed on Andromedan ships: Change ph-II to ph-I; change APR to AWR; add Emergency Deceleration; add Positron Flywheel. All of these changes are non-historical, and are available only in campaigns at the option of the campaign directors.
17. Super-Intelligent computers are NEVER installed on ships smaller than size class 3 (i.e. cruisers).
18. LATERAL MODIFICATIONS: The modifications listed below can be made to any published ship regardless of the percentage limitations on changing BPV or other rules, but only in campaigns or games where player modifications are allowed, only if there are not specific restrictions in the rules, and only if no other changes are made to the ship:

Phaser-II to Phaser-I or vice-versa.
Waist phasers to drone racks on Klingon ships.
Types of drone racks (except F to A or A to F).
Plasma-G to Plasma-S or vice-versa.
Plasma-F to Plasma-D rack.
Adding swivels to plasma-F, -S, or -G.
APR can be converted to AWR.

**19.** There is no provision in the rules for player modifications of fighters or shuttles. (The flexibility allowed in loading drones or ECM pods on some fighters is not a modification. The C-refit is a rulebook modification, not a player modification.)

**20.** If type-F (jump) racks are added to a ship armed with ESGs, PPDs, Web Casters, or Hellbores, the racks are treated (for damage allocation purposes) as shuttle boxes. Converting a shuttle or fighter box to a jump rack counts as adding a weapon.

**21.** Notes on Orion Ships: OAKDISC and Cloak refits not included in percentage limit. Percentages are calculated before the BPV adjustment for optional weapons. Optional weapon costs are not included within the BPV adjustment limit.

**22.** Items from Annex #6 are considered "ammunition" and are not within the limits on BPV increases.

Upgrading a boarding party to a commando or heavy weapons squad counts as an improvement and is within the BPV limits, but not the limits on the number of boxes to be modified. No more than one boarding party out of every 10 can be a commando or heavy weapons unit.

**23.** If fighters are removed from a carrier and replaced with drone racks (type-F), the appropriate proportion of the ship's reload capacity is removed and replaced with a single loading for the rack and a single set of reloads. Removed drones can be re-purchased for the appropriate cost.

**24.** Changing the warp reactors on a base to APRs does not lower the cloak cost.

**25.** SFGs and Maulers cannot be on the same ship. The shock of the mauler would destroy the crystals on the SFG.

**26.** Fusion beams can be removed from Hydran ships only by exchanging them with weapons from another Hydran ship. Players wishing to change all fusions to phasers can do so, but will have to scrap about a third of the fleet to do it.

**27.** When modifying shields, shield #2 must equal #6, #3 must equal #5. #2 cannot exceed #1; #3 cannot exceed #2; #4 cannot exceed #3.

**28.** Ships cannot be modified by this procedure and (X2.70).

**29.** It is theoretically possible to make some changes by two or more methods (such as changing an A-rack into a G-rack either directly or through the intermediate step of an ADD). If done at the same time, take the lowest cost.

**30.** Certain ships, such as the *Hammerfield*, the D7C *Doomslayer*, and the DDL *Kublai*, are unique to their scenarios. They cannot be modified, built in a campaign, or used to justify other modifications.

**31.** Phaser capacitors cannot be added, reduced, or increased.

## ADDENDA FOR SCENARIOS

### (SG0.0) GENERIC SCENARIOS
**(SG27.44)** The term "full repairs under (D9.7)" means the ship can repair a number of boxes equal to its original damage control rating, regardless of the cost of each box repaired.
**(SG29.42)** JOKER: Wins if explosion destroys or cripples police ship or any other ship friendly to the police ship. Treat the explosion of the robot ship as a ship explosion.
**(SG29.45)** "....adjacent to the planet."

### (SH0.0) HISTORICAL SCENARIOS
**(SH4.46m)** Drone speed is 12.
**(SH6.2a)** The asteroids are single large anchors, not asteroid fields. They are not treated as asteroid fields.
**(SH11.2a)** All Klingon ships except Purgatory and E4/3 get K refit.
**(SH18.2m)** Use Power Boost pod, not Self-Defense Pod. Note that the Traveler does not carrier fighters; the note "Sting-2" is in error.
**(SH24.2a)** "NCC" is an alternate designation of the "CLC." The Federation NCVL has the refit.

### (SL0.0) SCENARIOS IN CAPTAIN'S LOG
**(SL2.2a)** C8 boom and F5 get K refit.
**(SL15.451a)** If a shuttle box or Klingon drone rack is destroyed, a chain reaction (D12) may result.
**(SL15.453a)** A given trap cannot hold more than one monster.
**(SL20.2a)** All Klingons but E4s get K refit.
**(SL26.2a)** One F5 is an F5L; (K refit). *Demonslayer* has K refit (D7L).
**(SL33.2a)** It is recommended that players not be allowed to purchase Legendary Navigators (or use Legendary Captains in that role) in this scenario, as the ability to alter the starting position will result in almost immediate victory.
**(SL33.64n)** To reduce the tendency of some players to wait until the battle is over, limit the number of crystals originally on the asteroid to some fixed number, perhaps 100.
**(SL34.42a)** The diplomats cannot be taken off the SL by the Feds.
**(SL34.43a)** Note that this effectively keeps the tug from disengaging since it cannot move at maximum speed.
**(SL34.5a)** A captured diplomat is worth 10 points to the Romulans; the Federation does not receive points because he is still "alive".

**(SL39.8a)** If the tug drops it warp engines and disengages by sub-light evasion (or drops the warp engines and does not disengage but is rescued) the Federation gets only a tie, the Kzintis get no bonus and the Klingons get a 25-point bonus for (in effect) crippling an important Federation ship.
**(SL48.2a)** D5 has K refit.
**(SL50.2a)** The center engine on the Hammerfield can be doubled. The comment in the story that it is "not standard Orion" refers to its increased size and the surprise that would come from more than the expected power.
**(SL50.434a)** *Doomslayer* BPV is 178; See (S7.30) for a special note.
**(SL71.2a)** D7s and F5s have K refits.
**(SL72.2a)** D7C and F5L have K refits. Other Klingon ships do not. The Hydran base has 12 fighters, not 1.
**(SL73.2a)** HDD has shield refit. Condor has refit.
**(SL73.4a)** DN, CA, DD, SC, CL, CV, PFT, HDD all have +/F refits as applicable. WE, Falcon have rear phaser refits. PFs (both sides) do not have shield refits.
**(SL74.4a)** The mauler can fire on turn one, but the batteries are empty and the warp engines cannot be used; only the impulse engines and APRs can be used.
**(SL76.6a)** The Skyhawk-C has six Centurions, not six Gladiators.
**(SL78.2a)** D7C should be a D7L.

### (SM0.0) MONSTER SCENARIOS
**(SM1.45a)** A monster with a turn mode of 0 can move in any direction on an impulse when it is scheduled to move, regardless of its prior movement.
**(SM2.43a)** The facing shield is the one that was facing the monster at the point of closest approach. Shuttlecraft sustain one point of damage for each turn that they are (at any time) within 10 hexes of the monster; they do not receive damage based on the chart as ships would.
**(SM3.42a)** If the ship is not within 10 hexes, the Moray Eel moves in direction A. If the monster follows the ship for five turns without catching it, it will ignore the ship and move in direction A unless further diverted by the ship moving within two hexes and firing weapons. It is presumed that an occupied star system is located 100 hexes from hex 2201 in that direction, and that the monster will cause no end of havoc if allowed to reach the system. In this case, the player will have lost the scenario.
**(SM7.61a)** Chart has several typesetter errors:
    Claw attack should read: +1, 0, -1, -3.
    Speed should read: 1, 2, 3, 5.

### (SN0.0) SCENARIOS IN NEXUS
**(SN9.2a)** All units are at WS-III.
**(SN11.2a)** The F-5B enters the map from any hex (Klingon option) on the xx30 hex side on impulse 1 turn 1.

# (T0.0) MINI-CAMPAIGNS
**(T2.0)** For all practical purposes, it is impossible to use WYN forces in this campaign. They never leave the cluster, at least not as far as this.
**(T3.43a)** Drones from captured ships can be used and transferred between scenarios.
**(T3.5a)** These point requirements, based on (S2.21), should be 300 and 500 respectively.
**(T6.5a)** The safety interlocks on the weapons of captured ships are unlocked between scenarios.

# (U0.0) CAMPAIGNS (Update #1 assumed.)

### (U1.0) GENERAL RULES
**(U1.21a)** Note that as repairs are conducted before the crew is replaced, the penalty under (G9.452) must be enforced.
**(U1.28n)** Burned out UIMs are replaced between scenarios.

### (U2.0) THE CAPTAIN'S GAME: No addenda.

### (U3.0) STAR FLEET DEFENSE GAME
**(U3.2a) CAMPAIGN ORDER OF BATTLE**
    The Campaign Order of Battle in this section should be discarded in favor of the more accurate historically-based Order of Battle included in the game FEDERATION AND EMPIRE. The rulebook is available as a separate item from TFG or Games on Call for $6.00 (plus $1.50 shipping). A considerable amount of Addenda for the U3.2 version of the OB has been deleted from the Consolidated Addenda. Even with that material, the OB was never complete or realistic.
**(U3.31a)** A player can use 11 ships to attack a starbase if one of them is a dreadnought or BCH.

### (U4.0) CARRIER GROUP CAMPAIGN: No addenda.

### (U5.0) ADMIRAL KOSNETT'S WAR: No addenda.

## (U6.0) OPERATION UNITY

(U6.21a) A Bull Snake, Courier, or Terminators can be substituted for the Cobra on every even numbered round. The Andromedan player can replace one Intruder with two Pythons in his reinforcements.

(U6.33a) Each battle force can have one flotilla of up to six PFs (including one scout and one leader). These can be carried by a standard PFT (or SCS) or distributed among various ships with mech links. The Kzintis can trade an SCS and a NT for an SSCS. The Kzinti SSCS, if used, can carry 12 PFs.

## (U7.0) CAMPAIGN NOTES

(U7.112a) This rule does not increase the availability of D-9A, D-7A, or D-5A ships. It specifies the maximum C-9A, D-7A, D-5A production rate. These SFGs can be installed on starbases (R1.1A).

(U7.113a) UIMs are generally available to Klingons, Lyrans, and Orions, but are "foreign technology" to other races available only when captured.

(U7.23a) The captured cloaking device must be used for a ship of the same size class.

(U7.28a) Each race has certain standard items which it can build as needed. Non-standard items are "foreign technology" and are treated under (U7.26) (e.g. one ship so equipped can be built or converted in each six-month campaign turn). Note specifically that while some races have ships in the rulebook equipped with "foreign technology", these ships cannot be considered as an indication that this technology is standard. Also note that some equipment (such as SFGs, Web Casters, Fed Ph-Gs) may be under additional numerical restrictions. Also note that some weapons (e.g. phaser-Is for Klingons and Hydrans) are based on a date of availability and defined by refits. All disruptor-using races have Derfacs.

### STANDARD TECHNOLOGY

Federation: Phasers-1/2/3/G*, drones, ADDs, photon torpedoes, SWAC*.
Klingons: Phasers-1/2/3, disruptors, SFGs*, UIMs, ADDs. drones.
Romulans: Phasers-1/2/3, plasma torps, maulers, cloaks, cloak decoy*.
Kzintis: Phasers-1/2/3, disruptors, ADDs, drones.
Goms: Phasers-1/2/3, plasma torpedoes, drones (on fighters only).
Tholians: Phasers-1/2/3, webs, disruptors, web casters*, snares.
Hydrans: Phasers-1/2/3/G, fusion beams, hellbores.
Andromedans: Phaser-2/3, tractor-repulsor, PA panel, DisDev.
Lyrans: Phasers-1/2/3, disruptors, ESGs.
WYN: Phasers-1/2/3, disruptors, drones, ADDs, ESGs.
ISC: Phasers-1/2/3, plasma torpedoes (except R), PPDs.
LDR: Phasers-1/2/3/G, disruptors, ESGs.

### KNOWN FOREIGN TECHNOLOGY

Federation: Plasma-S/G/F.
Klingons: Plasma-S/G/F, maulers (U7.114).
Tholians: Photon torpedoes.
Andromedan: Maulers.
Lyrans: Maulers (U7.114), UIMs (standard on some ships).
Lyran Democratic Republic: UIMs.

(U7.4m) See more accurate data in Federation And Empire.
(U7.5m) See more accurate data in F+E. Andromedans cannot use this rule. Romulan SkyHawk-Fs cannot be used as survey ships. Auxiliary exploration ships are involved in development, not exploration.

## (U8.0) FRIGATE CAPTAIN'S GAME: No addenda.

## (U9.0) FAST PATROL SHIP CAMPAIGN: No addenda.

## (UL1.0) THE HYDRAN EXPEDITION

(UL1.2a) Hydran set up should be part of (UL1.3).

(UL1.29n) Ships may pick up replacements for crew, boarding parties, drones, transporter bombs, shuttles, fighters, etc. at any friendly base. This does not reduce what the base has on hand, but the ships cannot load more than their normal capacities. A single battle station can provide 50 repair points (total, not per ship) per turn to friendly ships that spend the entire turn in that hex and do not participate in combat for that turn. This is the only refit/repair/resupply function in the campaign.

(UL1.3a) The Klingon convoys can never be split up. The Escorts cannot be detached from the convoy until all of its ships are destroyed. All Hydran ships have "+" refits. All warships are assumed to carry 12 transporter bombs unless the players agree to dispense with them.

(UL1.42a) All bases will have WS-II.

## (UN1.0) THE BARGANTINE CAMPAIGN

The Hydrans can use any of their fighter types at their option, but no more than 10% can be hellbore-armed.

The endurance of an Exodrone is 5 turns.

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(V0.0) OPERATIONAL SYSTEM: Reserved for unpublished rule.

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(W0.0) MINIATURES RULES: No addenda.

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# (X0.0) ADVANCED TECHNOLOGY

(X3.33a) X-ships ignore any ECM lent to the target by a scout or shuttle.
(X4.12a) The correct reference is (D13.2) not (D14.2).
(X4.2m) There is an error on the X-disruptor chart. Standard damage at range 9-12 should be 4, not 5.

## (X5P.1a) PLASMA TORPEDO ARMING

X-ships have four alternatives for arming plasma torpedoes.

NORMAL LOADING requires three turns and the usual (non-X) energy requirements.

ACCELERATED LOADING requires only two turns and the same (non-X) energy requirements; the second and third turn energy is allocated on the second turn. The torpedo is then treated as one that has completed its third turn of normal loading.

RESERVE LOADING begins as the normal three-turn loading, but the third turn energy is provided during the second turn by reserve power, rather than allocated at the start of the third turn (or second turn for Accelerated Loading).

FAST LOADING is shown in table (X5P.13). This takes only one turn, but produces a torpedo one size smaller than the standard type for that launcher AND requires additional energy (as shown on the chart).

SECOND GENERATION X-ships have another alternative. They can fast load normal size torps for the energy cost shown in table (X5P.15).

### (X5P.14) ACCELERATED-LOADING PLASMA TABLE

| PLASMA TYPE | TURN 1 | 2 | HOLD COST | ENVELOPING SURCHARGE |
|---|---|---|---|---|
| R | 2 | 7 | 5 | +5 |
| S | 2 | 6 | 2 | +4 |
| G | 2 | 5 | 1 | +3 |
| F | 1 | 4 | 0 | |

### (X5P.15) SECOND GENERATION FAST-LOAD PLASMA DATA TABLE

| LAUNCHER | COST | ENVELOPING |
|---|---|---|
| R | 12 | 18 |
| S | 11 | 15 |
| G | 9 | 13 |
| F | 7 | |

(X5D.4) An anti-drone will destroy an X-drone.
(X6.2a) Probes fired from inside the hold are under the same launch-rate restrictions as shuttles or drones.
(X7.1a) The batteries on second generation X-ships can be used for warp power, but not for movement purposes. The power stored in the batteries at the start of the scenario is assumed to be warp power.
(X11.2a) X-Booms/saucers require eight non-destroyed boxes to be viable under (G12.122).
(XR0.2) Ships cannot be modified by (S3.3) before (or after, for that matter) modification by (XR2.70).
(XR1.2a) X-Monitors have support pallets only.
(XR1.4a) While the firing system does not have aegis, it is still under the aegis restrictions (e.g. no firing at ships) when fired in rapid-pulse/gatling mode.
(XR1.11a) An Advanced Battle Station can use the following modules: power, science, repair, barracks, VIP, hospital, cargo.

An Advanced Battle Station can use the following pods: cargo, troop, jrepair, self-defense, power-boost.
(XR1.90) The BPV of an X-shuttle is 10.
(XR2.70-13a) This 50% extra cost does not apply to 2X ships repaired at 2X bases.
(XR2.70a) First generation X-ships are assumed to be able to fire one drone per rack per turn. Drone racks on first generation ships can be modified by (S3.3). First generation Tholian X-ships are assumed to have snare generators. Foreign non-X technology acquired under (U7.1) cannot be converted to X-technology. The Fed Kirov/Bismarck, Klingon C-7, Kzinti BCH, Gorn BCH, and Hydran Overlord cannot be converted to X-technology. Ships cannot be modified by (S3.3) before conversion by (X2.70).
(XR2.71a) These partial refits apply only to non-X ships which are partially modified to First-Generation X-Technology.
(XR3.3) Klingon FX phasers can fire to the rear like the D7.
(XR3.6) Gorn ships do not retain the balcony-and-track system.
(XR3.7a) Web generators on first and second generation Tholian ships are treated as snare generators.
(XR3.8) The option mounts are standard; they cannot carry R-torpedoes. This armament reduction was the design price paid for the cloak and ECM benefits.
(XR3.12) Last two lines should say "...the WYNs referred to..."
(XR3.133a) Add two 360° phaser-Is to the ISC XDD.

CONFIRMED: The following items, often questioned by players, are confirmed to be correct as published.

Orion 2XCR and 2XFT engines. Orion option mounts are same as always; improvements and increased numbers were given up in order to retain the cloak.

Romulan ships have fewer batteries (and other things) as the cost of the cloak. This was done in response to requests from Romulan players.

Many weapons cannot be fired at range zero.

Ships have one shuttle bay (even if the SSD seems to show two) unless the rules state otherwise. This was done for artistic effect.

S-shuttles cannot gather tactical info. Shuttles do not (and should not) have weapons. Plasma-F launchers can't be fast loaded. Type-IX drones do normal damage to ships.

NO SECOND GENERATION TECHNOLOGY CAN EVER BE ADDED TO ANY OTHER SHIPS!

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**(Y0.0) THIS LETTER IS NOT USED IN THE SFB RULES SYSTEM**

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**(Z0.0) DESIGNER'S NOTES:** No Addenda.

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# ANNEXES

**ANNEX #1 INDEX:** No addenda.

**ANNEX #2 SEQUENCE OF PLAY**
MOVEMENT SEGMENT
Delete reference to challenging to dogfight.
DIRECT-FIRE SEGMENT
Weapons are resolved simultaneously in the following steps:
A. Plasmatic Pulsars
B. Hellbores (Option)
C. Other weapons
D. Aegis fire (last three pulses)
E. Hellbores (Option)
F. Web caster operations
1. Webs cast 4 impulses previously become effective.
2. Webs effective 16 impulses previously dissipate.
3. Web Casters fire.

**ANNEX #3 MASTER SHIP CHART**
**Federation** BP has 28 crew units; BT has 50.
LTT BPV = 116/75.
GSC-CVL available Y167.
PolCVE crew is 18, not 12; correct BPV is 97.
Pod BPVs: Cargo 21/15, Repair 44/22;
**Klingon** D5G Crew = 36+12.
D5K and D5L available 176.
Pod BPVs: Repair 34/18; Troop 30/20.
**Romulan:** Revised BPVs (include cloak): ROC 266, KH-K 224, KH-A 219, SupH-K 197, SupH-A 191, FH-L 186, KRC 181, FH-K 179, FH-A 174, SpH-J 173, K7RB 166, K7RV 160, K7R 150, KRB 132, KR 115.
KRV, Year in Service Y170; KD5R available 171.
KD5RV: 44/8/130-120*/5-6/0.67/1+2/3/B/65/174; this ship could have been built as early as Y171 assuming a hull was available.
ROC could have been converted in Y171; was not until Y183.
TH could have been built in Y181, but was not until Y185.
Romulan bases do not include 15% BPV adjustment for their cloaking device, which is mandatory.
**Kzinti** DD: Correct BPV = 90
DD and PFT should be size class 4.
Pod BPVs: Repair 34/18, Self-Def 30/20.
**Gorn** Pod BPVs: Cargo 20/15, PFT 38/24, Troop 50/30.
Revised BPVs: DNF 229, DN+ 215, DN 205, CCF 164, BC 160, CC+ 150, CA+ 146, CC 124, CLF 122, CA 120, CL+ 108, CL 92.
CV Available Y173.
**Tholian** Mon-WC BPV is 106; Mon-Disr BPV is 100.
**Hydran:** Revised BPVs: Pods (PFT 36/24, Repair 34/18, Self-Def 30/25), SCS 210, Pal+200, Pal 180, Overlord 172, Lord Bishop 150, Baron 121, Traveler+ 117, Traveler 105, Horseman+ 95, Knight+ 90, Cuirassier 55.
**Lyran** Pod BPVs: PFT 36/24, Repair 36/20.
Repair pallet should be reference 34 not 33.
**Andromedan** PSS has turn mode of Cobra.
**WYN/Or LR:** Same factors as Orion LR
AxCV: Crew = 20; Aux-CVA crew is 40, available Y173.
Aux BC, Move cost = 2/3, BPV = 136, available Y173.
**ISC:** CV, CVS, CVL, CVLS available in Y174; DNT available Y188.
Revised BPVs: DDL 110, Pol 44.
Pod BPVs: Cargo 21/15, Repair 32/18.
**General:** Large Aux CV crew = 40. Small Aux CV crew = 20.
Note that the X-ships on the Volume III chart are correct.
Power Module crew is 10.

**ANNEX #4 MASTER FIGHTER CHART (Volume III)**
The firing arc BS means "both sides," i.e. one weapon is LS and the other weapon is RS.
The "class" of a fighter may be changed if its BPV is increased by additional weapons or equipment.
ISC TF correct BPV = 7; HF Plasma-F arcs = FA

**ANNEX #5 ABBREVIATIONS:** No addenda.

**ANNEX #6 PLAY BALANCE**
AMMUNITION: ADD rounds 1/4; type-IS drones 1/2.

**ANNEX #6A SHIP MODIFICATIONS**
This is the cost per weapon/system/box/mount, not the cost for changing all such items on a given ship.
DERFACS does not cost BPV points.

**ANNEX #7A COLOR OF COUNTERS:** No addenda.
**ANNEX #7B SHIPS ABLE TO LAND ON PLANETS:** No addenda.
**ANNEX #7C FLEET ORDER OF BATTLE:** See U3.2.
**ANNEX #7D SYSTEMS DEFINED AS WEAPONS:** No addenda.
**ANNEX #7E HIT CONVERSION CHART:** No addenda.
**ANNEX #7F NIMBLE SHIPS:** No addenda.

**ANNEX #7G CARRIER DATA TABLE**
Klingon C8S ignores the shuttle box in the boom.
Romulan SuperHawk-B has four bays.
Gorn SCS: 12 ftrs, 2 admin, 2 MRS, 4 GAS, 1 bay, 200 drones, 12 DC.
Hydran Paladin has three bays.
Hydran Gendarme has one bay, Lancer has three bays.
Neo-Tholian SCS: 12-4-1-0-12
Fed SCSA (PF): 24-4+2-3-800-26
Romulan K7VR: 12-4-2-150-12
Romulan K5VR: 12-2-1-150-12
Orion CVS has 200 storage; Orion CVL has 100.
Revised Drone Storage (the Gopin Project): Fed PolCVE 100, CVT 250; Klingon CVT 125, CVTA 250, D7V 150, D5V 150; Kzinti SCS 500, CVT 125, CVTA 250; WYN AuxCVA 250; General AuxCV-S 125, AuxCV-L 250.

**ANNEX #7G-2: TYPE-D PLASMA TORPEDO STORAGE**
Romulans: Condor-V 150, SuperHawk-B 150, SparrowHawk-B 100, Phoenix 75, K7RV 75 150, KD5RV 150, KRV 60, SuperHawk-A 50, ThunderHawk 50; SkyHawk-B 50, WarHawk 0.
ISC: SCS 150, CVA 250, CV 150, CVL 100.

**ANNEX #7H CLOAKING COST TABLE**
BLM = 15; Monitor = 15.
For the starbase to use the lower (30) cloak cost, it must shut down its AWRs. Changing these AWRs to APRs does not reduce the cloak cost. The AWRs on other ships are not treated in this manner.
SparrowH-E cloaking cost = 18 (not 20). Snipe-B cost should be 4/2.
Note that this chart does not indicate that any given ship does or does not have a cloaking device, but simply gives the cost for operating a device on that ship.

**ANNEX #7J DOCKING POINT TABLE**
"Fed DN #9" should be "Fed DN+"
ISC ships on next line are 9 points.
Killerhawk is 8 docking points.
SpH mods = 2 pts each; SH mods = 1 pt

**ANNEX #7K: CARGO SPACE POINT TABLE**
An X-Shuttle is treated as an MRS shuttle for this purpose.
Orion LR/DR plasma boxes hold 10 spaces.
PPTs: 2 = F, G = 3, S = 4, R = 6.

**ANNEX #7L: Towing costs for sub-light units**
1.00 Romulan Warbird
0.50 Romulan Hawk, Hydran Pallets, Fed/Gorn Double Pods, Federation Saucers (from size 2 or 3 ships)
0.33 Federation Pods, Gorn Pods, ISC Pods, Klingon or Kzinti CVA Pods, Romulan FE pallets Federation DD/SC saucer, Lyran troop pallet, Andromedan energy module
0.25 Romulan Snipe, Klingon D-5 or D-6 Boom, Klingon Pods, Kzinti Pods, Lyran Pallets
0.16 Romulan SkyHawk Pod
0.13 Klingon F-boom
0.10 Tholian Cargo packs

## ANNEX #7M: SHUTTLE BAYS

This list is provided to prevent confusion as to which ships have two or more shuttle bays. Ships not listed here (unless specifically noted in their ship descriptions or below) have only one shuttle bay.

SHIPS WITH THREE SHUTTLE BAYS: Rom SpH-G; Hydran Picador.

SHIPS WITH TWO SHUTTLE BAYS: Romulan FH, NH, KH; Gorn DN, CC, BC, CA, Tug, CL, HDD, BDD, DD (not PFT or MS), FF; Tholian DN; Hydran Traveler, Pegasus; Lyran DN, BC, CC, CA, STT, Tug, CL, CW, DW, DD, FF, Pol; WYN Lyr-DD.

NOT LISTED: Tug-pod combinations (pods with shuttles are a separate bay), bases, modules for bases, any ship on the chart in Annex #7G.

The noted ships include any variants not exempted. LDR ships are the same as their Lyran counterparts.

## ANNEX #7N DRONE RELOADS (Non-Carrier ships)

The following ships have two sets of reloads for their drone racks instead of the usual one set: Fed NCS, FFD; Klingon D7D, D5D, F5D.

The following ships have three sets of reloads for their drone racks instead of the usual one set: Federation CX, BCF, BCG; Klingon DX, C7, FX; Kzinti BCH, MDC.

The following ships have the specified reload capacity: Fed DDG (24), FFG (12), ; Klingon D6P (200), D6D (236); Kzinti DN (300), Kzinti DF (100).

**ANNEX #8A DISRUPTOR RANGE TABLE:** No addenda.
**ANNEX #8B ORION PIRATE OPTIONAL WPNS:** No addenda.

**ANNEX #9 REPAIR COSTS:** Batteries (1x) = 3 points, (2x) = 5 points
    Delete reference to UIM.
    Armor...........2 (Starbase or FRD repairs only!)
    Plasma rack.....8

## ANNEX #10 TACTICAL INTELLIGENCE

Revised and additional hull type classifications
    Small ground bases are all one group.
    Federation Tug: Has * when carrying pods.
    Fed CVA: SCSA
    Klingon D7: C7*
    Klingon E: G-2C; Klingon DV: Romulan K7VR
    Romulan SpH: SpH-B*, SpH-E*, SpH-A/C/D/F/G/H/J/L/M, RKL.
    Romulan SupH: NovaHawk.
    Kzinti SCS: DN
    Kzinti C: BCH
    Gorn BDD: BDE
    Gorn DD: DE
    Orion CA: CVS
    Hydran Paladin: Paladin, Iron Duke
    Hydran Ranger: Overlord*
    Hydran Hunter: Crusader, Saracen
    Lyran DN: BCH
    Lyran FF: FF, Pol
    Lyran DW: FF, MP (and variants)
    LDR ships are distinguished at level I (ph-Gs)
    ISC CL: CE
Confirmed correct: Klingon E5, F6.

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**FEDERATION DESTROYER**        by Gene Cathey



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## ERRATA FOR SSD BOOKS

**SSD BOOK #1** (Original 1983 Edition) (Corrected in 1985 Edition)
FEDERATION: CC - Ref R2.3.
    CVS has a "tunnel" hangar bay with a door at each end. It can launch OR land two shuttles from each end each pair of impulses.
    GSC - Each probe has 12 rounds.
    CVT - ref incorrect.
KZINTI: FF, DF, SC, MS DamCon should be 4-2-2-2-0.
ANDROMEDAN: Dom - number forward PA panels.
    Courier should have two Special Sensor boxes.
ORION: CR - DamCon is 4-2-2-0.
    CVL, PFT, Slaver, and LR don't have probe.

**SSD BOOK #1-R** (Revised 1985 Edition)
    Federation CA: Rear phasers are a new refit.
    Federation MS has + refit.
    Fed MS: Shields #3 and #5 should be 10 boxes each, not 12.
    Fed CA, CC, NCL need shield refits.
    Kzinti CVS: Addition of flag bridge is a change from previous.
    Kzinti streak shuttle should have two dogfight drones.

**SSD BOOK#1-R2:** This reprint replaced 12 SSDs. It can be recognized by the lack of printing on the inside covers. The SSDs for Federation CC, CA, CVS, CL, ECL, MS, and NCL now have the refits shown in the Addenda. The SSDs for the Kzinti CV and CVS were combined. The SSDs for the Kzinti SCS, CVE, and CVL now show the fighter reload boxes and have TAAS/AAS fighters.

**SSD BOOK #2** (Original 1983 Edition) (Corrected in 1985 Edition)
KLINGON: D6PFT should have 6 mech-links.
    D5 should have 12 rounds for each of its ADDs.
    Battle Tug should have the APR, Probe, and Lab modifications as on the Carrier Tug.
    E4 has no probe launcher. Eliminate the probe track.
HYDRAN: DE is the Aegis-Lancer.
    Hydran Cuir - add one APR.
LYRAN: Wildcat, the two center disruptors, NOT the two center phasers, should be labeled B and C.
    DN - needs two probe ammo tracks.

**SSD BOOK #2R** (Revised 1985 Edition)
    Klingon D6CV and D6PFT, two Tran should be APR.
    Lyran DN, two lab in center should be tran.

**SSD BOOK #3** (Original 1983 Edition) (Corrected in 1986 Edition)
ROMULAN: Condor: Add two flag bridge; delete one aux con
    The Sparrowhawk-F should not have the F-torp firing arcs.
    All Skyhawks: left/right engine designations are reversed.
    The KE4RB has no probe launcher; eliminate the probe track.
    KRC, KRB, KF5RB, KF5RSB: Boom engine should be APR.
    KF5RSB: Security should be hull.
    KE4RB does not have a probe launcher; eliminate probe track.
    The KF5R, KF5RS, and KE4R listed on the supplemental Master Ship Chart should be the KF5RB, KF5RSB, and KE4RB.
    WE, FE, SE should have one tractor beam.
THOLIAN: BW and PFT do, indeed, have phas-I rather than phas-II.

**SSD BOOK #3R** (Revised 1986 Edition)
    Gorn HDD, rear Aux should be APR.
    Gorn DN, APR right front center section should be Tran.
    Romulan KRT needs forward phaser (rear firing) note.
    Romulan KE, left warp engine mis-labeled right.

**SSD BOOK #4** (Original 1984 Edition)
    All Battle Stations should have 40 boxes in each shield; Orion BATS has phas-I in place of phas-IV; Base (see R1.3 for tracks) should have 18 APR; Federation hangar modules need freezers; Kzinti starbase right module firing arcs reversed; check all combinations carefully for correct total of shields, crew units, etc.

**SSD BOOK #5** (First Printing; Corrected in Second Printing)
    The following ships have LS or RS designations where they should have L or R. (This resulted from Task Force "correcting" an "obvious error" *after* ADB and the Committee had checked the book): D-6J waist, D-5J waist and wing, F5J forward, Gorn CDD forward, Hydran Baron forward, Lyran CWL forward.
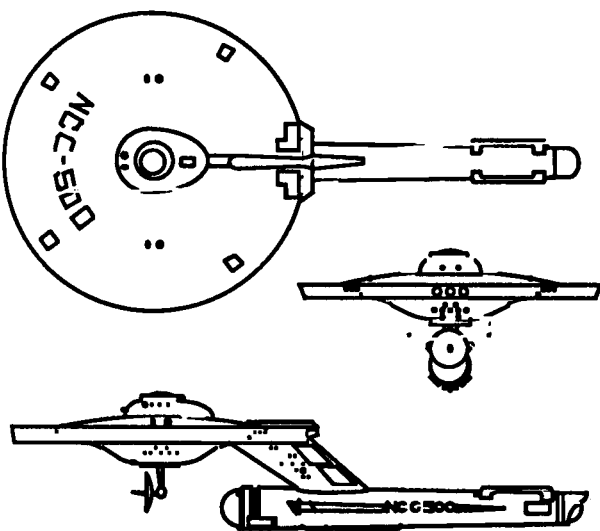    The phaser-IIs in the F-5/F-5J boom are correct as printed.
    Federation CLC forward phasers are FH.
    Klingon D5J: Disr are FH+L or FH+R, not FH+LS or FH+RS. The #4 shield should be 26, not 30.

## SSD BOOK #6
Rom SupH-B: Bottom row of fighters (2-11) should have two plas-D.
Gorn SCS: Forward torpedo should be marked PI-R.
Neo-Tholian SCS: Forward web caster should be "A".
Neo-Tholian FCM: Web caster should be "A".
Hydran SCS: Rear shield should be 33 boxes.

## SSD BOOK #7:
Gorn HDE, should have 2 fighter ready racks (one per bay); rear Aux should be APR. Note BPV adjustment for Defsats (R1.15F).

## SSD BOOK #8:
Note BPV adjustment for Defsats (R1.15F).

## VOL II SSD BOOK:
Rom Condor should have 2 Aux, 2 Flag bridges.

## VOLUME III SSD BOOK
Hydran Lord Bishop: BPV = 145.
Andromedan Conquistador: Life support cost = 1.
ISC DNT: Pseudo-plasmas should be labeled C and D.
ISC CVA: Phasers are FA+L/R, not FX+L/R.
ISC DD plasma-F should be FP, not FA.

## SUPPLEMENT #1 (Original):
Fed Pol-CVE, #2 and #6 shields = 20.

## SUPPLEMENT #2: X-SHIP SSD SHEETS
Klingon D8 and Hydran XDD have some unnumbered phasers.
Romulan XDD: Phasers are FA+R, FA+L, and RX.
All Gorns: Plasma arcs are LP/RP, not FP; No balcony on X-ships.
Lyran XCC: Has two shuttle bays. APS shouldn't be numbered.
Lyran XDD and XFF side phasers are LS/RS.
Orion XCA: Should have three transporters.
    It has no special sensors or probes; it isn't supposed to.
Orion XCR: Forward phs FA+L and FA+R; option mounts not sensors.
Orion XLR and Tholian XFF should have 2x6 engines, not 2x12.
Hydran XFF: two "trac" should be "tran".
All ISC ships need the Plasma-S chart. The XDD and XFF do not need the PPD chart as they don't have that weapon. These have FP or RP/LP arcs are at player option. XFF left Emer should be Aux.
All XFF: Data Tables should read: Shields 1+0, Life Support 1/2, Size Class 4.

## SUPPLEMENT #3 SSD BOOK:
Gorn HDP, rear APR should be Tran, rear Aux should be APR, should be one Tran (not two) in saucer section.

## MRS:
SSD Books 6, 7, and 8 refer to MRS shuttles as having 8 damage boxes. This is incorrect; they have 10 as the MFC shows.

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## BATTLE DAMAGE: CODE RED
An "any hit" card cannot be scored on an excess damage hit if all excess damage boxes have been destroyed.

The "heavy weapon" card affects any direct-fire weapon except phasers and anti-drones. It affects plasma torpedoes (of type-G or larger), stasis field generators, displacement devices, and expanding sphere generators. If the weapon is destroyed by this card, whatever it is doing ceases (ESGs drop, stasis released, PPDs quit firing).

## ADDENDA FOR OTHER PRODUCTS

### SUPPLEMENT #1
The Gorn CV should be rule (R6.16).
SSD sheets (first edition) 16-17-18 should be 20-21-22.
The Aux-CVs and Fed PolCVE are limited to a max acceleration of 5.
An ADD carried by a fighter has the same ammo (6 rounds) as one on a ship; it can be reloaded by deck crews.
Add Matt Bailey to the Dallas playtesting group.

### NEXUS #4
Two of the phasers on the large Kzinti Q-ship are type-I.
The Kzinti CCC mentioned in (503.2) is a "Close Combat Cruiser." We had planned to add this class to the game, but instead added the CW.

### NEXUS #6
The firing arcs on the Hydran fire support pallet are correct. The ship is designed to circle a base at a given range and bombard it.
The Lyran Tug can carry two cargo pallets, or one cargo pallet and one of any other type of pallet, but its movement cost rises to 1.5.
The Gorn BDD should have 20 boxes in each shield.
The Tholian DD can only fire its disruptors to 22 hexes.
The correct Klingon starting position for the PBM system on page 11 is 3020, not 2030.

### NEXUS #12 CAMPAIGN MAP
Missing: Starbases 4206, 4806; BATS 3817; Planet 1514, 1506.
This map was substantially changed in F&E, with more bases, provincial boundaries, additional planets, and off-map areas.

### NEXUS #13
Stephen Koehler designed the Lyran Democratic Republic. His name was inadvertently forgotten because Nexus doesn't have a "credits" section. It should be on the rules page.
Those Lyran ships listed as CL/BC are CLs on the OB and were known to be convert to BCs during the war.

### CAPTAIN'S LOG #1
The scenario "The Admiral Lowers The Boom," which is mentioned in the notes, was retitled "Admiral Kumerian's Last Battle." It is not missing.
The Tholian PF-PW should have 6 Excess Damage boxes, not 7. The pinwheel rules were completely re-written in Volume III as rule (C14.0).

### CAPTAIN'S LOG #2
The scenario "The Rain of Terror" is not misspelled. Drones are "raining" on the planet, they are not ruling (reigning over) it.
The Origins-83 STAR FLEET tournament was won by Jeff Smith of Madison, Tennessee. However, since he already had a "Gold Hat" as the Commodore of a senior playtest group, that award was given to Al Abbot, who placed second.

### CAPTAIN'S LOG #3 (First Edition)
The missing scenarios were reprinted in Nexus #8

| | 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 |
|---|---|---|---|---|---|---|---|---|---|---|---|
| GENERAL | ComPlat | 20 | 6 | 50/36 | - | ◆ | 1 | 4 | - | R1.29 | Y75 |
| | SAMS | 25 | 10 | 32 | - | ◆ | 1 | 4 | - | R1.30 | Y75 |
| FEDERATION | BP-L | 18 | 8 | 55/40 | - | △ | 0 | 4° | - | R2.58 | Y174 |
| | CVL-P | 16 | 4 | 32 | - | △ | 2 | 4° | - | R2.57 | Y174 |
| KLINGON | C-7 | 55 | 20 | 180 | 5-6 | 1.00 | 2 | 3 | C | R3.102 | Y181 |
| | G-2C | 12 | 6 | 53 | 5-6 | 0.33 | 0 | 4 | A | R3.103 | Y95 |
| ROMULAN | K7VR | 44 | 6 | 160 | 5-6 | 1.00 | 2+2 | 3 | B | R4.65 | Y175 |
| | SpH-L | 40 | 10 | 141 | 5-6 | 0.67 | 1 | 3 | B | R4.102 | Y173 |
| | SpH-M | 36 | 10 | 150 | 5-6 | 0.67 | 1 | 3 | B | R4.103 | Y175 |
| | NovaH-K | 42 | 16 | 192 | 5-6 | 1.00 | 1 | 3 | C | R4.104 | Y174 |
| KZINTI | DN | 62 | 20 | 225 | 4-6 | 1.50 | 2 | 2 | E | R5.42 | Y169 |
| | BCH | 54 | 20 | 180 | 5-6 | 1.00 | 2 | 3 | E | R5.43 | Y180 |
| GORN | DE | 20 | 6 | 90 | 4-6 | 0.50 | 1 | 4 | C | R6.37 | Y173 |
| | BDE | 24 | 8 | 85 | 5-6 | 0.50 | 1 | 4 | B | R6.36 | Y175 |
| ORION | CVS | 30 | 10 | 120 | 6 | 0.67 | 1+2 | 3 | A | R8.16 | Y171 |
| HYDRAN | FFL-Cru | 18 | 8 | 76 | 6 | 0.33 | 1 | 4 | A | R9.41 | Y158 |
| | CVA-ID | 60 | 18 | 185 | 4-6 | 1.50 | 2+6 | 2 | D | R9.42 | Y173 |
| | BC-OL | 50 | 20 | 180 | 5-6 | 1.00 | 2+2 | 3 | C | R9.43 | Y182 |
| | FFL-Sar | 18 | 8 | 70 | 6 | 0.33 | 1 | 4 | A | R9.44 | Y145 |
| LYRAN | BCH | 56 | 20 | 180 | 4-6 | 1.00 | 2 | 3 | C | R11.36 | Y180 |
| ISC | CE | 34 | 10 | 145 | 5-6 | 0.67 | 2 | 3 | C | R13.27 | Y165 |

| TITLE | ANTI-DRONE | ASTEROIDS | ATMOSPHERE | BASES | CLOAK | DIRECT WPNS | DISPLACEMENT |
|---|---|---|---|---|---|---|---|
| RULE NUMBER | E5.0 | P3.0 | P2.5 | R1.1 | G13.0 | E0.0 | G18.0 |
| ANTI-DRONE | * | * P3.1 | P2.548 | E5.3, R1.32 | DF WEAPON | E5.3 | NA |
| ASTEROIDS | E5.3 | E5.3 | NA | NA | G13.48 | P3.25, P3.33 | G18.65, G18.72 |
| ATMOSPHERE | P2.548 | NA | * | P2.52-3 | G13.49 | P2.54 | P2.52-3 |
| BASES | DF WEAPON | G13.48 | P2.52-3 | * | G13.21 | AS SHIPS | G18.72 |
| CLOAK | E5.3, R1.32 | P3.25, P3.33 | G13.49 | G13.21 | * G13.16 | G13.341, G13.51 | G18.72 |
| DIRECT WPNS | E5.3 | G18.65, G18.72 | P2.54 | AS SHIPS | G13.341, G13.51 | * | NA |
| DISPLACEMENT | NA | NA | NA | G18.72 | G18.72 | NA | * |
| DOCKING | DF WEAPON | P3.22, P3.252 | P2.711 | G13.6,7,8; P2.71 | G13.41, .46; ● | C13.6-9 | C13.946, G18.73 |
| DRONES | E5.4, E5.5, E5.7 | P3.33 | P2.545 | AS SHIPS | G13.342, G13.51 | E1.7, FD1.5 | G18.64, G18.71 |
| ELECTRONIC WAR | D6.38 | NA | P2.52 | AS SHIPS | G13.44 | D6.35 | D6.27, G18.64 |
| EMER DECEL | NA | C10.45, P3.254 | C8.26 | R1.32 | NA | NA | G18.62 |
| ERRATIC MANEU | C10.42 | G23.51, G23.65 | C10.24 | C10.15 | C10.24 | C10.41, C10.48 | G18.62 |
| ESG | E5.3, G23.82 | NA | P2.546 | AS SHIPS | G13.57, G23.62 | G23.83 | NA |
| EXPLOSION | NA | C11.2, P3.2 | P2.547 | AS SHIPS | G13.52 | NA | NA |
| FIGHTERS | E5.3 | P3.25, P3.33 | P2.4, ANNEX 7B | R1.4 | G13.41, R4.91 | E1.7 | G18.71 |
| HELLBORE | NA | C6.13 | P2.542 | DF WEAPON | DF WEAPON | DF WEAPON | DF WEAPON |
| HIGH ENER TURN | NA | NA | P2.83 | NA | C2.42 | NA | NA |
| MARINES | NA | NA | NA | D16.9 | G13.47 | NA | NA |
| MINES | NA | NA | P2.547 | M6.0, AS SHIPS | G13.55 | M8.1, M8.52 | G18.65, .72 ● |
| MONSTER | NA | AS SHIPS | AS STATED | AS SHIPS | G13.53 | AS NOTED | G18.71, .72 |
| PF FAST PATROL | E5.3 | P3.22 | P2.4, ANNEX 7B | R1.16 | G13.41 | E1.7 | G18.71 |
| PLANETS | E5.3 | NA | P2.5 | P2.7, P8.0 | P2.52, G13.17 | P2.5 | G18.66, G18.72 |
| PLASMA TORPS | NA | P3.24, P3.252 | P2.542, P2.544 | FP2.1 | G13.342, G13.51 | FP1.6 | G18.64, G18.71 |
| PLAS PULSAR | NA | DF WEAPON | DF WEAPON | DF WEAPON | E11.47 | NA | E11.44, .54 |
| POWER ABSORB | NA | D10.3 | P2.542 | R10.7, R10.11 | NA | D10.3 | NA |
| PROBES | NA | DF WEAPON | NA | NA | D17.222 | G5.13, .31; S2.4 | G5.13 |
| SCOUTS | G24.13 | G24.18, P3.33 | NA | G5.33 | G13.33, G13.51 | G24.13 | G18.64 |
| SHUTTLECRAFT | E5.3, E5.8 | P3.2 | P2.546 | R1.32 | G13.41 | E1.7 | G18.71 |
| STASIS FIELD | DF WEAPON | G16.61 | P2.83 | G16.61 | G16.35 | G16.3 | G16.34 |
| TAC MANEUVER | NA | C5.44 | G7.75 | C5.43 | C2.42 | NA | NA |
| TRACTOR BEAM | G7.91 | G7.24 | G7.24 | G7.25 | G13.43 | G7.91 | G18.67 |
| TRANSPORTERS | NA | G8.11 | NA | AS SHIPS | G13.42 | NA | NA |
| WEB | G10.61 | G10.112 | G10.114 | AS SHIPS | G10.77; G13.45 | G10.6 | G18.67, G18.72 |
| WILD WEASEL | E5.3 | P3.23 | J3.48; P2.84 | J3.16 | G13.54 | J3.23 | J3.42 |
| TITLE | ANTI-DRONE | ASTEROIDS | ATMOSPHERE | BASES | CLOAK | DIRECT WPNS | DISPLACEMENT |

| TITLE | DOCKING | DRONES | ELECTRONIC WAR | EMER DECEL | ERRATIC MANEU | ESG | EXPLOSION |
|---|---|---|---|---|---|---|---|
| RULE NUMBER | C13.0 | FD0.0 | D6.3 | C8.0 | C10.0 | G23.0 | D5.0 |
| ANTI-DRONE | DF WEAPON | E5.4, .5, .7 | D6.38 | NA | C10.42 | E5.3, G23.82 | NA |
| ASTEROIDS | NA | P3.252, P3.32 | P3.33 | NA | C10.45, D3.254 | G23.51, .65 | NA |
| ATMOSPHERE | P2.71 | P2.545 | P2.52 | C8.26 | C10.24 | P2.546 | P2.547 |
| BASES | C13.6,7,8;P2.71 | AS SHIPS | AS SHIPS | R1.32 | C10.15 | AS SHIPS | AS SHIPS |
| CLOAK | C13.949; ● | G13.342, .51 | G13.44 | NA | C10.24 | G13.57, G23.62 | G13.52 |
| DIRECT WPNS | C13.6-9 | E1.7, FD1.5 | D6.35 | NA | C10.41, .48 | G23.83 | NA |
| DISPLACEMENT | C13.946, 618.73 | 618.64, 618.71 | D6.37, 618.64 | 618.62 | G18.62 | NA | NA |
| DOCKING | * C13.48 | C13.943,FD2.6-7 | NA | C13.16 | C13.16, .923 ● | C13.945, .944 | C13.942, .944 |
| DRONES | C13.943, F2.6-7 | F2.5, FD1.56 | D6.36,38;FD5.34 | NA | C10.51,41;J6.23 | G23.51 | D5.4 |
| ELECTRONIC WAR | NA | D6.36,38;FD5.34 | * | NA | C10.41, C10.42 | D6.38 | NA |
| EMER DECEL | C13.16 | NA | NA | * | NA | NA | NA |
| ERRATIC MANEU | C10.24, .53 ● | C10.41,51,J6.23 | C10.41, .42 | NA | C10.41 * | C10.52 | C10.43 |
| ESG | C13.945, .944 | G23.51 | D6.38 | NA | C10.52 | *G23.71, .73 | G23.63 |
| EXPLOSION | C13.942, .944 | D5.4 | NA | NA | C10.43 | G23.63 | * |
| FIGHTERS | C13.42, C13.8 | J4.2, J4.82 ● | J4.9, D6.393-6 | J4.13 | C10.51 | G23.51 | D5.13 |
| HELLBORE | C13.73, .941 | E10.51, FD1.52 | DF WEAPON | NA | C10.55 | G23.84 | NA |
| HIGH ENER TURN | C13.16,.23,.924 | F2.8 | NA | C5.5; C6.552 ● | C10.55 | NA | NA |
| MARINES | C13.951, C13.96 | NA | NA | NA | NA | NA | NA |
| MINES | C13.944 | FD2.54 ● | D6.38, M4.224 | NA | C10.46, .51, .53 | G23.61 | M2.5, .83; M8.53 |
| MONSTER | NA | E6.0 | D6.397 | AS SHUTTLES | C10.43 | G23.51 | AS STATED |
| PF FAST PATROL | K2.0, K2.2 | FD2.54, K2.34 | D6.393, K1.7 | AS SHIPS | C10.12, C10.51 | G23.51 | AS SHIPS |
| PLANETS | NA | P2.33, .34, .52 | G24.215 ● | NA | C10.47 | G23.65; P2.546 | P2.547 |
| PLASMA TORPS | C13.943, FD2.6 | FD1.3, FD1.54 | D6.36, D6.393 | NA | C10.41, C10.51 | G23.81 | FP1.6 |
| PLAS PULSAR | E11.56 | E11.353 | E11.53 | NA | E11.49 | E11.41 | NA |
| POWER ABSORB | NA | D10.3 | NA | NA | NA | D10.3 | D10.3 |
| PROBES | DF WEAPON | FD6.0 | NA | NA | C10.51 | D17.15 | NA |
| SCOUTS | C13.47, .941 | G24.22-25 | G24.21,28,31 ● | NA | C10.52 | NA | G24.13 |
| SHUTTLECRAFT | C13.32,.41,.42● | FD1.3, FD7, J4 | D6.391 ● | NA | C10.51 | G23.51 | DAMAGE |
| STASIS FIELD | C13.946, 616.46 | 616.61 | D6.37 | NA | C10.52 | G16.64; G23.86 | G16.41 |
| TAC MANEUVER | NA | NA | NA | C5.5, C13.16 | NA | NA | NA |
| TRACTOR BEAM | C13.14, .71, .92 | G7.5 | D6.37 | NA | C10.24,52;67.92 | NA | NA |
| TRANSPORTERS | C13.955 | G25.21 | D6.37 | NA | C10.52 | G23.64 | NA |
| WEB | G10.55 | G10.52 | E12.56 | G10.59 | C10.24, .51 ● | G10.73; G23.85 | G10.72 |
| WILD WEASEL | C13.42, .947 | J3.2 | J3.23, .27, .43 | NA | C10.54 | G23.51, J3.46 | M8.53 |
| TITLE | DOCKING | DRONES | ELECTRONIC WAR | EMER DECEL | ERRATIC MANEU | ESG | EXPLOSION |

| TITLE | FIGHTERS | HELLBORE | HIGH ENER TURN | MARINES | MINES | MONSTER | PF FAST PATROL |
|---|---|---|---|---|---|---|---|
| RULE NUMBER | J4.0 | E10.0 | C6.0 | D7.0 | M0.0 | NA | K0.0 |
| ANTI-DRONE | E5.3 | NA | NA | NA | NA | NA | E5.3 |
| ASTEROIDS | C11.2, P3.2 | P3.25, P3.33 | C6.13 | NA | NA | AS SHIPS | P3.22 |
| ATMOSPHERE | P2.4, ANNEX 7B | P2.542 | P2.83 | NA | P2.547 | AS STATED | P2.4,5,6,ANX 7B |
| BASES | R1.4 | DF WEAPON | NA | D16.9 | AS SHIPS, M6.0 | AS SHIPS | R1.16 |
| CLOAK | G13.41, R4.91 | DF WEAPON | C2.42 | G13.47 | G13.55 | G13.53 | G13.41 |
| DIRECT WPNS | E1.7 | DF WEAPON | NA | NA | M8.1, M8.52 | AS NOTED | E1.7 |
| DISPLACEMENT | G18.71 | NA | NA | NA | M2.43 ● | G18.71, .72 | G18.71 |
| DOCKING | C13.42, C13.8 | C13.73, .941 | C13.16, 23, 924 | C13.951, C13.96 | C13.944 | NA | K2.0, K2.2 |
| DRONES | J4.44, J4.45 ● | E10.51, FD1.52 | F2.8 | NA | M4.22, M8.2, ● | E6.0 | FD2.54, K2.34 |
| ELECTRONIC WAR | D6.393-6, J4.9 | DF WEAPON | NA | NA | D6.38, M4.224 | D6.397 | D6.393, K1.7 |
| EMER DECEL | J4.13 | NA | C5.5, C10.55 ● | NA | NA | AS SHUTTLES | AS SHIPS |
| ERRATIC MANEU | C10.5 | NA | NA | NA | C10.46, .51, .53 | C10.43 | C10.12, C10.51 |
| ESG | G23.51 | G23.84 | NA | NA | G23.61 | G23.51 | G23.51 |
| EXPLOSION | D5.13 | NA | NA | NA | M2.5, M2.83 | AS STATED | AS SHIPS |
| FIGHTERS | * J7.0 | E10.51, J4.834 | C6.42, J4.12 | D7.6, J4.42 | M7.323 | E6.0 | K1.8, K2.25 |
| HELLBORE | E10.51, J4.834 | * | * | NA | M4.22; M8.51,52 | E10.51 | DF WEAPON |
| HIGH ENER TURN | C6.42, J4.12 | NA | NA | * | C6.13, M2.43 | AS STATED | K1.23 |
| MARINES | J4.42 | NA | NA | * D7.3, D16.0 | NA | NA | G22.5, K1.33 |
| MINES | M7.323 | M4.22; M8.51,52 | C6.13, M2.43 | NA | * M2.54 | AS SHIPS | K1.53 |
| MONSTER | E6.0 | E10.51 | AS STATED | NA | AS SHIPS | * S6.3, S6.4 | AS SHIPS |
| PF FAST PATROL | K1.8, K2.25 | DF WEAPON | K1.23 | G22.5, K1.33 | K1.53 | AS SHIPS | * |
| PLANETS | P2.4 | P2.52, .53, .54 | F2.8 | D15.0 | P2.547 | AS STATED | P2.4 |
| PLASMA TORPS | FP9, J4.86 | FP1.6 | NA | NA | M4.22, M8.2 ● | AS STATED | AS SHIPS |
| PLAS PULSAR | E11.353 | NA | NA | NA | NA | DF WEAPON | NA |
| POWER ABSORB | NA | D10.13, E10.52 | NA | NA | D10.3 | D10.3 | NA |
| PROBES | NA | NA | NA | NA | NA | G5.2 | NA |
| SCOUTS | G24.217 | NA | NA | NA | M7.321 | G24.27 | R1.82 |
| SHUTTLECRAFT | J4.0 | E10.51 | NA | D7.6;67.8,22.5● | M7.323 | E6.0 | K4.0 |
| STASIS FIELD | G16.61 | DF WEAPON | NA | NA | G16.41 | G16.63 | G16.61 |
| TAC MANEUVER | J4.11 | NA | C6.35 | NA | C5.44, M2.43 | AS SHIPS | AS SHIPS |
| TRACTOR BEAM | G7.5, 55, 94 | NA | G7.73, 67.93 | G8.32 | G7.271, M8.1 | AS SHIPS | G7.94, K2.2 |
| TRANSPORTERS | G8.15 | NA | NA | NA | M3.0 | AS SHIPS | K0.0, K4.0 |
| WEB | G10.52 | G10.61 | G10.57 | NA | G10.76 | AS SHIPS | G10.51 |
| WILD WEASEL | J4.41 | E10.51 | NA | D7.61 | J3.26 | NA | K4.0 |
| TITLE | FIGHTERS | HELLBORE | HIGH ENER TURN | MARINES | MINES | MONSTER | PF FAST PATROL |

| TITLE | PLANETS | PLASMA TORPS | PLAS PULSAR | POWER ABSORB | PROBES | SCOUTS | SHUTTLECRAFT |
|---|---|---|---|---|---|---|---|
| RULE NUMBER | P2.0 | FP0.0 | E11.0 | D10.0 | G5.0 | G24.0 | J0.0 |
| ANTI-DRONE | E5.3 | NA | NA | NA | NA | G24.13 | E5.3, E5.8 |
| ASTEROIDS | NA | P3.24, P3.252 | DF WEAPON | D10.3 | DF WEAPON | G24.18, P3.33 | P3.2 |
| ATMOSPHERE | P2.5 | P2.542, P2.544 | DF WEAPON | NA | P2.542 | NA | P2.4, ANNEX 7B |
| BASES | P2.7, P8.0 | FP2.1 | DF WEAPON | R10.7, R10.11 | G5.33 | R1.32, R1.32 | AS SHIPS |
| CLOAK | P2.52, G13.17 | G13.342, .51 | E11.47 | NA | D17.222 | G13.33, .51 | G13.41 |
| DIRECT WPNS | P2.5 | FP1.6 | NA | D10.3 | G5.13, .31; S2.4 | G24.13 | E1.7 |
| DISPLACEMENT | G18.66, .72 | G18.66, .71 | E11.44, .54 | NA | G5.13 | G18.64 | G18.71 |
| DOCKING | NA | C13.943, FD2.6 | E11.56 | NA | DF WEAPONS | C13.47, 941 | J1.61 • |
| DRONES | P2.33, .34, .52 | FD1.3, FD1.51 | E11.353 | D10.3 | FD6.0 | G24.22-25 | FD1.3, FD7, J4 |
| ELECTRONIC WAR | P2.52, .53 • | D6.36, D6.393 | E11.53 | NA | NA | D6.392 • | J8.4, J9.1 • |
| EMER DECEL | NA | NA | NA | NA | NA | NA | NA |
| ERRATIC MANEU | C10.47 | C10.41, .51 | E11.49 | NA | C10.51 | C10.52 | C10.51 |
| ESG | G23.65; P2.546 | G23.81 | E11.41 | D10.3 | D17.15 | NA | G23.51 |
| EXPLOSION | P2.547 | FP1.6 | NA | D10.3 | NA | G24.13 | DAMAGE |
| FIGHTERS | P2.4 | FP9.0, J4.86 | E11.353 | NA | NA | G24.217 | J4.0 |
| HELLBORE | P2.52, .53, .54 | FP1.6 | NA | D10.13, E10.52 | NA | NA | E10.51 |
| HIGH ENER TURN | NA | F2.8 | NA | NA | NA | NA | NA |
| MARINES | D15.0 | NA | NA | NA | NA | NA | J2.221, J4.42 • |
| MINES | P2.547 | FP1.84; M2.48• | NA | D10.3 | NA | M7.321 | M7.323 |
| MONSTER | AS STATED | AS STATED | DF WEAPON | D10.3 | NA | G24.27 | E6.0 |
| PF FAST PATROL | P2.4 | AS SHIPS | NA | NA | G5.2 | R1.82 | K4.0 |
| PLANETS | * | P2.33 | NA | NA | NA | NA | P2.4 |
| PLASMA TORPS | P2.33 | * | E11.54 | D10.14 | NA | G24.24 | J3.0 |
| PLAS PULSAR | E11.54 | E11.45 | E11.45 | E11.354 | NA | DF WEAPON | E11.353 |
| POWER ABSORB | NA | D10.14 | E11.354 | * | NA | NA | NA |
| PROBES | NA | NA | NA | NA | * | * | NA |
| SCOUTS | NA | G24.24 | DF WEAPON | NA | NA | * | G24.21, J8, J9 |
| SHUTTLECRAFT | P2.4 | J3.0 | E11.353 | NA | NA | G24.21, J8, J9 | * |
| STASIS FIELD | G16.61, P2.546 | FP1.83, G16.61 | E11.43 | NA | G5.13 | NA | G16.61 |
| TAC MANEUVER | NA | NA | NA | NA | NA | NA | J4.11 |
| TRACTOR BEAM | G7.75 | FP1.87, G7.26 | NA | NA | G5.13 | NA | G7.5, .8, .94 |
| TRANSPORTERS | G8.1 | NA | NA | NA | G5.13 | NA | D7.6, 68.15 |
| WEB | G10.114 | G10.52 | DF WEAPON | D10.53, G10.74 | G5.3; G10.65 • | G10.64 | G10.52 |
| WILD WEASEL | J3.21 | FP1.81 | DF WEAPON | NA | J3.46 | NA | J3.0 |
| TITLE | PLANETS | PLASMA TORPS | PLAS PULSAR | POWER ABSORB | PROBES | SCOUTS | SHUTTLECRAFT |

| TITLE | STASIS FIELD | TAC MANEUVER | TRACTOR BEAM | TRANSPORTERS | WEB | WILD WEASEL |
|---|---|---|---|---|---|---|
| RULE NUMBER | G16.0 | C5.0 | G7.0 | G8.0 | G10.0 | J3.0 |
| ANTI-DRONE | DF WEAPON | NA | G7.91 | NA | G10.61 | E5.3 |
| ASTEROIDS | G16.61 | C5.44 | G7.24 | G8.11 | G10.112 | P3.23 |
| ATMOSPHERE | P2.546 | P2.83 | G7.75 | NA | G10.114 | J3.48; P2.84 |
| BASES | G16.61 | C5.43 | G7.25 | AS SHIPS | AS SHIPS | J3.16 |
| CLOAK | G16.35 | C2.42, G13.331 | G13.43 | G13.42 | G10.77; G13.45 | G13.54 |
| DIRECT WPNS | G16.3 | NA | G7.91 | NA | G10.6 | J3.23 |
| DISPLACEMENT | G16.34 | NA | G18.67 | NA | G18.67, .72 | J3.42 |
| DOCKING | C13.946, 616.46 | C13.23, .921 | C13.14, .71, .92 | C13.955 | G10.55 | C13.42, .947 |
| DRONES | G16.61 | NA | G7.5 | G25.21 | G10.52 | J3.2 |
| ELECTRONIC WAR | D6.37 | NA | D6.37 | D6.37 | E12.56 | J3.23, .27, .43 |
| EMER DECEL | NA | C5.5, C13.16 | NA | NA | G10.59 | NA |
| ERRATIC MANEU | C10.52 | NA | C10.24,54;G7.92 | C10.52 | G10.57 ● | C10.54 |
| ESG | G16.64, G23.86 | NA | NA | G23.64 | G10.73; G23.85 | G23.51, J3.46 |
| EXPLOSION | G16.41 | NA | NA | NA | G10.72 | M8.53 |
| FIGHTERS | G16.61 | J4.11 | G7.5, .55, .94 | G8.15 | G10.52 | J4.41 |
| HELLBORE | DF WEAPON | NA | NA | NA | G10.61 | E10.51 |
| HIGH ENER TURN | NA | C6.35 | G7.73, G7.93 | G8.32 | G10.57 | NA |
| MARINES | NA | NA | NA | M3.0 | NA | D7.61 |
| MINES | G16.41 | C5.44, M2.43 | G7.271, M8.1 | NA | G10.76 | J3.26 |
| MONSTER | G16.63 | AS SHIPS | AS SHIPS | NA | AS SHIPS | NA |
| PF FAST PATROL | G16.61 | AS SHIPS | G7.94, K2.2 | K0.0, K4.0 | G10.51 | K4.0 |
| PLANETS | G16.61, P2.546 | NA | G7.75 | G8.1 | G10.114 | J3.21 |
| PLASMA TORPS | FP1.83, 616.61 | NA | FP1.87, G7.26 | NA | G10.52 | FP1.81 |
| PLAS PULSAR | E11.43 | NA | NA | NA | G10.61 | DF WEAPON |
| POWER ABSORB | NA | NA | NA | D10.52 | D10.53, G10.74 | NA |
| PROBES | G5.13 | NA | G5.13 | G5.13 | D17.15; ● | J3.46 |
| SCOUTS | NA | NA | NA | NA | G10.64 | NA |
| SHUTTLECRAFT | G16.61 | J4.11 | G7.5, .8, .94 | D7.6, G8.15 | G10.52 | J3.0 |
| STASIS FIELD | * 616.54, .65 | NA | G16.31, .42 | G16.43 | G16.62 | J3.5 |
| TAC MANEUVER | NA | * | G7.73, .93 | NA | G10.57 | NA |
| TRACTOR BEAM | G16.31, .42 | G7.73, .93 | * | NA | G10.71 | G7.94; J3.45, .49 |
| TRANSPORTERS | G16.43 | NA | NA | * | G10.71 | D7.61, J3.46 |
| WEB | G16.62 | G10.57 | G10.71 | G10.71 | * | G10.52, .55 |
| WILD WEASEL | J3.5 | NA | G7.94,J3.45, .49 | D7.61, J3.46 | G10.52, .55 | * J3.12 |
| TITLE | STASIS FIELD | TAC MANEUVER | TRACTOR BEAM | TRANSPORTERS | WEB | WILD WEASEL |

**NOTES:** This Cross-Index will provide the rule number that defines the interaction between the two systems in question. Note that there are two possible combinations for each pair of items (one with each item on the top row and the other at the side). These two entries are identical unless the symbol " @ " appears, in which case they are not identical and both should be checked to determine all applicable rules. The symbol " * " is used when the box is at the intersection of two identical items. The rule designator "NA" indicates "not applicable" or "no additional effect." For example, the intersection of Transporters and DF weapons is "NA" but hits from direct-fire weapons can destroy transporters. This index neither creates, deletes, nor changes any rule; its sole purpose is in locating rules quickly. If you find an error or another needed reference, indicate this in a letter to ADB so that we can change the next edition. This Cross-Index includes the rules in the Consolidated Addenda.

## (UL3.0) THE HUNT FOR *BEROL TURQUOISE*
(Y169) *(Aram J. Irwin & Joel T. Osburn, California)*

These two scenarios can be played independently, or as a brief mini-campaign. In the campaign format, carry over damage from Part I. Allow the ships from Part I to conduct (D9.2) but not (D9.4) repairs between the two scenarios, and to repair all critical hits. The limit to repairs under (D9.7) covers the entire mini-campaign.

### (SL82.0) PART I
In Y169, Phil Kosnett was assigned to track down and capture the famous pirate Big Al Credenza and his pirate raider, the *Berol Turquoise*. The bait was an unescorted convoy loaded with high-tech and luxury goods. Kosnett had to wait two months for Credenza to make his move.

### (SL82.1) NUMBER OF PLAYERS: 2; Federation and Orion.

### (SL82.2) INITIAL SET UP
FEDERATION: 3xSmall freighter, 3xLarge freighter, set up within two hexes of 2215, facing B, speed 4, WS-I. One freighter can be secretly replaced with a Q-ship; record selection in writing.

CC *Kongo* appears 35 hexes from the nearest freighter on an impulse and turn of his choosing. Time and direction must be written secretly before the scenario begins. Kongo enters facing convoy, speed max, WS-III.
ORION: 1 x CR (3 points for options) arrives any map edge on turn 1, facing convoy, speed max, WS-III.

### (SL82.3) LENGTH OF SCENARIO: Until all units belonging to the pirate player have been captured or destroyed or have disengaged.

### (SL82.4) SPECIAL RULES
(SL82.41) Use a floating map.
(SL82.42) All drones are type-IM (no additional cost).
(SL82.43) The pirate must move to within 3 hexes of a freighter, fire weapons at one or more freighters, and attach a tractor beam (winning the auction) to one freighter. (For this purpose, freighter includes the Q-ship.) These actions must be completed before the pirate ship can disengage. This represents the "surprise" experienced by Big Al.
(SL82.44) None of these ships have refits. None of the captains have yet reached legendary status at this time period.

### (SL82.5) VICTORY CONDITIONS
Use the modified victory conditions. The pirate gets no points for destroyed or crippled freighters; he gets double points for capturing one which successfully disengages. Neither player gets points for forcing the opponent to disengage. The pirates receive a 100-point bonus, minus one point for every impulse that the Federation ship delays his entry. (If the Kongo arrives on impulse 14 of turn 2, the pirate gets a 55-point bonus.) The pirate gets a 25-point bonus if the Fed player selected a large freighter to be the Q-ship. The Fed player gets a 25-point bonus if there is no Q-ship.

### (SL83.0) PART II
Big Al Credenza barely escaped from Kosnett's trap and fled toward an uncharted star system. Kosnett roared in hot pursuit, and other Federation forces closed in for the kill. He could not know that the pirate was leading him to a trap laid by the master pirate Deth O'Kay.

### (SL83.1) NUMBER OF PLAYERS: 2; Federation and Orion.

### (SL83.2) INITIAL SET UP
7-hex gas giant with center in 1212.
ORION: CR in hex 1319, facing F, speed max, WS-III.
Standard CA (4pts options) in any atmosphere hex, speed 0, WS-III.
FEDERATION: CC in 3930, facing F, speed max, WS-III.
Police cruiser arrives turn 2, 1330, facing A, speed max, WS-III.
Police cruiser arrives turn 4, 4001, facing E, speed max, WS-III.

### (SL83.3) LENGTH OF SCENARIO: Until all units belonging to one player have been captured or destroyed or have disengaged.

### (SL83.4) SPECIAL RULES
(SL83.41) The map is fixed; it does not "float." Any ship leaving the map has disengaged and cannot return.
(SL83.42) All drones are type-IM.
(SL83.43) The pirate CA is using (D20.0) Hidden Deployment.
(SL83.44) None of these ships have refits. None of the captains had reached legendary status by this time period.

### (SL83.5) VICTORY CONDITIONS: Modified Victory Conditions.

### (SL83.6) BALANCE: In either or both scenarios, replace the CR with another Orion ship class (LR, DBR, BR). Deploy the CA in space behind the planet at speed 10, rather than in the atmosphere.

### (SL83.7) VARIATIONS: Allow the pirate player to replace the CA with any other ships of equal BPV.

## (SL84.0) A MATTER OF JURISDICTION (Y170)
*(Ethan A Burrow, Texas)*

For once, the Klingon Internal Security Forces had caught the Orion smugglers and captured an entire shipload of contraband goods. Examination, however, disclosed that the freighter was loaded with personal luxury items, not the weapons the security forces were looking for. The Security officers, whose living standards were more spartan than those of the Deep Space Fleet, began distributing to their crews the special foods, fine wines, decadent videos, and other items not available inside the Empire.

But the smuggler ship seized was not just any ship; it carried illegal items directly to the sector headquarters of the Deep Space Fleet. The admirals and captains had been skimming funds from the fleet budget to provide themselves with luxury items. Since these weren't available inside the Empire, they had arranged to have them imported, without going through the formality of import documents. A fleet cruiser arrived with special orders: "Due to the magnitude of this case, the Deep Space Fleet will assume jurisdiction and escort the captured freighter to Sector HQ."

The ISF quickly realized what was going on. The confiscated goods wouldn't appear on any report, and possession was nine-tenths of the law.

### (SL84.1) NUMBER OF PLAYERS: 2; the Klingon Internal Security Forces (ISF) player and the Klingon Deep Space Fleet (DSF) player.

### (SL84.2) INITIAL SET UP
DEEP SPACE FLEET: D-7B in 0404, heading C, speed max, WS-II.
INTERNAL SECURITY FORCES
Small freighter in 3315, facing A, speed 0, WS-I.
F-5I frigate in 3114, facing A, speed 0, WS-II.
One G-2C and two G-2 gunboats within 12 hexes of the freighter, speed 4, WS-I, facing at option of the ISF player.
The freighter has no crew. The ISF can transfer four crew units (no BPs) PLUS four boarding parties to the freighter before the scenario begins. These can come from any ship or ships. Additional personnel can, of course, be transferred during the scenario.

### (SL84.3) LENGTH OF SCENARIO: The scenario continues until the end of the sixth turn or until the freighter disengages.

### (SL84.4) SPECIAL RULES
(SL84.41) Use a floating map. The D7B (and the freighter if captured) can only disengage by distance, and only in direction F (from Police).
(SL84.42) The D-7B has type-I (medium speed) drones. The ISF has type-I (slow speed) drones.
(SL84.43) If either player destroys an opposing ship (or self-destructs his own ship), he automatically loses the scenario. No unit (except the freighter) can be captured. (After the battle, both sides will claim to have defeated a group of pirates.)
(SL84.44) If either player destroys the freighter, he automatically loses the scenario. (Without evidence, the other side will claim the ship held contraband weapons.)
(SL84.45) Neither player can use T-bombs.

### (SL84.5) VICTORY CONDITIONS: To win the scenario, the DSF player must either capture the freighter (by boarding) and move it off the map, or tow it off the map with a tractor beam. If he does not accomplish this, the ISF player wins the scenario.

### (SL84.6) VARIATIONS
(SL84.61) OTHER RACES: Ships from any race could be substituted for the Klingons. Take care to balance the relative power of the ships.
(SL84.62) PIRATES: The Orion Pirates return to recapture the ship. An Orion CR enters the map in 3801 (heading D, speed max, WS-III) at the first of turn 2. The pirates are also trying to capture the freighter and move it off the board. The restrictions of (SL84.43) do not apply to the Pirates.
(SL84.63) TWO SHIPS: Replace the D7B with an F5L and F5B. This dramatically alters the tempo of the action.

### (SL84.7) BALANCE: This scenario can be balanced to suit players of different levels of skill or experience by adding or deleting a police ship. Alternatively, extending the time limit favors the DSF player.

### (SL84.8) TACTICS: The ISF player should try to overwhelm the cruiser with drones, then concentrate the remaining firepower to crush a shield and cripple the cruiser. Only the F-5 can hope to match the cruiser in a tractor auction, and it cannot use any of its power for weapons while doing so. The G-2s will have to carry the fight at that point.
The DSF player must be careful of the fragile G-2s. Punch out one G-2 each turn, and keep after the freighter. Put guards on your tractor beams. Use a scatter pack to cover your retreat.

### (SL84.9) PLAYTESTER'S COMMENTS: An interesting intra-racial battle. Not being able to destroy enemy ships, or having to worry about being destroyed, is a unique challenge.
Sometime the bear gets the honey, sometime the bees keep it. But it's more fun to be the bear.

## (SL85.0) THE SWARM (Y177)

*(Stacey Brian Bartley, Ohio)*

During the first years of the General War, the Klingon-Tholian frontier remained relatively calm (that is, no more incidents than in pre-war conditions). The Klingons had pulled most of the heavy ships from the Tholian Frontier Squadron for duty against the Federation in Y173, leaving the Squadron Commander, Vulkalis Kurlak, with only nominal patrol forces. (More ships were deployed for special operations from time to time, but Fleet Command would send an admiral to command them). This left Kurlak with little opportunity for glory. No greater glory could be gained, Kurlak knew, than to crush the Tholian Holdfast, re-acquire the territory seized a century before, and open routes to the Romulans.

Kurlak was convinced that the Tholians were weak and ripe for an attack, but he lacked the ships to conduct such an operation. With typical Klingon cunning, he filed false reports of continuous patrol actions for more than a year, requesting hundreds of replacement fighters for his imaginary losses. So long as he did not ask for ships, and so long as he willingly accepted the antiquated Z-1s and Z-2s along with a few of the better fighters, his superiors did not ask questions.

Basing his massive fighter force on a collection of converted freighters, Kurlak selected an isolated Tholian base for his attack. Sloppy security, however, tipped off the Tholians, who quickly dispatched the nearest heavy unit (a carrier group) to the area.

### (SL85.1) NUMBER OF PLAYERS: 2; Klingon and Tholian.

### (SL85.2) INITIAL SET UP: 7-hex planet in 3415.
THOLIAN: BATS (three cargo modules, one power module, two hangar modules) with 6 S-I and 6 S-II fighters in hex 2215, WS-II, rotating as desired within limits set in (C3.7). Three Belts of 35-point globular web:

Inner: 2217-2416-2414-2213-2014-2016
Middle: 2219-2617-2613-2211-1813-1817
Outer: 2221-2818-2812-2209-1612-1618

CVA (12 S-I and 12 S-II), DD, PC, and WT within 6 hexes of 2215, WS-III. Ships may be docked to base, otherwise speed 4, heading as desired.

REINFORCEMENTS: One PC arrives on 42xx map edge turns 2, 4, 6, etc; WS-III, speed max, facing E or F.

KLINGON: D-5H with CVA-pod (12 Z-2, 1 MRS, 2 admin), D-5C, F-5CVL (8 Z-2, 2 Admin), F-5B, E-4B, 1 G-2C, 2xG2. All ships in 01xx-04xx hex rows, WS-III, speed 10, heading at option of the Klingon player.

Due to the slowness, ill maintenance, and unreliability of the Auxiliary Carriers (which are off the map), the massive fighter strike was bungled and arrived in waves.

To complete the initial forces roll the die 3 times and add the indicated forces from the following chart to the initial Klingon forces.

On turn 2 roll two times for reinforcements, but on the third turn and thereafter roll only once per turn. Reinforcements on turn 2 and later enter the 01xx row at the start of the turn.

Keep track of Klingon reinforcements; when the total of fighters received as reinforcements or initial forces equals or exceeds 200, then the Klingons receive no more reinforcements.

| Die Roll | Forces Received |
|----------|-----------------|
| 1        | 12 Z-2          |
| 2        | 12 Z-V          |
| 3        | 6 Z-Y           |
| 4        | 6 Z-D           |
| 5        | 6 Z-H           |
| 6        | 12 Z-1          |

Add 2 admin shuttles to each group; they can be used as SP, suicide, or normal. If used as SP or SS, there must be a ship on the board with enough guidance capacity to control them when they enter; otherwise they are lost. SP are assumed to have type-IM drones.

### (SL85.3) LENGTH OF SCENARIO: The scenario continues until all units belonging to one player have been captured or destroyed or have disengaged.

### (SL85.4) SPECIAL RULES
(SL85.41) The map is fixed; it does not "float". Any ship leaving the map has disengaged and cannot return.
(SL85.42) Klingon units can leave the map only from the 01xx map edge. Tholian units can leave the map only from the 42xx map edge. Any Tholian ship leaving the map before the base is crippled counts as destroyed for purposes of the victory conditions. Any Tholian ship leaving the map after the base is crippled, but before the base is destroyed, counts as crippled for purposes of the victory conditions. Otherwise the ships count as disengaged.
(SL85.43) If using Electronic Warfare rules, fighters may carry EW packs within the limits set by the rules. Also, one fighter from each group of reinforcements is an EWF.

(SL85.44) All drones are medium speed. No fighters have boost packs.
(SL85.45) For purposes of this scenario, the Klingon and Tholian fighters have no point value if destroyed or crippled.

### (SL85.5) VICTORY CONDITIONS: Use the Modified Victory Conditions, but rather than comparing the point totals, subtract the Tholian total from the Klingon total; the level of victory is determined by the resulting total and the chart below.

| | |
|---|---|
| Less than 20 | = Kurlak is executed for treason. |
| 21-50 | = Kurlak is transferred to a base away from the fighting, where his rash actions will not endanger the Empire. |
| 51-100 | = Kurlak's partial success is worse than a defeat. The Klingons must transfer badly needed ships to the area to follow up the attack. |
| 101-150 | = Limited success encourages the High Command to press its advantage. An admiral with additional forces arrives for a series of attacks. |
| 151-250 | = Greater success, the High Command sends the ships but promotes Kurlak to command them. |
| 251 or more | = With a major success, the High Command launches a major assault on the Tholians in conjunction with the Romulans. Admiral Kurlak commands the Klingon fleet. |

### (SL85.6) VARIATIONS: The scenario could be played with Romulan forces; Patrol Detachment commander Gaius was also ambitious.

### (SL85.7) BALANCE: Add or reduce the number of Klingon initial rolls for forces. Add a BW, CW, or DD to the Tholian side.

### (SL85.8) TACTICS
KLINGONS: You know the Tholians won't get major reinforcements, so don't hurry. Accumulate forces before you begin the assault; protect yourself from Phaser-IV fire by staying in erratic maneuvers. This will force the Tholians to either come out of the web or to wait until there are a lot more of you than there are Tholians. Once you get enough fighters, make sure to send a strong force to each side of the web to avoid "blind spots" where the Tholians can stay out of your arc of fire and maintain the web, then charge in firing phasers. You will lose many fighters facing ships, but you will be killing Tholians which is what you want. If the Tholians retreat behind the next web, that is good, since you can wait until the web weakens then move through, pulling your fighters if needed, and attack the next ring.
THOLIANS: Don't let the Klingons do any of the above. PCs maintain the web while fighters provide firepower. If a ship gets damaged, take it back to the base to repair it. Consider a pre-emptive strike (by your fighters or ships moving outside the web) against the carriers (his only reload capability). If the Klingons bunch up too much, try to concentrate fire and destroy one of their ships. The explosion should take out a lot of fighters.

### (SL85.9) PLAYTESTER COMMENTS: Extensive dogfighting. Very unusual in using fighters for assault on a webbed base.
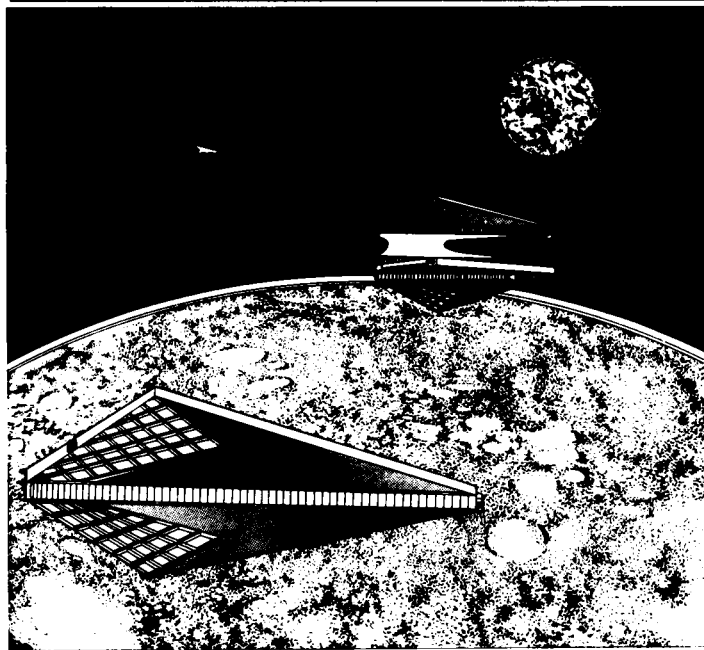
## (SL86.0) CONFLICTING INTERESTS (Y183)
*(Raymond Russell, Indiana)*

Kzinti battle and resupply station #5 was responsible for the only Kzinti sector bordering both Federation and Klingon territory, a location which made it dangerous as well as very interesting (not to mention popular with Kzinti station crews). In Y183, an attack came from an unexpected quarter when the local pirate clan learned through its agents that the station's complement of PFs was absent while being refitted. This, along with the sabotage planned by Orion agents on the base, made the clan confident of success in a supply raid. Things were not to remain this simple, however. A competing clan heard about the raid through its agents and decided to plan a simultaneous attack of its own. When the two unidentified fleets appeared on the Kzinti sensors, an immediate call was put out to all nearby Kzinti and Federation vessels for aid. Unfortunately for the Kzintis, the Klingons had recently broken the latest Kzinti code and jumped at the opportunity to put the troublesome base out of the war for good.

### (SL86.1) NUMBER OF PLAYERS: 5; the two pirate clans, the Kzinti player, the Federation player, and the Klingon player.

### (SL86.2) INITIAL SET UP
KZINTI: One battle station in hex 2215. Attached to the station are four cargo pods and two PF modules. There are no PFs. Rotation at owner's option. Docked to the base are two small freighters.

Surrounding the base is a small minefield consisting of 2 large and 6 small captor mines, as well as 6 large and 20 small explosive mines. The Kzinti player deploys these mines secretly in hexes no less than 5 and no more than 10 hexes from the base. Three of the small explosive mines and all of the captor mines have command detonators controlled by the base. The three explosive mines must be placed together (in the same general area) to form an access corridor. The Kzinti and Federation players know the location of the mines, but only the Kzinti base can control them.

The base and the freighters are all at WS-II.
ORION LION'S HEART CLAN: One PFT with six Buccaneer-Ds (with one leader and one scout, all have shield refit), one CR, one DBR. There are 6 points available for optional weapons and extra equipment. All ships must be equipped with either Fed or Kzinti standard equipment. These units enter the map on the first impulse of turn one anywhere along the 42xx row, speed max, WS-III; 15 extra boarding parties between the ships.
ORION DAVEN CLAN: One CA, two LRs, and two Slavers. There are 10 points available for optional weapons and extra equipment. All ships must be equipped with either Hydran, Lyran, or Klingon standard equipment. Enter on the 8th impulse of turn one anywhere along the 01xx row, speed max, WS-III. Distribute 15 extra boarding parties between the ships.
FEDERATION: One CVS (with refit) carrying twelve F-18 fighters, one DE, and two FFEs. At the start (before EA) of the second turn, the Fed player rolls one die. A result of 1-2 indicates that the ships arrive immediately; any other result shows the turn number that the forces arrive. These units enter anywhere along the 42xx row, speed max, WS-III.
KLINGON: One D5C, one D5, one F5DB, two F5Bs. Enter on turn two or later (repeat Federation procedure) along the bottom row between hexes 0130 and 1530, speed max, WS-III.
KZINTI REINFORCEMENTS: One BCH enters on turn two or later (Fed procedure) between hexes 0101 and 2201 speed max, WS-III.

### (SL86.3) LENGTH OF SCENARIO: The scenario continues until all reinforcements available have entered the map and only non-hostile ships remain on the map (i.e. one race or the Federation and Kzinti units).

### (SL86.4) SPECIAL RULES
(SL86.41) The map is fixed; it does not "float." Any ship leaving the map has disengaged and cannot return. No warship can be pushed/pulled off the map by tractor beam unless captured. Any attempt to do so breaks the beam. All units enter the map facing the base as directly as possible
(SL86.42) All drones are type-F at no additional cost. All fighters and PFs have warp booster packs.
(SL86.43) Ships can only disengage off certain hex rows listed below, depending on race. Ships leaving along prohibited hex rows are considered captured. These legal rows (by race) are as follows:
  Kzinti: rows 01xx, xx01, or 42xx
  Klingon: bottom row 0130-1530
  Orion Lion's Heart Clan: rows xx01 or 42xx
  Orion Daven Clan: rows 01xx or xx30
  Federation: rows xx01 or 42xx
(SL86.44) SABOTAGE: Before the game begins (but after the set up), the Orion Lion's Heart Clan player decides what type of sabotage will be conducted against the station. Sabotage can be declared at the end of any one turn (including turn zero) and takes effect before energy allocation of the next turn. The Orion LH player can decide to conduct any one of the following forms of attack, but only one sabotage action can be made.
  NERVE GAS: A deadly gas is introduced into the base's ventilation system, killing 1/2 of the crew (including half of the BPs and deck crews).

SHIELD CONTROL: Three of the station's shields go down and remain down until repaired by emergency damage control or by the regular repair procedure (12 repair points).
DRONE CONTROL: The base cannot control drones or captor mines until the first impulse of the third subsequent turn after the sabotage attack is declared. (i.e. declare at end of turn 1, drone control is blocked on turns 2, 3, and 4 and then returns to normal on turn 5.)
POD RELEASE: Two of the station's cargo pods are released from their docking bays and allowed to drift within the base's hex. All of the base's tractor beams are rendered inoperable during turn one, but are automatically repaired at the beginning of Turn 2.
### (SL86.45) CAPTURING SUPPLIES: The pirates are trying to capture supplies being held at the station. They can do this in several ways as noted in (G25.2) and below, but can only transfer cargo from a cargo pod that they control with boarding parties.
(SL86.451) Entire pods may be towed off the map by the Orions. Before being towed, the Orions would have to capture the entire base and release the docking links (unless they have already been released by sabotage).
(SL86.452) The Orions can capture the small freighters and undock them, after which they could be towed or piloted off the board.
(SL86.453) The Feds and Kzintis cannot fire at the pods or freighters, or at each other.

### (SL86.5) VICTORY CONDITIONS
(SL86.51) The player with the highest number of victory points at the game's conclusion is the winner, with lesser levels of victory going to players with correspondingly lower numbers of points.
(SL86.52) Use the Modified Victory Conditions, with the following exceptions and modifications:
  GENERAL: Each player loses the points specified in (S2.2) for his own damaged ships. (In a two-player scenario this isn't necessary, but in a five-sided battle it is.) In determining which player receives points for damaging, crippling, or destroying a ship, count the number of internal damage points scored by each player and award the points to the players in proportion to their contribution to the total damage on that ship.
  KZINTI: Receive full points for all except Fed ships (no points for damaging Fed ships). One point is awarded for each 50 cargo spaces (one full box) on a freighter that disengages under Kzinti or Federation control.
  ORIONS: Each clan is resolved separately. They receive one-half of the normal points awarded for ships damaged or destroyed, no points for damage to the base, double points for damage to ships of the other clan, and one point for each ten captured cargo spaces taken off the map.
  KLINGON: Receive full points for Kzinti or Federation vessels, a 100-point bonus if the Kzinti base is destroyed by any player, and one-half points for Orion ships.
  FEDERATION: Receive full points for Klingon and Orion ships; no points for Kzinti ships.
(SL86.53) No points are specifically awarded for ships which disengage (except for the Kzinti freighters, as already noted).

### SL86.6) VARIATIONS: As this is a historical scenario, any variations are by definition non-historical. Any area where three races meet could be used, possibly Klingon-Lyran-Hydran or Gorn-Federation-Romulan.

### (SL86.7) BALANCE: This scenario can be balanced between players of varying skill levels by any of the following methods:
  1. Add a frigate to that race.
  2. Change one ship to the next smaller or later class.
  3. Change the number of mines around the base.
  4. Assume that some PFs (roll a die, 1-6) remain at the base.
  5. Adjust the arrival times of the various forces.

### (SL86.8) TACTICS
PIRATES: You'll have to sacrifice a ship to get through the mine field. After that, designate some units to go for the cargo while others fend off the approaching ships. Flood the base with drones to tie down the ph-4s. Try to make a deal with the other pirate. Sabotage or shield control could be used to make a deal with the Klingons.
KZINTIS: Use maximum ECM and hold out for the Feds. The key is drone defense. Use drones and SPs to kill drones.
FEDS: You have enough power to control half of the map and keep one clan from escaping with their prize. You lack direct combat power so stay loose and dominate the area with drones. Keep your fighters out of direct combat and use them in rotation to fire drones.
KLINGONS: You can take your choice of targets and play your own game. If you arrive before the Feds, go for the base. Look for crippled ships coming out of the minefield. You can control the tempo of the action.

### (SL86.9) PLAYTESTER'S COMMENTS: This is a "Kelly's Heroes" situation, wild and unpredictable. It's a great "club" scenario with lots of room to make a deal with other players.
The Kzinti admiral that transferred the PFs should be shot.

# LIST OF PLAYTESTERS

The persons listed below participated in the playtesting of the scenarios in this issue. Some participated in the testing of scenarios used in Volume III, Supplement #3, and various other projects. Some of these groups are no longer active.

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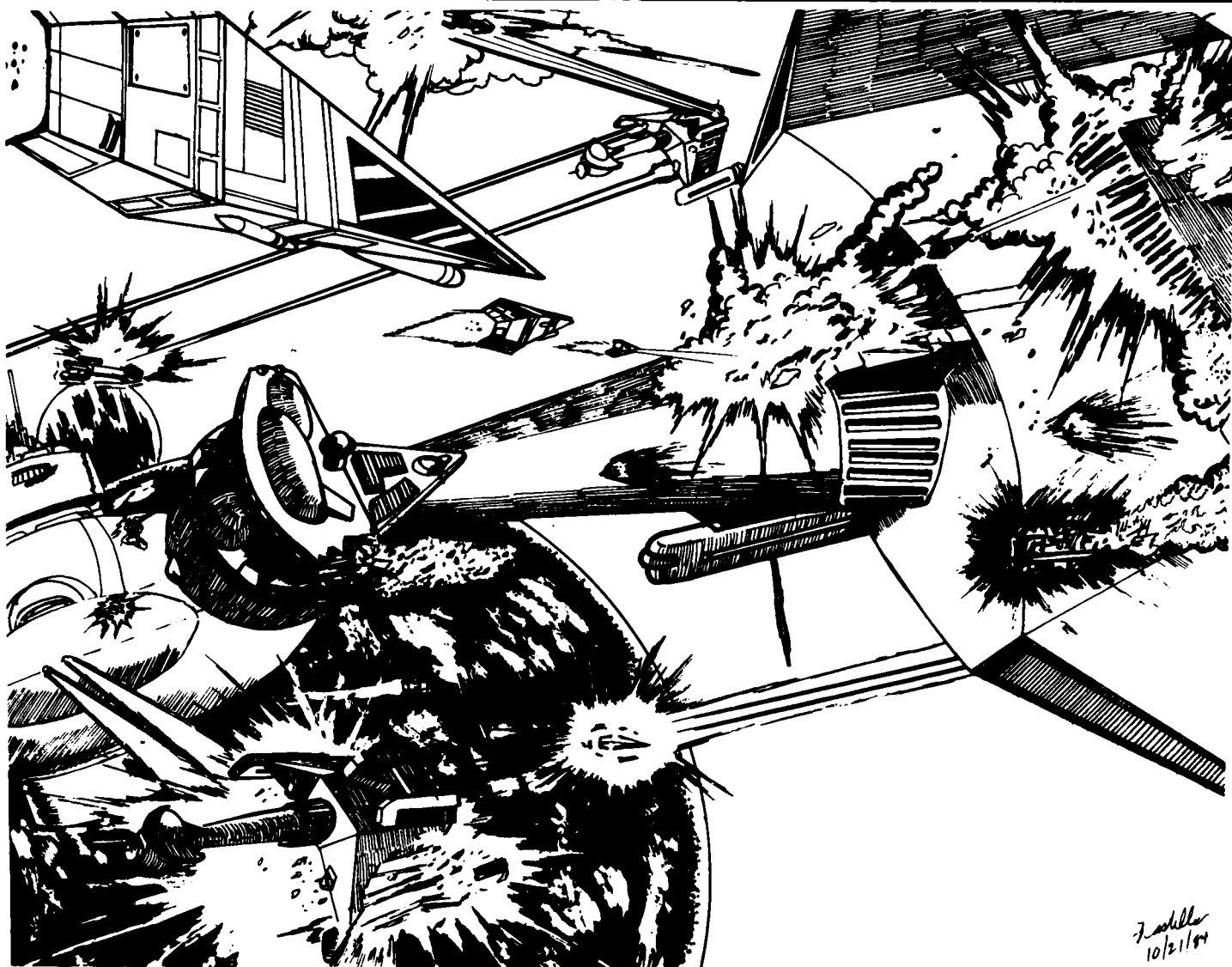
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Group #295 (PA): Walter Mizia, Thomas Morris.

Group #297 (PA): Andrew, Mike, Matt, & Joe Novosedliak.

Group #303 (Bellevue, WA): Bob Thien, Pat Thien.

Bulletin Board: Jay Davis, Jon D Schuster.

## (SL87.0) THE MAZE OF ANKROGEOMONAS
*(Rick Wilson, Pennsylvania)*

Your ship is patrolling an area at the far edge of your race's domain. You are approaching an unexplored system which has a class-M planet; you reduce speed to warp 2 at the periphery of the system and begin scanning as you approach. Suddenly the ship is brought to a complete stop!

A subspace message comes in from the class-M planet, still far away. The computer's translators digest it quickly. It reads:

"I am Ankrogeomonas, King of the Ankrogeans. Our race welcomes you, but before we make further acquaintance, we must test you to determine if you are our equals, our inferiors, or indeed our superiors. The test will be tailored to the capabilities of your starship. It is not your technology that counts so much as how you use it. Good luck!" End transmission.

Not knowing what to do next, you begin charging weapons and wait. Suddenly four space buoys arrive, form a tetrahedron around your ship, and signal the equivalent of "start here." Realizing that you are in a maze of sorts, you start moving at slow warp speed, but...

### (SL87.1) NUMBER OF PLAYERS: 1
(The maze is designed to operate automatically.)

### (SL87.2) INITIAL SET UP
The planet is in hex 2515.
Ship is in hex 0505, WS-I, speed 4, facing optional.

### (SL87.3) LENGTH OF SCENARIO:
The scenario continues until the ship has reached the planet, left the map (by blasting through the map edge wall hexes), or is "destroyed" (see Victory Conditions).

### (SL87.4) SPECIAL RULES
(SL87.41) The map is fixed; it does not "float." If the ship leaves the map, it has disengaged and cannot return.
(SL87.42) Type and speed of drones is up to the player. Shuttlecraft and fighters cannot be used in the maze.
(SL87.43) The object is to reach the planet. To do so, however, you must pass through the maze. The various walls and passages of the maze cannot be seen from more than one hex away; the maze will be created as you move forward.
(SL87.44) On every even-numbered impulse on which the ship does not move, one point of damage is scored on a random shield (roll a die: as always, general shield reinforcement is used first).
(SL87.45) The map includes three kinds of hexes. A "wall" hex cannot be entered; it can be fired into or through. A "clear hex" is exactly that. An "unknown" hex may be either "wall" or "clear"; you will find this out when you move adjacent to it. Drones which enter "unknown" hexes disappear without trace or effect.
(SL87.451) Initially the following hexes are considered to be clear: 2515 (and the six hexes around it), 0505, 0604, 0404.
(SL87.452) Initially the following hexes are considered to be wall: 0405, 0506, 0605, 0504, all numbered map edge hexes.
(SL87.453) Initially, all other hexes are "unknown."
(SL87.454) Every time the ship moves into a new hex, roll one die for each surrounding hex that you have not previously been identified. A die roll of 1-3 indicates that the hex is clear and normal. A die roll of 4-6 means that the hex contains an energy barrier (wall) and cannot be entered.
(SL87.455) A wall hex can be smashed (turned into a clear hex) by scoring 50 points of damage on it with the ship's weapons. (Dogfight drones =2 points.) Ships displaced into a wall hex must destroy it in order to leave. ESGs cannot be formed into a wall hex but can damage a wall hex.
(SL87.46) As the first action on impulse #8 and #24 of each turn, roll one die and consult the following chart to see what action the maze demands.

### DIE ROLL: ACTION TO BE TAKEN BY YOUR SHIP
**1:** A gift from the Ankrogeans! But they insist you accept it. You must tractor an object and bring it into the shuttle bay within four impulses or suffer 10 damage points on a random shield. To determine the range of the object, roll one die: 1-3 indicates the range directly; 4-6 indicates a range of 1. The object is retrieved as per shuttlecraft, not with rotations.

**2:** A gift from the Ankrogeans! But they won't take "no thanks" for an answer. You must transport their harmless gift aboard this impulse (drop a shield of your choice for 1/4 turn; the range is irrelevant as the object is within 5 hexes) or suffer 10 damage points on a randomly selected shield.

**3:** A target buoy appears two hexes from your ship in a random direction. This buoy will explode as a 50-point ship explosion in 16 impulses (mine explosion step). You can destroy the buoy with 20 damage points, in which case it won't explode. The explosion will not be stopped or reduced by wall hexes, and will not damage the walls.

**4:** One crew unit goes into a deep sleep which lasts until the ship leaves the maze; then wakes up unharmed. The last crew unit is not affected by this. A Legendary Doctor can wake one unit per turn if he/she takes no other action on that turn.

**5:** An object of scientific interest appears two hexes away in a random direction. Whenever you have gained 40 points of information about this object, Ankrogeomonas will be impressed and will immediately change one wall hex of your choosing into a clear hex and remove the object. Note result #6, and remember that each lab box can only gather information on one item per turn.

**6:** Static clears on the scanners for a moment, allowing a broader view of the area. Each lab can identify one hex anywhere within five hexes of the ship. Select all of these hexes first, then roll for each one using (SL87.454). Note result #5, and remember that each lab box can only gather information on one item per turn.

(SL87.47) The damage to the ship's systems is mostly electrical in nature and can be rather easily repaired after the scenario. Repair rules function normally during the scenario. However, due to the nature of the damage, crew units are not killed as per (G9.2). They are affected by a die roll of "4" on the list.
(SL87.48) If a unit attempts to enter a wall hex (possibly because its turn mode allows no choice), it will not do so. It will, instead, remain in the original hex and continue "trying" to enter the wall hex (i.e. pushing against the energy barrier). The ship will take one point of damage on the facing shield for every impulse that it tries to enter the wall hex. The ship is still "moving" at its original speed. Each attempt to enter the wall hex will count as one hex of movement toward satisfying its turn mode or sideslip mode.
(SL87.49) It should be obvious that due to the nature of the maze plotted movement cannot be used.

### (SL87.5) VICTORY CONDITIONS:
If your ship is destroyed before you can reach the planet, the Ankrogeans stop the damage at the last instant, wake sleeping crew units, dismantle the maze, and let you repair the damage and limp home. They let you know that they want nothing to do with you or your race of simple-minded louts. (Applies if ship leaves map.)

If your ship is crippled but you reach the planet, the Ankrogeans send you a case of their best ethanol, repair your ship, wish you a safe voyage home, and tell you to come back in 500 years.

If your ship receives 11 or more points of internal damage but reaches the planet uncrippled, the Ankrogeans invite you to a small reception in your honor. They inform you that they will open negotiations with your race but reserve their final judgement pending future developments.

If your ship reaches the planet without receiving more than ten points of internal damage, the Ankrogeans throw a huge party in your honor, name a new maze design after you, and extend the open arms of friendship to your race -- a friendship which could have unimaginable benefits of culture and technology to both races. The technology they provide cannot, however, be used for weapons.

### (SL87.6) BALANCE
This scenario is easily balanced by using a larger or smaller ship, by varying the die roll that determines if a hex is clear or wall, by moving the starting position, by allowing ships to inspect hexes two hexes away, or by scoring the damage in (SL87.44) more or less often. Ships smaller than heavy cruisers, and ships which primarily depend on seeking weapons, will have considerable difficulty. Kzinti ships, with rapid fire disruptors and heavy drones, have the least difficulty. X-ships cannot be recommended unless the destruction value of a wall hex is increased to 100 or more.

### (SL87.7) VARIATIONS
A second ship (from an opposing power) is also trying to reach the planet. It starts in 0525 surrounded by wall hexes. Continue until both ships reach the planet, and see which ship has fewer damage points. That ship wins the scenario. Allow direct-fire weapons to fire only four hexes if the line of fire passes through one or more walls.

Enterprising players might create an entire maze to amuse their friends, dispensing with (SL87.454). Some maze designers might possibly furnish their creation with features of their own invention to further entertain their friends. Possibilities include terrain in clear hexes, walls of varying strength, randomly wandering monsters, mines, defsats, etc. Players are welcome to submit features (not entire mazes) to ADB. Some of the more interesting ones will be described in future issues of *Captain's Log*.

A player "mazemaster" might develop different charts for (SL87.46) to entertain his gaming friends. These can also be sent to ADB.

### (SL87.8) TACTICS
Prepare carefully for the two impulses with random events as these can force you to use reserve power or weapons. Keep a careful eye on your speed and turn mode. Blasting a wall is not quite the last resort, but can only be done every second or third turn, unless you use overloads, which will cause damage with the backblast.

### (SL87.9) PLAYTESTER'S COMMENTS:
An enjoyable scenario that can be very frustrating at times. The best solitaire scenario yet.

# OK-6 PIRATE CRUISER

## O.P.C. CONQUEST

SHIELD #1
SHIELD #2
SHIELD #3
SHIELD #4
SHIELD #5
SHIELD #6

FORWARD HULL
AFT HULL

FA OPTION [E]
PH-1 BRDG PH-1
FA L FA R
PH-1
TRAN LAB BTTY
EMER
OPT TRAC [F] LS
TRAC OPT [G] RS

BTTY APR AUX CON
TRAN PRB TRAN
IMP CARGO IMP
SHTTL TRAC SHTTL
IMP SHTTL

PH-2 R RR
PH-2 LR L

DISR FA [C][D] R WARP
DISR FA [A][B] L WARP

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

## CREW UNITS

## ADMINISTRATIVE SHUTTLES

| IDENT | HIT POINTS | NOTES |
|-------|-----------|-------|
| | 10 | |
| | 20 | |
| | 30 | |
| | 40 | |

## BOARDING PARTIES

## TRANSPORTER BOMBS
10 — 12

## PROBES
5 — CAN CONTROL DRONES EQUAL TO SENSOR RTG

## SHIP DATA TABLE

| | |
|---|---|
| TYPE | = OK-6 |
| POINT VALUE | = 130 |
| BREAKDOWN | = 5-6 |
| SHIELD COST | = 1+1 |
| CLOAK COST | = 20 |
| LIFE SUPPORT | = 1 |
| SIZE CLASS | = 3 |
| REFERENCE | = R8.15 |

## TURN MODE

| TURN MODE | SPEED |
|-----------|-------|
| 1 | 2-5 |
| 2 | 6-10 |
| 3 | 11-15 |
| 4 | 16-21 |
| 5 | 22-28 |
| 6 | 29+ |

## TYPE I OFFENSIVE PHASER TABLE

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

## OPTIONAL WEAPONS

## DISRUPTOR TABLE

| RANGE | 0 | 1 | 2 | 3-4 | 5-8 | 9-15 | 16-22 | 23-30 |
|-------|---|---|---|-----|-----|------|-------|-------|
| HIT (STD) | NA | 1-5 | 1-5 | 1-4 | 1-4 | 1-4 | 1-3 | 1-2 |
| HIT (UIM) | NA | 1-5 | 1-5 | 1-4 | 1-4 | 1-4 | 1-4 | 1-2 |
| HIT (DERFACS) | NA | 1-5 | 1-5 | 1-4 | 1-4 | 1-4 | 1-3 | 1-3 |
| HIT (OVERLOAD) | 1-6 | 1-5 | 1-5 | 1-4 | 1-4 | NA | NA | NA |
| HIT (OL/UIM) | 1-6 | 1-5 | 1-5 | 1-5 | 1-5 | NA | NA | NA |
| DAMAGE, STD | 0 | 5 | 4 | 3 | 3 | 2 | 2 | |
| DAMAGE, OULD | 10 | 10 | 8 | 8 | 6 | 0 | 0 | |

STAR FLEET UNIVERSE

FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR

LF RF
L R
LR RR

## NOTES:
1. CANNOT DOUBLE WARP ENGINES
2. NO STEALTH MODIFIER
3. CANNOT SEPARATE SECTIONS

MOVEMENT COST = 1

# THOLIAN TK-5 DESTROYER

## " EXILE "

### CREW UNITS

| | | | | | | |
|---|---|---|---|---|---|---|
| * | | | | | 10 | |
| | | | | | | 20 |

### BOARDING PARTIES

| 6 |
|---|

### PROBES

| 5 |
|---|

### ADMINISTRATIVE SHUTTLES

| IDENT | HIT POINTS | NOTES |
|---|---|---|
| | | |
| | | |
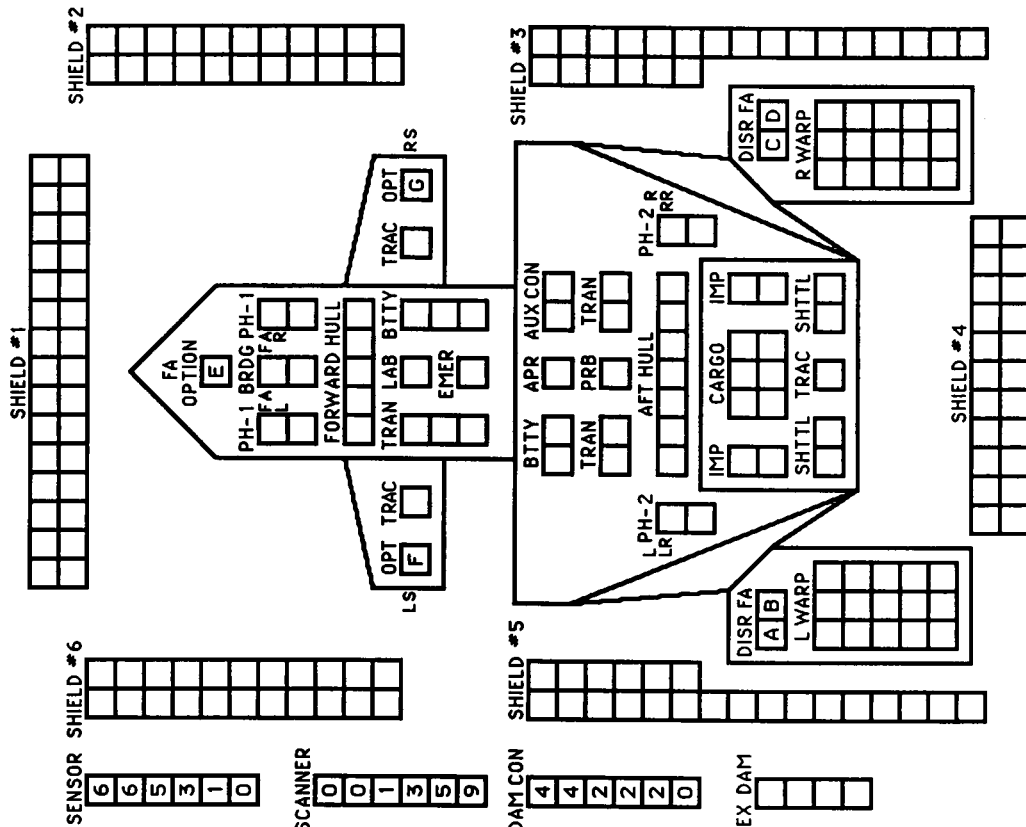
### SHIP DATA TABLE

| | | |
|---|---|---|
| TYPE | = | TK-5 |
| POINT VALUE | = | 80 |
| BREAKDOWN | = | 4-6 |
| SHIELD COST | = | 1+0 |
| LIFE SUPPORT | = | 1/2 |
| SIZE CLASS | = | 4 |
| REFERENCE | = | R7.17 |
| SNARE REFIT | = | +6 |

### TRANSPORTER BOMBS

| 12 |
|---|

### TURN MODE / SPEED

| TURN MODE | SPEED |
|---|---|
| 1 | 2-6 |
| 2 | 7-12 |
| 3 | 13-19 |
| 4 | 20-26 |
| 5 | 27+ |

### TYPE I OFFENSIVE PHASER TABLE

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

### TYPE III DEFENSE PHASER

| DIE ROLL | 0-1 | 2 | 3 | 4-8 | 9-15 |
|---|---|---|---|---|---|
| 1 | 4 | 4 | 4 | 3 | 1 |
| 2 | 4 | 4 | 4 | 2 | 1 |
| 3 | 4 | 4 | 4 | 1 | 0 |
| 4 | 4 | 4 | 3 | 1 | 0 |
| 5 | 4 | 4 | 3 | 0 | 0 |
| 6 | 3 | 3 | 1 | 0 | 0 |

### DISRUPTOR TABLE

| RANGE | 0 | 1 | 2 | 3-4 | 5-8 | 9-15 | 16-22 |
|---|---|---|---|---|---|---|---|
| HIT (STD) | NA | 1-5 | 1-5 | 1-5 | 1-4 | 1-4 | 1-3 |
| HIT (OVERLOAD) | 1-6 | 1-5 | 1-5 | 1-4 | 1-4 | NA | NA |
| DAMAGE, STD | 0 | 5 | 4 | 4 | 3 | 3 | 2 |
| DAMAGE, OVLD | 10 | 10 | 8 | 8 | 6 | 0 | 0 |

### WARP ENERGY MOVEMENT COST = 1/2 ENERGY POINT PER HEX

| SPEED | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 | 22 | 23 | 24 | 25 | 26 | 27 | 28 | 29 | 30 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Standard | 1 | 1 | 2 | 2 | 3 | 3 | 4 | 4 | 5 | 5 | 6 | 6 | 7 | 7 | 8 | 8 | 9 | 9 | 10 | 10 | 11 | 11 | 12 | 12 | 13 | 13 | 14 | 14 | 15 | 15 |
| Fract. | $\frac{1}{2}$ | 1 | $1\frac{1}{2}$ | 2 | $2\frac{1}{2}$ | 3 | $3\frac{1}{2}$ | 4 | $4\frac{1}{2}$ | 5 | $5\frac{1}{2}$ | 6 | $6\frac{1}{2}$ | 7 | $7\frac{1}{2}$ | 8 | $8\frac{1}{2}$ | 9 | $9\frac{1}{2}$ | 10 | $10\frac{1}{2}$ | 11 | $11\frac{1}{2}$ | 12 | $12\frac{1}{2}$ | 13 | $13\frac{1}{2}$ | 14 | $14\frac{1}{2}$ | 15 |

FA = LF + RF
FX = L + LF + RF + R
RX = L + LR + RR + R

LF   RF
L  →  R
LR   RR

### NOTES:
1. CANNOT FORM PINWHEEL
2. IS NOT NIMBLE
3. CANNOT LAND ON PLANETS
4. CANNOT SEPARATE SECTIONS

### SENSOR
| 6 | 5 | 3 | 0 |
|---|---|---|---|

### SCANNER
| 0 | 1 | 3 | 9 |
|---|---|---|---|

### DAM CON
| 2 | 2 | 2 | 0 |
|---|---|---|---|

EX DAM

SHIELD #1, SHIELD #2, SHIELD #3, SHIELD #4, SHIELD #5, SHIELD #6

L WARP, R WARP, FA

DISR A, TRAN, WEB, AUX, PRB, WEB, DISR B
IMP, TRAC, AFT HULL, TRAC, IMP
SHTTL, PH-1-RX, SHTTL
FX PH-1, TRAN, BRDG, EMER, FORWARD HULL, LAB, BTTY, APR
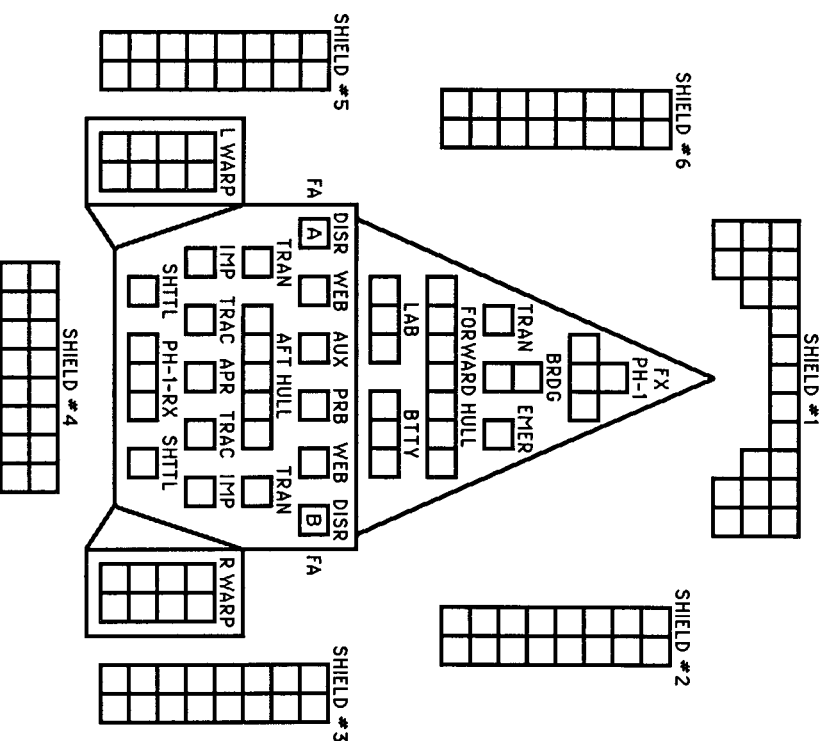
# CAPTAIN'S LOG #4

This issue of Captain's Log includes the following features:

**WHERE WISDOM FAILS:** The exciting story of the first combat test of the Hydran Hellbore, and of Borzad Kallon, the Klingon captain assigned to destroy the Hydrans before they can return to their own territory. Kailon, an experienced commander who has never been wrong, outwits the Hydrans and cuts them off before they can escape; but has he really fooled his enemy, or has his wisdom finally failed?

**A MINI-CAMPAIGN:** Based on the story, allows you to recreate the action and suspense as the Hydrans run for the border with the Klingons in hot pursuit. A series of five scenarios begins with a base assault and ends with a close-range battle in an asteroid field.

**THE THOLIAN TK-5 DESTROYER:** Built from the abandoned rear hull of a Klingon Frigate and the forward section of a Tholian Patrol Cruiser, presented as a Commander's SSD.

**THE ORION OK-6 BATTLECRUISER:** Built from the captured rear hull of a Klingon D-6 Battlecruiser and the forward hull of an Orion Pirate Raider, also shown as a Commander's SSD.

**THE CONSOLIDATED ADDENDA:** A compendium of three years of rules updates, expansions and changes published in NEXUS Magazine. This feature, essentially a rules supplement, provides a convenient single source for all extra rules material.

**THE SFB RULES CROSS-INDEX:** A unique feature in gaming, provides quick access to the rules system. The 34 most important rules are cross-referenced to each other, allowing you to find in an instant the rules covering what happens when an ESG strikes an atmosphere, or any of 577 other combinations and interactions.

**TERM PAPERS:** The latest tactics from top starship commanders.

**NEW SCENARIOS:** The police confront the fleet in *"A Matter of Jurisdiction."* Five players battle for a key base in *"Conflicting Interests."* Two hundred Klingon fighters attack a Tholian battle station in *"The Swarm."* Plus three more exciting battles.

STAR FLEET UNIVERSE

TASK FORCE GAMES

*Edited by Stephen V. Cole*
Developed by the Amarillo Design Bureau

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