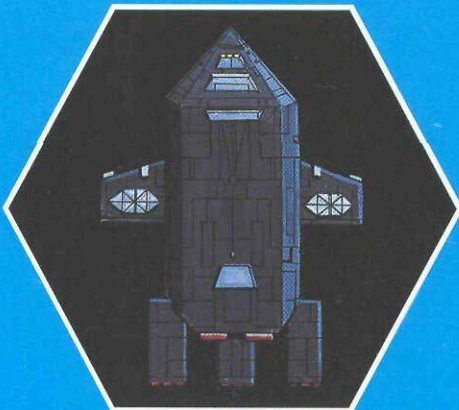
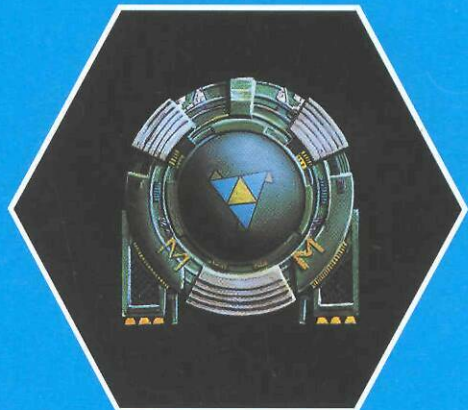
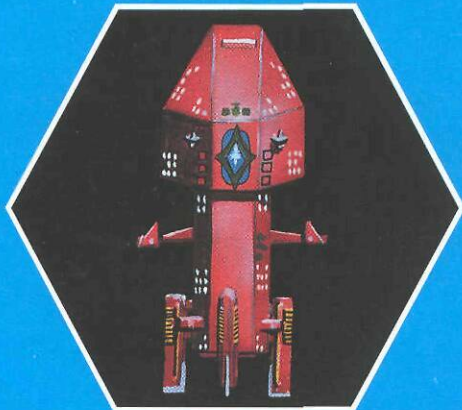
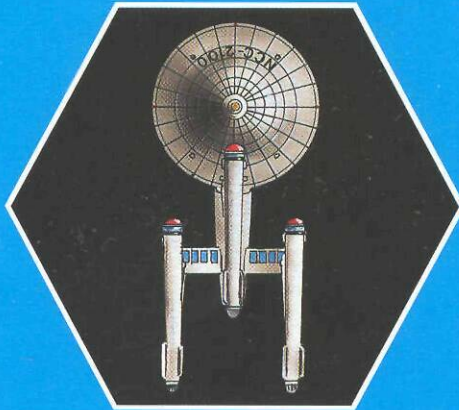


STAR FLEET BATTLES

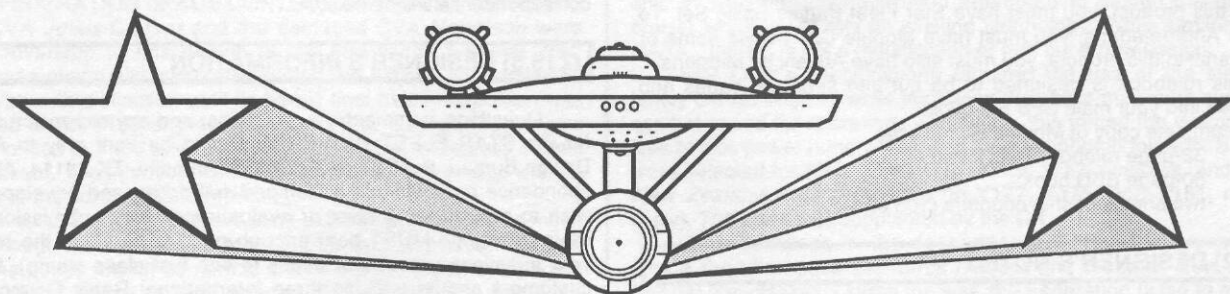
MODULE R2



Federation
Kzinti **Orion** **Andro**



STAR FLEET BATTLES



CAPTAIN'S MODULE R2

NEW SHIPS FOR FEDS - KZINTIS - ORIONS - ANDROS

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(Z15.1) PRODUCT ORGANIZATION AND COMPONENTS

two sheets of ship counters (108 each)

(R2.0) THE UNITED FEDERATION OF PLANETS

FEDERATION SPACE CONTROL SHIPS

(R2.32) FEDERATION SPACE CONTROL SHIP (SCS): The uncompleted CVA *Julius Caesar* and the damaged CVA *Napoleon* were under conversion to this design at the end of the General War. *Caesar* was eventually completed during the Andromedan Invasion and served with distinction until its heroic final battle; *Napoleon* was completed about Y190 and destroyed in Y198. *George Washington* was completed in Y186 and, after years of combat, eventually served as a museum. The intention was to create an SCS-class ship without resorting to the construction of PFs.

The six boxes for A-20s are semi-external and treated as mech links, although there are no tractors (J1.56). Only A-20s can use this "bay." The boxes are hit as normal shuttle boxes. They have photon reload facilities. These shuttles launch and recover as PFs would. No SCS ever carried F-111s, and records indicate that this was because the F-111 was much longer than the A-20 and could not be carried on the fore-and-aft links on this class. (Players may experiment with replacing each "column" of three A-20s with two F-111s, but the center link must be left empty. If the center link holds an F-111, the forward and aft links must be left empty.)

There are a total of four shuttle bays (including the one for the A-20s). Transfers are possible by (J1.59) except to/from the links for the A-20s.

The two side bays each hold 12 fighters (6 of each type). These two bays each have six-position balconies.

The rear bay holds the admin, MRS, and SWAC shuttles; the door for the rear bay is large enough to launch or land one shuttle per impulse.

In a campaign, this ship cannot be built before Y182; no one thought of an SCS until PFs were deployed.

The ship carries 12x F-18, 12x F-14, 6x A-20, 2x E2 SWAC, 2x MRS, and 2x Admin shuttles. The 2+4+1 spare shuttles include 2x Admin, 2x F-14, 2x F-18, 1x A-20. The SCSs acquired F-14Cs in Y190, and one was carrying F-14Ds during Operation Unity in Y201. An SCS will normally have the best available sub-type of each fighter type (e.g., F-18B) for the year in question. Note that the SSD shows type-I drones on the "special" rails of the A-20s. The MRS and SWAC shuttles are not included within the BPV. See (J9.531) for use of an E-3.

Year	Escorts	Fighters
Y184-87	NAC, DEA, FFA	As above
Y186+	2xNAC, DWA	As above

The Y184 data can be used if an SCS becomes available earlier in a player-operated campaign.

The AWR, plus, and Y175 refits were part of the original design. SSD and counter are in Module R2.

NOTE ON (J1.561): As the game evolved, this rule went through several informal revisions and became totally confused. The correct rule is as follows: Certain Federation ships [e.g., SCS (R3.32), NVH (2.56)] which are PFT substitutes carry heavy fighters on semi-external mech links. These are used only to hold heavy fighters (e.g., A-20 or F-111) and are type-specific (those for A-20s cannot hold F-111s or any other fighter or shuttle). One box is required for each fighter. These are damaged on shuttle hits (a hit destroys the fighter as well as the box, link, and tractor) but can function as tractor beams. Shuttles launch and land in these links as if they were PF mech links, but are repaired by deck crews as if they were in a shuttle bay. They have ready racks for the specific type of fighter embarked. All of the adjoining mech links of this type are treated as a single "bay" for purposes of deploying deck crews, but there can be no chain reaction from one fighter to the next.

(R2.32A) SPACE CONTROL SHIP (SCSA): If using the conjectural Federation PFs in Module K, this conjectural space control ship design (with PFs replacing the A-20s) can be used. Escorts, as well as the rules for the three shuttle bays and other data, are the same as for the standard SCS.

Spare shuttles are 2x Admin, 2x F-14, 2x F-18.

An SSD is in Module R2; use the SCS counter.

FEDERATION HEAVY BATTLECRUISERS

(R2.33) FEDERATION KIROV-CLASS BATTLECRUISER (BCG): As the General War progressed, it became increasingly clear that even the heavy command cruiser would be overtaken in the rapid competition which the war had engendered. To maintain its leadership in cruisers, the Federation attempted to design the ultimate cruiser which could rely on existing technology. While similar to the CA/CC, the BC is not a modification or refit but a new design.

Star Fleet's specifications required the use of the standard heavy cruiser engines while improving the ship's maximum sustained combat speed for operations with NCLs; this forced the designers to look to less power hungry weapons than the photon torpedo. B-racks were selected for *Kirov*. Only 1751-*Kirov*, 1752-*Australia*, and 1753-*New Zealand* were completed (in Y177, Y179, and Y181, respectively). The class was supplanted by the CX.

Other weapons in the secondary hull mounts were used to create the alternative *Bismarck* (R2.34) and the later *New Jersey* (R2.64) sub-classes. During the war, the Federation failed to achieve its goal of maintaining cruiser superiority as the Klingons' superb C7 was the equal of the *Kirovs*.

These ships carry three sets of reloads for their drone racks (i.e., the Y175 refit was incorporated into their designs from the first).

SSD and counter are in Module R2.

Variants include the *Bismarck* (R2.34) and *New Jersey* (R2.64). Carrier and BCS variants are in Module R5.

(R2.34) FEDERATION BISMARCK-CLASS BATTLECRUISER (BCF): Produced concurrently with the *Kirovs* (R2.33), the *Bismarcks* are a slightly modified design using borrowed Gorn technology (plasma-F launchers) in place of the *Kirov's* B-racks.

Only 1761-*Otto Von Bismarck*, 1762-*Nathan Bedford Forrest*, and 1763-*Nikolai V. Ogarkov* were completed (in Y178, Y180, and Y182, respectively). In each case, only the last name of the person was painted on the hull. The *Bismarcks* are regarded by many to have been the better of the two heavy battlecruiser types produced during the General War. It is something of a curiosity that the Federation used the "F" designator for these ships instead of the "L" used on the DDL and other plasma variants, but perhaps this denoted that F-torps were added (compared to the CC) rather than replacing other weapons.

These ships carry three sets of reloads for their drone racks (i.e., they already incorporate the Y175 refit). The plasma-F torpedoes are destroyed on "torpedo" hits on this ship, a stunning tactical advantage. SSD and counter are in Module R2.

FEDERATION NEW LIGHT CRUISER VARIANTS

(R2.35) NEW LIGHT CARRIER (NVL): When the General War erupted, the Federation shipyards could not produce enough of the excellent but expensive CVA and CVS carriers. A crash program to design a carrier on the NCL hull resulted in the NVL. While called a "light" carrier because it was built on a light cruiser hull, the ship carried a full squadron of fighters. Like the NEC, it was never intended to come into direct combat with the enemy, hence it lacked the cruiser armament and extra seeking weapon control capabilities normally expected of a fleet carrier. Five NVLs were built before production switched to the superior NVS (R2.60). Surviving NVLs were eventually relegated to secondary theaters and anti-piracy patrols. *Kiev*, the only NVL to survive the General War, was used for advanced pilot training until it was destroyed by an Andromedan raid in Y190.

Year	Escorts	Fighters
Y173-5	NEC, FFE	12xF-18
Y175-90	NAC, FFA	12xF-18

Former Designation: NCVL.

Plus refit includes only phaser-3s, not the increase to the #1 shield seen in other NCLs, as the ship was not expected to enter direct combat. SSD and counter are in Module J.

(R2.36) NEW DRONE CRUISER (NCD): Impressed with the ability of the Klingon drone bombardment ships to provide an additional concentration of firepower, the Federation designed this long-range drone bombardment ship using the NCL hull as a basis. Series production of this ship was delayed until Y173 due to wartime priorities,

but some served as early as Y171. It did not have special sensors as it was designed to support fleet ships in combat; for independent bombardment missions, it required scout support.

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

Former designation: NCS.

SSD and counters are in Module R2.

(R2.37) LIGHT COMMAND CRUISER (CLC): This ship was intended as a substitute for command cruisers. Proving inadequate in that role, it was used as a command ship for NCL squadrons.

SSD and counter are in Module R2.

(R2.38) LIGHT TACTICAL TRANSPORT (LTT): Most races produced a transport based on their war cruiser hull. Their limitations of size and range restricted their use to supporting military operations. Ships of this type (Klingon D5H, Hydran Mule) are treated as tugs, but have lesser capabilities.

Like the larger fleet tug (R2.8), the hull boxes on the LTT can be hit on forward or aft hull hits unless the LTT is towing a pod, in which case they are hit on forward hull hits and the hull or cargo boxes in the pod are destroyed by "aft hull" hits. Cargo boxes on the LTT and those on any pods can still be destroyed by "cargo" damage points.

This ship can carry one pod, which can be double-weight.

SSD and counter are in Module R2.

FEDERATION OLD LIGHT CRUISER VARIANTS

(R2.39) LIGHT SURVEY CRUISER (CLS): Two old-style light cruisers were converted for use as survey ships about Y125. (NCC-912 *Sinai* became NCC-962 *Viking*; NCC-924 *Alaska* became NCC-974 *Voyager*.) These continued to serve long after the specially-built Galactic Survey Cruisers appeared.

Designed by Ray Olesen.

SSD and counter are in Module R2.

(R2.39A) ESCORT CARRIER (CVE): During some crisis periods, CLSs carried fighters as escort carriers (CVEs) or served as scouts. When operating as a carrier, the following data applies:

Year	Escorts	Fighters
Y168-72	2x FFE	4xF-4
Y170-75	2x FFE	4xF-18
Y175+	2x FFA	4xF-18

SSD is combined with the CLS; use the CLS counter.

(R2.40) HOSPITAL SHIP (CLH): Two old-style light cruisers (NCC 948 *Refuge* and NCC 949 *Sanctuary*) were converted for use as hospital ships. They were intended for peacetime use in fighting plagues or other natural disasters. Being built on warship hulls (albeit old ones), they could reach the scene of any outbreak within a fraction of the time needed by Auxiliary Hospital Ships. During wartime, the ships were used at various times to support ground assaults, friendly planets that had been devastated, or fleets. Only the Federation produced such ships; other races used modified freighters. The shuttles are specially fitted for medical evacuation (no game effect). The weapons could, under Federation regulations, be fired only to defend the patients, a regulation often interpreted broadly and with no real game effect.

As these ships are not combat capable, they are not listed on the Order of Battle. For practical purposes, their use in SFB is confined to acting as a target in special scenarios, such as (SG27.6). They will be used more extensively in the role-playing game.

Designed by Ray Olesen.

SSD and counter are in Module R2.

FEDERATION FRIGATE VARIANTS

(R2.41) ESCORT FRIGATE (FFE): Conceived at the same time as the DE as a light escort for the CVS, this frigate variant served in a variety of carrier groups. Each shuttle box has a ready rack and deck crew to support the fighters of its carrier group. It can control a number of seeking weapons equal to double its sensor rating and has limited aegis.

This class rarely received the plus (R2.R1) refit.

SSD and counters are in Advanced Missions.

(R2.41A) AEGIS FRIGATE (FFA): The FFE received full aegis in Y175 and was redesignated FFA. The SSDs are combined; use the FFE counters. This class rarely received the plus (R2.R1) refit.

(R2.42) ESCORT FRIGATE-R (FFR): Escort version used in carrier groups on Romulan border. The FFR can control a number of seeking weapons equal to its sensor rating (not double) and has limited aegis. This class rarely received the plus (R2.R1) refit.

SSD and counters are in Module R2.

(R2.42A) AEGIS FRIGATE-R (FRA): The FFR was fitted with full aegis in Y175 and redesignated FRA.

This class rarely received the plus (R2.R1) refit.

(R2.43) PLASMA FRIGATE (FFL): An experimental conversion to produce a plasma-armed frigate. The ship was considered too small to make good use of the limited number of Gorn-supplied plasma-Fs and only one or two were built. This class rarely received the plus (R2.R1) refit. SSD and counters are in Module R2.

(R2.44) SCOUT FRIGATE (FFS): Unsuccessful scout version, the FFS was too small to survive in fleet battles but sometimes used in secondary theaters. Those forced into front-line combat by temporary shortages of scout platforms were quickly smashed by concentrated enemy fire. SSD and counter are in Module R2.

(R2.45) DRONE FRIGATE (FFD): Conceived simultaneously with the DDG, this design proved to be an unpopular type; the drones did not make up for the total lack of photons. This ship can control a number of seeking weapons equal to double the sensor rating.

SSD and counters are in Module R2.

(R2.46) MINEHUNTER FRIGATE (FFM): A unpopular minehunter variant, being too small to survive an attempt to breach a major minefield. Sometimes used as a convoy escort, not because minesweeping capabilities were needed but because there was nothing more worthwhile for the FFM to do. An attempt to use the FFM *Wary* in squadron operations to hunt cloaked ships failed when a Romulan King Eagle uncloaked behind it and slammed a full alpha-strike into a rear shield. The ship appeared too late and was incapable of dealing with the minefields of its time.

This ship carries one MSS (which is included in the BPV).

SSD and counter are in Module R2.

(R2.47) PRIORITY TRANSPORT (FFT): A transport variant; the ships of this class were used as high-speed priority transports, delivering key personnel or supplies to critical points at the front. Some were used as "carrier resupply ships" to bring replacement fighters and drones forward to carriers.

This class received the plus (R2.R1) refit only rarely.

SSD and counter are in Module R2.

(R2.48) VIP TRANSPORT (FFP): A VIP transport variant, as in FFT but it was equipped with accommodations for passengers. This ship was sometimes used for diplomatic missions, where the Federation thought they were demonstrating their power and security by using a smaller ship than the battlecruisers used by the Klingons.

Ten of the "crew" units are passengers. This ship only rarely had the plus refit. SSD and counter are in Module R2.

(R2.49) ESCORT CARRIER (FFV): One of the less successful escort carriers, this conversion compromised much of the firepower of the frigate upon which it was based in exchange for relying on its fighters. It served as a convoy escort, in secondary theaters, and to supply replacement fighters to the larger carriers. This ship only rarely had the plus refit. During one period, an FFV and its escorting FFA were grouped with an FFP to escort a group of Federation council members to a conference with the Tholians; the group escaped notice as it appeared to be only another frigate squadron.

This class very rarely received the plus (R2.R1) refit.

Year	Escorts	Fighters
Y172-75	FFE	6xF-8
Y172-75	FFE	6xF-18
Y176-90	FFA	6xF-18
Y186+	FFA	6xF-18C

SSD and counter are in Module R2.

(R2.50) BATTLE FRIGATE (FFB): One of two competing designs for the Federation War Destroyer project, it was seriously considered because it could be built with frigate components. The design effectively included the plus refit (R2.R1).

After a fly-off, it was decided that the FFB was too small to accommodate future developments, and the competing DW (R2.65) was selected. Besides the original prototype, three more FFBs were ordered as compensation to the contractor for his design expenses. They were used as frigate leaders; it was not necessary to put them in a single squadron because they used the same spare parts as frigates.

SSD and counter are in Module R2.

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

The ship carries four GAS, one HTS, and two admin shuttles. The 42 boarding parties include 2 commando teams and 4 heavy weapon squads. There are four ground combat vehicles.

SSD and counter are in Module M.

ADDITIONAL FEDERATION PODS

(R2.52) REPAIR POD (P-R): Designed to turn a tug or LTT into a mobile repair facility, this pod includes repair shops and a spare parts stockpile.

The SSD is on the Federation Pods SSD in Module R2, and an SSD of this pod on an LTT is provided.

(R2.53) TROOP TRANSPORT POD (P-T): Considerably less well appointed than a Starliner, the Troop Transport pod has a sublight movement capability and its own shields (5 boxes each) which can be combined with the tug carrying it. The 62 boarding parties include 2 commando and 6 heavy weapon squads. There are four ground combat vehicles. It has two GAS shuttles and an HTS.

The SSD is on the Federation Pods SSD in Module R2.

(R2.54) SELF-DEFENSE POD (P-SD): Introduced during the war, the self-defense pod (like those of other races) traded some cargo capacity for slightly improved self-defense.

The SSD is on the Federation Pods SSD in Module R2.

FEDERATION IMPROVED TECHNOLOGY SHIPS

(R2.55) IMPROVED TECHNOLOGY CRUISER (CX): In Y181 the heavy command cruiser NCC-1749 *Vincennes* was converted to use new technology designed to improve its combat power.

The experiment was only partly successful, but led to production of 10 more ships of an improved type, one every year until Y193, after which production increased. Production of BCs was eventually terminated when the X-design proved itself.

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

As these ships were revolutionary, they were named for battles in various revolutions: NCC-1771 *Revolution*, NCC-1772 *Paris Commune*, NCC-1773 *Ayachuco*, NCC-1774 *Long March*, NCC-1775 *Krasny Barikaddy*, NCC-1776 *Bunker Hill*. The last ship led the Federation contingent during Operation Unity.

The CX is a "first generation X-ship," see (X0.0).

SSD is in Advanced Missions; counter is in Module R2.

FEDERATION WARSHIPS AND VARIANTS

(R2.56) HEAVY FIGHTER TRANSPORT (NVH): While the Federation never built PFs, it did operate heavy fighters. Two ships, *Ise* and *Hyuga*, were built as modified NVS carriers specifically to carry heavy fighters on mech links. The *Ise* carried A-20s while the *Hyuga* carried F-111s. There is some indication that other NVHs may have been built later.

The NVH was provided with the same escorts as the NVS (R2.60). The cargo boxes use the (R2.R5) rules. There are no refits.

An SSD and counter are provided in module K.

(R2.56A) NEW PF TENDER (NPF): If the Federation had ever built PFs, it is probable that something similar to the NVH would have been used as its PFT. The NPF design is based on a conversion of the NVH. It is unlikely that cruisers could have been spared (or old CLs remained available) for conversion to PFTs, although such conversions are on file and might be published. There are no refits.

An SSD and counter are provided in module K.

(R2.57) LIGHT CARRIER POD (P-CVL): This pod was "light" only in the sense that it was smaller than the "standard" carrier pod; it was in fact the size of Klingon CVA-pods. It carries 12 fighters. The CVL pod is single weight. The two bays are each "tunnel" bays (J1.58) with two doors; transfers between bays are possible.

This pod was first deployed in Y167 on standard fleet tugs. The pods on the Fed starting Order of Battle for F&E are of this type. With the advent of the CVA pod in Y172, the CVL pods were placed in storage or used to reinforce bases until LTTs were activated in Y174. (There are recorded cases of these pods being used on standard fleet tugs when all three CVA pods were also in use, so presumably their lack of use on fleet tugs during Y172-74 was purely a matter of being last in line.) Only four of the LTT's cargo boxes can be used under (R2.R5) due to the configuration of the cargo bay.

When carried by a fleet tug, the escorts and fighters were:

Year	Escorts	Fighters
Y167-74	DE, FFE	12xF-4 or F-8
Y173-75	DE or NEC, FFE	12xF-18
Y176+	NEA/DEA/NAC, FFA	12xF-18

When carried by an LTT, the escorts and fighters were:

Year	Escorts†	Fighters
Y174-75	NEC, FFE	12xF-4 or F-8
Y176+	NEA or NAC, FFA	12xF-18

†LTVs were always last in line for escorts and would often have to make do with two FFE/As due to a shortage of NEC/NACs. The last obsolescent NEAs escorted LTVs.

The SSD is on the Federation Pods SSD in Module R2. An SSD and counter for the LTV (LTT with P-CVL) are in Module R2.

(R2.58) LIGHT BATTLE POD (P-LB): As with the CVL pod, the term "light" was only in comparison to the heavier pod designed for the standard fleet tug. The Light Battle Pod is a single-weight pod. This pod is very powerful and turns the Light Tactical Transport into a more than fully-capable cruiser.

Design by Randy Fagan.

The SSD is on the Federation Pods SSD in Module R2. An SSD and counter for the LBT Light Battle Transport (LTT with P-LB) is in Module R2. When this pod is carried on a fleet tug, it is designated BTL (Battle Tug, Light); the BTL+ refers to a plus refit for the tug.

(R2.59) NEW AEGIS CRUISER (NAC): Finding that its NCL-based carrier groups lacked sufficient direct firepower and desiring a heavier replacement for the ECL, the Federation developed a second escort variant of the NCL. Unlike its predecessor, the NEC, this ship retained two of the NCL's photon tubes. NACs replaced ECLs in CVA groups and DEs in CVS groups.

This ship had two ready racks and deck crews capable of supporting the fighters of its carrier.

This ship was equipped with full aegis, and it could control a number of seeking weapons equal to double its current sensor rating. See (R2.R5). There are no refits; the plus and Y175 refits are (effectively) included in the original design.

Design by Mike West.

SSD and counters are in Module R2.

(R2.60) NEW STRIKE CARRIER (NVS): After its initial combat performance, it was obvious that the NVL lacked sufficient punch to support its fighter group. To remedy this problem, the Federation produced the NVS in Y175. Based on the NCL, this ship retained two of the NCL's photons (as did its new escort ship, the NAC).

This ship could control a number of seeking weapons equal to double its current sensor rating. It never carried F-14s, F-15s, or a SWAC. The NVS is not a variant of the NVL but is another variant of the NCL. Design by *Mike West*.

Year	Escorts	Fighters
Y175-86	NAC, 1 (rarely 2) FFA	12xF-18
Y183+	NAC, DWA	12xF-18C

There are no refits; the plus and Y175 refits are (effectively) included in the original design.

SSD and counter are in Module R2.

(R2.61) NEW DREADNOUGHT (DNG): Finding their DN increasingly outgunned by the dreadnoughts of other races, and finding the DN+ upgrade an inadequate solution, the Federation undertook a re-evaluation of the original design and produced this vastly improved ship, which entered service in Y175. As noted on the SSD, a larger rear hull and a reduction of laboratory capacity provided space for the additional systems. Lowering the side engines to the level of the rear hull improved the side phaser arcs and increased the frame strength enough to improve the turn mode. The designation DNG came from the addition of drone racks (BPV includes the double reloads from the Y175 drone rack refit); adding drone racks required reducing the shuttle capacity. New construction DNs starting in Y175 were of this type, and several older DN and DN+ ships were converted to DNGs.

This ship was designed by the Committee after studying numerous proposals for Federation DN upgrades. *Ray Olesen* was instrumental in gaining Committee approval for the improvements included. SSD and counter are in Module R2.

(R2.62) DESTROYER ESCORT-R (DER): A variant of the DE for use on the Romulan border. The DER has the same capabilities as the DE. See (R2.R5). The DER had limited aegis.

The first two (*Kenney* and *Kincaid*) were built as escorts for *MacArthur*. Suggested by *Thomas A Lachac*.

SSD and counters are in Module R2.

(R2.62A) AEGIS DESTROYER-R (DAR): The DERs were fitted with full aegis in Y175 and redesignated DARs.

SSD is combined with the DER; use the DER counters.

(R2.63) NEW ESCORT CRUISER-R (NER): Version of NEC carrier escort (with the same capabilities) for duty on the Romulan Front; only one (*Wainwright*) was built as an escort for *MacArthur* to replace the lost *Patton*. See (R2.R5). This ship had full aegis, but did not get the shield refit of the contemporary NACs.

Based on a suggestion by *David Porter*.

SSD and counter are in Module R2.

(R2.64) HEAVY BATTLECRUISER NEW JERSEY (BCJ): The final version of the original BCH design intended for improved firepower, particularly in base assaults. (Some sources indicate that the *New Jersey* was intended to lead the assault on the Klinshai defenses.)

The *New Jersey* was originally ordered as the fourth BCG (*Kirov* class); the plans were changed as construction began to have photons in place of the lower drone racks. Completed in Y186, the *New Jersey* was too late for service in the General War. With the arrival of the X-ships, the class was considered obsolescent, and work on the 8th ship (intended to be the 4th *Bismarck* class) proceeded slowly as a bargaining chip in post-war negotiations.

When the *New Jersey* proved devastatingly effective against the Andromedans, the final (8th) heavy battlecruiser was completed in Y189 to the design of the *New Jersey* and renamed *Montana*. Further heavy battlecruisers were not built because of the emphasis on CXs; the *Montana* might not have been finished if she had not been in an advanced state of construction.

The BCJ must roll for shock if it fires five or more photon torpedoes during any period of 16 consecutive impulses. In addition, the Fed BCJ receives one SEP every time it fires photon E or F as an overloaded photon (two SEPs total if both are fired); this does not increase the die roll for purposes of (D23.222).

SSD and counter are in Module R2.

FEDERATION WAR DESTROYER AND VARIANTS

(R2.65) WAR DESTROYER (DW): The Federation NCL class had effectively taken over the shipyards that originally produced the Destroyer class, ending most DD production before the Federation entered the General War. This left a gap between the NCL and the FFG which was covered by the steadily dwindling force of DDs and CLs. By Y174 the shortage of these classes was becoming acute, particularly with so many of them being converted to support roles, such as scouts, carrier escorts, and minesweepers.

Recognizing the need for a War Destroyer class, the Federation commissioned two competing designs, the DW and the FFB. The DW was eventually selected as it was larger and more capable than the FFB. The first prototype (*Humberto Ortega*) appeared in Y175, and production began in Y176 with the *Enrique Bermudez*. Others included the *Savimbi*, *Slovo*, *Massoud*, and *Saddam*.

SSD and counters are in Module R2.

(R2.66) WAR DESTROYER SCOUT (DWS): The Federation had an electronic warfare superiority at the time the Klingons invaded due to the powerful SC and GSC classes, but as the war dragged on, more and more of the scouts in service were of the NCL and FFS designs. The DWS was designed to supplement these classes (and basically replace the inadequate FFS).

SSD and counter are in Module R2.

(R2.67) WAR DRONE DESTROYER (DWD): A variant of the DW designed for drone support, this was not designed as a bombardment platform and did not have the facilities for that mission. It was used in direct combat and was considered operationally interchangeable with the standard DW.

SSD and counter are in Module R2.

(R2.68) WAR DESTROYER ESCORT (DWA): Designed to serve in carrier groups, DWAs initially replaced the dwindling number of DEs and then went on to replace many FFAs and even some of the NACs. This ship has two ready racks and two deck crews to support the fighters of its carrier.

DWAs are not listed in the escort groups of Federation carriers, but can be substituted for DEAs, FFAs, NEAs, or NACs.

The escort variant of the DW was built after the development of full aegis, so there never was a limited aegis version. Players can experiment with this by using limited aegis and reducing the BPV by 10 points.

SSD and counters are in Module R2.

(R2.69) WAR DESTROYER TRANSPORT (DWT): Small transports built on warship hulls were extensively used by all races for priority resupply missions, not least carrying fighters and expendable stores to carriers and other forward fleet elements. The DWT was built in limited numbers for missions considered too dangerous for the smaller FFT. One HTS shuttle is standard equipment.

SSD and counter are in Module R2.

(R2.70) WAR DESTROYER MINESWEEPER (DWM): As the war dragged on, minefields became more and more extensive, and additional minesweepers were needed. Completion of some DWs to this minesweeper design provided additional numbers and tactical flexibility. This ship carries two MSS (which are included in the BPV).

SSD and counter are in Module R2.

(R2.71) COMMAND WAR DESTROYER (DWC): This heavier (and more expensive) DW variant was built for duty as a squadron leader. It never amounted to more than 20% of total DW production, but as many DWs were diverted into escort, scout, and other support missions, there was usually one DWC in any flotilla of three DWs.

SSD and counter are in Module R2.

CONJECTURAL FEDERATION POD

(R2.72) PF TENDER POD (P-PF): The Federation never built, or even planned to use, PFs. If they had, they probably would have deployed a pod similar to this one to enable their tugs (and LTTs) to operate as PF tenders, or at least to transport replacement flotillas to front line tenders. SSD is on the Fed Pods sheet in Module R2.

(R5.0) KZINTI HEGEMONY



KZINTI CAPITAL SHIPS

(R5.24) SUPER SPACE CONTROL SHIP (SSCS): During the Andromedan War, the Kzintis converted the SCS *Goliath* into this huge ship. This ship was designed to follow the Andromedan Rapid Transport Network and attack Andromedan bases. Scouts could track the RTN only if there were no other ships in the area to distort the signals. This usually resulted in the scout stumbling onto the base and meeting a hot reception. Survey Cruisers were used, but were too valuable and lacked the firepower to tackle larger bases. The *Goliath* was designed to find these bases and bring along enough firepower to do the job while hunting alone.

The 12 fighters are in a single bay with four launch tubes and a single belly hatch for recovery of returning fighters. This allows it to simultaneously launch four and recover one fighter (or to launch five, or to launch four while dropping a T-bomb, etc.). The SSCS was authorized two MRS shuttles but did not always have them.

The SSCS usually remained on the fringes of a battle, supporting its PFs and fighters with drones and electronic warfare support, and closing only to deliver the final blow to an already crippled enemy.

SSCS can control seeking weapons equal to double its sensor rating (plus a scout channel can increase this if so desired). This ship counts as a PFT (K2.113) for purposes of (K2.52). The two PF flotillas always included one of MRNs and one of a combat variant. The SSCS can take one PF into an internal bay (which occupies part of the space used on the CVA for shuttles) and use its repair systems on it. These repair units can only be used on a PF in the bay. (The repair facilities were totally inadequate for 12 PFs, but it was expected that the SSCS would have plenty of time between battles to attend to this problem.) For some special missions, a 13th PF could be carried (in this bay), but it would not be part of either flotilla. Note that six of the deck crews are for the MRNs. Each group of three mech links counts as a shuttle bay for purposes of moving deck crews around.

It was once thought that this ship was designed during the General War as an answer to the B10, but later information has proven this analysis to be incorrect.

Year	Escorts	Fighters
Y196+	See Note Below	12xTADS-C

The SSCS often operated without escorts. If using an escort group, use the one for the SCS.

Y175 (R5.R5) refit was standard and part of the design.

SSD and counter are in Module K.

(R5.25) HEAVY CARRIER (CVA): The disruption resulting from the Coalition attacks on the Kzinti homeworlds in Y169 and Y170 temporarily halted Kzinti capital ship production after their third (or possibly second) DN had been completed. They were not able to resume capital ship production until early in Y172. Impressed by their observers' initial reports of the power of the new Federation CVAs, and knowing the value of their own strike carriers, the Kzintis rebuilt the partially-completed *Olympus*, their fourth (or possibly third) DN hull, as a CVA. The ship was finished in Y173. In the following year, the CVA *Titan* was completed. The Kzintis may have converted one or more DNs into CVAs at some point during the next few years. Later, starting in Y181 and finishing in Y186, the Kzintis converted most of their surviving DNs and CVAs into Space Control Ships.

The CVA has two shuttle bays, each with 12 fighters and 3 admin shuttles. (It often replaced one or two admins with MRS.) It did not have the balcony system of the Federation CVA, or the "throat and belly" system of the CVS, but had four "throat" launch tubes per bay, allowing five fighters to be launched simultaneously from each bay (the fifth from the recovery hatch). Each bay can only recover one fighter at a time (through a belly hatch), but can do so while launching four fighters. Transfers (J1.59) between the two bays are possible.

In the CVA design, the type-B and type-C drone racks on the DN were replaced with type-A racks, as the fleet architects felt that the ship had fighters to launch drones, and that the drone requirements for the fighters would make it impossible to carry enough drones to supply oversized or fast-firing racks. The large fighter bays forced the elimination of the central reactor and main-hull disruptors; the forward reactor and the impulse engine were increased to provide more power. The drone racks were found to be inadequate and were replaced in the Y175 drone rack refit (R5.R5).

The CVA can control seeking weapons equal to double its sensor rating.

Design by C Michael Thompson, Richard Kerr, and John Gyori.

Year	Escorts	Fighters
Y173-74	2xMEC, EFF	18xHAAS, 6xDAS
Y173-74	2xMEC, DWE	18xHAAS, 6xDAS
Y175-76	2xMAC, AFF	18xHAAS, 6xDAS
Y175-76	2xMAC, DWA	18xHAAS, 6xDAS
Y177-80	2xMAC, DWA	18xTAAS, 6xDAS
Y180+ †	2xMAC, DWA	18xTADS, 6xDAS

† CVAs were converted to SSCSs in the early Y180s.

The Kzinti CVAs were involved in heavy combat and sometimes substituted DWE/As and E/AFFs for MEC/MACs.

SSD and counter are in Module J.

KZINTI MEDIUM CRUISER VARIANTS

The following ships are variants of the medium cruiser. Because of production efficiencies, most races used their war cruiser design to replace the various specialty ships lost in combat.

(R5.26) MEDIUM COMMAND CRUISER (MCC): Designed as a flagship for medium cruiser squadrons, and as a replacement for lost command cruisers, the MCC was the maximum possible improvement of the CM.

SSD and counter are in Module R2.

(R5.27) MEDIUM CARRIER (MCV): Designed as a replacement for conventional carriers. The design sacrificed a great deal to maintain a full squadron of 12 fighters, plus one MRS and one admin shuttle. The MCV was as capable of direct combat as it was long-range fire support and used whichever tactic suited the situation.

The bay has a forward hatch on the face of the lower hull and a rear hatch on the belly. Shuttles can launch from or land in either hatch, but the normal procedure is to launch from the forward hatch and land in the rear one.

Year	Escorts	Fighters
Y174	MEC, EFF -	12xHAAS
Y174	MEC, DWE	12xHAAS
Y175-76	MAC, AFF	12xHAAS
Y175-76	MAC, DWA	12xHAAS
Y177-80	MAC, DWA	12xTAAS
Y180+	MAC, DWA	12xTADS

SSD and counters are in Module R2.

(R5.28) MEDIUM ESCORT CRUISER (MEC): Designed to escort the heavy CVA and SCS ships as well as the CVS, MCV, and CVL classes. The MEC has limited aegis (D13.4) and, as a carrier escort, has ready racks for fighters in two of its shuttle boxes. It has no fighters of its own; these racks are to support the fighters on the carrier (J4.621).

SSD and counters are in Advanced Missions.

(R5.29) MEDIUM AEGIS CRUISER (MAC): The MEC was refitted with full aegis in Y175 and redesignated MAC.

SSD is combined with the MEC; use the MEC counters.

(R5.30) MEDIUM MINESWEEPER (MMS): All races found their original frigate-hull minesweepers inadequate to the task, and the Kzintis were no exception. The MMS replaced the frigate-sized MS several years after the General War begun. It sometimes supported squadrons trying to penetrate the Klingon or Lyrans minefields. Captains frequently loaded the ADD racks with a mixture of type-VI drones to sweep mines and ADDs to protect against enemy drone-captors. This ship carries two (MSS) which are included in the BPV.

SSD and counter are in Module R2.

(R5.31) MEDIUM DRONE CRUISER (MDC): Designed for long-range bombardment, supplementing the smaller DFs, the MDC could also participate in direct combat. The MDC has two sets of reloads for its drone racks, plus bulk drone storage in the cargo boxes (200 spaces). (This is not improved by the Y175 refit.)

This ship was a favorite with Kzinti captains. It was extremely fast and had a very powerful drone armament. The MDC was perfect for the favored Kzinti tactic of closing with an enemy ship, tractoring it, then launching a full drone salvo at point-blank range.

SSD and counters are in Module R2.

(R5.32) MEDIUM SCOUT CRUISER (MSC): Like most other races, the Kzintis found that cruiser-sized scouts were necessary for large fleet battles as the General War continued. The MSC, though never in widespread production due to the many other uses for CM hulls, was one of the best Kzinti scouts. The MSC can control a number of seeking weapons equal to double its sensor rating and can use a sensor channel (G24.24) to control six more, making it (and the Kzinti SSCS) two of the very few ships in the game with triple seeking weapon control.

SSD and counter are in Module R2.

(R5.33) MEDIUM PF TENDER (MPF): Wartime production efficiencies pressed the CM into service as a PFT. It can dock one PF internally; this is the only one that can be repaired. While seven PFs could be docked at one time, the ship never carries seven as a standard deployment. It might have picked up an "orphan" PF from a destroyed base, and on a special mission might have a cargo or commando PF assigned, but the seventh PF would not be part of the flotilla.

SSD and counter are in Module R2.

(R5.34) MEDIUM TACTICAL TRANSPORT (MTT): Designed to provide rapid resupply capability and to operate with the other medium cruisers, this ship has internal cargo volume and can (at an increased movement cost) carry one pod. (Note that the CVA-pod counts as a double-weight pod.) The MTT does not have double seeking weapon control, almost unique among CM variants.

SSD and counter are in Module R2.

An SSD of this ship carrying a battle pod is also in Module R2. On that SSD, the boarding parties, shields, and crew are combined.

ADDITIONAL KZINTI WARSHIPS AND VARIANTS

(R5.35) DESTROYER (DD): The history of this class is confusing, but answers many questions about Kzinti ship development.

The Kzintis had, for most of their history, been more interested in fighting each other than any foreign enemy. For this reason, the general inferiority of their ships was not apparent until about Y160. The refits instituted in Y166 and the faster drones moved their underpowered strike cruiser and light cruiser into the same classes as other cruisers.

This left a widening gap between the cruisers and the diminutive frigate, a gap that the destroyer (which entered production in Y160) had been intended to fill. By the time the General War began, however, the far superior medium cruiser was also in production (at nearly the same cost). The few destroyers produced before those shipyards converted to CMs were relegated to second-line duty for more than a decade, after which they were converted to PF tenders.

Variants include the DDV (R5.56) and the PFT (R5.22). There are no other conversions of this class, although several obvious ones would be possible. The CM, being in series production, was easier to modify. The DDs continued in service as DDs until the advent of PFs, by which time the DDs were scheduled for conversion to scouts. It seemed more logical to convert them to PFTs instead.

SSD and counters are in Module R2.

(R5.36) POLICE CORVETTE (POL): The Kzintis used a modified frigate for border patrol, tariff and customs work, convoy escorts, and keeping native populations from leaving their respective planets. These ships were manned by local constabularies, rather than by the central government. Like all police ships, tactics assume an inferior opponent.

Note that the third drone rack was different on later-production police ships.

SSD and counters are in Module R2.

(R5.37) EXPLORATION SHIP (SR): The Kzintis used three modified CVLs as survey cruisers, probing the unexplored territory toward the Galactic Core. (Before Y166, the Kzintis used several different ships, none of which were militarily significant.)

SSD and counter are in Module R2.

(R5.37A) SURVEY CARRIER (SRV): In wartime, SRs sometimes served as convoy escorts and scouts, sometimes operating a flight of four fighters (as a true carrier, no formal escort group). The shuttle bay has only one hatch.

Year	Escorts	Fighters
Y168-75	None, or same as CVE	4x AAS
Y174-80	None, or same as CVE	4xHAAS
Y179+	None, or same as CVE	4xTAAS
Y183+	None, or same as CVE	4xTADS

SSD is combined with the SR. Use the SR counter.

ADDITIONAL KZINTI PODS

(R5.38) HEAVY CARRIER POD (P-V7): Like the similar Klingon CVA-pod, this carries 12 fighters and was used by tugs and MTTs. Only two of these pods operated at any given time. The Kzintis (like other races) sometimes used carrier tugs to supply line carriers in combat zones.

A tug or LTT carrying one or two CVA pods has the ability to control a number of seeking weapons equal to double its sensor rating. This is not increased for a second pod.

This pod is heavier than others. A tug with two of these pods is considered to be carrying three pods for purposes of movement; an MTT carrying this type of pod is considered to be carrying two pods. There is only one bay. The escort and fighter groups would be similar to the CVS.

Year	Escorts	Fighters
Y175+	See CVS	See CVS

The SSD for this pod is on the Kzinti pods sheet in Module R2. Counters for separate pods are in Advanced Missions.

(R5.39) REPAIR POD (P-R8): Primarily carried by MTTs, the repair pods provided a front-line repair capability. This is a single-weight pod.

The SSD for this pod is on the Kzinti pods sheet in Module R2 and is also shown on a Repair Tug in Module R2. Counters for separate pods are in Advanced Missions.

(R5.40) PFT POD (P-PF6): These pods could be used to convert a combat tug to a full-fledged PFT. More often, they were used by fleet tugs to transport replacement PFs for the Space Control Ships or as a base for long-range PF strikes. MTTs would sometimes use one of these pods (as they could not carry a pair of them) to transport cargo PFs. These pods were usually deployed in pairs, but rarely were deployed alone on an MTT or in conjunction with another pod on a tug. All mech links are repair-capable with collapsible bays. The repair systems on the pod can only repair PFs docked to that pod. This pod is single-weight.

The SSD for this pod is on the Kzinti pods sheet in Module R2. Counters for separate pods are in Advanced Missions.

ADDITIONAL KZINTI WARSHIPS AND VARIANTS

(R5.41) HEAVY FRIGATE (FH): An unsuccessful "leader" design intended to provide increased direct-weapons firepower, the small frigate hull could not stand the shock of two disruptors and the few conversions of this type spent too much time in overhaul. The shortage of reserve power was acute.

Due to the power requirements of their increased armament, heavy frigates were somewhat slower than regular frigates, and very slow when overloading disruptors. Admirals frequently ordered the FH captains to 'engage the enemy more closely,' which unrefitted standard frigates were unable to do. In duels, the FH was more than an equal for the Lyran FF or Klingon E4 and had a good chance against the F5.

Kzinti FH must roll for shock whenever it fires both disruptors within a period of 16 consecutive impulses.

SSD and counter are in Module R2.

(R5.42) DREADNOUGHT (DN): The Kzintis built their first dreadnought (*Hegemony*) in Y167, with the second (*Confederation*) completed the next year. It appears likely that one or two other DNs were completed before two subsequent DNs were completed as CVAs in Y173-4, although the disruption of production caused by the Klingon attack makes it possible that these were not built and that the *Olympus* and *Titan* were in fact the third and fourth DN hulls as originally thought.

Much later, the survivors of these capital ships were converted to the SCS design and additional hulls were built.

The cargo space carries 300 space points of drones (in addition to normal rack reloads), used for the dreadnought and the fleet that accompanied it.

Note that when (in the CVA/SCS versions) the large fighter bays forced the elimination of the central reactor, the forward reactor and impulse engines were increased to provide more power.

Design by Alan Gopin.

Variants include the CVA (R5.25), SCS (R5.11), and SSCS (R5.24).

SSD and counter are in Module R2.

(R5.43) HEAVY BATTLECRUISER (BCH): Built in response to the Klingon C7 and in imitation of the Federation *Kirov*-class battlecruisers, the BCH was designed to be the largest cruiser class. This ship has triple drone reloads. Construction began in Y180 at a rate of one ship per year. The first was named *Patriarchy*.

Design by Alan Gopin.

SSD and counter are in Module R2.

(R5.44) WAR DESTROYER (DW): When the medium cruiser entered service, the production of destroyers was terminated. The gap between the CM and FF was to have been filled by an improved frigate (FH), but that design proved unsuccessful. Further developments in this area were delayed due to the military emergency. (The Klingons and Lyrans were conquering about two thirds of the Hegemony.)

The DW was one of the fastest Kzinti ships and had considerable disruptor and drone armament; it was a match for the Klingon and Lyran war destroyers.

After the Federation entered the war and the Kzinti economy began to stabilize, the Kzintis were able to begin production of the DW design in Y174. Prototypes may have been in service as early as Y170 (at least one DWE in Y173), and production could have begun in Y171 or Y172 had the situation permitted.

Design by Alan Gopin.

Variants include the DWL (R5.45), DWS (R5.49), DWE (R5.50), DWA (R5.51), DWD (R5.52).

SSD and counters are in Module R2.

(R5.45) WAR DESTROYER LEADER (DWL): A variant of the DW, comprising about 20% of the total DW construction program. The DWL was designed to lead a squadron of other DWs, but some DWLs conducted independent missions.

SSD and counter are in Module R2.

(R5.46) FFK FRIGATE (C-9 REFIT): This "killer" refit of the standard frigate was conducted in parallel with the C-10 refit. It incorporates weapons changes designed to make the frigate more capable of direct combat and functioned as the Kzinti frigate leader. It avoids the shock problems of the FH by replacing the forward phaser with a disruptor, rather than adding additional systems, but was the largest possible non-shock design on the FF hull. No more than 20% of Kzinti frigates had this refit. Kzinti frigates could be given either the C-9 or C-10 refits. The C-9 refit is listed only in the description of the FFK and is not listed as a separate refit.

The FFK is slower than the FF, but still able to keep up with the cruisers. Despite the second disruptor, the four drone racks are its primary weapons.

Based on a proposal by Alan Gopin.

SSD and counters are in Module R2.

KZINTI BATTLECRUISER VARIANTS

(R5.47) DRONE CRUISER (CD): Built first in Y133 to provide long-range fire support, then refitted along with the CS class. (The refit did not include disruptors as these would blind the sensors; additional sensors were found to be unnecessary.) The ship has 300 spaces of drone storage in the cargo section, plus the standard reloads for each rack.

This ship did not have double seeking weapon control because it was not supposed to enter direct combat.

Design proposed by Mark Saint Cyr.

The Y175 refit changed all racks to type-B.

SSD and counter are in Module R2.

(R5.48) HEAVY CRUISER (CA): An interim upgrade of the Strike Cruiser produced in limited numbers. Primarily served in the Marquis (Federation border) Fleet. This ship is a CS with the two extra disruptors (but not the revised arcs) of the C-14 refit, and the 360° ph-1s but with none of the other improvements. They were upgraded to BCs along with the CS class.

SSD and counter are in Module R2.

KZINTI WAR DESTROYER VARIANTS

(R5.49) WAR DESTROYER SCOUT (DWS): The scout variant of the DW. After its introduction, the DWS rapidly replaced the smaller SF in the strike squadrons. Due to the heavy demand for DW hulls as carrier escorts, however, this process took several years. The DWS, with its drone racks, could still attack enemy ships while supporting its fellow Kzintis with its electronic gear.

Design by David Zimdars.

SSD and counter are in Module R2.

(R5.50) WAR DESTROYER ESCORT (DWE): A carrier escort version of the DW which first appeared in Y173 but was not built in extensive numbers due to the limited number of DW hulls built before Y175.

Design by David Zimdars.

SSD and counters are in Module R2.

(R5.51) WAR DESTROYER AEGIS ESCORT (DWA): The DWEs were updated with aegis in Y175. Most of the DW escorts built were DWAs built after Y175.

Design by David Zimdars.

SSD is combined with the DWE; use the DWE counters.

(R5.52) DRONE DESTROYER (DWD): This ship was intended for direct-combat drone support, not for long-range drone bombardment. The DWD, with its six drone racks, is probably the most powerful combat variant of the DW and was more than a match for the Klingon F5D or Lyran DW. It has double drone reloads (i.e., all were built with the Y175 refit a few years early). It can control a number of seeking weapons equal to double the sensor rating.

The Y175 refit did not change the drone racks; the ADD was always 12 rounds.

Design by David Zimdars.

SSD and counter are in Module R2.

ADDITIONAL KZINTI WARSHIP VARIANTS

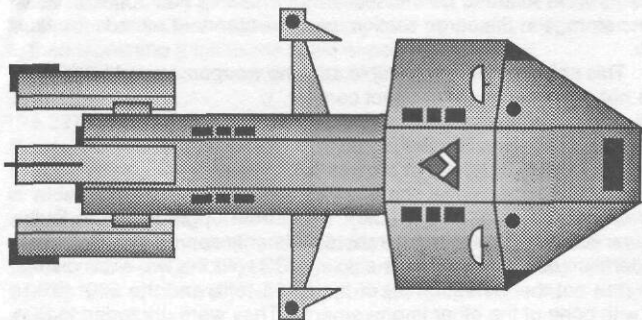
(R5.53) COMBAT TUG (TGC): Like the Klingons and Lyrans, the Kzintis built both a combat and a support version of their tug. This heavy combat model was used to carry battle pods and carrier pods (although not at the same time). Like the TGT, it can carry two pods (side-by-side mounting) of the same or different types, although they must be the same weight.

The drone racks are type-D (FD3.4) and cannot be changed. (The boxes on the SSD are magazines, not individual racks.) The Y175 refit did not change the drone racks; the ADD always had 12 rounds.

Proposed by Warren Okuma.

SSD and counter are in Module R2.

An SSD of this ship carrying two battle pods is also in Module R2 (as is a counter). Such a combination is called a Combat Battle Tug or CBT. (A Transport Tug with battle pods is a Transport Battle Tug or TBT.) On that SSD, the boarding parties, shields, and crew units are combined.



KZINTI LIGHT CRUISER

(R5.54) GROUND ASSAULT CRUISER (MCG): Intended to support planetary assaults with landing forces. The 32 boarding parties include 2 commando teams and 3 heavy weapon squads. There are three ground combat vehicles. The CMG does not have double seeking weapon control, almost unique among CM variants.

Design by Stephen V Cole and David Zimdars.

SSD and counter are in Module M.

(R5.55) SCOUT DRONE FRIGATE (SDF): The Kzintis found that they needed more long-range drone bombardment capability during the Fourth Klingo-Kzinti War, but that there were too few CD-class drone bombardment cruisers for the required missions and too few Strike Cruisers to spare any for conversion to CDs. Conversion of the smaller CL-class was considered, but was finally rejected in favor of using a smaller and cheaper platform.

The smaller DF-class drone frigate had been in service for some time as a close-range fire support platform, but lacked the sensors needed for long-range drone bombardment. The Kzintis created squadrons of DF drone frigates and SF scout frigates to fulfill the missions, but found that this diverted too many scouts from their normal duties. The solution was to install scout sensors on some of the DF-class drone frigates, creating the SDF or Scout Drone Frigate. The Kzintis considered the idea of converting all SF and DF ships to SDFs, but never had the time or funds to do so.

This ship can control a number of seeking weapons equal to double its sensor rating, and can use a scout channel (G24.24) to control more.

SSD and counter are in Module R2.

Design by Stephen V Cole and Steven P Petrick

(R5.56) FIRST CARRIER (DDV): The Kzintis had begun testing fighters during the Fourth Klingo-Kzinti War. At first, they had tried to use them in the same fashion as the Hydrans, from whom they had gotten the idea and the attack shuttle engine design. The attack shuttle had proven unsatisfactory, due to drone control limits that were not a factor for the Hydrans. The Kzintis developed a module that allowed fighters to control their own drones, allowing more fighters to be carried, but needed a ship to test the new AAS fighters in full-squadron strength.

To this end, the DD *Long-Lean* was taken into a shipyard and re-configured as the first true carrier. After initial trials, the Kzinti sent the ship to the Lyran border near the WYN Cluster for a combat trial of the AAS fighter and the carrier concept.

After a year of combat trials, the ship was relegated to pilot training and deck landing qualifications. It was destroyed late in the war in a battle with the Lyran CV *Red Claw Glory*, to be presented in another scenario (on file) in a future product.

The ship had no spare shuttles due to lack of space.

SSD and counter are in Module R2.

KZINTI FLEET REFIT

(R5.56) EARLY FIGHTER DEPLOYMENT: As is noted in the history of the DDV, the Kzintis conducted early experiments in carrying fighters on all of their warships.

During scenarios set in the years Y161 through Y164, any Kzinti ship may purchase one (and only one) AS fighter (per ship) for a cost of 5 BPV as a Commander's Option. This includes the trade-in value on the admin shuttle and the installation of a ready rack for the AS. The AS is serviced by the (J4.814) deck crews. Ships carrying AS fighters during this period are treated as casual carriers (J4.62). The fighter comes with one load of drones; others are taken from the ship's own reload storage.

Other types of fighters cannot be carried in this way.

(R8.0) ORION PIRATES



(R8.14) DOUBLE RAIDER (DBR): Another solution to the problem of Raider Cruiser losses was the so-called Double Raider, built in some pirate shipyards by combining two Light Raider hulls. The DBR was inferior to the BR, but was the only choice for less affluent pirate cartels.

There are five option mounts; none are considered to be "adjacent centerline" mounts.

See special rules on engine doubling penalties (G15.213).

Federation Codename: *Plunderer*.

Based on a suggestion by Robert O. Griggs.

Cost of OAKDISC: 10.

Cargo boxes: 25 spaces (G25.12).

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

This ship is nimble (C11.0).

SSD and counters are in Module R2.

Variants include the Double PF Tender (R8.25).

(R8.15) OK6 CRUISER: This unique ship combined the forward elements of an Orion CR with the captured rear hull of a Klingon battlecruiser (built from the rear hull of the Klingon D6 *Conquest*, captured by Deth O'Kay in Y163). The Orions of the Pharaoh Cartel replaced the boom with an incomplete CR hull and operated the ship as an enforcer and heavy raider.

O'Kay was promoted to command the CA *Hammerfield* for the victory. He is quoted as observing that the auxiliary control station on the D6 was somewhat cramped. The *Conquest's* boom successfully separated, but Captain Kerlin was executed for incompetence.

The OK6 cannot double its warp or impulse engines, has no stealth bonus, cannot land on planets, and cannot separate sections. It does not have the traditional Orion double-HET bonus. It does carry an Orion suicide bomb. It did not have a cloaking device, but one could have been installed. The UIM system had never been installed on the original ship, and the Orions had little interest in acquiring one.

Federation Codename: None assigned.

Variants: None.

Based on a proposal by John Peterson.

OAKDISC is Not Available to this class.

Cargo boxes: 25 spaces (G25.12).

SSD and counter are in Module R2.

(R8.16) ORION STRIKE CARRIER (CVS): Designed to fight fleet starships, the strike carrier was a partner to the BR, on which the design is based. The ship first appeared in Y171.

The shuttle bay has four launch tubes and one recovery hatch, allowing it to simultaneously launch four fighters and recover (or launch) a fifth at the same time.

Because Orion carriers were never intended to operate in fleet combat, they had no formal escort groups. When hired out as mercenaries, they would be provided with two escorts (R8.R7).

This design first appeared in *STAR FLEET INTELLIGENCE*, the Australian SFB magazine.

The CVS has three adjacent forward centerline mounts.

Federation codename: *Assassin-V*.

Cost of OAKDISC: 12.

No cargo boxes.

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

SSD and counter are in Module J.

(R8.17) ORION HEAVY BATTLECRUISER (BCH): Built in Y180, the *Sword of Orion* was designed as an "enforcer" by the Pharaoh Cartel. Some other cartels later built similar ships. The need for such a heavy ship was created by the proliferation of Battle Raiders among the pirates and by the general size increases among warships of the non-pirate fleets. The design was based on a "stretched" heavy cruiser hull because the Orions had no facilities to build a hull of greater cross-section. Simply adding a few frame sections to the CA hull design also simplified construction.

The ship is not nimble and cannot land on planets. It does carry the standard suicide bomb. The ship receives only a one-point ECM bonus for its stealth design because of the increased size. The drone racks were replaced with plasma-D racks on ships of the Omega Cartel, Stardust Trading Company, Cirentus-Ta Cartel, and Kublai Cartel. The minimal lab capability was primarily for tactical use.

For campaign purposes, the ship is limited to its historical missions. No pirate cartel could build more than one and could not build a replacement until the first was lost. Due to its high cost and irreplaceability, it would almost never be used in piracy operations and would never be leased as a mercenary warship. Its use would be limited to eliminating rogue pirates operating in unlicensed areas, maintaining control over franchised operators, and (rarely) eliminating a troublesome warship that had been guarding a key sector. The BCH should be able to fight evenly with a non-pirate BCH (although it would never be risked in such a duel), counting on its awesome power supply to reinforce the shields.

In the previous edition, this ship was designated BC, but that designation is used in the Captain's Edition for a smaller ship in Module R5. This ship is now the BCH.

Federation codename: *Executioner*.

Variants: None.

Designed by Steven J. Kay.

Cost of OAKDISC: 20.

Cargo boxes: 25 spaces (G25.12).

SSD and counter are in Module R2.

(R8.18) ORION WAR DESTROYER (DW): Introduced during the General War (Y174) when the smaller LR classes (and even the CR) were found inadequate for repeated combat against warships. This ship served extensively in mercenary units and is thought to have been designed with that mission in mind.

Option mounts B and C are considered "wing" mounts.

This ship is nimble (C11.0).

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

Federation Codename: *Outlaw*.

Cost of OAKDISC: 5.

Cargo boxes: 25 spaces (G25.12).

Variants: Several combat variants (escort, scout) created by configuring the option mounts.

Designed by Steven J. Kay.

SSD and counters are in Module R2.

(R8.19) BATTLE PF TENDER (BRP): This is a modified Battle Raider, intended to provide more firepower and survivability (or perhaps a BR hull was simply available). Two PFs can be docked internally for repair purposes; these are the only ones that can be repaired. The BRP cannot change the option mounts of its PFs.

The BRP has three adjacent centerline option mounts. Like the PFT, the BRP does not have built-in special sensors, but often carried them in its option mounts.

Federation codename *Assassin-P*.

Cost of OAKDISC = 12.

No cargo boxes.

Suicide bomb: included in explosion strength on Annex #3.

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

Designed by Steven P. Petrick.

SSD and counter are in Module K.

NOTE ON COUNTERS: Module R2 includes a set of red-on-blue counters for the "Lion's Heart Cartel" which can be used in any Orion-vs-Orion scenario or simply as more Orion counters.

PROTOTYPE IMPROVED RAIDERS Y160-68

By the early Y160s, the viability of the venerable Raider Cruisers (CR) was threatened by larger and larger escorts. Various cartels began seeking heavier ships.

(R8.20) HEAVY RAIDER (HR): This design, produced by the Dragon/Capital Cartel in Y165, was an entirely new hull intended to be the new standard raider, but quickly became obsolete when the Battle Raider (with its advanced warp engines) became available.

There are no special rules for engine doubling, which makes doubling the center engine a very short-lived option.

Federation codename: *Heavy Raider*.

Cost of OAKDISC: 10.

Cargo boxes: 25 spaces (G25.12).

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

Variants: None known.

Designed by *Bruce Graw*.

SSD and counter are in Module R2.

(R8.21) MEDIUM RAIDER (MR): This design, produced by several cartels from Y168, was an attempt to get some use out of remaining CR hulls without entirely replacing them. It used a slightly enlarged CR hull and the new high-energy engines from the Battle Raider. The hull was overstressed (but not to the point of shock) and unpopular compared to the larger and more powerful BR.

Production of CRs continued for many years after the BR entered service, and many of those were converted to, or finished as, MRs.

Federation codename: *Medium Raider*.

Cost of OAKDISC: 10.

Cargo boxes: 25 spaces (G25.12).

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

Variants: None known.

Designed by *Steven P Petrick*.

This ship is nimble (C11.0).

SSD and counter are in Module R2.

(R8.22) ATTACK RAIDER (AR): This design, first produced in Y166, was actually the prototype for the Battle Raider. The enlarged hull is identical, but the Attack Raider used standard-energy warp engines identical to those on the CR. When the high-energy engines became available, they were quickly installed on the AR (turning it into the BR), improving its warp power by 20% and its combat effectiveness by 33%. Only a few ARs were produced, and they were converted to BRs by Y169.

Federation codename: *Attack Raider*.

Cost of OAKDISC: 10.

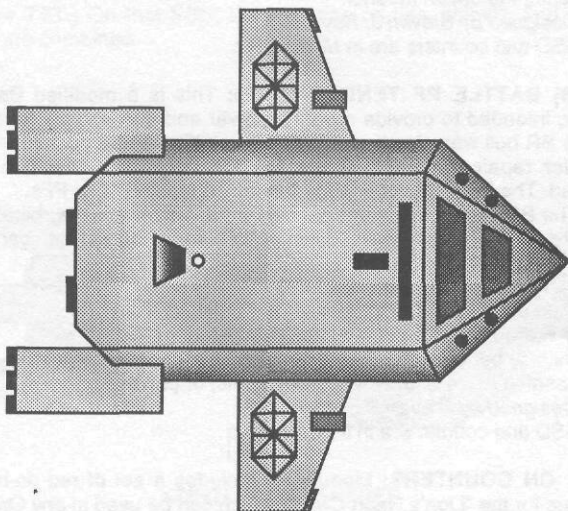
Cargo boxes: 25 spaces (G25.12).

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

Designed by *Stephen V Cole*.

Variants: None known.

SSD and counter are in Module R2.



ORION MERCENARY UNITS

During the General War (and at other times), some Orion ships were hired out as mercenary units. When entire Orion mercenary squadrons began deploying, the Orion Crime Lords found it necessary to provide them with their own scouts for electronic warfare support. The two most common scouts are shown here. Note that these are standard Orion pirate vessels, simply fitted with special sensors.

(R8.23) LIGHT RAIDER SCOUT (LRS): The Light Raiders were obsolete by the time of the General War, but many were still available, and these were the first ones selected to become scouts. They were adequate to detect enemy forces, but their vulnerability and inadequate power made them less than useful in a squadron battle.

Federation codename: *Privateer Scout*.

Cost of OAKDISC: 5.

Cargo boxes: 25 spaces (G25.12).

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

This ship is nimble.

SSD and counter are in Module R2.

(R8.24) WAR DESTROYER SCOUT (DWS): The excellent War Destroyer proved to be an adequate scout for both observation and battle EW support missions.

Federation codename: *Outlaw-Scout*.

Cost of OAKDISC: 5.

Cargo boxes: 25 spaces (G25.12).

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

This ship is nimble.

SSD and counter are in Module R2.

OTHER ORION WARSHIPS

(R8.25) DOUBLE RAIDER PF TENDER (DBP): The Double Raider was originally built to replace losses among raiders, but the DBR and the CR it was trying to replace were both found inadequate during the General War. A few of the surviving DBRs were turned into PF Tenders late in the war. While the hull was well-suited to the conversion, the ship was not particularly well-suited for the mission. The joint between the two hulls was weakened by cutting large holes for the repair systems to operate, and cost the ship its nimble status.

Federation codename: *Plunderer-P*.

Cost of OAKDISC: 10.

Cargo boxes: 25 spaces (G25.12).

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

Designed by *Steven P Petrick*.

SSD and counter are in Module R2.

ORION FLEET REFITS

(R8.R7) ORION ESCORT AEGIS COST (UPDATE)

The aegis cost for new ships added in this product when used as carrier escorts under refit (R8.R7) in Module J are:

SHIP	LIMITED AEGIS	FULL AEGIS
DBR	+8	+16
HR	+9	+18
AR	+8	+16
MR	+8	+16

NOTE: The OK6, CA, SAL, CVL, PFT, SLV, VIK, CVS, BRP, FT, BC, BCH, DBP, scout variants (any ship with special sensors), freighters, and Q-ships were never used as escorts.

(R10.0) ANDROMEDAN INVADERS**ANDROMEDAN CARGO PODS**

(R10.18) SMALL CARGO POD (P-CS): This is an unmanned bulk cargo pod which could be carried in a hangar bay in place of a small-size satellite ship. Two can be carried in place of a large-size satellite ship. It contains 36 cargo boxes. It has no crew or PA panels. This unit cannot dock externally to a base. The cargo does not absorb damage while in the hangar.

Satellite Ship: Small Size (G19.211).

Designed by Anthony Medici.

SSD and counters are in Module R2.

(R10.19) MEDIUM CARGO POD (P-CM): This is an unmanned bulk cargo pod which could be carried in a hangar bay in place of a standard-size satellite ship. It contains 48 cargo boxes. It has no crew or PA panels. This unit cannot dock externally to a base. The cargo does not absorb damage while in the hangar.

Satellite Ship: Medium Size (G19.211).

Designed by Anthony Medici.

SSD and counters are in Module R2.

ANDROMEDAN SUPPORT SHIPS

(R10.20) RATTLER COMMANDO FRIGATE (RAT): A variant of the Bull Snake used for raids by ground forces. The 18 boarding parties include 2 commando and 2 heavy weapon. There are 3 GCVs.

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

Satellite Ship: Small Size (G19.211).

SSD and counter are in Module M.

(R10.21) DIAMONDBACK COMMANDO DESTROYER (DIA): A variant of the King Snake used for raids by ground forces. The 24 boarding parties include 2 commando and 2 heavy weapon. There are 4 GCVs.

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

Satellite Ship: Medium Size (G19.211).

SSD and counter are in Module M.

(R10.22) KING SNAKE CARGO SHIP (KIN): The cargo variant of the Cobra-hull.

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

Satellite Ship: Medium Size (G19.211).

SSD and counter are in Module R2.

ANDROMEDAN TOURNAMENT SHIP

(R10.23) KRAIT TOURNAMENT SHIP (KRA): The Andromedans use such strange rules that no standard ship was workable in the official SFB tournament. A modified ship known as the Krait was created for this purpose, the primary difference being that it could not HET at high warp speeds. (The DisDev was also limited by the special tournament rules.) The Krait is not available for use in the historical game, and there is no reason to use it since the Conquistador is operationally identical and tactically superior. This listing is simply a note for those players who find a mention of the Krait and cannot find it in the game. Such a listing is not required for the tournament ships of other races since they are not known by "code names" as the "Krait" is. The name was invented by Tony Medici, who (on first seeing the SSD) exclaimed "I have to fly this crate into combat?"

Satellite Ship: Large Size (G19.211).

SSD and counter are in Module T. Counter is marked TKC.

ADDITIONAL ANDROMEDAN WARSHIPS

(R10.24) ASP MAULER FRIGATE (ASP): The original Andromedan mauler, it was too small to function effectively, and only a few, perhaps only two or three, were built.

The ASP can draw up to 15 points of power (per turn) from its panels directly into the mauler (D10.414). This can be done in one impulse or a few points at a time over several impulses.

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

The ASP must roll for shock (D23.24) when firing the mauler.

Satellite Ship: Small Size (G19.211).

Designed by Steven P Petrick from a suggestion by SVC.

SSD and counter are in Module R2.

(R10.25) ANACONDA HEAVY SCOUT (ANA): As time went on and the Galactic Powers deployed larger and larger scouts, the Andromedans developed this scout based on the Python hull for those missions requiring heavy EW support. The DisDev also allowed the Anacondas to conduct independent reconnaissance missions.

Satellite Ship: Large Size (G19.211)

Designed by Steven P Petrick.

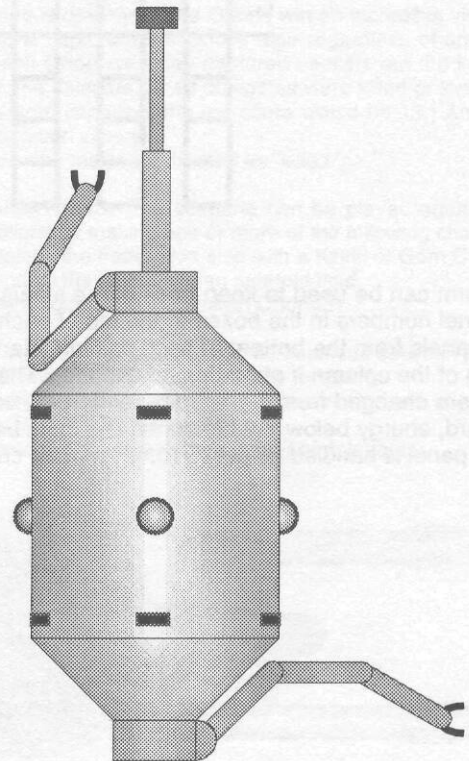
SSD and counter are in Module R2.

ANDROMEDAN BOARDING ROBOT

No one has ever seen an Andromedan (and lived) so nothing is known of their physiology. Their boarding parties consist of robots of many different types. Shown here is one which was seen in combat by Federation forces on several occasions.

Note the phaser ports around the center, the sensors around the upper and lower rim of the central section, the manipulator arms (mounted on rotating collars), and the extensible sensor mast (which can also appear out of the bottom, but has never appeared from both top and bottom at once).

This unit floats on anti-gravity beams. Units with wheels, legs, and treads have all been seen at various times. Units with two manipulators on one or both collars have also been seen.



SAT SHIP# _____

Panel #

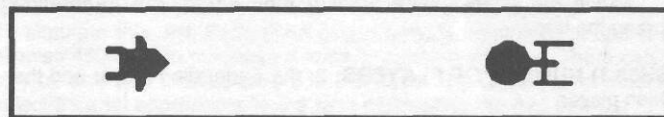
FRONT PANELS										
						REAR PANELS				

SAT SHIP# _____

Panel #

FRONT PANELS						
			REAR PANELS			

This form can be used to keep track of the status of PA panels for any Andromedan satellite ship and the Conquistador. Write the panel numbers in the boxes at the top of each column. Mark panel capacity degradation from the top of each column. Mark filled panels from the bottom of each column, starting with the horizontal line if the panels are at standard capacity and with the bottom of the column if at reinforced capacity. The position of a box holding energy has no meaning for purposes of (D10.25). If levels are changed from standard to reinforced, additional boxes will become available. If levels are changed from reinforced to standard, energy below the horizontal line must be moved to available boxes above the line. If a panel is destroyed, any energy in that panel is handled as per (D10.421). Chart created by James R. Kundert.

(SH67.0) DIPLOMATIC IMMUNITY

(Y163)

by Greg Holland, Texas

In Y163, Fleet Captain Philip Kosnett, in command of the Command Cruiser *Kongo*, was responsible for transporting 50 delegates to a Federation conference. The purpose of the meeting was to take decisive action against planets that were allowing Orion pirates of the Dragon (or Capital) Cartel to operate from their territory or were trading with the outlaws. The Orions were tipped off by sympathetic (and greedy) businessmen and sought to disrupt the conference by killing the delegates or destroying the *Kongo*.

(SH67.1) NUMBER OF PLAYERS: 2; the Federation player and the Orion player.

(SH67.2) INITIAL SET UP

FEDERATION: CC *Kongo* in hex 0515, heading C, speed 5, WS-0.

ORION: Raider Cruiser *Black Heart* in hex 4226, heading F, speed 20, WS-III. See (SH67.48) for option mount selections.

(SH67.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged. Note, however, that if the "spy" (SH67.47) is still free, the scenario continues until he is captured or all diplomats are killed.

(SH67.4) SPECIAL RULES

(SH67.41) MAP: Use a floating map.

The *Kongo* is presumed to have disengaged if it is 50 hexes or more from the Orion ship and moving away from it at a speed of 15 for an entire turn. The Orion may disengage normally.

(SH67.42) SHUTTLES AND PFs: No shuttles or PFs have warp booster packs.

(SH67.421) MRS shuttles may be purchased [up to the limits in (J8.5)] under (SH67.431).

(SH67.422) There are no fighters in this scenario.

(SH67.423) There are no PFs in this scenario.

(SH67.43) COMMANDER'S OPTION ITEMS

(SH67.431) Each ship can purchase additional or special equipment as Commander's Option Items (e.g., T-bombs, extra marines, etc.) up to 20% of its combat BPV. See (S3.2) for details and exceptions. Note that whatever is spent here counts in the Modified Victory Conditions (S2.2) as victory points for the enemy.

(SH67.432) All drones are "slow," speed-8. Type-II and type-V drones (speed 12) are available for purchase as special drones.

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

(SH67.44) Refits: No ship in this scenario has received any refit.

(SH67.45) The Federation ship may not exceed a speed of 15 (due to sabotage on the navigational gyros). The Federation ship MUST use pre-plotted movement (C1.32), writing his movement plot for the entire turn during the Energy Allocation Phase under the restrictions of plotting level C1 under (C1.33).

(SH67.46) There are 50 Federation delegates on board the *Kongo*, and they are a prime factor in the victory conditions (SH67.5). They cannot be harmed by damage to the ship unless the ship is destroyed. They take precedence in beaming out under catastrophic destruction (D21.0) as five crew units if the Orion is close enough to accept them as prisoners. [Depending on the number remaining at that time. If only 40 delegates were left, they would be four crew units. If only 30 delegates, then they would be 3 crew units and so on. If there were 45 delegates, they would count as four and one-half crew units and a boarding party could be beamed over with them as part of (D21.0).]

(SH67.47) There is an Orion spy on board the Federation ship. At the start of each turn, before the Impulse Procedure but after the Energy Allocation Phase, the Orion player may (but is not required to) order the spy to commit one of the actions listed below. As a result of committing an action, the spy may be caught. If he is caught, he

immediately ceases to operate. The Federation player is not required to make die rolls to catch the spy if he is concerned about the lives of the "innocent" delegates.

(SH67.471) The spy can assassinate one delegate. The delegate is killed. The Federation player rolls two dice, and if the total is "2" or "3," the spy is captured. If the die roll is "7," the Federation security guards arrest one of the delegates (they have the wrong man) and he resigns from the conference in protest of his abominable treatment.

(SH67.472) The spy can assassinate three delegates. Three delegates are considered killed. The Federation player rolls two dice. If the result is "2," "3," or "4," the spy is captured. If the result is "5" or "7," they have the wrong man again and he resigns.

(SH67.473) The spy can sabotage the ship. Roll one die; if the result is "1," the weapons tracking system is knocked out under the conditions of (D8.0). If the result is "6," the warp engines are immobilized as if a Warp Critical Hit had been scored (D8.0). The Federation player rolls two dice. If the total is "7," the spy is caught. If the total is "12," another delegate resigns. The sabotage can be repaired as if it was a normal critical hit under (D8.3).

(SH67.474) The spy can communicate with the Orion ship. In this case, the Federation player must reveal his Energy Allocation Form, including his pre-plotted movement to the Orion player. The Federation player rolls one die; if the result is a "1," the spy is caught.

(SH67.48) The Orion ship may select optional weapons available to the Dragon/Capital Cartel. However, no plasma torpedoes may be selected.

(SH67.49) The Orions may kidnap delegates and the Federation may capture Orion crewmen by executing hit-and-run raids against the enemy ship for this purpose. Each successful raid captures one Federation delegate or one Orion crewman. They cannot be recaptured unless the entire ship is captured. The spy, when captured, counts as two Orion crewmen.

(SH67.5) VICTORY CONDITIONS: Use the Modified Victory Conditions (S2.2). In addition, the conference is considered to have been disrupted if 20 or more delegates are killed or kidnapped, resulting in a tactical Orion victory. If 35 or more are killed or kidnapped, the conference is brought to a halt and the Orions score a decisive victory. If *Kongo* is destroyed, the Orions win an incredible victory. If the Orion ship is captured, the Orions lose regardless of any other conditions. Each Orion crewman captured cancels out the killing or kidnapping of one delegate. (If 16 delegates were killed or kidnapped and 3 Orions were captured, the net score would be 13.) Any other result is a Federation victory.

Delegates who resign are treated as "killed."

(SH67.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SH67.61) Replace the Federation ship with a Kzinti or Gorn CC.

(SH67.62) Conduct the ambush in an asteroid field.

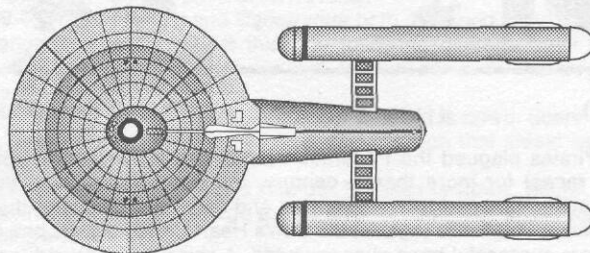
(SH67.63) Use a Federation DD and an Orion LR.

(SH67.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

(SH67.71) Change the Raider Cruiser to a Heavy Cruiser.

(SH67.72) Replace the CC with a CA.

(SH67.73) Increase or decrease the number of delegates.



FEDERATION COMMAND CRUISER

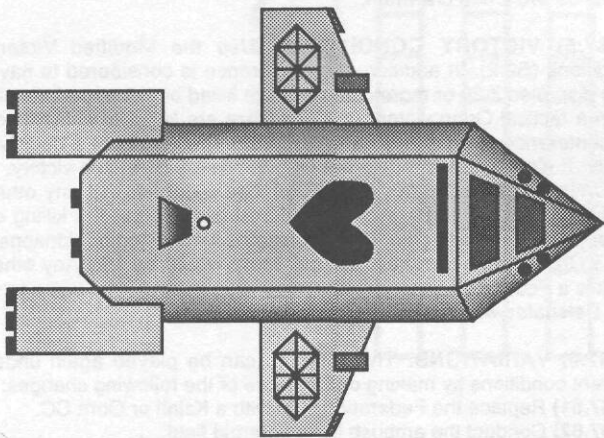
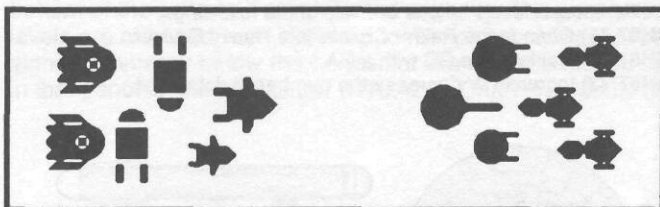
(SH67.8) TACTICS

ORION: Much depends on your choice of option mounts. Drones should be avoided as they are too easy to kill and too slow at this time period anyway. (You do not really want to come that close to the possible overloaded torpedoes in order to have a chance for your drones to hit.) Send your assassin out to do his dirty work, and do not get carried away with an attack unless the spy is captured. If he is captured, try to bluff the Fed into blowing his one safe HET and then keep angling for his rear shields. Be cautious because he may just opt to stop in space and TAC. So long as he cannot take you by surprise with the "delegate ball and chain," you should be able to wear him down.

FEDERATION: Do not worry about the spy, and roll against him every time. If you do not roll, he just keeps on killing. You have to roll because only by capturing him can you stop him from killing delegates. The CR is a major problem. You cannot chase him unless he does something stupid, and depending on proximity-fused photons to get rid of him is a losing proposition at best if he does not want to get close to you. Somehow, you will have to trick him or out maneuver him. Of course, as noted above, what weapons he chooses will tend to dictate the battle.

HISTORICAL OUTCOME: The marines on the *Kongo* quickly isolated the spy and captured him, but not before he had assassinated five of the delegates. In a brief exchange of fire, the *Kongo* sustained notable damage but was able to land a salvo of three overloaded photon torpedoes by suddenly increasing speed after executing a high energy turn. It was a risky maneuver that had paid off and helped to build Kosnett's already burgeoning reputation. The *Black Heart*, badly damaged, was forced to withdraw, and the conference continued without further interruption, though it was ultimately inconclusive due to the Dragon Cartel's successful bribing and blackmailing of several of the key delegates.

NOTE: Originally published as (SL4.0) in Captain's Log #1.

**(SH68.0) THE FLAWED TRAP**

(Y171)

by Ben Tuck, Alaska

Pirates plagued the Federation (and, to a lesser degree, the other races) for more than a century, but from time to time the Federation managed to spring a trap and catch the pirates at their own game. This battle (against the Lion's Heart Cartel) depicts one of the more successful traps ever executed. A shipment of flawed (and worthless) dilithium crystals was loaded on two small freighters escorted by a single police cutter. When the first pirate attacked, the

cutter and the freighter crews abandoned the freighters and ran for the nearest base.

While the pirates were loading their cargo, the Federation sprang the trap.

(SH68.1) NUMBER OF PLAYERS: 2; the Federation player and the Orion player.

(SH68.2) INITIAL SET UP

FEDERATION: NCL *Alabama* in 0101, heading C, speed max, WS-III.

FFG *Zhadanov* in 2330, heading A, speed max, WS-III.

DD+ *Pompey* in 4201, heading E, speed max, WS-III.

Cutter+ *Texas Ranger* in 0130, heading B, speed max, WS-III.

Cutter *Mountie* in 2301, heading D, speed max, WS-III.

Cutter+ *Gendarme* in 4230, heading F, speed max, WS-III.

ORION: Small freighter in 2215, small freighter in 2216, both heading A, speed 0, WS-0. See (SH68.45).

CR+ *Fortune Royale*, LR + *Dragonfire*, Slaver *Pickup*, Slaver *Delivery*. Set up in different hexes adjacent to the freighters, heading for each ship determined by die roll, speed 4, WS-III. See (SH68.46).

(SH68.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(SH68.4) SPECIAL RULES

(SH68.41) MAP: Use a floating map. If the Orions leave in separate directions (as is probable), the Federation player should move one or more ships in pursuit of each (the Federation player might choose to allow one or more of the pirates to successfully disengage) and resolve each pursuit on a series of floating maps.

(SH68.42) SHUTTLES AND PFs: No shuttles or PFs have warp booster packs.

(SH68.421) MRS shuttles may be purchased [up to the limits in (J8.5)] under (SH68.431); note that only the Orion CR is eligible to carry one.

(SH68.422) There are no EW fighters in this scenario.

(SH68.423) There are no PFs in this scenario.

(SH68.43) COMMANDER'S OPTION ITEMS

(SH68.431) Each ship can purchase additional or special equipment as Commander's Option Items (e.g., T-bombs, extra marines, etc.) up to 20% of its combat BPV. See (S3.2) for details and exceptions.

(SH68.432) All drones are "medium," speed-20.

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

(SH68.44) REFITS: Are as noted in (SH68.2), none of the Federation ships has received an AWR refit

(SH68.45) The four Orion ships have each transferred one crew unit to the freighters (total of two on each freighter) and can operate all the non-weapon systems on the freighters but cannot self-destruct them. These transferred crew units are the only crew units on the freighters and are deducted from the crews of the four Orion ships. They can fly the freighters' shuttles (the crews of the freighters used transporters to escape to their escort), but the phasers of the shuttles are not operational.

(SH68.46) The pirate ships can have any legal weapons in their option mounts for the Lion's Heart Cartel, but must tell the Federation player what weapons they have before the scenario begins.

(SH68.5) VICTORY CONDITIONS: The Orion player realizes that he has been trapped and is trying (desperately) to escape. He receives one point for each of his crew units that is on one of his ships that successfully disengages by acceleration or separation.

0-4 The pirate cartel is broken.

5-12 The pirate cartel is crippled and its independent operations terminated.

13-24 The pirate cartel is badly hurt and will lay low for months.

25-36 The pirate cartel will be back in business within weeks.

37-49 The Federation Commander is fired for incompetence.

50+ The Federation Commander is imprisoned for working in collusion with the pirates.

(SH68.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SH68.61) Similar traps were tried from time to time by other races. To simulate this, the Federation player selects another race and is allowed 450 BPV to purchase a force to attack the Orions. There can only be one ship of size class 3 in this force. The Orion player must select a cartel appropriate to the race conducting the trap in order to determine what his weapons will be.

(SH68.62) Do not require the Orions to inform the Federation of what is in their option mounts. This data is only revealed when the Orions operate the system or when identified under the provisions of (D17.0).

(SH68.63) Delete the CR and LR from the Orion force and the NCL and DD from the Federation force. Victory conditions are as follows:

- 0-2 The pirate cartel is broken.
- 3-6 The pirate cartel is crippled and its independent operations terminated.
- 7-12 The pirate cartel is badly hurt and will lay low for months.
- 13-16 The pirate cartel will be back in business within weeks.
- 17-20 The Federation Commander is fired for incompetence.
- 21-24 The Federation Commander is imprisoned for working for the pirates.

(SH68.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

(SH68.71) Change the CR to a CA.

(SH68.72) Replace the NCL with a CLC.

(SH68.73) Delete or add a Cutter.

(SH68.8) TACTICS

FEDERATION: While the pirates are still together, close with them and score as much damage as possible on the CR and LR. Then assign one or more ships to pursue each pirate ship and run them down. The freighters are the easiest to catch and can't disengage anyway.

PIRATES: Try to knock out the three police ships as you escape in six different directions.

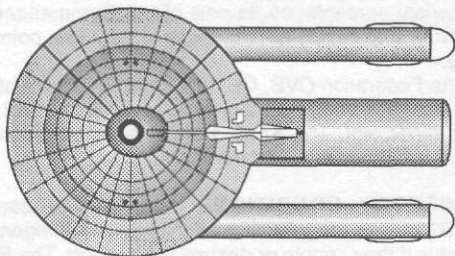
(SH68.9) PLAYTESTER COMMENTS: A scenario that allows the exasperated forces of law and order to finally have their day (if they are good enough to grab it).

HISTORICAL OUTCOME: The Federation recaptured the freighters, and destroyed both of the Slavers and the LR. The *Fortune Royale* sustained considerable damage, but evaded capture or destruction. The cartel was forced to suspend operations for months. This annoyed the Klingons, who had been paying the cartel to tie down Federation and Kzinti ships by raids in their rear areas.

Y171 was a disastrous year for the Lion's Heart Cartel. It suffered the capture of the Cartel Lord by the CVL *Richard E. Byrd* at their hidden base known as the "Hole in the Wall," not to mention the loss of that base. The resulting scramble to determine who would head the now leaderless cartel resulted in desertion of the enforcer *Gullwind* after an unsuccessful attempt by her captain to become the new Cartel Lord.

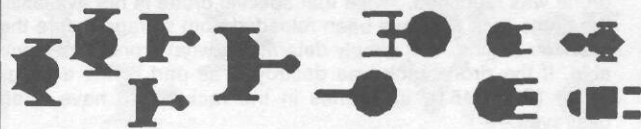
Despite these and other subsequent disasters (such as the mysterious disappearance of the replacement enforcer *Heavensent* in Y178), the cartel survived.

NOTE: Original publication as (SL66.0) in Captain's Log #3.



FEDERATION TUG

(SH69.0) SURPRIZE FIGHT



(Y171)

by Ian Roy, Scotland

A brief but savage battle in Y171, before the Romulans and Federation were officially at war, resulted in a small Federation Task Force flying in retreat before a superior Romulan force. The pursuing Romulans were unaware that a hastily assembled relief force had been dispatched from the nearest base to rescue the Federation Task Force.

NOTE: The spelling of the word "surprise" is correct — if you live in Scotland.

(SH69.1) NUMBER OF PLAYERS: 2; the Federation player and the Romulan player.

(SH69.2) INITIAL SET UP

FEDERATION: CAR+ *Potemkin* in 2418 [see (SH69.5)], DD *Darius* in 2516 [see (SH69.5)], both heading F, speed max, WS-III.

REINFORCEMENTS: Tug+ *Copernicus* with self-defense pod in 0302, FFG *Lehman* in 0304, Cutter+ *Pacifier* in 0205, Small Q-ship in 0103, all heading C, speed 15, WS-III.

ROMULAN: KRB *Senatarian* in 3726, K5R *Shillelah* in 3728, K5R *Rapier* in 3925, all heading F, speed max, WS-III.

REINFORCEMENTS: WE *Ghost Bird* in 4227, WE *New Glory* in 4229, place in set up hexes before the Energy Allocation Phase of turn 2, both heading F, speed max, WS-III.

(SH69.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(SH69.4) SPECIAL RULES

(SH69.41) MAP: Use a floating map after the War Eagles arrive.

(SH69.42) SHUTTLES AND PFs: No shuttles or PFs have warp booster packs.

(SH69.421) MRS shuttles may be purchased [up to the limits in (J8.5)] under (SH69.431).

(SH69.422) There are no EW fighters in this scenario.

(SH69.423) There are no PFs in this scenario.

(SH69.43) COMMANDER'S OPTION ITEMS

(SH69.431) Each ship can purchase additional or special equipment as Commander's Option Items (e.g., T-bombs, extra marines, etc.) up to 20% of its combat BPV. See (S3.2) for details and exceptions. Note that whatever is spent here counts in the Modified Victory Conditions (S2.2) as victory points for the enemy.

(SH69.432) All drones are "medium," speed-20.

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

(SH69.44) REFITs are as indicated in (SH69.2). Note that no Federation ship has the Y175 or AWR refits.

(SH69.45) The *Potemkin* and *Darius* were both damaged in the previous engagement. To reflect this, the following damage must be applied, and the following rules will restrict some of the ships' abilities:

(SH69.451) The *Potemkin's* number 2 shield is down. Score 10 points of internal damage to the ship through that shield as a single volley.

(SH69.452) The *Darius's* number 3 shield is down. Score 16 points of internal damage to the ship through that shield as a single volley.

(SH69.453) Both ships have previously expended all (D9.7) repairs, but have not used (D9.2) or (D14.0) repairs. Repairs by legendary officers (if that rule is used) may not be applied before the scenario begins.

(SH69.454) The *Potemkin's* drone rack has launched some drones. After determining the drone load out for the ship, roll one die for each drone in the drone rack. On a roll of 3 or less, that drone was launched. While that specific drone is not available, the drone rack will have been reloaded from storage before the scenario begins. This simply determines what drones are available. If the drone rack was destroyed as part of the damage under (SH69.451), all drones in the rack would have been destroyed.

(SH69.455) For each shuttle on the two ships, roll one die. On a roll of 2 or less, that shuttle was used in the earlier battle and was destroyed or abandoned. There has not been enough time to break a new shuttle out of storage.

(SH69.46) The Q-ship arrived at high speed, so the Romulans know that it is not a standard freighter and will recognize it as a Q-ship.

(SH69.47) The Federation player may voluntarily delete any ships in the relief force that he wishes. Deleted ships simply are not placed on the map and do not arrive.

(SH69.5) **VICTORY CONDITIONS:** Use the Modified Victory Conditions (S2.2).

(SH69.6) **VARIATIONS:** The scenario can be played again under different conditions by making one or more of the following changes:

(SH69.61) Replace the Federation force with a Gorn force, substituting the following ships: BC for CA, DD for DD, Tug for Tug (Gorn Tug uses a cargo pod in place of the Federation self-defense pod), DD for FF, FF for Cutter, Q-ship for Q-ship. Note specifically that the Gorns will substitute a DD each for both the Fed DD and the Fed FF.

(SH69.62) Add a Scout Eagle to the Romulan reinforcements and a Scout to the Federation reinforcements.

(SH69.63) Use only the two K5Rs on the Romulan side. They are pursuing the Fed DD. The Tug, small Q-ship, and Cutter are the only rescuing forces.

(SH69.7) **BALANCE:** The scenario can be balanced between players of different skill levels by one or more of the following:

(SH69.71) Change the DD to an FFG (only 8 internals).

(SH69.72) Replace the Tug's self-defense pod with a light battle pod, but if this is done, delete the plus refit from the tug and from the FFG (standard FF).

(SH69.73) Delete or add refits from or to one side.

(SH69.8) TACTICS

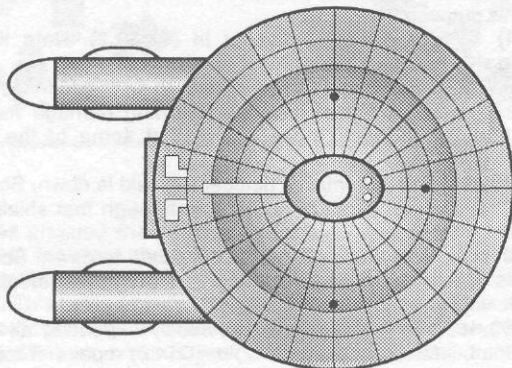
FEDERATION: Get your two squadrons together quickly. Turn the two fleeing ships around to bring their photons to bear. Destroy the two Romulan K5Rs immediately.

ROMULAN: This scenario offers you a broad selection of targets. If you like to shoot to cripple, go for the CA and Tug. If you want kills, shoot for the Police ship and the frigate.

(SH69.9) **PLAYTESTER COMMENTS:** An interesting battle using ships that don't normally see much combat.

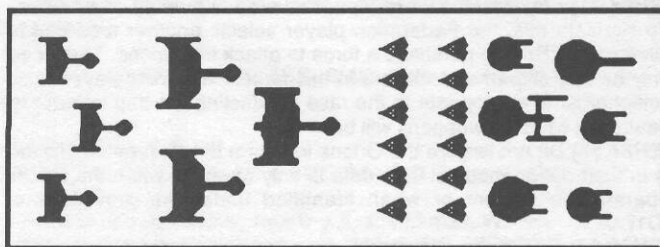
HISTORICAL OUTCOME: The Romulans succeeded in heavily damaging the combined Federation force, destroying the Q-ship before the Federation ships finally managed to disengage.

NOTES: Original publication as (SL67.0) in CL#3.



FEDERATION FFG FRIGATE

(SH70.0) TO DO OUR DUTY



(Y174)

by Tony Zbaraschuk, Washington

In Y174 the carrier *Nelson*, racing to help contain a Klingon breakthrough, ran headlong into a Klingon dreadnought. It was apparent that the Klingons were looking for a fight. Admiral Osage realized that they were poised to strike at the vulnerable Federation rear as he knew that his small force was all that stood between this Klingon force and two vital convoys.

Admiral Osage knew what he had to do and said to his aide: "Prepare for battle, and may God favor us. It is a time to do our duty."

(SH70.1) **NUMBER OF PLAYERS:** 2; the Federation player and the Klingon player.

(SH70.2) INITIAL SET UP

FEDERATION: CVB+ *Nelson* (12xF-15 VF20 *Blackadders*), DE+ *Collingwood*, FFE+ *Hardy*, NCL *Renown*, FFG *Jellicoe*, FFS *Hillary*. All within four hexes of 3905, heading E, speed max, WS-III.

KLINGON: C8K *Admiral Kang*, D7B *Antagonist*, D6D *Stormcloud*, F5B *Mayhem*, F5B *Kor*, E4D *Defiant*. All within four hexes of 0525, heading B, speed max, WS-III.

SUBSTITUTIONS: The ships listed in this scenario are the historical ones. The Klingon E4D is in Module R3 of the Captains' Edition. If you do not have that module, substitute an E4B.

(SH70.3) **LENGTH OF SCENARIO:** The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(SH70.4) SPECIAL RULES

(SH70.41) **MAP:** Use a floating map.

(SH70.42) **SHUTTLES AND PFs:** No shuttles or PFs have warp booster packs.

(SH70.421) MRS shuttles may be purchased [up to the limits of (J8.5)] under (SH70.431).

(SH70.422) If using EW fighters, one of the F-15s is an F-15E. If not using EW fighters, it is a standard F-15.

(SH70.423) There are no PFs in this scenario.

(SH70.43) COMMANDER'S OPTION ITEMS

(SH70.431) Each ship can purchase additional or special equipment as Commander's Option Items (e.g., T-bombs, extra marines, etc.) up to 20% of its combat BPV. See (S3.2) for details and exceptions. Note that whatever is spent here counts in the Standard Victory Conditions as victory points for the enemy.

(SH70.432) All drones are "medium," speed-20.

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

(SH70.44) The Federation CVB, DE, FFE, and FFG have all received the plus refit; the NCL and FFS have not. The FFG and NCL have not received the AWR refit. The Klingon ships have all received the B refit, but only the C8 has received the K refit.

(SH70.5) **VICTORY CONDITIONS:** Use the Standard Victory Conditions (S2.2) with the following additions: The Klingons score a 100-point bonus if they cripple or destroy the *Nelson*. The Federation scores a 100-point bonus if they cripple or destroy the *Admiral Kang*.

(SH70.6) **VARIATIONS:** The scenario can be played again under different conditions by making one or more of the following changes:

(SH70.61) Replace the Klingons with a Romulan force of a Condor, two Sparrowhawk-As, a SkyHawk-A, and a SkyHawk-F. The Condor's G-torps have been upgraded to S-torps, but it has not received the F-torps yet. Both Sparrowhawks have the plus refit.

(SH70.62) Allow the Federation player to exchange the NCL, FFG, and FFS for other ships of the same hull types. Allow the Klingon player to switch the D7, D6D, and both F5s for other variants of those hulls.

(SH70.63) Use only the *Nelson* and its escorts and fighters on the Federation side. Use only the *Admiral Kang* and the two F5Bs on the Klingon side.

(SH70.7) **BALANCE:** The scenario can be balanced between players of different skill levels by one or more of the following:

(SH70.71) Change the FFG to an NCL.

(SH70.72) Replace the F-15s with F-18s.

(SH70.73) Add or delete refits from one side.

(SH70.74) Add or delete a frigate from one side.

(SH70.8) TACTICS

FEDERATION: Your principal target is the *Admiral Kang*, but do not fixate on it. If you can simply force the Klingons to disengage without being too badly damaged yourself, you win the scenario. You have 12 photons to work with. Use the drones of the fighters to isolate a ship from his force, then blow it apart. Keep your own ships in close to protect yourself from Klingon drones, and have the FFS protect your carrier as its first priority. Make sure your fighters use erratic maneuvers until they are ready to launch drones, but try to have them launch drones near the end of turns to give them more of a chance to avoid Klingon direct-fire weapons.

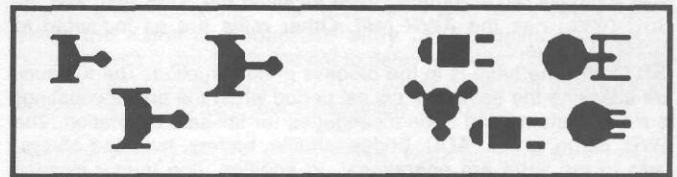
KLINGON: You want the carrier, but it will not be a good thing to run into all of his drones. Keep track of your ADDs, and consider using some of your drones in the counter-drone role. You have 14 disruptors, but four of them are limited to a range of 15 hexes. Your D6D will have to pull scout duty for you, but it has lots of power for that job. You will have to weigh the merits of trying to pick off his fighters against trying to clobber a few ships. The problem is that if he picks off a couple of your ships while you are killing fighters, he may be able to disengage with a victory. You should probably hit the DE first since it has photons for heavy weapons, lots of drone ability, and fighter reload and repair qualities. After it, go for the FFG and then center on the NCL. If he is still hanging around after that, you can start working on the carrier. However, if you get a good shot at that FFS, take it. The EW advantage you gain could well be the deciding factor.

(SH70.9) **PLAYTESTER COMMENTS:** This scenario is a good challenge for both players. Mistakes are crucial; the first player to make a tactical error had better hope his opponent does not see it. The D6D's EW ability may be the decisive edge. This will not be easily won by the novice player on either side.

HISTORICAL OUTCOME: The two forces fought themselves to a draw, both the *Nelson* and the *Admiral Kang* withdrawing with heavy damage. Strategically, the forced withdrawal of the Klingon force once more enabled the main Federation forces to continue preparing for their own offensive. The *Admiral Kang* would be repaired and depart on its most exciting mission, a diplomatic visit to Kzinti space later that same year. The *Nelson* would be repaired and be deployed to participate in a Federation drive to the Tholian border.

Admiral Osage and most of his command staff were killed when a Klingon marine unit assaulted the flag bridge of the *Nelson*.

(SH71.0) ATTRITION ASSAULT



(Y176)

By John Ross, Montana

In Y176, Federation forces began driving a wedge into Coalition held space and separating the Klingons from the Romulans.

At about this time, the Federation began redeploying bases in several strategic locations to support their operations. The Klingon High Command wanted these bases destroyed but realized that base assaults were costly in terms of ships and played directly into the Alliance counter-ship strategy. This forced the Klingons to turn to their carrier groups to try to take the bases out with well-timed raids. It was thought that this would limit their losses in capital ships. The Klingons tried several things to make their relatively meager carrier groups worthy of base assaults, including the deployment of heavy fighters on carriers slated for base attack missions. However, the Klingons often made the mistake of attacking too many targets with too few ships. These battles were often very close and resulted in a higher loss rate of carriers, and their escorts, than the Klingons expected.

The action presented here is somewhat typical, although not all Federation bases were guarded by a GSC.

(SH71.1) **NUMBER OF PLAYERS:** 2; the Federation player and the Klingon player.

(SH71.2) INITIAL SET UP

FEDERATION: BATS [see (SH71.46)] with 1 Hangar Bay Module (6xF-18) in hex 3811, facing A, no rotation, WS-I.

LTT+ *Hoffa* with repair pod docked to module #1 of the BATS, facing the module, WS-I.

2xSmall Freighters docked to modules #2 and #3, facing their respective modules, WS-I.

CVL+ *Darwin* (6xF-18) in hex 4201, heading E, speed max, WS-II.

KLINGON: D5V *Rampage* (6xZ-H), AD5 Refuser, E4AB *Watch*, enter turn 1 in any hexes between 0130-0116 inclusive, heading at option of the player, speed max, WS-III.

SUBSTITUTIONS: The ships listed in this scenario are the historical ones. The D5V is in Module R3. If you do not have that module, substitute a D6VK. This will require reducing the number of Z-H fighters from six to five.

(SH71.3) **LENGTH OF SCENARIO:** The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(SH71.4) SPECIAL RULES:

(SH71.41) **MAP:** Use a floating map.

(SH71.42) **SHUTTLES AND PFs:** No shuttles or PFs have warp booster packs.

(SH71.421) If using the optional MRS shuttles, the D5V and CVL can purchase one each using (SH71.431).

(SH71.422) No EW fighters can be used in the basic scenario. If using EW fighters in a variation, use the standard deployments.

(SH71.423) There are no PFs in this scenario.

(SH71.43) COMMANDER'S OPTION ITEMS

(SH71.431) Each ship can purchase additional or special equipment as Commander's Option Items (e.g., T-bombs, extra marines, etc.) up to 20% of its combat BPV. See (S3.2) for details and exceptions. Note that whatever is spent here counts in the Modified Victory Conditions (S2.2) as victory points for the enemy.

(SH71.432) All drones are "medium," speed-20.

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

(SH71.44) The BATS has 35 box shields; the upgrade to 40 boxes has not been completed as part of the base's construction/conversion from a mobile base. All units have received the Y175 refit, and the GSC (CVL) has the AWR refit. Other refits are as indicated in (SH71.2) above.

(SH71.46) The base is in the process of construction. The Klingons are attacking the base at a critical period when the power couplings to many systems had been disengaged for fail-safe calibration. The AWR, cargo, ph-3s, ADD, bridge, shuttle, battery, hull, and all systems in the HBM are operational. In addition, one tractor in each module, the central scout channel, and one photon torpedo are operational. All sensors and scanners are operational, but each damage control box is treated as a "2." The shields are operational. All other boxes are inactive (G30.0). Only active boxes can perform functions, but inactive boxes may be damaged (G30.22). Inactive boxes may be activated by (G30.3), and a destroyed inactive box that is repaired is considered to have been activated (G30.23). The repair tug (LTT with repair pod) can only repair the central core and the pod that it (the LTT) is docked to.

(SH71.47) The shuttle bays of the D5V, AD5, and E4A have all been configured with ready racks to handle Z-H fighters. Note, however, that each fighter will occupy two shuttle boxes.

(SH71.5) **VICTORY CONDITIONS:** Use the Modified Victory Conditions (S2.2). The BATS is worth its full economic BPV. Neither player suffers penalties for disengaging after the BATS has been destroyed.

(SH71.6) **VARIATIONS:** The scenario can be played again under different conditions by making one or more of the following changes:

(SH71.61) The Romulans could attack the base. Use a Sparrowhawk-B (8xTribune) and 2xSkyHawk-EA.

(SH71.62) Use 12xZ-V on the D5V.

(SH71.63) Replace the Klingon force with a F5V (4xZ-H) and an E4AB. Delete all units from the Federation force, except the BATS, with the Hangar Bay Module and its fighters and one freighter. The freighter is a repair ship and performs the tug's mission.

(SH71.64) Conduct the operation without fighters on the Klingon side. Replace the Klingon force with a D5L, MD5, and D5.

(SH71.7) **BALANCE:** The scenario can be balanced between players of different skill levels by one or more of the following:

(SH71.71) Change the D5V to a D7V or the E4AB to an AF5.

(SH71.72) Replace the freighters with armed freighters.

(SH71.73) Add a D5B to the Klingon force.

(SH71.74) Add a MD5 mauler to the Klingon force.

(SH71.75) Assume the Klingon carrier group had fought in a previous battle (the approach battle in F&E). Delete the E4AB (the CEDS Step in F&E). Alternatively, delete the fighters from the CVL as it would have been the defending ship in the approach battle.

(SH71.76) Increase or decrease the number of operational systems on the base.

(SH71.77) Allow the CVL to arrive at WS-III or a turn earlier or later.

(SH71.8) TACTICS

FEDERATION: You have superior electronic warfare. The Klingon has few long-range weapons, so use your EW to protect your ships and your fighters. Concentrate your fire on the D5V and its fighters. Alternatively, kill the E4 first to gain more value from your own drones by diluting the Klingon's drone defense. The escorts alone cannot destroy the base if it has enough functional weapons and power systems to operate them. Have many wild weasels available, but do not overlook the advantages of a scatter-pack or two. Do not have your CVL stray too far from the base, or your fighters stray too far from their EW support platforms.

KLINGON: It will take several turns before you are close enough for the heavy weapons on the Federation base to become a threat. Try to get the LTT first as its destruction will delay activating the base's systems and could give you that crucial edge in firepower. Engage and destroy the CVL and the Federation fighters before attacking the base. Once these units have been dealt with, you will hopefully have enough fire power to destroy the relatively toothless base over several turns. Try to preserve your carrier and the fighters since they are your best units with which to attack the base. Do not forget the possibility of trading some of the ADDs of the escorts for type-VI drones. These could be loaded into scatter-packs to help defend against both the Federation fighters and their drones.

(SH71.9) **PLAYTESTERS COMMENTS:** A good tight scenario with low ship density. The Federation player has to be very flexible to operate an unmaneuverable base, a good all around ship (his CVL) and two small forces with good firepower but poor stamina. The Klingon must focus on his objective. This makes good use of the repair rules, and knowledge of docking rules (C13.0) is essential.

HISTORICAL OUTCOME: The Klingons succeeded in heavily damaging the base, but sustained so much damage themselves that they were forced to withdraw to avoid being destroyed. In this case, the Klingon carrier group managed to regain friendly lines, but it was not always so. The GSC's rapid arrival undoubtedly saved the day.

(SH72.0) AIN'T NO FREE LUNCH



(Y181)

by Frank Crull, Houston

During the fighting on the Kzinti border during Y181, the Alliance forces managed to lure a small Lyran squadron into an asteroid belt. The Lyran forces were cleverly divided, with each ship chasing a single Kzinti ship.

The entire point of the operation was to maneuver the Lyran flagship, the Wildcat-class battlecruiser *Bloodshedder*, into a trap. The Lyrans were unaware that a small Federation force was in the area.

(SH72.1) **NUMBER OF PLAYERS:** 2; the Alliance player and the Lyran player. There is a three-player option, with the Alliance forces divided between a Kzinti and Federation player.

(SH72.2) INITIAL SET UP

TERRAIN: Set up a standard asteroid field (P3.0).

ALLIANCE: Twelve transporter bombs, deployed anywhere not within 10 hexes of the Lyran ships. See (SH72.48).

FEDERATION: 12xF-15, deployed secretly anywhere not within six hexes of the Lyran ships. See (SH72.45).

CVS+ *Gorshkov*, NAC *Chernavin*, FFA *Smirnov*, arrives on turn 2, from 42xx map edge, heading and speed at Federation player's option, WS-III. See (SH72.47).

KZINTI: CM *Hand of Doom*, 6xNeedle PFs (15th Flotilla), arrive on turn 3 on any map edge within 10 hexes of 0101, heading and speed at Kzinti player's option, WS-III. See (SH72.47).

LYRANS: BC *Bloodshedder* (2xBobcat on mech links) in 2216, heading B, speed 6, WS-III. See (SH72.46).

CW *Reaper* in 2214 (2xBobcat on mech links), heading B, speed 6, WS-III. See (SH72.46).

(SH72.3) **LENGTH OF SCENARIO:** The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(SH72.4) SPECIAL RULES

(SH72.41) **MAP:** The map is fixed; it does not float. Any unit leaving the map has disengaged and cannot return.

The Lyran ships can only exit the map within 10 hexes of 0130. If they exit elsewhere, they are considered to have been destroyed.

(SH72.42) **SHUTTLES AND PFs:** All shuttles and PFs have warp booster packs.

(SH72.421) MRS shuttles may be purchased [up to the limits in (J8.5)] under (SH72.431).

(SH72.422) If using EW fighters, one of the F-15s on the *Gorshkov* is an F-15E. If not using EW fighters, it is a standard F-15.

(SH72.423) The six Kzinti PFs are a standard flotilla including one leader and one scout. The four Lyran PFs are standard Bobcats, no leader or scout.

(SH72.43) COMMANDER'S OPTION ITEMS

(SH72.431) Each ship can purchase additional or special equipment as Commander's Option Items (e.g., T-bombs, extra

marines, etc.) up to 20% of its combat BPV. The T-bombs deployed at the start of this scenario count against the Commander's Option Item's of the Alliance forces, must be purchased, and leave only two T-bombs which can be purchased for use by the ships. See (S3.2) for details and exceptions. Note that whatever is spent here counts in the Modified Victory Conditions (S2.2) as victory points for the enemy.

(SH72.432) All drones are "fast," speed-32.

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

(SH72.44) REFITS: The Federation ships have received all available refits. The F-15s have not received the "C" refit. The Lyran ships both have the power pack and plus refits, but only the BC has the phaser refit. None of the PFs have received the shield refit.

(SH72.45) The Federation fighters must be deployed hidden under the conditions and procedures of (D20.0), and this rule also governs how they may be spotted by the Lyrans.

(SH72.46) The Lyran ships are searching for a Kzinti CM that they believe is hidden within the asteroid field. Lyran ships cannot change speed, fire, launch shuttles, release ESGs, or launch PFs until an Alliance unit has exposed itself, arrived on the map, or fired. Note that while speed changes cannot be plotted during energy allocation until an Alliance unit has been spotted, reserve power CAN be used for this function.

(SH72.47) The Alliance player can voluntarily delay the arrival of his reinforcements by up to two turns, and this decision is made during the energy Allocation of the turn the ships would arrive; the Lyran player is informed that they will not arrive on that turn AFTER he has completed his energy allocation for that turn. All arrive on impulse #1.

(SH72.48) The predeployed mines are NOT considered to be a mine-field and cannot be detected as one under (M7.0). The Alliance player can set any instructions for them he wishes within the limits of (M2.1). These mines are not controlled in any manner. They do count against the Commander's Option Items for the Alliance force ships (this does mean that they must be paid for and that no more than two real T-bombs, total, can be aboard all of his ships.)

(SH72.5) VICTORY CONDITIONS: Use the Modified Victory Conditions (S2.2). The Alliance receives no points for Lyran ships that disengage.

(SH72.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SH72.61) Replace the Lyran ships with a Romulan NovaHawk-K and a Sparrowhawk-A (each with two Centurion PFs on mech links). Replace the Kzinti ships with a Gorn HDD and six Pterodactyls, including a leader and a scout. The year is assumed to be Y182 for purposes of this variation.

(SH72.62) Change the Lyran CW to an FF+, deleting the CWs' PFs. Change the Wildcat to a Hellcat with a full flotilla of Bobcat-Cs, including a leader and a scout.

(SH72.63) For a smaller scenario, use only the CW and its PFs on the Lyran side. Eliminate the Federation CVS and its escorts, and allow the Kzinti to split his PF flotilla between the two entry areas. The PFs arriving from the Federation side will be able to arrive when the Federation ships originally would have. Note that the Federation fighters are still in play for this variation, but a decision has been made not to risk damage to the carrier group itself.

(SH72.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

(SH72.71) Change the CW to a CWL.

(SH72.72) Replace the CM with a BC.

(SH72.73) Delete or add one or two PFs from one side or the other, or delete one or two of the F-15s.

(SH72.8) TACTICS

ALLIANCE: Your primary weapons are drones, and your enemies are in the most drone-proof ships ever designed in the most drone-destructive terrain imaginable. This does not mean that you are in a hopeless situation, just that your firepower advantage is not as great as it would seem. Use the mines to set up a blocking position, and trap the Lyran against it with your ships. Contrary to your first impression, leave some of the F-15s hidden until the end, where their drones can cover the open gaps between asteroids.

LYRANS: The playtesters were sharply divided on Lyran tactics. One theory is to wait for the enemy to show up, then slowly fight your way back out of the trap. The other theory is to move swiftly toward either the Kzinti or Federation entry hexes, destroy that force (perhaps with a small detachment to delay the other group), and then escape with enough points to win. In either case, you must use the asteroid fields to reduce your vulnerability to drones.

(SH72.9) PLAYTESTER COMMENTS: More than just a fleet battle, this is an ambush of a powerful Lyran force that can defeat either of the two opposing forces.

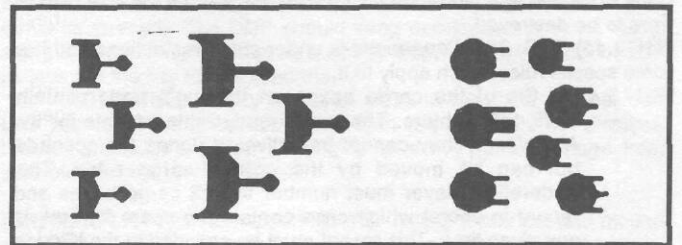
HISTORICAL OUTCOME: The *Bloodshedder* and *Reaper* were severely damaged, but managed to make their way out of the trap. The damage, however, was so severe that it would be several months before either ship could return to active service.

All four of the Lyran PFs were destroyed.

The Alliance lost several fighters and two PFs, but otherwise sustained no significant damage in the encounter.

NOTE: Originally published as (SL76.0) in Captain's Log #3.

(SH73.0) SLIPBACK



(Y183)

by Paul Bonfanti, Pennsylvania

In Y183, the Klingons embarked on a concerted effort to try to eliminate the CVAs and SCSs of their enemies in the hope that this would forestall any Alliance assaults on Imperial space. Their first target was the Federation CVA *Napoleon*, and a strong force was directed against the sector the *Napoleon* was known to be operating in. The Klingons penetrated the Federation defensive zone and despatched raiding forces to create as much havoc as possible in order to bring the *Napoleon* to battle.

One of these raiding forces happened upon the tug *Copernicus*, which was carrying replacement fighters for the *Napoleon* in addition to operating as a repair point. While several other ships were present, having just finished repairs, and others had flocked to cover the tug, the battle when the Klingons found the ship was not a pretty one for the Federation.

(SH73.1) NUMBER OF PLAYERS: 2; the Federation player and the Klingon player.

(SH73.2) INITIAL SET UP

FEDERATION: Tug *Copernicus* with CVA (24xF-18) and repair pods in hex 3417.

NCL, NSC, 2xDW, 2xFFG, deployed anywhere within eight hexes of 3417.

All Federation ships have a heading of E, speed 4, WS-III.

KLINGON: D7L (2xG1B), D5P (6xG1K); D6VK (10xZ-YA), AF5, E4A, F5K, all enter anywhere between 0117 and 0132 inclusive on turn 1, heading at the Klingon player's option, speed max, WS-III.

SUBSTITUTIONS: The ships listed in this scenario are the historical ones. The AF5 is in Module R3. If you do not have that module, use an AF5D with full aegis as a substitute.

(SH73.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, have disengaged, or until the end of turn 9.

(SH73.4) SPECIAL RULES

(SH73.41) MAP: Use a floating map.

(SH73.42) SHUTTLES/PFs: All shuttles and PFs have warp packs.

(SH73.421) MRS shuttles may be purchased [up to the limits of (J8.5)] under (SH73.431).

(SH73.422) If using EW fighters, two of the F-18s on the tug and one of the Z-YAs on the D6V are EW versions. If not using EW fighters, they are standard fighters of their types.

(SH73.423) The six PFs on the D5P are a flotilla of G1Ks including a leader and scout versions. The two PFs on the mech links of the D7L are standard G1Bs.

(SH73.43) COMMANDER'S OPTION ITEMS

(SH73.431) Each ship can purchase additional or special equipment as Commander's Option Items (e.g., T-bombs, extra marines, etc.) up to 20% of its combat BPV. See (S3.2) for details and exceptions. Note that whatever is spent here counts in the Modified Victory Conditions (S2.2) as victory points for the enemy.

(SH73.432) All drones are "fast," speed-32.

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

(SH73.44) Refits: All the units in this scenario have been fully refitted: the Federation ships having the Y175, plus, and AWR refits where they apply and the Klingons having the B, K, mech link, and Y175 refits where they apply. This includes mech links on all the Klingon ships to enable them to recover PFs if the tractors on the D7L or D5P were to be destroyed.

(SH73.45) TUG: The *Copernicus* is under some restrictions and has some special rules which apply to it.

(SH73.451) Six of the cargo boxes on the tug's pods contain 12x F-14B fighters. These are ready replacements for the *Napoleon*. They cannot be activated during the scenario but can be moved by the normal cargo rules. The Federation player must number the 12 cargo boxes and record in secret which ones contain the spare fighters at any given time. This record must be provided to the Klingon player at the end of the scenario, and both players should keep a record of the turn any given cargo box was destroyed and if it was repaired and destroyed again. This is necessary to resolve (SH73.5) below.

(SH73.452) If the tug (or just the repair pod) is destroyed, all the stored fighters are considered destroyed. If the tug drops a pod for any reason, including a breakdown, the pod is considered destroyed for all purposes at that point, except that if the pod was used as a wild weasel (J3.14), it will perform that function normally and is not considered destroyed until the tug has voided it or after the explosion period if it is destroyed by seeking weapons hitting it.

(SH73.46) DISENGAGEMENT: Any Klingon ship which has not disengaged by distance or acceleration at the end of turn 9 is considered to have been destroyed by arriving Federation reinforcements. The CVT may only disengage by separation and only in direction E.

(SH73.5) VICTORY CONDITIONS: Use the Modified Victory Conditions (S2.2). The F-14Bs count as double their combat BPV as if they carried a full load of drones for this scenario.

(SH73.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SH73.61) Replace the Federation force with a Kzinti force of a CVTA (24xTADS), CM, MSC, two DW, and two FFK. Eight of the 16 cargo boxes on the tug hold 16 extra TADS fighters, and only these stored fighters count for purposes of (SH73.5).

(SH73.62) Allow both sides to replace one or two ships with other ships of the same hull types but of different capabilities.

(SH73.63) Use only the CVT, one DW, and one FFG on the Federation side. Use only the D6V, AF5, E4A, and F5K, and allow the Klingon two mech link carried G1Ks.

(SH73.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

(SH73.71) Change the repair pod to a self-defense pod.

(SH73.72) Replace all or all of the D6V, AF5, and E4A with a D5V, AD5, and AF5 (respectively).

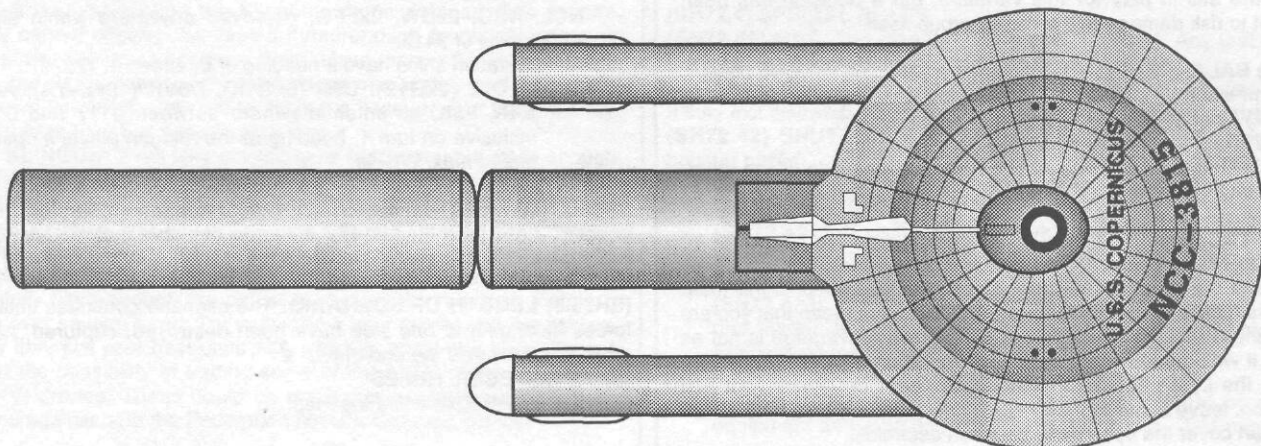
(SH73.73) Increase or decrease the length of the scenario.

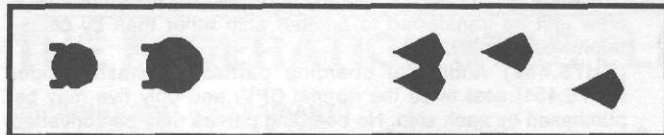
(SH73.8) TACTICS

FEDERATION: You cannot run because the tug is too slow, but you must move away from the Klingons as best you can simply to force them to use power to chase you. Begin launching fighters immediately, even if some do not have drones, as they will allow the ones with drones time to get the drones armed. Consider loading only type-VI drones for use in drone defense as they only take half a deck crew action each. You will have to use your drones in the counter-drone role (it may even be best to load the G-racks with ADDs) as there are too many ADDs in the Klingon force for you to even hope to score a hit with one. You may even consider using a few scatter-packs in this role. Keep the photons overloaded because the Klingon does not have a lot of time to accomplish his mission, and he will have to come into your overload range without much time to wear you down. You also have a huge advantage in the NSC, and you must milk it for all that it is worth. It may be best to use offensive jamming against the D7L and D6V. The D5P will probably have to be your first photon target in any case, but keep the other two sensors handy for turning off Klingon drones.

KLINGON: The tug is the point to this battle so far as you are concerned, but it will not be easy to kill. You are going to have to get through 14 overloaded photon torpedoes and then four gatling phasers just to reach the tug. Get a lot of drones in flight early to draw as much of his phaser fire as you can (but keep in mind that if he retrogrades, he may run your drones out of fuel). Get in close to get maximum effect out of your disruptors, and try to crush the DWs on the first pass while your ADDs kill any fighters he launches. Do not count on reloading your own fighters. On turn 2, try to take out the NCL and one of the FFGs. Get the scout and the other FFG on turn 3. Turns 4 through 7 pound the tug, but do not get close enough for it to use its gatlings on you. On turn 8, start your cripples to disengage, and keep pounding the tug. Turn 9, take your last shot and run.

HISTORICAL OUTCOME: The *Copernicus*' defenders put up a ferocious resistance, but the Klingons recognized the tug for what it was and drove their attacks home. The *Copernicus* went down. However, this column of the Klingon operation was too badly savaged to make its rendezvous with the *Vindicator* on time. This essentially unhinged a major portion of the Klingon plan as the *Vindicator* would reach the rendezvous to find the *Napoleon* already there.



(SH74.0) A TANGLED WEB**(Y185)***by Keith Velleux, Illinois*

In Y185, the Andromedans wanted to collect information on the unique sub-group of Milky Way life-forms that resided near the outer rim of the inhabited galaxy. These were, of course, the Tholians.

The Andromedans were about to learn how fiercely Tholians defend their territory.

(SH74.1) NUMBER OF PLAYERS: 2; the Tholian player and the Andromedan player.

(SH74.2) INITIAL SET UP

TERRAIN: Standard asteroid field (P3.1).

THOLIAN: CAW, DDP, DD, set up before Andromedan within five hexes of 2215, heading E or F, speed 10, WS-III.

ANDROMEDAN: Conquistador with Cobra in its hangar, set up within five hexes of 0115, heading B or C, speed max, WS-III.

SUBSTITUTIONS: The ships listed in this scenario are the historical ones. The Tholian DDP is in Module R4. If you do not have that module, use a DD. You can approximate the DDP by mentally replacing the DD's disruptors with photons.

(SH74.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(SH74.4) SPECIAL RULES

(SH74.41) MAP: Use a floating map. The Andromedans can disengage by distance (only) in directions C or D and by acceleration in any other direction.

(SH74.42) SHUTTLES AND PFs: All shuttles and PFs have warp booster packs.

(SH74.421) MRS shuttles may be purchased [up to the limits in (J8.5)] under (SH74.431).

(SH74.422) There are no EW fighters in the basic version of this scenario, but in a variation where eight or more fighters appear as part of a single squadron, one fighter can be an EW version. If not using EW fighters, it will be a standard fighter.

(SH74.423) There are no PFs in the basic version of this scenario. In a variation, casual PFs might be added.

(SH74.43) COMMANDER'S OPTION ITEMS

(SH74.431) Each ship can purchase additional or special equipment as Commander's Option Items (e.g., T-bombs, extra marines, etc.) up to 20% of its combat BPV. See (S3.2) for details and exceptions. Note that whatever is spent here counts in the Modified Victory Conditions (S2.2) as victory points for the enemy.

(SH74.432) All drones are "fast," speed-32.

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

(SH74.44) REFITS: All Tholian ships have received the Snare refit.

(SH74.45) INFORMATION: The Andromedans are seeking information on the Tholians. They must gather information on the Tholian web caster device. To accomplish this, they must gain 150 points of information on the CAW using their labs under (G4.1). Information does not count if the ship which gathered it is destroyed.

(SH74.5) VICTORY CONDITIONS

To win, the Andromedans must gain 150 points of lab information on the CAW, and then the Conquistador must disengage by distance in direction C or D. If they succeed in one of these objectives but not the other, the scenario is a draw for the Andromedans. If they succeed in neither objective, they lose the scenario. Note that if the CAW is destroyed, the Andromedan cannot gain any more lab information on it.

The Tholians evaluate their level of victory using the Modified Victory Conditions (S2.20). For this purpose, the Andromedans gain a 50-point bonus (and lose no points for disengagement) if the Conquistador disengages by distance in direction C or D.

(SH74.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SH74.61) Replace the Andromedans with a Sparrowhawk-A and a SkyHawk-A.

(SH74.62) Replace the Tholians with a CVA (22 x Spider-III and 2 x Spider-E) and two PCA escorts. The Andromedans must cripple the CVA in this variation before they can disengage off the 42xx hex row.

(SH74.63) For a smaller and faster battle, use only the Cobra against the two Tholian DDs.

(SH74.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

(SH74.71) Change the CAW to a CW.

(SH74.72) Replace one of the DDs with a PC.

(SH74.73) Add a PC to the Tholian side.

(SH74.8) TACTICS

THOLIAN: Your job is to give the Andromedans as many difficult choices as possible. Lay lots of webs, and use the DDs as web anchors so that they can extend the web to nearby asteroids to preserve its strength. The DDP should keep overloaded photons ready along with maximum ECCM as a booby trap. The Conquistador and its labs are the key to this scenario.

ANDROMEDAN: Try to get as close to the CAW as possible. Use your labs, fire at the DDs, and then run away. Do not displace into an attack. It is better for you to take PA panel damage from asteroids than to run into a web.

(SH74.9) PLAYTESTER COMMENTS: This is a real cat and mouse game, and it revolves around the choices given to the Andromedans.

HISTORICAL OUTCOME: The battle started as would any other squadron-sized battle. The smaller ships took a severe beating. When both of the Tholian destroyers were crippled, the Andromedans made a run for Tholian space, leaving the relatively undamaged CAW behind. On the way, the Andromedans ran into a small minefield and were forced to disengage.

PLAYTESTERS

Playtesters who worked on the scenarios in this product include:

BATTLE GROUP AMERICA: Bill Heim

BATTLE GROUP B: Ron Roden, Ed Holzman, Dan Racke, Buddy Hargis, Denson Conn, Chris Marshall.

BATTLE GROUP CHICAGO: Tony Zbaraschuk, John Berg, Mike Esposito, Pete Teel, Alex Pundy, Dr. Pundy, Lysander Lysandron, Paul Pundy.

BATTLE GROUP DALLAS: Christopher Cafiero, Matthew Cafiero.

BATTLE GROUP MINNESOTA: Scott Olson, Carl Gadow, Mark Wick.

BATTLE GROUP NEW JERSEY-II: Tom Carroll, Rick Phelps, Josh Jameson, Chet Jasinski.

BATTLE GROUP PHOENIX: Ken Burnside, Steve Sims, Scott Lamberg, Darin Cochrane, Jeff Plaine, Kevin Garcia.

BATTLE GROUP PROVO: Christopher Young, Stephan Fassman, Larry Niel, Steve Kirkham, Rich Kirkham, Cary Geisler.

BATTLE GROUP RED ALERT: Tony Delagulla, Nelson Beach, Rob Trail.

BATTLE GROUP ST. LOUIS: Gregg Dieckhaus, Kent Logsdon, Richard Beyer, Gary Rucker, Greg Boschert, Allan Phelps, Dick Herbert, Rod Uding, Mike Grondahl, Jason Bridges, Jay Clendenny.

BATTLE GROUP SYRACUSE: Jeff Reiser, Richard Citti.

CHAS GAMING: Jeff Laikind, Dana Laikind, David Fabian, Charles Hunt, Paul Kondon, Keith Velleux.

CLEVELAND SHIPYARD: Stewart Frazier.

(SH75.0) HASTE TO MAKE WASTE

(Y197)

by David Slavik and John Berg, Illinois

During the height of the Andro invasion, the Galactic powers began to uncover the Andromedan satellite base network. Sometimes satellite bases would be found as fast or faster than the X-squadrons could destroy them.

On one such occasion a Federation GSC located a satellite base and reported its location to Star Fleet HQ as it rapidly departed the area. The satellite base was in a very sensitive and vulnerable area not previously threatened by the Andromedans.

The Federation had no regular units available to destroy this base. Fearing the Andromedans might pack up and leave (or even worse, send an assault force) before a task force could be recalled from other areas, Star Fleet HQ rushed out of drydock several ships that were undergoing routine maintenance. Many of the crewmen were on leave or had already been transferred elsewhere, leaving the ships short-handed.

(SH75.1) NUMBER OF PLAYERS: 2; the Federation player and the Andromedan player.

(SH75.2) INITIAL SET UP

FEDERATION: CLC, DW, DWD, and DWS, set up within three hexes of 4027, heading F, speed 10. See (SH75.45).

ANDROMEDAN: Satellite base in 0907, initial facing and rotation rate at the Andromedan player's option, WS-III.

Conquistador and Cobra within two hexes of the satellite base, both any heading, speed 20, WS-III. The Cobra may begin the scenario in the Conquistador's hangar at the Andromedan player's option.

(SH75.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(SH75.4) SPECIAL RULES

(SH75.41) MAP: Use a floating map.

(SH75.42) SHUTTLES AND PFs: All shuttles and PFs have warp booster packs.

(SH75.421) No ship in this scenario is qualified to carry an MRS shuttle, but in a variant of the scenario where that is possible, they may be purchased [up to the limits in (J8.5)] under (SH75.431).

(SH75.422) There are no fighters in the basic version of this scenario. If fighters are used in a variation of this scenario, and if using EW fighters, one fighter in any squadron or eight or more fighters can be an EW fighter. If not using EW fighters, it will be a standard fighter.

(SH75.423) There are no PFs in the basic version of this scenario. Casual PFs might be added in a variation of this scenario, but no leader or scout versions can be used unless a PFT is used or a full standard flotilla is used.

(SH75.43) COMMANDER'S OPTION ITEMS

(SH75.431) Each ship can purchase additional or special equipment as Commander's Option Items (e.g., T-bombs, extra marines, etc.) up to 20% of its combat BPV. See (S3.2) for details and exceptions.

(SH75.432) All drones are "fast," speed-32.

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

(SH75.44) REFITS: All ships involved in this scenario will have all available refits. Note that the Federation DWs already include equivalent upgrades to most refits.

(SH75.45) FEDERATION RESTRICTIONS: The Federation ships have been hastily pulled out of drydock for this mission. Their crews are incomplete and inexperienced. To reflect this, the following rules are used:

(SH75.451) All Federation ships have only half of their normal crew units and boarding parties available. Additional crew units cannot be purchased nor can any non-boarding party/non-militia crew unit be transferred to another ship other than by catastrophic damage (D21.0).

(SH75.452) Additional boarding parties purchased under (SH75.431) cost twice the normal BPV, and only five may be purchased by each ship. No boarding parties may be converted to commando, and no commando or heavy weapons boarding parties may be purchased.

(SH75.453) All Galactic ships have poor crews (G21.0) to reflect the many missing personnel.

(SH75.5) VICTORY CONDITIONS: If the satellite base is destroyed and the Federation has at least one surviving ship, they win. For a Federation ship to count as surviving, it must successfully disengage by distance or acceleration if there are any Andromedan units still able to fight. Any other result is an Andromedan victory.

(SH75.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SH75.61) Replace the Federation ships with Hydran ships: Comanche, Buffalo Hunter, and Elephant Hunter; all fighters are Stinger-2s.

(SH75.62) Allow the Federation player to substitute a similar hull for one of his ships, e.g., NCD for the CLC. The Andromedan player is not told which ship (if any) was changed until he can detect it under (D17.0) or until the ship performs an action which the unit it was substituted for cannot perform. As part of this, allow the Federation player free use of deception (D17.7).

(SH75.63) For a smaller and faster game, do not use the poor crew rules on the Federation ships, delete one DW, and change the Cobra to a Viper.

(SH75.64) Allow the Andromedan player to use one medium and one large satellite ship (of any type) and use Tactical Intelligence. Similarly, the Federation player could replace some of his ships with others of the same or different type and use Tactical Intelligence. In this case, players should keep within 10% of the BPV of the original forces.

(SH75.65) Use some type of terrain.

(SH75.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

(SH75.71) Change the poor crew on one DW to a normal or outstanding crew.

(SH75.72) Replace the Conquistador and its Cobra with a Python.

(SH75.73) Delete or add a DW to the Federation force.

(SH75.8) TACTICS

FEDERATION: While at first glance you may seem to have a firepower advantage, take a quick look at the poor crew rules. You will not be able to ignore the Conquistador and Cobra; you will have to deal with them first, and then the satellite base is yours. Remember that the satellite base will have power problems quickly if it tries to do everything. No matter how you slice it, large numbers of your photons are going to miss because of your poor crews and the EW environment, but persevere.

While they are expensive in BPV, it is probably worth while to buy all the extra BPs you can so that the Andromedans cannot knock out one or more of your ships by boarding it.

ANDROMEDAN: You have a electronic warfare advantage; use it and enhance it by killing the Federation scout first if at all possible. Draw the Federation ships to the satellite base so it can provide covering fire. Use both O-EW and normal EW lending from the base to confuse the Federation's firepower.

(SH75.9) PLAYTESTER COMMENTS: This is a particularly challenging scenario with plenty of difficult decisions to make for both sides. It is also the only scenario published to date where it is possible for a Conquistador and Cobra to capture a war ship by boarding.

HISTORICAL OUTCOME: The Federation ships sustained heavy damage, and casualties among the crews were heavy. They managed, however, to close to point-blank range with overloaded photons, phasers, and heavy drones, and the resulting conflagration was enough to end the existence of the satellite base.

The Conquistador recovered its Cobra and disengaged.

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 Svc	C13.3 Dock Pts	D5.2 Explo Str	F&E Cmd Ratng	Notes
THE FEDERATION STAR FLEET (R2.0)														
DREADNOUGHT AND VARIANTS														
DN	50	14	180	3-6	1.50	4	2	E	2	167	10	24	10	
DN+	52	14	207	3-6	1.50	4	2	E	17	172	10	26	10	R
DNG	54	16	244	3-6	1.50	2	2	D	61	175	11	30	10	
CVA	49	10	172/150	3-6	1.50	2+4	2	D	13	171	12	26	10	D%,V
CVA+	49	10	182/160	3-6	1.50	2+4	2	D	13	173	12	26	10	D%,V, R
SCS	55	12	193/165	3-6	1.50	2+4+1	2	D	32	186	12	26	10	D%,V, N2, Y2
SCSA	55	12	193/165	3-6	1.50	2+4	2	D	32A	182	12	26	10	D%,V,CJ,P
HEAVY BATTLECRUISERS														
BCG	50	16	180	5-6	1.00	3	3	D	33	177	9	22	10	Y1
BCF	50	16	180	5-6	1.00	3	3	D	34	178	9	22	10	Y1
BCJ	50	16	197	5-6	1.00	3	3	D	64	186	9	22	10	Y1, S, Y2
HEAVY CRUISER AND VARIANTS														
CA	43	10	125	5-6	1.00	3	3	D	4	130	8	18	8	
CA+	43	10	139	5-6	1.00	3	3	D	4	165	8	18	8	R
CAR	43	10	129	5-6	1.00	3	3	D	4	160	8	18	8	R
CAR+	43	10	143	5-6	1.00	3	3	D	4	165	8	18	8	R
CC	45	10	137	5-6	1.00	3	3	D	3	143	8	18	9	
CC+	45	10	147	5-6	1.00	3	3	D	3	165	8	18	9	R
CX	50	16	210	5-6	1.00	4	3	D	55	181	9	23	10	Y1
CVS	46	10	142	5-6	1.00	2+4	3	D	29	168	8	17	9	D%,V
CVS+	46	10	156	5-6	1.00	2+4	3	D	29	170	8	17	9	D%,V, R
CVB	46	10	156	5-6	1.00	2+4	3	D	29A	172	8	17	9	D%,V
GALACTIC SURVEY CRUISER														
GSC	45	12	142/122	5-6	1.00	2	3	D	16	140	8	18	8	◆
GSC+	45	12	152/132	5-6	1.00	2	3	D	16	165	8	18	8	R◆
CVL	44	6	154/134	5-6	1.00	1+2	3	D	16A	167	8	18	8	V◆
CVL+	44	6	164/144	5-6	1.00	1+2	3	D	16A	167	8	18	8	R, V◆
COV	51	42	152	5-6	1.00	2	3	D	51	170	8	18	8	T◆
OLD LIGHT CRUISER AND VARIANTS														
CL	37	8	98	4-6	0.75	2	3	C	5	120	6	14	6	
CL+	37	8	111	4-6	0.75	2	3	C	5	168	6	14	6	R
ECL	40	6	100	4-6	0.75	2+4	3	C	15	171	6	14	6	N1,E, LA
ACL	40	6	113	4-6	0.75	2+4	3	C	15A	175	6	14	6	N1,E, A
CMC	41	32	100/80	4-6	0.75	2	3	C	31	125	6	14	6	T
MS	30	6	94/80	4-6	0.75	2	3	C	21	158	6	13	6	MS
CLS	35	8	110/95	4-6	0.75	2	3	C	39	125	6	13	6	◆
CVE	37	8	118/103	4-6	0.75	2+2	3	C	39A	172	6	13	6	V◆
CLH	40	4	100/70	4-6	0.75	2	3	C	40	140	6	12	4	
WAR CRUISER (NEW LIGHT CRUISER) AND VARIANTS														
NCL	36	8	116	4-6	0.67	2	3	C	18	170	6	16	6	
NCL+	36	8	120	4-6	0.67	2	3	C	18	173	6	16	6	R
CLC	40	12	143	4-6	0.67	2	3	C	37	175	6	17	7	
NVL	42	8	120/100	4-6	0.67	1+2	3	C	35	173	6	14	6	D%,V
NVS	42	8	128	4-6	0.67	1+2	3	C	60	175	6	15	6	D%,V
NVH	38	8	110/90	4-6	0.67	1+2	3	C	56	177	6	14	6	D%,V,◆
NPF	38	8	110/90	4-6	0.67	1	3	C	56A	181	6	14	6	CJ,P,◆
NCD	36	8	119	4-6	0.67	2	3	C	36	171	6	16	6	DB
NSC	32	8	120/100	4-6	0.67	2	3	C	19	176	6	14	6	Y2, ◆
NMS	30	8	116/90	4-6	0.67	2	3	C	30	175	6	14	6	MS
NEC	38	8	102	4-6	0.67	1+4	3	C	20	173	6	15	6	N1,E, LA
NEA	38	8	116	4-6	0.67	1+4	3	C	20A	175	6	15	6	N1,E, A
NER	38	8	116	4-6	0.67	1+4	3	C	63	175	6	15	6	N1,E, A
NAC	38	8	128	4-6	0.67	1+4	3	C	59	175	6	14	6	N1,E, A
LTF	30	6	116/75	4-6	†	2	3	C†	38	174	6-8	13	6	TG
LBT	48	14	140	4-6	1.00	2	3	D	58	174	8	20	8	
LTV	46	10	134	4-6	1.00	1+2	3	D	57	174	8	16	7	D%, V
WAR DESTROYER AND BATTLE FRIGATE														
DW	20	8	97	5-6	0.50	1	4	C	65	176	5	12	5	
DWS	20	8	101/87	5-6	0.50	1	4	C	66	176	5	11	5	◆
DWD	20	8	100	5-6	0.50	1	4	C	67	176	5	12	5	
DWA	20	8	109	5-6	0.50	1+2	4	C	68	176	5	12	5	E,A, N1
DWT	20	8	97/65	5-6	0.50	1	4	C	69	176	5	9	5	
DWM	20	8	95/77	5-6	0.50	1	4	C	70	176	5	10	5	MS
DWC	22	10	107	5-6	0.50	1	4	C	71	176	5	12	5	

MASTER SHIP CHART

STAR FLEET BATTLES

Ship Type	G9.0 Crew	D7.0 Brdg Pts	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 Srv	C13.3 Dock Pts	D5.2 Explo Str	F&E Cmdr Rtn	Notes
DESTROYER AND VARIANTS														
DD	20	6	94	3-6	0.50	1	4	C	6	130	6	12	5	
DD+	20	6	100	3-6	0.50	1	4	C	6	171	6	12	5	R
DE	22	4	96	3-6	0.50	1+4	4	C	14	168	6	11	5	N1,E, LA
DEA	22	4	104	3-6	0.50	1+4	4	C	23	175	6	11	5	N1,E, A
DER	22	4	90	3-6	0.50	1+4	4	C	62	173	6	11	5	N1,E, LA
DAR	22	4	96	3-6	0.50	1+4	4	C	62A	175	6	11	5	N1,E, A
SC	19	6	120/100	3-6	0.50	1	4	C	7	130	6	10	5	◆
SC+	19	6	124/104	3-6	0.50	1	4	C	7	171	6	10	5	R, ◆
DDL	22	6	94	3-6	0.50	1	4	C	27	166	6	12	5	
DDG	22	6	94	3-6	0.50	1	4	C	28	167	6	12	5	Y2
BATTLE FRIGATE														
FFB	18	6	90	4-6	0.50	1	4	C	50	175	5	11	5	Y1
FRIGATE AND VARIANTS														
FF	16	6	71	5-6	0.33	1	4	B	25	127	4	8	3	
FFG	16	6	75	5-6	0.33	1	4	B	26	160	4	9	3	R
FFV	20	4	75/50	5-6	0.33	1+2	4	B	49	172	4	7	5	V
FFE	16	6	80	5-6	0.33	1	4	B	41	168	4	9	3	E, LA
FFA	16	6	90	5-6	0.33	1	4	B	41A	175	4	9	3	E, A
FFR	16	6	80	5-6	0.33	1	4	B	42	168	4	9	3	E, LA
FRA	16	6	90	5-6	0.33	1	4	B	42A	175	4	9	3	E, A
FFL	16	6	69	5-6	0.33	1	4	B	43	165	4	9	3	
FFS	16	6	71/55	5-6	0.33	1	4	B	44	170	4	8	3	◆
FFD	16	6	73	5-6	0.33	1	4	B	45	168	4	9	3	Y2
FFM	16	6	71/60	5-6	0.33	1	4	B	46	170	4	8	3	MS
FFT	12	2	68/50	5-6	0.33	1	4	B	47	140	4	8	3	
FFP	10+10	2	75/50	5-6	0.33	1	4	B	48	140	4	8	3	
POLICE CUTTER AND VARIANTS														
POL	6	2	40	6	0.33	1	4	A	12	127	2	7	3	N
PV	18	2	97	5-6	0.50	1+2	4	B	24	176	4	8	4	V,Y2
TUGS, TUG+POD COMBINATIONS, AND PODS														
TUG	22	2	88/60	2-6	↑	1	3	↑	8	135	7-11	15	8	N3, TG
TUG+	22	2	96/68	2-6	↑	1	3	↑	8	165	7-11	15	8	R, N3, TG
BT	50	10	168	2-6	1.50	1	2	E	10	145	7-11	25	10	N3
BT+	50	10	196	2-6	1.50	1	2	E	10	165	7-11	25	10	N3, R
BTL	40	10	145	2-6	1.00	1	3	D	58	174	7-11	22	10	N3
BTL+	40	10	153	2-6	1.00	1	3	D	58	174	7-11	22	10	N3, R
CVT	46	6	162/94	2-6	1.50	1+4	2	E	22	172	7-11	20	9	D%,V, N3
P-CVA	24	4	74/34	-	Δ	0+4	4°	-	22	172	4	+5	+1	D%,V, N5
P-CVL	16	4	36	-	Δ	0+2	4°	-	57	167	4	+3	+1	D%,V, N5
P-SL	4+30	2	48/20	-	Δ	-	4°	-	9	137	4	+3	-	
P-BP	28	8	88/45	-	Δ	-	4°	-	10	145	4	+10	+2	N5
P-BP+	28	8	108/65	-	Δ	-	4°	-	10	165	4	+10	+2	R, N5
P-LB	18	8	55/40	-	Δ	-	4°	-	58	174	4	+7	+2	N5
P-CP	0	0	21/15	-	■	-	4°	-	11	135	4	+0	-	
P-R	20	4	44/22	-	■	-	4°	-	52	160	4	+2	-	
P-T	35	62	40/24	-	Δ	1	4°	-	53	160	4	+3	-	T
P-SD	6	2	28/10	-	■	-	4°	-	54	170	4	+2	-	
P-PF	20	2	38/24	-	■	-	4°	-	72	181	4	+1	-	P, CJ, ◆
SEPARATED SAUCER SECTIONS														
DN Scr	30	8	90	2-6	0.50	-	4°	C	-	167	6-5	12-7	10-5	N4
DN+ Scr	30	8	100	2-6	0.50	-	4°	C	-	172	6-5	13-8	10-5	N4
DNG Scr	30	8	115	2-6	0.50	-	4°	C	-	175	6-5	14-9	10-5	N4
BC Scr	25	8	70/35	2-6	0.50	-	4°	C	-	177	5	9	5	
CA Scr	20	5	60/20	-	Δ	-	4°	-	-	130	5	5	3	
CVA Scr	25	6	70/32	2-6	0.50	-	4°	C	-	171	6-5	12-9	10-5	N4
SCS Scr	25	6	70/32	2-6	0.50	-	4°	C	-	186	6-5	12-9	10-5	N4
GSC Scr	20	4	60/20	-	Δ	-	4°	-	-	140	5	5	3	◆
NCL Scr	\$	\$	\$	-	Δ	-	4°	-	-	170	4	5	3	
DD Scr	\$	\$	\$	-	Δ	-	4°	-	-	130	4	5	3	
Tug Scr	\$	\$	\$	-	Δ	-	4°	-	-	135	5	4	3	
FF Scr	\$	\$	\$	-	Δ	-	4°	-	-	127	3	3	1	

N1: Federation escort with extra drone/fighter storage; see (R2.R5).

N2: Spare shuttles on SCS include 2 admin, 2 F-14, 2 F-18, 1 A-20. Ship could have been built in Y182.

N3: Docking points: 7 with one (or no) pods, 11 with two pods (pods, not pod weights).

N4: Lower ratings for docking points, explosion strength, and command rating are used if the warp engine is dropped.

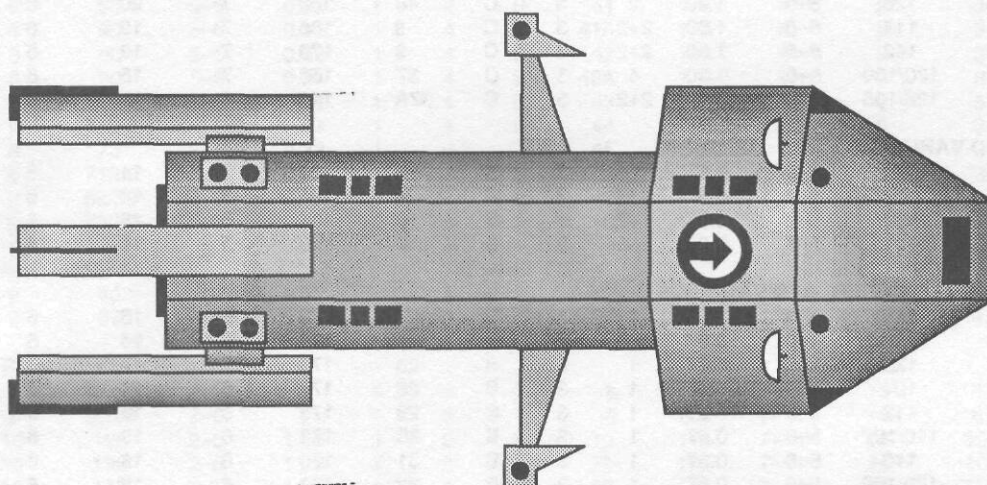
N5: Two carrier and/or battle pods will not increase the command rating any more than one will.

\$ Saucer will have entire crew of original ship. Economic value unchanged; combat value 15% of original.

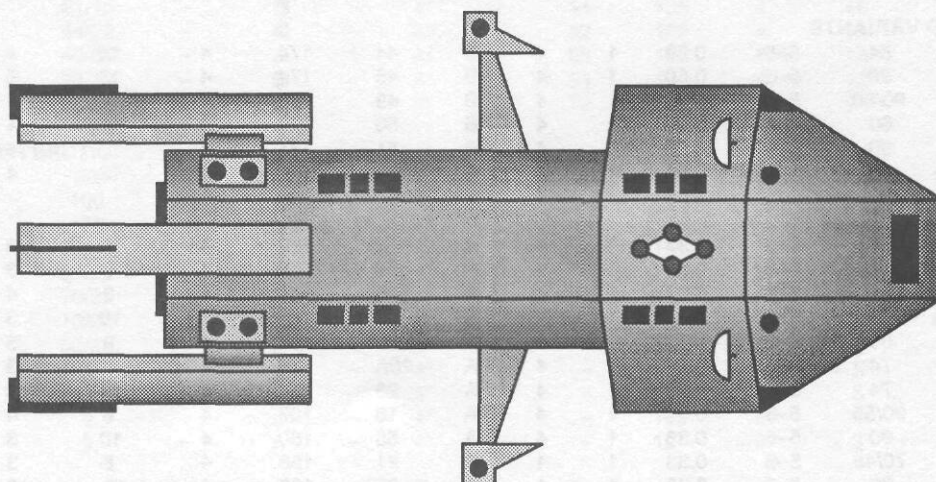
Ship Type	G9.0 Crew Unts	D7.0 Brdg Prts	S2.1 BPV	C6.5 Break Down	C2.12 Move Cost	J1.42 Spare Shttl	R0.6 Size Class	C3.3 Turn Mode	Rule Nbr	Year in Svc	C13.3 Dock Pts	D5.2 Explo Str	F&E Cmdr Ratng	Notes
THE KZINTI BATTLE FLEET (R5.0)														
DREADNOUGHT AND VARIANTS														
SSCS	70	30	251	4-6	1.50	3+3	2	E	24	196	12	32	10	Y1, P, V, ♦
SCS	65	24	224	4-6	1.50	3+3	2	E	11	181	12	32	10	Y1, P, V
DN	62	20	225	4-6	1.50	2	2	E	42	167	12	31	10	Y1
CVA	65	20	215	4-6	1.50	2+6	2	E	25	173	12	32	10	V, Y1
HEAVY BATTLECRUISER, STRIKE CARRIER														
BCH	54	20	180	5-6	1.00	2	3	E	43	180	8	24	10	Y1
CV	50	20	147	5-6	1.00	3+3	3	E	6	166	8	22	9	V, Y1
CVS	50	20	169	5-6	1.00	3+3	3	E	7	170	8	22	9	V, Y1, R
HEAVY CRUISER AND VARIANTS														
CS	40	16	116	5-6	1.00	2	3	C	2	125	7	19	8	
BC	40	16	128	5-6	1.00	2	3	C	3	160	7	20	8	R, Y1
CC	44	20	135	5-6	1.00	2	3	C	4	147	7	21	9	
CD	40	16	113	5-6	1.00	2	3	C	47	133	7	19	8	DB, ♦
CA	40	16	126	5-6	1.00	2	3	C	48	138	7	20	8	
CVL	40	15	117	5-6	1.00	2+2	3	C	9	166	7	19	8	V, Y1
CVL+	40	15	142	5-6	1.00	2+2	3	C	9	170	7	19	8	V, Y1, R
SR	40	8	120/100	5-6	1.00	4	3	C	37	166	7	15	8	Y1, ♦
SRV	40	8	128/108	5-6	1.00	2+2	3	C	37A	168	7	15	8	V, ♦
LIGHT CRUISER AND VARIANTS														
CL	30	10	84	5-6	0.67	1	3	B	5	122	5	14	6	
CL+	30	10	96	5-6	0.67	1	3	B	5	166	5	14	6	
CVE	30	10	89	5-6	0.67	1+2	3	B	10	166	5	15	6	V
CVE+	30	10	101	5-6	0.67	1+2	3	B	10	170	5	15	6	V, R
MEDIUM CRUISER (WAR CRUISER) AND VARIANTS														
CM	33	12	110	5-6	0.67	1	3	B	19	170	6	16	6	
MCV	34	10	112	5-6	0.67	2+2	3	B	27	174	6	14	6	V
MCC	36	14	125	5-6	0.67	1	3	B	26	173	6	17	7	Y1
MEC	33	12	101	5-6	0.67	1	3	B	28	170	6	16	6	E, LA
MAC	33	12	112	5-6	0.67	1	3	B	29	175	6	16	6	E, A
MMS	30	8	110/102	5-6	0.67	1	3	B	30	172	6	15	6	MS
MDC	32	12	110	5-6	0.67	1	3	B	31	170	6	16	6	DB
MSC	32	10	120/100	5-6	0.67	1	3	B	32	172	6	15	6	♦
MTT	30	8	120/95	5-6	†	1	3	B†	34	171	6	14	6	TG
MPF	34	10	110	5-6	0.67	1	3	B	33	179	6	13	6	P♦
MCG	39	32	110/95	5-6	0.67	1	3	B	54	173	6	13	6	T
DESTROYER AND VARIANTS														
DD	30	12	90	5-6	0.50	1	4	B	35	160	4	13	4	
DDV	34	10	80/65	5-6	0.50	0	4	B	56	163	4	10	4	V, Y1
PFT	30	8	86/73	5-6	0.50	1	4	B	22	181	4	11	6	P, ♦
WAR DESTROYER AND VARIANTS														
DW	28	8	84	5-6	0.50	1	4	B	44	174	4	12	4	Y2
DWL	32	10	98	5-6	0.50	1	4	B	45	174	4	13	5	Y2
DWS	26	6	90/80	5-6	0.50	1	4	B	49	174	4	11	4	Y2♦
DWE	28	8	80	5-6	0.50	1	4	B	50	174	4	12	4	Y2, E, LA
DWA	28	8	90	5-6	0.50	1	4	B	51	175	4	12	4	E, A
DWD	28	8	86	5-6	0.50	1	4	B	52	175	4	12	4	Y2
FRIGATE AND VARIANTS														
FF	20	6	62	5-6	0.33	1	4	A	8	122	4	9	3	
FF+	20	6	71	5-6	0.33	1	4	A	8	166	4	9	3	R
FFK	20	6	80	5-6	0.33	1	4	A	46	167	4	9	4	
FH	24	8	70	5-6	0.33	1	4	A	41	160	4	10	3	S
EFF	20	6	65	5-6	0.33	1	4	A	20	168	4	9	3	E, LA
AFF	20	6	74	5-6	0.33	1	4	A	20A	175	4	9	3	E, A
DF	21	4	74	5-6	0.33	1	4	A	23	134	4	10	3	DB
SF	18	4	90/55	5-6	0.33	1	4	A	18	127	4	8	4	♦
SDF	20	4	90	5-6	0.33	1	4	A	55	160	4	10	3	♦
MS	18	2	70/45	5-6	0.33	1	4	A	21	168	4	8	3	MS
Pol	20	6	60	5-6	0.33	1	4	A	36	130	4	8	3	

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 Srv	C13.3 Dock Pts	D5.2 Explo Str	F&E Cmnd Ratng	Notes
TUGS, TUG+POD COMBINATIONS, AND PODS														
TGT	28	8	114/90	4-6	†	2	3	†	12	130	7	19	6	TG
TGC	32	10	120	4-6	†	2	3	†	53	165	7	20	8	TG
CVT	54	18	158/144	4-6	1	2+4	3	E	14A	167	7	23	9	V, TG
P-C1	0	0	14/10	-	■	-	4°	-	13	130	3	+0	-	
P-V2	11	4	19/12	-	■	0+2	4°	-	14	167	3	+2	+1	V, N1
P-B3	12	8	37	-	■	-	4°	-	15	135	3	+6	+2	N1
P-SD4	6	6	30/20	-	■	-	4°	-	16	130	3	+4	+0	
P-T5	23	40	31/20	-	Δ	-	4°	-	17	130	3	+2	+0	T
P-PF6	12	4	20/12	-	■	-	4°	-	40	180	3	+0	+0	P♦
P-V7	14	4	25	-	■	0+4	4°	-	38	175	4	+0	+1	V, Y1, N1
P-R8	10	2	34/18	-	■	-	4°	-	39	160	3	+2	+0	

N1: Two carrier and/or battle pods will not increase the command rating any more than one will.
All Kzinti ships have increased drone percentages specified by (FD10.6) and (S3.223).



KZINTI STRIKE CARRIER



KZINTI BATTLECRUISER

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 Srv	C13.3 Dock Pts	D5.2 Explo Str	F&E Cmd Ratng	Notes
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THE ORION PIRATES (R8.0)

HEAVY CRUISER AND VARIANTS

CA	30	16	127	5-6	1.00	2	3	B	3	132	7	27	8	
CA+	30	16	135	5-6	1.00	2	3	B	3	169	7	27	8	R
BCH	40	20	180	5-6	1.00	2	3	C	17	180	10	30	10	Y1

CAPTURED KLINGON CRUISER

OK6	42	16	130	5-6	1.00	2	3	B	15	165	8	28	8	CP, Y1
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BATTLE RAIDER AND VARIANTS

BR	26	16	115	6	0.67	2	3	A	13	168	6	25	6	
CVS	30	10	120	6	0.67	1+2	3	A	16	171	6	24	6	D%,V
BRP	26	10	125	6	0.67	1	3	A	19	180	6	23	6	P
AR	26	16	100	6	0.67	2	3	A	22	166	6	23	6	Y1

OTHER ORION CRUISERS

HR	23	14	108	5-6	0.75	2	3	A	20	165	6	24	6	Y1
----	----	----	-----	-----	------	---	---	---	----	-----	---	----	---	----

RAIDER CRUISER AND VARIANTS

CR	20	12	92	6	0.67	2	3	A	2	127	5	22	6	N
CR+	20	12	100	6	0.67	2	3	A	2	169	5	22	6	R, N
MR	20	12	110	6	0.67	2	3	A	21	168	5	23	6	Y1,N

SALVAGE CRUISER AND VARIANTS

SAL	36	20	112/90	4-6	0.67	2	3	C	4	150	6	22	6	
SAL+	36	20	116/94	4-6	0.67	2	3	C	4	169	6	22	6	R
CVL	38	18	130/90	4-6	0.67	2+2	3	C	6	170	6	23	6	D%,V
PFT	36	18	138/98	4-6	0.67	2	3	C	9	180	6	23	6	P

WAR DESTROYER AND VARIANTS

DW	24	12	80	6	0.50	1	4	A	18	174	4	20	5	N
DWS	24	12	100/80	6	0.50	1	4	A	24	175	4	19	5	N, ♦

DOUBLE RAIDER AND VARIANTS

DBR	20	12	100	6	0.50	2	4	A	14	168	6	22	6	N
DBP	24	6	110	6	0.50	2	4	A	25	180	6	22	6	P

LIGHT RAIDER AND VARIANTS

LR	12	8	68	6	0.33	1	4	AA	7	129	3	17	3	N
LRS	12	8	88/68	6	0.33	1	4	AA	23	150	3	16	3	N, ♦
LR+	12	8	73	6	0.33	1	4	AA	7	169	3	17	3	N, R

ORION VARIANTS OF GENERIC CARGO SHIPS

OFT	8	4	80/32	4-6	0.50	1	4	C	10	126	3	16	3	
F-L	2	-	61/18	1-6	0.50	-	4	D	11	120	6	5	0	ML
F-S	1	-	26/12	1-6	0.33	-	4	C	11	120	3	2	0	ML

See (R8.12) for Q-ships. See (R8.11) for Armed Priority Transports, Repair Freighters, and Armed Freighters.

SLAVER CARGO SHIP AND VARIANTS

SLV	12	8	83/60	3-6	0.25	1	4	D	5	129	3	15	3	N
VIK	20	24	83	3-6	0.25	1	4	D	8	129	3	15	3	T, N

ORION BASES

BS	40	10	200/75	-	■	2	3	-	R1.3	129	-	11+	8	♦ No ph-4
BATS	80	30	500/125	-	■	4	2	-	R1.2	165	-	18+	9	♦ No ph-4

Note: See (C6.521) for double HET bonuses. This does not apply to freighters in Orion service.

Ship Type	G9.0 Crew	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 Svc	C13.3 Dock Pts	D5.2 Explo Str	F&E Cmnd Rtngr	Notes
-----------	-----------	----------------	----------	-----------------	-----------------	-------------------	-----------------	----------------	----------	-------------	----------------	----------------	----------------	-------

EXPLANATION OF TERMS

SYMBOLS used at various places in the chart:

△ This is a sublight ship (max speed of 1 in SFB).

◦ When detached.

† See tug chart, Annex #3A.

■ Does not move under own power.

◆ = Scout.

♣ = Mauler.

* = Has one large nuclear space mine included in BPV.

CREW: In the case of crew listed as X+Y, the Y figure indicates non-crew passengers.

BRDG PRTS: The number of boarding parties on board the ship.

BPV: Unless otherwise noted in the rulebook, no ship's BPV includes its fighters, PFs, satellite ships, or mines; all include their admin shuttles. Split BPVs are read as economic/combat ratings. The BPV does not include MRS and SWAC shuttles mentioned in the ship descriptions. It DOES include GAS, MLS, MSS, and HTS shuttles specified as normal equipment. Temporary replacements (mostly on tugs carrying troop pods) require the appropriate cost.

MOVEMENT COST: This is expressed in decimals.

The movement cost designation of 0.13 is considered to be 1/8.

The movement cost designation of 0.20 is considered to be 1/5.

The movement cost designation of 0.17 is considered to be 1/6.

The movement cost designation of 0.33 is considered to be 1/3.

The movement cost designation of 0.67 is considered to be 2/3.

SHUTTLES: The Spare Shuttle column is read as: admin shuttles + fighters.

TUGS: If a specific "tug+pod" combination is listed (e.g., Fed BT), the combination factors must be used, NOT the sum of the individual factors. If no combined listing is shown, add the relevant factors.

RULE NUMBER: The rule reference number refers to the rule number in Section R that provides explanatory information about the ship.

YEAR IN SERVICE: Service dates are the beginning of series production. One or more prototypes may have existed 1–2 years previously. F&E has detailed and accurate production histories for some classes. This is the date of the first ship entering service for size-2 ships (i.e., no prototypes). PFs appeared in limited numbers the year before the date shown. Each race had one or two PF tenders operating one year earlier than PFs for use with interceptors.

F&E COMMAND RATING: This rating determines how many ships can be in a given battle; see (S8.2). The rating of pods is added to that of their tug, but no more than one pod can count for this purpose.

NOTES:

A = Ship has the full aegis fire control system. Such ships are, in some regards, a "refit" of the limited aegis version, but do not have the R Note.

CJ = Conjectural ship, never built, possibly even never intended for production.

CP = Ship built on captured (or purchased) hull. Date is historical service date; could have been built earlier had it been provided earlier. Cannot be built without captured (or purchased) hull. All of these are unique ships. All Romulan KR-series ships are in this category but are not marked as such.

D% = Ship is authorized a higher than normal percentage of special drones by (FD10.6) and by (S3.223).

DB = Drone bombardment platform, has (drone factors) in F&E. These have a higher percentage of special drones provided by (S3.222).

E = Carrier escort. Never appears except as part of carrier group.

L = Ship was designed as a standard class but produced only in limited numbers.

LA = Limited Aegis.

ML = Maneuver limitations on acceleration and/or disengagement. See ship description.

MS = Ship is a minesweeper.

MW = Ship is a minelayer.

N = Nimble.

N# = Note applicable only to that race. See note at end of race section.

P = True PF tender.

R = This ship is a refit of another class listed on the chart, not a new ship type.

S = Subject to shock.

T = Designated troopship able to have extra commandoes and heavy weapon squads.

TG = Tug or Light Tactical Transport (or otherwise capable of carrying a standard pod or pallet).

UNV: Unbuilt variant. Ships existed to convert, but no conversions were actually performed.

V = True carrier able to lend EW to fighters and with the supplies listed in (J4.7).

Y1 = Service date is the date that the earliest example of the class entered operations. No earlier prototypes. All size-2 ships are in this category, although not marked as such. Also, no ship can have full aegis before Y175.

Y2 = Could have been built earlier, but for various reasons the start of series production was delayed (i.e., prototypes are available several years early; consult ship description). Full aegis is not available before Y175.

Ship Type	G9.0 Crew	D7.0 Brdg Pts	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 Svc	C13.3 Dock Pts	D5.2 Explo Str	F&E Cmdnd Ratng	Notes
-----------	-----------	---------------	----------	-----------------	-----------------	-------------------	-----------------	----------------	----------	-------------	----------------	----------------	-----------------	-------

THE ANDROMEDANS (R10.0)

DREADNOUGHT

DOM	38	20	457	5-6	1.50	-	2	D	2	184	54	38	10	
-----	----	----	-----	-----	------	---	---	---	---	-----	----	----	----	--

CRUISERS

INT	24	10	265	6	1.00	-	3	C	3	166	36	23	8	
INF	28	10	258/208	6	1.00	-	3	C	14	174	36	22	8	◆

LIGHT CRUISER

COQ	20	8	172	6	0.67	-	3	B	8	171	12	18	6	
-----	----	---	-----	---	------	---	---	---	---	-----	----	----	---	--

LARGE SATELLITE SHIPS

PYT	16	8	132	6	0.67	-	4	B	9	171	6	17	5	
MAM	16	8	130	6	0.67	-	4	B	15	171	6	18	5	
KRA	-	12	-	6	0.67	-	T	B	23	-	-	-	-	N1
ANA	16	5	142	6	0.67	-	4	B	25	178	6	16	5	◆

MEDIUM SATELLITE SHIPS

COB	14	8	83	6	0.50	-	4	A	4	166	4	13	4	
TER	10	4	102	6	0.50	-	4	A	6	184	4	13	4	S, +
EEL	14	8	92	6	0.50	-	4	A	16	173	4	12	4	Y1, ◆
KIN	10	4	90	6	0.50	-	4	A	22	171	4	12	4	
DIA	25	24	100	6	0.50	-	4	A	21	171	4	12	4	T

SMALL SATELLITE SHIPS

VIP	11	6	60	6	0.33	-	4	A	17	166	3	10	3	
COU	10	4	70	6	0.33	-	4	A	5	166	3	9	3	◆
BUL	8	4	70	6	0.33	-	4	A	10	166	3	9	3	
RAT	22	18	80	6	0.33	-	4	A	20	167	3	9	3	T
ASP	8	4	85	6	0.33	-	4	A	24	182	3	10	3	S, +

SPECIAL ANDROMEDAN UNITS

EM-S	-	-	30	-	■	-	4	-	13A	184	3	0	-	
EM-M	-	-	40	-	■	-	4	-	13B	184	3	0	-	
EM-L	-	-	60	-	■	-	4	-	13C	184	3	0	-	
PSS	-	-	25	-	See rule	-	4	A	12	180	1	5	-	

CARGO PODS

P-CM	0	0	28/20	-	■	-	4	-	19	170	4	0	-	
P-CS	0	0	21/15	-	■	-	4	-	18	166	3	0	-	

BASES

SAT	12	6	75/200	-	■	-	4	-	11	171	4	11	8	
SB	100	50	1000/600	-	■	-	1	-	7	165	-	54	10	◆

NOTES:

All service dates are when the ships were first observed in action in this galaxy.

See (S8.221) for Command Ratings. The Andromedans do not use Command Ratings as such, but use the "two DisDev" rule noted in (S8.221).

The command ratings given above are nominal for the class types and may be used in a future campaign situation.

N1: Krait is the Andromedan tournament ship.

SHIP#

SHIP#

Front Panels

Panel #

A 10x10 grid of squares, with a horizontal line drawn across the middle, separating the top 5 rows from the bottom 5 rows.

Rear Panels

Panel#

A 10x10 grid of squares. The top row (row 1) is shaded gray. The first four columns (columns 1, 2, 3, and 4) are shaded gray. All other squares are white.

This form can be used to keep track of the status of PA panels for a Dominator or any smaller Andromedan ship. Write the panel numbers in the boxes at the top of each column. Mark panel capacity degradation from the top of each column. Mark filled panels from the bottom of each column, starting with the horizontal line if the panels are at standard capacity and with the bottom of the column if at reinforced capacity. The position of a box holding energy has no meaning for purposes of (D10.25). If levels are changed from standard to reinforced, additional boxes will become available. If levels are changed from reinforced to standard, energy below the horizontal line must be moved to available boxes above the line. If a panel is destroyed, any energy in that panel is handled as per (D10.421). Chart created by James R. Kundert.

S 2	B 1	B 2	B 3	N 4	N 5	C 12	C 4	C 5
S C S	C F	C G	C J	C D	C D	C L C	C L S	C L H
F 6	F 7	F 8	F 9	F 10	F 11	F 12	F 13	F 14
F F R	F F R	F F L	F F L	F F S	F F D	F F D	F F T	F F P

F-15 FIGHTERS

F 15	F 16	F 1	F 1	F 2	F 3	F 4	F 5	F 6
F F M	F F V	F F B	F 1	F 1	F 1	F 1	F 1	F 1
L 1	L 2	L 3	F 7	F 8	F 9	F 10	F 11	F 12
L T T	L B T	L T V	F 1	F 1	F 1	F 1	F 1	F 1

N 4	N 5	N 6	N 7	C 1	D 5	D 6	S 1	H 1
N A C	N A C	N A C	N E R	C X	D E R	D E R	S C R	H U L
N 8	D 9	C 2	M 11	M 12	M 13	M 14	S 2	H 2
N V S	D N G	C V B	M *	M *	M *	M *	S C R	H U L

D 1	D 2	D 3	D 4	D 5	D 6	D 7	D 8	D 9
D W	D W	D W	D W C	D W S	D W M	D W A	D W A	D W A
D 10	M 21	M 22	M 52	M 53	1	2	3	4
D W T	M S S	M S S	M R S	M R S	key	key	key	key

SHUTTLES

F-16 FIGHTERS

S 9	S 10	S 11	F 1	F 2	F 3	F 4	F 5	F 6
S	S	S	F 1	F 1	F 1	F 1	F 1	F 1
S 12	S 13	S 14	F 7	F 8	F 9	F 10	F 11	F 12
S	S	S	F 1	F 1	F 1	F 1	F 1	F 1

ANDROMEDAN SHIPS

MINES AND TRANSPORTER BOMBS

A 5	K 5	A 7	P 1	M 21	M 22	M 23	M 24	M 25
A N A	K I N	A S P	P C M	M *	M *	M *	M *	M *
P 3	P 4	P 5	P 2	M 26	M 27	M 28	M 29	M 30
P C S	P C S	P C S	P C M	M *	M *	M *	M *	M *

M 1	M 15	M 16	M 17	M 8	M 21	M 22	M 51	M 52
M C C	M C V	M D C	M D C	M P F	M S S	M S S	M R S	M R S
M 3	M 4	M 9	M 10	M 11	M 6	M 7	M 8	M 9
M E C	M E C	M M S	M S C	M T T	M S	M S	M S	M S

D 2	D 3	F 5	F 13	F 14	F 15	F 16	F 17	F 18
D D	D D	F H	F T R	F T R	F T R	F T R	F T R	F T R
P 1	P 2	S 2	F 19	F 20	F 21	F 22	F 23	F 24
P O L	P O L	S R	F T R	F T R	F T R	F T R	F T R	F T R

D 1	B 2	F 6	F 7	C 7	T 6	S 4	B 5
D N	B C H	F F K	F F K	C D A	T G C	S D F	B T
D 1	D 2	D 3	D 4	D 5	D 6	D 7	D 8
D W	D W	D W	D W L	D W S	D W D	D W E	D W E

ORION SHIPS

B 5	D 1	O 3	D 1	D 2	M 21	M 51	S 6	S 7
B R	D B R	O K 6	D W	D W	M S S	M R S	S	S
B 3	D 2	L 2	D 3	B 1	M 22	M 52	S 8	S 9
B R	D B P	L R S	D W S	B C H	M S S	M R S	S	S

ORION DRONES

PLASMA TORPS

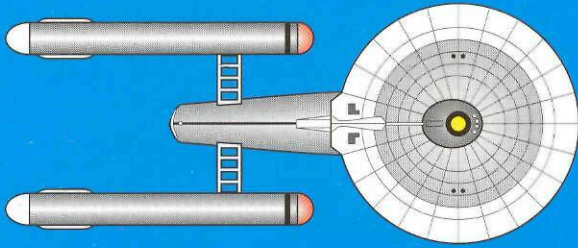
1	2	3	4	5	11	12	A 4	H 5
triangle	triangle	triangle	triangle	triangle	key	key	A R	H R
6	7	8	9	10	13	14	M 6	D 4
triangle	triangle	triangle	triangle	triangle	key	key	M R	D W

ORION FIGHTERS

LION'S HEART CARTEL

F 1	F 2	F 3	F 4	F 5	F 6	B 6	C 7	S 2
F T R	F T R	F T R	F T R	F T R	F T R	B R	C R	S A
F 7	F 8	F 9	F 10	F 11	F 12	L 1	D 5	D 3
F T R	F T R	F T R	F T R	F T R	F T R	L R	D W	D B R

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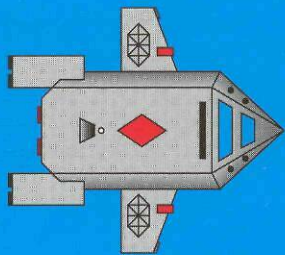
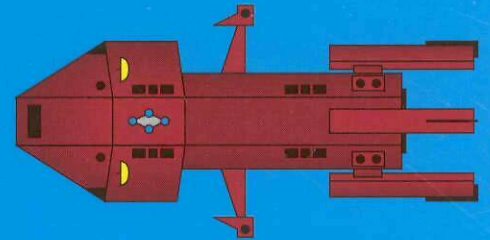


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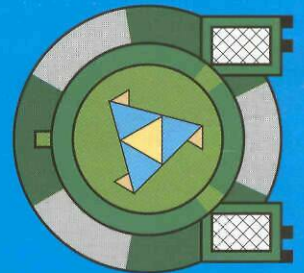


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