Buoyz 'N Da '*Hood*' — In Space!

by

Kirk Archer

'Space. The Final Frontier. These are the voyages of the starship '*Hood*'. Its ongoing mission — to boldly go on whatever damn-fool enterprise Admiral Lowe sends it. *Ad infinitum — et ultra!*

'Buoyz 'N Da 'Hood' – In Space!' is devised and developed by Kirk Archer.

With thanks to The Southbourne Tabletop & Boardgamers and The Wessex Wyverns Wargames clubs. And, of course, to Miss Catherine Meadows.

Based upon '*Star Trek*' by Gene Roddenberry. *No profit is made from this publication; only costs covered. If you really like it - please make a charity donation.* First edition, 2022.

Community webpage and rule support can be found at https://garymitchell.co.uk/whats-the-buzz-with-gary/ and *via* the *'Buoyz 'N Da 'Hood''* Facebook page.

No Klingon House was dishonoured in the production of these rules. Except House Duras. But they're *p'taks* - so who cares, right?

1.0. GENERAL STUFF

1.1. Housekeeping

Pedants Corner. *'Space. The final frontier. Space is big. Really big. If you think it's a long way down to the shops – well that's just peanuts to space'.*

We equate the speed of light to 3.5" a turn on the table, if that helps... but – since we cannae change the laws of physics - often utilise 'differentiated timescales' (*sic*). Scales: 1" = really quite a long way. 1 move = not very long at all really. Space is 3D, but we play in 2D because life's too short not to...

We have deliberately eschewed points systems, and trust players to know about the stuff they intend using. We use different scale small models – but use tokens, 2D plans, whatever works, at whatever scale(s). These rules are (primarily) for *'Star Trek'*, but have been engineered to play other 'verses, via future 'Supplements'. As they say on 'YouTube', 'do your own research' 😊.

1) Resolve any disputes with a friendly opposed die roll.
2) Re-Rolls. Some situations call for players to re-roll a die. The player may only re-roll once and must accept the second result.
3) Pre-Measuring. A player is *never* allowed to pre-measure distances and ranges. Measure to and from a single 'dot' point on each model or base, which we call a 'singularity'.
4) Fractions. ½ and above always round up, less than a half, round down.
5) A 'natural 1' is considered a fail/miss – a 'natural 6' a success/hit.

Commander Elizabeth Bennet explains: 'I'm sure this is all very new, Cadets, but as you pass through Starfleet Academy my associates and I will explain many key points concerning the rules. If you have any issues, or need further information, the logical thing to do is to hail. Please ensure all written assignments are submitted *on time* and all practicals logged with your personal tutor. This includes, of course, your account of how you failed '*The Kobayashi Maru'*.'

1.2. Arcs

Every ship has a number of firing arcs (see Template 1). These are the areas various weapons can fire from, or into, as noted in their SD descriptions (see 1.5.).

> Lieutenant Phillips explains: 'Lummie – I did a course on this. 'Port' is the on the left; 'starboard' is the right. 'Fore' is the end at the front, and 'aft' is the end at the back, where the enginey drive thingy is. Er, if you get stuck, ask a redshirt who *isn't* me…'

No arc stated - 360°
Fore – Forward Arc
Aft – Aft Arc
Secondary Weapons – 360°
Close Defence Weapons – 360°
Torpedoes[1] – Fore and/or Aft (generally) - except Drones which can launch to any arc.

Attack craft (AC) only ever fire to their fore arc, except in dogfights, when they fight 360˚. SDs (see 1.5.) may specify specialist arcs and features.

1.5. Ship Descriptions (SDs)

Scribe a copy of each ship's SD, on which to record damage, repairs and so forth. We have factored in 'transfer' shuttles / pods, sensors, scanners and so forth. Providing shields are appropriately raised and dropped, transit systems can be freely used between ships within 1".

Each ship needs to be described for play on its SD in the following ways (Template 4 are suitable blanks):-

Name: Class and name e.g. CA (Heavy Cruiser) *USS 'Hood'*.

Speed: This is the maximum distance in inches a ship can usually move a turn. N/A if space station or 'shore' base.

Turning: As described in the Movement Phase (4.0.), how deftly a ship turns. N/A if space station or 'shore' base (these may rotate – see 11.2. and 11.5.)

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[1] Of convenience we lump Drones (aka 'rockets' or 'missiles'), Plasma Torpedoes, Disrupter discharges and Photon/Proton Torpedoes etc together as 'Torps'. Their specific differences are explained in Section 5.9.

Target Size: Large or electronically 'loud' ships are much easier to hit than small, 'silent', nimble ones. This is the base D6 number needed to score a hit on this ship ('the smaller the number, the bigger the target').

Shields: The higher the value, the better protected a ship will be able to withstand incoming fire. They can be voluntarily dropped: the default is always 'raised'. Factor in here advanced ECM, armour and other defence systems.

Hull: The first figure shows how many points of damage a ship can withstand before being destroyed. The second marks the point at which the ship becomes Crippled (see 5.7.). *No ship may be deemed to have more than 30 'hull'* (*see sidebar, below*).

Command: The typical figure here will be 2, which denotes a Trained crew. This can vary to reflect especially poor or elite crews; 1 is Inferior, 3 is Superior (the Kirks, Picards, D'Deridex and Kangs of this 'Verse).

AC: Any attack craft (AC) carried will be noted as a number of 'flights', each represented by a single counter. These are fighters, bombers, shuttlecraft, or 'shore' based heavy bombers / patrol craft (see 8.0.). 'Superior' ships add an extra AC to their roster before play; 'Inferior' must deduct one from their total.

Special Abilities: Many ships have special abilities that allow them to perform actions impossible for others. These may also be weaknesses (see 7.0.). *No ship may have more than eight of these.*

Weapons: Every starship will have multiple weapon systems, which are detailed here. Weapons are usually defined by strength, i.e. the number of Attack Dice they use e.g. 2 X Phasers (see 5.0.).

The time period each ship is available needs to be researched (see below).

Sub-Commander T'Corr explains: 'Unlike *free dancing* with Vulcan Gentlemen… there has to be limits to all good things. These are:- Speed: 10", Turning: 4, Target Size: 0 to 5, Shields: 6, Hull: 30, Command: 1 to 3, AC: 10, Special Abilities: 8; Weapons: Main 10, Secondary 10, Close Defence 10. Consider any excess 'redundant capacity' and extra crew getting in the way. The limit on the number of 'Special Abilities' (see 7.0) includes 'national characteristics' (7.3.1.).
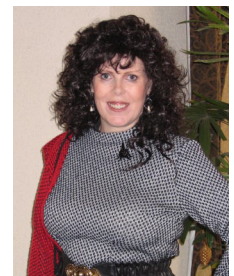
The time periods for play and ship availability for *'Star Trek'* are:-

PERIOD 1:   The era of the *'Enterprise'* series and establishment of the UFP (c.2065 – c.2220)

PERIOD 2:   The era of early *'Discovery'* (seasons 1 & 2), *'The Original Series'* (etc), *'Star Fleet Battles'*, and *ergo* the *'Kelvin Timeline'* (c.2220 – c.2270)

PERIOD 3:   The era of the 'movies' and subsequent events (c.2270 - c.2300)

PERIOD 4:   A period of change and shifting alliances (c.2300 - c.2350)

PERIOD 5:   The era of the *Next Generation'*, *'Deep Space 9'*, *'Voyager'* and associated 'movies' (c.2350 – c.2380)

PERIOD 6:   From the destruction of Romulus and *'Picard'* (c.2380+)

ILLUSTRATIVE SHIP DESCRIPTIONS (see also 'Sample Ship Descriptions')

Name: CA *USS 'Hood'*.
Speed: 6"
Turning: 3
Target Size: 3
Shields: 3
Hull: 7/3
Command: 2 (Trained).
AC: None.

Captain Wickham Van Karr explains: 'I guess a few examples would help. Have a good look – any questions – hail. Knowing what your ship can do is like knowing your way around an Orion slave girl. Both need careful handling or they make straight for the buoys'.

Special Abilities: Research. Warp. Impulse. Trans. Trac. Saucer.
Weapons: Main 4 X Phaser, 2 X Photon Torps Fore. Second N/A. Close Def. 2
'Classic' Federation Constitution class (centre of cover picture)*. Ships can be given different SDs for different refits in their career. Available Period 2.*

Name: BC *IKS 'Doomslayer'*.
Speed: 6"
Turning: 3
Target Size: 3
Shields: 4 fore, port, starboard; 2 aft
Hull: 6/3
Command: 2 (Trained).
AC: None.

Special Abilities: Warp. Impulse. Trans. Trac. Attack Shields.
Weapons: Main 4 X Phas For, 2 X Dis Torp For, 1 Drone Torp. Sec 2. Close Def. 3
'Classic' Klingon D7 class. Available Period 2 - the upgraded refit is the improved K't'inga Class, available from Period 3.

Name: CL *IRS 'War Talon'*.
Speed: 3"
Turning: 3
Target Size: 3
Shields: 3
Hull: 3/1
Command: 2 (Trained).
AC: None.
Special Abilities: Impulse. Warp. Trans. Trac. Cloak. Pursuit Mine.
Weapons: Main 2 X Phaser, 1 X Plasma Torp Fore. Second 1. Close Def. 1
'Classic' Romulan Warbird. This ship is technically not *Warp capable, but is capable of FTL[2] flight* via *a 'quantum singularity'. Available Periods 1 to 2.*

Name: DD *IKS 'B'Rel'*.
Speed: 7"
Turning: 4
Target Size: 4
Shields: 2
Hull: 2/1
Command: 2 (Trained).
AC: None.
Special Abilities: Warp. Impulse. Trans. Cloak. Landing.
Weapons: Main 2 X Phaser Fore, 1 X Disrupt Torp Fore. Sec. N/A. Close Def. 1.
'Movie' B'Rel / K'Vort Class Bird of Prey. A 'destroyer' / 'scout' analogue. Note very limited arcs. Available Period 3 onwards.

Name: DE *IKS 'K'Prn'*.
Speed: 7"
Turning: 5
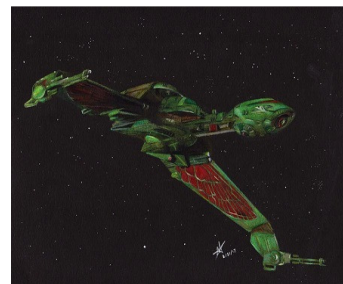Target Size: 5
Shields: 1
Hull: 1/0
Command: 2 (Trained).
AC: None.
Special Abilities: Warp. Impulse. Trans. Cloak. Landing. Klingon cloaked firing.
Weapons: Main 1 X Phaser Fore, 1 X Disrup Torp Fore. Sec N/A. Close Def. 1.
'Movie' L42 Class Bird of Prey. A scout ship. Available P3 onwards.

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[2] FTL = 'Faster than light' *(Ed.)*

Name: CA *USS 'Hood'*.
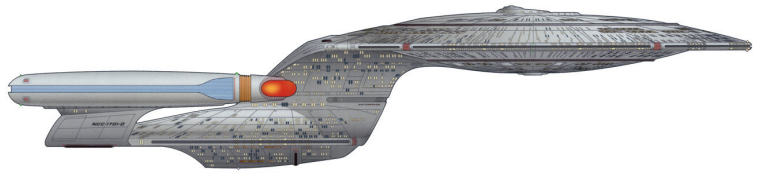Speed: 8"
Turning: 2
Target Size: 1
Shields: 6
Hull: 12/8
Command: 2 (Trained).
AC: None – capacity for 2.
Special Abilities: Research. Warp. Impulse. Trans. Trac. Saucer. Advanced Sensors.
Weapons: Main 6 X Phaser, 2 X Photon Torps. Secondary 3. Close Def. 5
'TNG' Galaxy class Starship. Technically an exploration vessel; it could be considered a 'fast battleship' – were not (of course) Starfleet a civilian organisation. Available Period 5 onwards.

Name: CV *USS 'Valkyrie'*.
Speed: 6"
Turning: 2
Target Size: 1
Shields: 5
Hull: 14/8
Command: 2 (Trained).
AC: 8 flights.
Special Abilities: Warp. Impulse. Trans. Trac. Carrier.
Weapons: Main N/A. Secondary 5. Close Def. 6
From late 'TNG' era - lead ship of its class – part of a carrier group. Available Period 5 onwards.

Name: TP *SS 'Kobayashi Maru'*.
Speed: 5"
Turning: 2
Target Size: 3
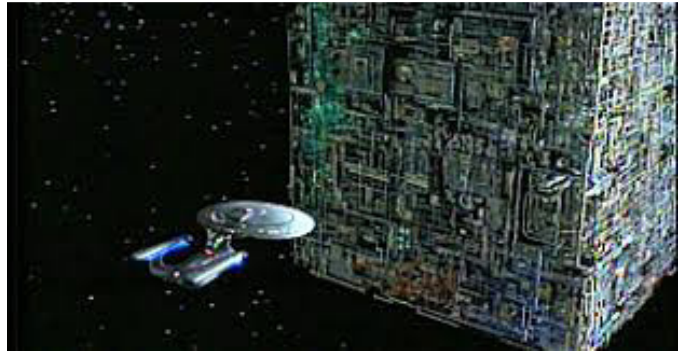Shields: 1
Hull: 5/4
Command: 2 (Trained).
AC: None.
Special Abilities: Warp. Impulse. Trans.
Weapons: Main N/A. Secondary N/A. Close Def. 1
A merchant veteran – close defence in case of pirates… Available any period.

Name: BB *Cube 249*.
Speed: 8"
Turning: 2
Target Size: 0
Shields: 6
Hull: 30/10
Command: 2 (Trained).
AC: None.

Special Abilities: Research. Warp. Impulse. Trans. Trac. Adaption. Shield Drain. Advanced sensors. *Some can use rule 11.8. for 'Transwarp' instead of Warp.*
Weapons: Main 6 X Phaser, Secondary 6. Close Def. 6.
Size '0' is as big as ships can be in the game. Hull '30' is also a limit, shields '6' is also a limit, as are the eight 'Special Abilities'. Borg Cubes are not to be treated lightly; resistance problematic. Available Period 5 onwards.

Name: CA *'Firecat'*.
Speed: 6"
Turning: 3
Target Size: 3
Shields: 4
Hull: 6/4
Command: 2 (Trained).
AC: None.

Special Abilities: Warp. Impulse. Trans. Trac.
Weapons: Main 2 X Phaser, 1 X Disrupter Torp Fore, 4 X Drone Torps Secondary 4. Close Def. 6.
This Kzinti 'Attack Cruiser' represents a different design philosophy; swarms of drone torpedoes and defence against the same. Available Period 2 onwards.

1.6. 'Counters'

Use for Attack Craft (AC) flights of all types (see 8.2.). We find labelled 1.5 cm² size counters suitable representation. Counters are also used for 'swarms' of larger, patrol 'Runabouts'. We find 3 cm² suitable. Given generic values for practical play purposes, each such 'patrol' counter counts as a 'ship', rather than and AC (see 7.3. for 'Heroic' adaption):-

Name: *'4077th Squadron Runabouts'*.
Speed: 6"
Turning: 5
Target Size: 5
Shields: 0

Hull: 2/1
Command: 2 (Trained).
AC: None.
Special Abilities: Warp. Impulse. Agile, one shot. Landing. Advanced Sensors.
Weapons: Main 1 X Phaser fore, 1 Photon Torps Fore. Secondary N/A. Close Defence 1.

1.7. 'Doubling Up'

Players can *'double up'* (and adjust) *all stats and distances* to make their games more detailed and last longer. If using this option we recommend *not using* ships above standard size class '4'. This stratagem will, of course, suit larger scale miniatures; also the use of individual models to represent 'counters' (see 1.6.). Here are some examples of how this can work.

N.B. When 'doubling' Secondary weapons *do not* deduct -1 at stage 5.6. – *Main Weapons instead add +1.*

Single-seat craft may *not conduct repairs* under rule 6.2.

Name: DD *IKS 'B'Rel'*.
Speed: 14"
Turning: 8
Target Size: 2
Shields: 4
Hull: 6/2
Command: 2 (Trained).
AC: None.
Special Abilities: Warp. Impulse. Trans. Cloak. Landing.
Weapons: Main 4 X Phaser Fore, 2 X Disrupt Torp fore. Secondary N/A. Close Def. 2.
'Movie' B'Rel / K'Vort Class Bird of Prey. A 'destroyer' / 'scout' analogue. Note very limited arcs. Available P. 3+. With 'doubling' size '4' becomes size '2'.

Name: DE *IKS 'K'Prn'*.
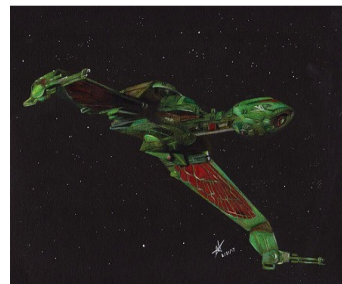Speed: 14"
Turning: 10
Target Size: 3
Shields: 2
Hull: 4/1
Command: 2 (Trained).
AC: None.
Special Abilities: Warp. Impulse. Trans. Cloak. Landing. Klingon cloaked firing.
Weapons: Main 2 X Phasers fore, 2 X Disrup Torp fore. Sec N/A. Close Def. 2.
'Movie' L42 Class Bird of Prey. A scout ship. Available P3 onwards. With 'doubling it moves from size '5' to size '3'.

Name: TP *USS 'Avon'*.
Speed: 10"
Turning: 8
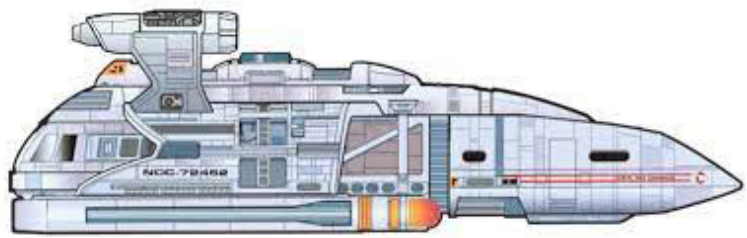Target Size: 4
Shields: 2
Hull: 3/1
Command: 2 (Trained).
AC: None.
Special Abilities: Warp. Impulse. Trans. Landing. Saucer. Agile.
Weapons: Main 1 X Phaser, 1 X Photon Torp fore. Sec N/A. Close Def. 2.
'Danube' Class 'runabout'. A 'scout' uprated from a patrol counter (see 1.6.).
Available P4 onwards. With 'doubling it moves from size 'counter' to size '4'.

Name: Strike *'ME 262'*.
Speed: 16"
Turning: 10
Target Size: 5
Shields: 2
Hull: 2/0
Command: 2 (Trained).
AC: None.
Special Abilities: Warp. Impulse. Landing. Saucer.
Weapons: Main 1 X Phaser fore, 2 X Photon Torp (one-shot ability – see 7.3.).
Sec N/A. Close Def. N/A.
'Valkyrie' Class 'strike' – see 8.1. In its 'fighter' role swap the pre-charged 'one-shot' torps for an extra fore phaser pod. Again uprated from a counter to Size 5, the 'doubling' rules allows purely 'fighter' actions to take place. P4+.

Name: Shuttlecraft *'Galileo'*.
Speed: 10"
Turning: 6
Target Size: 5
Shields: 1 *or* 0
Hull: 2/1
Command: 2 (Trained).
AC: None.
Special Abilities: Warp (in most versions). Impulse. Landing. Saucer (if UFP).
Weapons: Main 1 X Phaser fore (or unarmed). Sec N/A. Close Def. N/A.
Shuttles come in many shapes and sizes, and have varied and specialist stats.

2.0. TURN SEQUENCE

Set up your game. We'll have suggestions in a future 'Campaign Supplement'.

2.1. Each turn is split into four distinct phases. These are played in order – Initiative Phase, Movement Phase, Attack Phase and End Phase.

Admiral Kerrrang explains: 'Pay special attention to the turn sequence. If you make a mistake, let it go and move forward. *C'est la gare* as the human *p'taks* say. After a few games all will be clear. Or you'll be dead, with honour, in Sto'Vo'Kor…'

Initiative Phase (see 3.0.)
At the start of each turn, both players roll for initiative using 2D6.

Movement Phase (see 4.0.)
The player who wins the Initiative Phase will decide whether to move a ship first, or force his opponent to do so. Players then alternate moving ships, choosing in turns until all have been moved. All AC counters are next moved.

Attack Phase (see 5.0.)
Once all ships have been manoeuvred, they can fire weapons. Players alternate firing ships; the player who won Initiative, deciding which ship fires first. Resolve all attacks from a ship before moving on to the next, until all ships have had a chance to attack. A player may nominate a ship and do nothing, thereby waiving the right to fire later in the turn.

End Phase (see 6.0.)
The End Phase is used to 'tidy up', and to conduct Damage Control and other data-keeping. Once the End Phase is complete, a new turn begins.

2.2. Detailed Turn Sequence

Pre-Game
1) Set / place any planets or nebula (see 9.0) and ships in start positions, including detailing 'lurking' cloaked vessels 'squares' (see 10.2).

Initiative Phase
1) Vessels in Hyperspace/Transwarp (see 11.8.) / Fast Warp 'arrive' on table.
2) Check all location of ships, including using Advanced Sensors (see 9.2.).
3) Allocate and 'on fire/venting' hits (see 5.8.).
4) Roll for Initiative (3.0.) using all applicable modifiers.

Movement Phase

1) Reveal any 'lurking' Cloaked vessels (see 10.2.) and renew existing tractor beams (see 7.2.).
2) Nominated first player manoeuvres first ship, then opponent, until all ships are moved. Before moving each ship states any Special Actions (see 7.0.) it wishes to attempt (including Special Action Cloaked detection – see 10.3.); and/or if laying / sweeping mines. It may then lower shields.
3) Adjudicate any mine explosions caused by movement (see 5.1.0.).
4) All AC counters are moved, by type, alternating again in Initiative order (first Shuttles, then Bombers, then finally, Fighters – see 8.2.).
5) CAPs intercept hostile AC moving into their radius (see 8.6.).
6) Any 'Turn 2 or more' homing Torpedoes move their next residual distance.

Attack Phase

1) AC must declare their attack intentions, i.e. against which ships. Next, fire all Close Defence / Secondary weapons against AC, Initiative holder first.
2) Nominated first player fires a ship and resolves all its attacks, then opponent until all ships have attacked and any damage is resolved. N.B. if a ship is attempting to attack a Cloaked vessel it must first make a successful detection roll (see 10.3.) and place a 'Detected' marker on the target.
3) Resolve any AC dogfights and CAP interceptions (see 8.6.).
4) Surviving AC counters attack ships, by type order, again in Initiative order.

End Phase

1) Roll first for 'Aegis' / Close Defence intercepts of incoming torpedoes, then for any torpedo hits and damage (see 5.9.).
2) Resolve any boarding actions (see 11.4.).
3) Conduct Damage Control of 'critical hits' (see 6.2.) and other book-keeping; Initiative holder first.
4) Break Tractors (see 7.2.). Remove detected Cloaked and other expended markers. Raise lowered shields.
5) If using a 'floating map' adjust all one-table items.
6) Launch and / or recover AC counters.

7) Once the End Phase is complete, a new turn begins.

Commander Bennet mentors: 'Cadets! Use your shore leave for study and self-improvement. Avoid pirate haunts and low drinking places, like Earth's Poole Quay. E*specially* on a Saturday night…'

3.0. INITIATIVE PHASE

At the start of each turn, each 'side' rolls
for initiative using 2D6. Any ties are re-rolled.

MODIFIERS:
If a fleet has any civilian shipping −1
If the fleet flagship is Superior +2
If the fleet flagship is Inferior −2
If the fleet has Cloaked Special Ability on at
   at least one of its ships +1
If the fleet also has patrol counters available on the table +2
If the fleet flagship has Advanced Sensors +1

Captain Darcy explains:
'Of course there are other factors involved, like planetary bases, so have a look at Section 9.0. too. These here are the main ones you'll need. The Romulans are especially trained for ambush fighting, so take care in their neck of the woods, out on The Neutral Zone…'
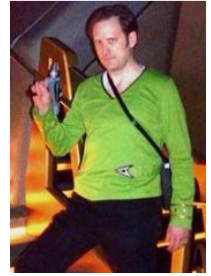
The fleet with the highest total holds 'Initiative' - see 2.1. If there are more that two 'sides' to a game, the Initiative holder decides the order of play of each.

4.0. MOVEMENT PHASE

4.1. Ship Movement

Section 7.3. elaborates the practical differentiation between FTL warp and 'sub-light' / low warp, Impulse, relativistic, movement. See 11.8. for Hyperspace and Transwarp Conduits.

A ship may only be nominated to move once each turn. Every ship and counter must be nominated. Players are not allowed to skip ships or counters.

There are a range of Special Actions (see 7.0.) that players can attempt as well as / instead of 'moving normally' (*sic*). These are attempted *before* moving. Some will affect events later in the turn, some immediately.

Landing or taking off from a celestial body takes one full turn.

When nominated to move, after adjudicating any Special Action rolls (see 7.2.), each ship can be moved a distance up to its current maximum permitted Speed. If its move is reduced below 1", it is considered to be (effectively) dead in space; drifting subject to gravitational pulls, as per Newtonian physics.

A ship may (usually) only turn *once* each Movement Phase. It can do this at any point in its turn. A ship may opt to turn either port or starboard. A player should place the Turning Template (Template 2) next to his ship's singularity on the side he wishes to turn. He then moves the 'bow' up to a number of 'points' equal to its maximum turning score (note the first increment is deliberately generous).

Sub-Lieutenant Phillips explains: 'Agile' ships can turn twice a turn – have a look at 7.3. Patrol craft are always 'Agile'. Got that? Good! Left slider down a bit…'

Each point moved along the Template deducts 1" from a move. Where a ship has a speed of *less* than it's turn allowance, these extra turns are considered 'free', and it simply rotates the residual turns at the end of the template.

4.2. Attack Craft Movement

Attack Craft (AC) move in a different Initiative order. Once all ships of all players have been moved, the player who won Initiative must then choose whether to move his AC counters first, or to force his opponent to do so. Once this decision has been made, all AC counters *of the same type* are moved at the same time. The opposing fleet(s) then does the same with their AC of that type (see 2.2.). The order is *always* Shuttles, Bombers, then finally Fighters.

Commander Sslack explains: 'Move in large formations to swamp enemy defences. Without warning or declaring war is ideal. This might sound cold-blooded, but fairs fair, I *am* a reptile. Fighters move last - so take care when you commit your Attack Craft. You will also need to look in detail at Section 8.0.

Warp capable AC flights can move in any direction (see also 11.8.). These freely take as many turns as they wish, up to a distance of:-
- 6" a turn if their dogfight value is 0 (see 8.2. for exposition);
- 8" if their dogfight value is 1;
- 10" if dogfight value is 2.

Sub-light 'Impulse' AC may never move more than 3" a turn

Fighters can instead elect to circle ships - or places - they're defending as a Combat Air Patrol* (CAP). Simply declare this. See also section 8.0.

*First Officer Bennet explains: 'Archaic terms like 'CAP' habitually remain in languages for centuries. Similarly, in Section 8.0, Captain Wentworth will mention 'Aegis' point-defence systems. It is a truth, universally acknowledged, a legacy of many species' ancient naval traditions. It's almost as confusing as Captain Darcy. My human half finds him strangely infuriating – and yet somehow *compelling*. My, rational, Vulcan half considers him… *fascinating*. Is that ironic? Humour. It is a difficult concept to grasp…'

5.0. ATTACK PHASE

5.1. Weapons

There are many different types of 'direct fire' 'beam' or 'pulse' weapons. For ease of play we have therefore abstracted these out to count as 'equal'. SDs will state specific type(s).

Main Weapons: These are the main 'heavy' energy beam and particle weapons such as plasma, blasters, phasers, railguns, turbolasers *et al*. These use the Fire Arc (Template 1) to decide whether a target is within their SD stated arcs. Place the Template above or over the model, centred upon the ship's singularity.

Secondary Weapons: These represent the multitude of smaller weaponry that ships commonly carry. They may (usually) be used to attack any target in range to *any* arc. Note that smaller ships often only possess 'secondary weapons'.

Close Defence: These weapons are the main defence a ship has against AC. These batteries may target any within range and fire at the start of the Attack Phase *before* opposing players' ACs get a chance to launch weapons (see 2.2.). They can also be used as 'point defence' against Torpedoes (see 5.9.).

Torpedoes: Torpedoes are propelled or 'volume discharge' weapons. They are launched from the appropriate arc of a vessel - front only if by Patrol or AC counters. SDs may state more limited arcs. Homing Drone 'missiles' can launch on a 360° arc (see 5.9.).

5.2. Splitting Fire During a Turn

Only Secondary and Close Defence weapons may split their fire dice between different targets. This is declared *before any firing takes place*, when targets are nominated; as are the amount of dice allocated to each target.

5.3. Fire Procedure

Players alternate firing ships, calculating any damage and resolving its effects before moving on to another vessel. Unless a ship has SD stats to the contrary, a player may only fire each weapon system once each turn. Once a ship has been nominated to fire, the player follows this process:-

a) Nominate targets for each weapon that will be fired and check ranges

Ranges for beam (and similar) weapons are:-

MAIN WEAPONS: 12"
SECONDARY WEAPONS: 6"
CLOSE DEFENCE: 3" (see 8.5.)

> Captain Shran explains: 'Remember to *always* measure to and from the model or counter's 'singularity'.

b) Resolve any firing hits (see 5.5), *then*
c) Resolve any damage caused (see sections 5.6. through to 5.8.).

A ship's SD will state how many dice are to be rolled for each weapon system.

5.4. Eligible Targets

For a target to be attacked it must lie in the appropriate arc of the firing weapon; and it within the range of that system. Third, it must have been located by the firer (see 9.0. 'Celestial Objects & Sensors' and 10.3. 'Cloaking').

If a ship does *not have arc* for all weapons (i.e. it is on a borderline) - take an appropriate mathematical proportion. E.g. 2 fore, 2 aft, *halve* total dice – three banks, 2 fore, 1 aft, *2/3* total dice. You get the idea… If firing is *not* declared as 'selective targeting' (i.e. only on engines, weapons and/or shields) it is assumed to be 'general in nature (see 5.8.)

A player *must* nominate a target for every weapon he intends to fire from his ship *at the same time*, before any attacks are made. All targets must be nominated before checking whether they are indeed within the correct fire arc and range. Get it wrong – *qa'*[3] happens (as the Klingons say).

Ships and counters *do not block each other's line of sight*. It is assumed – in a 3D environment - they can sufficiently manoeuvre to get a clear shot. Celestial bodies, however, *do* block line of sight (see 9.0.).

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[3] 'Excrement occurs' *(Ed.)*

5.5. Gaining Hits With Main And Secondary Beam Weapons

Each weapon system on a ship's SD has an Attack Dice number listed (e.g. 2 X phasers). This is the number of D6 dice rolled when the weapon system is fired. After Attack Dice are rolled, the number on each is compared to the target's Size. For every Attack Die that *equals or beats* the Target Size, a hit has been scored. Modify each Attack die as follows:

Range	0-3 inches	3-6 inches	6-9 inches	9-12 inches
Modifier	0	-1	-2	-3

Fast Moving Target (i.e. target moved more than 6" this current turn) –1
Target dead in space or located upon celestial body   +1
Target currently cloaked -1
If firer invoked or attempted 'Flank Speed' as a 'Special Action' (see 7.0.) -1

Remember, each 'natural 1' rolled is *always* a miss – each 'natural 6' rolled *always* a hit.

Captain Darcy explains: 'It's really quite simple, Cadets. *'Hood''*'s main phaser armament is value 4, so it rolls 4 x D6. It rolls 1, 2, 3, 6. The 1 will *always* miss, the 6 *always* hit. Now, *IKS 'Bortasqu'* is Size 2 – so the rest *should* hit. Sadly she's 3.5" away, which is -1, so the 2 also misses. No other factors – old Klingon Dreadnought's aren't that fast – so 2 hits'.

5.6. Effect Of Hits

For each hit scored roll a further D6. If this *equals or 'beats'* the target's current Shields (this can be automatic) it will 'go through', and cause 'damage'. Think of 'damage' not only as explosions, but also the neutralisation or overload of systems. *Secondary weapons add -1 to their damage score* – i.e. a 5 converts to a 4, as they are less powerful. (N.B. rule 1.7. when 'doubling up')

One point of remaining strength is deducted from the target's Hull for each hit 'going through'. If a ship's hull score is reduced to zero, it is considered to be destroyed, derelict and/or breaking up. *It is removed from play on a D6 score of 1-2 – any other score leave a wreck counter for 'salvage' (see sidebar P.23).*

N.B. Any roll *beating* the shields – not just equalling them - *may also cause a critical hit*. Roll a further die for each of these. If a 4+ is rolled - *in addition to causing hull damage it has* also *scored a critical hit* (see below, 5.8.).

Captain Darcy further explains: 'Right Cadets. *'Hood'* got two hits on *'Bortasqu'*. So, roll again. A 3 and 6. *'Bortasqu'*'s' current shields are 5, so only a 5+ would remove a hull point. However, the 6 also beats them – *and* goes through. One hull off – *and* the 6 is rolled again. We roll a 5 – it's also a 'crit' - so let's go to 5.8. and see what this 'critical hit' does to the beast…

5.7. Crippled Ships

Hull values have secondary figures, as noted on each ship's SD. E.G. a ship with Hull '17/6' can take 17 points of total Hull Damage before destruction - but when it reduced to 6 points, the 'Crippled' threshold has been reached. Patrol and some small craft can never be 'Crippled' – they are there, or destroyed.

The effects of being Crippled last for the rest of the game. They are:-

1) All turning is reduced to one point maximum *and* top Speed is reduced to half maximum.
2) All dice rolled for the ship's main, secondary and close-defence weapons will all be halved.
3) When *first Crippled*, roll a die for every Special Ability the ship possesses. On a 4+ this is destroyed or removed (special abilities marked * are negative and are *never* lost when Crippled).
4) All Shield strength is halved.
5) All cloaks become inoperative.

 'Crippled' effects *cannot* be repaired in a game *except for 3) lost 'Special Abilities'*, which can (see 6.2.).

Captain Darcy further explains: 'Right Cadets!
'Hood' did a fair bit of damage to *'Bortasqu'*, but let's roll again for the 'crit'. A 2! Motive! That'll slow the beast'.
'Would not a 5 – then rolling doubles – have been preferable?' Commander Bennet interjected for the Cadets' benefit.
'Mother Nemesis is rarely that generous, Miss Bennet', Captain Darcy sighed the die was – quite literally - cast...
'In a campaign game, try rolling 2D6 for every destroyed or wrecked ship. On a '12' random chance can be deemed to have operated in its favour, and it has miraculously survived to the next game', Elizabeth added a useful caveat. 'Remember to add five to this score if a Superior Crew'…

5.8. The Effect Of Critical Hits

If a Critical Hit has been scored (see 5.6), roll a D6 on the table below to determine exactly which critical system has been damaged. These Critical Hits *can* be repaired during a game, Hull hits and being 'Crippled' *per se* cannot ('they're dockyard jobs').

With 'selective targeting crits'… re-roll hits *not* in the desired 1-3 area(s). Any *still hitting* non-selected locations are discarded and are considered misses of the target, causing no damage whatsoever that turn.

1) Critical Armament.
   Halve all firing factors / launch rates (if carrier) until repaired. N.B. This is cumulative ('half and half again').
2) Critical Motive.
   Halve maximum possible speed until repaired. This is cumulative ('half and half again').
3) Critical Shields.
   The vessel can't raise more than half strength shields until the associated critical is repaired ('half and half again'). Cloaked ships can no longer cloak until repaired.
4) Critical Fire / Critical Leak to Space.
   Roll again – on a 1-3 reallocate as above - 4 ignore – lucky break, safety back-ups kick in – on a 5 or 6 allocate as below.
5) Vital Fire!
   Roll 2 X further dice. If 'doubles' are rolled the magazine and/or power core has exploded - and the ship immediately disintegrates. If no 'terminal explosion' occurs the vessel *is now on fire / venting. This* can *be repaired* – (see 6.2.). A ship on fire / venting takes a further critical hit *every turn* until each of its current fires/ vents is extinguished/sealed.
6) Vital System hit!
   Lose one 'Special Ability' of hit players own choice. If all not marked * are currently lost, instead lose an extra 2 X Hull damage.

5.9. Torpedoes

'Torpedoes' are self-powered devices, or a volume energy discharge. They are the Disrupters, Drones, Photon/Quantum torpedoes, Plasma torpedoes, or Rockets *et al* (also commonly referred to as 'missiles'). A torpedo attack is declared in the same way as any other at stage 5.3. They (mostly) move at 9" a turn due to a 'differentiated SOL timescale' (sadly we cannae change the laws of physics), and home in upon their targets.

When a Torpedo attack is made, place a Torp counter at the nominated target that is *both within 9" and within all appropriate arcs*. Note AC Torpedoes are launched from just within Close Defence range. AC making such attacks declare these *after* moving (qv 2.2. and 8.5.). Ranges and details are:-

Torpedo Type	Range / Speed Per Turn	Attack Dice Rolled Per Torp If Hitting	Accuracy Factor in Addition To Those In Section 5.5.	Deduction To Each Effect Dice Score At Stage 5.6.	Run Duration
Plasma Torpedoes	9"	3	+2	-3 on second turn of run (a 'natural 6' does one point of damage regardless of all other maths)	Turn fired + 1 turn
Drone Torpedoes	9"	2	+2	N/A	Turn fired +1 turn (one extra turn if 'cruise' types)
Chemical 'Rockets'	9"	1	+1	N/A	Turn fired only
ALL AC Torpedoes and all smaller types	3"	1	As per Torp type	N/A	Turn fired only
All Other Types	9"	2	+1	N/A	Turn fired only

N.B. For torpedoes with a 'run time' greater than a turn, simply place their counters at that distance *towards their target*. As they are homing weapons they simply continue to move on subsequent turns towards their designated target, up to their maximum turn range (as stated in the table above).

'Aegis' Point Defence. In the End Phase any Close Defence (*and other eligible Secondary Weapons that have invoked the 'Point Defence' Special Action - see 8.5. and 7.2.*) may attempt to destroy incoming Drones, 'Rockets' and/or

6 of 1 explains: 'Our scout ship is on the beam of the Federation ship *USS 'Greta Thunberg'*. We are in 3" range. No other 5.5. factors are applicable. We roll two dice for our single Drone – a 1, 3. That coverts to a 3 and 5 for being self-guiding. The target is size 2. That means a -2 in total, so we score a net 1, 3. One hit! We roll our hit dice – a 5. The target's shields are 4 – so takes away a hull point. We dice to see what else the 5 does, as it is also a potential 'crit'. A 4! We roll again. A 3! We reduce their shields! We are the Borg. Resistance if futile...'

Plasma Torpedoes immediately before they impact. Other 'direct fire' torps and energy discharges (like Photons and Disrupters) *cannot* be intercepted.

For this CLOSE / POINT DEFENCE simply roll a D6 for each defending point – on a 5+ it has intercepted the torpedo counter, and it is removed before impact.

Next, for all torpedoes *not intercepted - or that cannot be intercepted -* roll Attack Dice (as stated in the table above). *These Attack Dice use all the normal 'to hit' modifiers detailed in 5.5. and add* their 'accuracy factors' as in the table.

Remember, *a 'natural 1' rolled is always a miss; a 'natural 6' always a hit.*

Damage Dice are next rolled, and the effects of any hits are calculated as detailed above, in 5.6. Note the range deductions for Plasma Torpedoes.

All torpedo 'misses' are considered 'harmless' – 'missed' or 'decoyed'.

5.10. Mines.

The location of minefields is generally known or detectable, so assume this to be the case if using pre-set minefields. Mines can also be laid during a game.

Each Mine 'Special ability' equipped vessel carries up to 6 mines. Vessels can lay 1 mine a turn, each 'mine' laid occupying a 'field' 1" by ½" wide.
Each vessel moving through a minefield rolls a D6 and adds:-
     +1 per row traversed
     +1 if moving more than 2" that turn

On a resultant score of 4 or above the ship has hit a mine. Each mine hit damages a vessel with *three dice*, exactly as per a torpedo hit (see 5.9.).

Minesweeping capable ships (see 7.2.) can sweep all 'minefields' passed through if they are moving at 2" or less per turn. They are not damaged when sweeping, but may not fire nor utilise any non-Close Defence weapons.

6.0. END PHASE

6.1. Once all players have moved and attacked all ships and counters, the End Phase completes the turn. Complete any data keeping, and attempt to repair any damage ships sustained from Critical Hits; and/or to Special Abilities.

6.2. Damage Control

During the End Phase, players can repair their ships' Critical/Vital Hits and Special Abilities through Damage Control. The player who won Initiative does this for his ships first, then his opponent.

Critical Hits and Special Abilities are the only things Damage Control can repair – *it cannot be used to restore a Hull hit*. A player may only attempt to repair one 'crit' or Special Ability on each ship, each turn (see 7.0. for exceptions).

To repair a Critical, Vital, or Special Ability hit – simply select *one* effect a ship is suffering and roll 1D6, adding the ship's Command score.

On a roll of 5+ the hit has been repaired. If less is scored the effect persists until next turn, when the ship may try again. Note section 5.7. for the lingering and (in game) irreparable damage effects of being Crippled; and 5.8. Vital Fire!

Commander Montgomery Scott explains: 'Aye, clearly 'crippled', the *'Constellation'* is at best a 'dockyard job' – at worst ready to be hauled away by a garbage scowl. Under rule 5.6. such a ship might be considered a 'derelict'. You maybe able tae get minimal life support and maybe a phaser bank online; if the Impulse engines can be fired. I wouldnae wanna leave it for some enemy tae pick up and steal and retrofit our tech'.

7.0. SPECIAL ACTIONS & ABILITIES

7.1. When a ship is nominated to move, a player can also choose to perform a 'Special Action'. These must be attempted *before* the ship begins to move. *Each ship may only (usually) attempt one Special Action per turn*. Each requires a Command check for success. A Command check is performed by rolling 1D6 and adding the ship's Command score. If the total equals or beats that listed on the Special Action's description, the action is successful. If the check fails, the ship simply moves/acts 'normally'. Remember, *a natural '1' is always a fail – a natural '6' always succeeds.*

7.2. The range of Special Actions that may be attempted are described below:-

'I Don't Believe In The No Win Scenario…'
Command Check: 6
Effect: If successful the ship may immediately roll for *two* separate Special Actions this turn, instead of one. Failure means *none* can be rolled for.

Red Alert!
Command Check: 4
Effect: The captain orders engineering to alert. If successful, the ship gains a +1 modifier when attempting a Damage Control roll that turn (see 6.2.).

ECM! / Go Dark!
Command Check: 5
Effect: Electronic warfare systems to the max. Place an ECM counter next to the ship. No attacks on this ship may be made *at all* that turn. It may not itself attack. The ECM counter is removed in the End Phase. This Special Action *cannot* be performed within an atmosphere or nebula, or by a crippled ship.

Evasive!
Command Check: 5
Effect: Repeatedly turning hard, the ship will attempt to throw attackers off. If successful, all attacks which hit the ship that turn *must be re-rolled to hit*. All attacks the evading ship makes which hit *must also be re-rolled*.

Self-Destruct!
Command Check: 5
Effect: Instead of moving the ship blows itself up – as detailed under 11.6.

Hard About!
Command Check: 5
Effect: Pushing the ship's inertial dampers to maximum, the captain orders a hard turn. The ship adds +2 to its Turning allowance for this turn (see 4.1.).

Flank Speed!
Command Check: 4
Effect: Straining the engines, the captain orders full thrust. The ship adds +50% to its Speed for this turn (a minimum extra of 1"). *See also 'Maximum Warp'.*

Maximum Warp!
Command Check: 3
Effect: Uncloaked warp capable ships *whose movement has not been reduced by combat, and that have this turn already successfully invoked 'Flank Speed',* can immediately convert this to 'maximum warp'/ (or to 11.8. hyperdrive) *and leave the table that turn on a further D6 roll of 2-6* (*a 3-6 if, like a Romulan Warbird, using a quantum singularity*).

Cloak Hunter!
Command Check: 3
Effect: Allows a ship to search more effectively for cloaked enemies (see 10.3.). Some ship will have this as an inbuilt 'Special Ability (see 7.3.).

Tractor!
Command Check: 4 (*3 to renew on a subsequent turn if already established*)
Effect: Ships' Tractor beams have a range of 1". The ship may *not fire* but can instead tow – or hold in place - or pull towards them 1/2" – a smaller sized ship. A Tractor beam is broken by the tractored vessel rolling '6' in the End Phase; or by the tractor beam not being renewed next turn (see 2.2.)

Point Defence!
Command Check: 3
Effect: Using an 'Aegis' system, secondary weapon points *that don't otherwise fire* that turn may *instead* shoot at incoming plasma torpedoes, 'rockets' and drones as per Close Defence weapons (see 5.9.). Some ships will have this as an inbuilt 'Special Ability' (see 7.3.).

Ramming Speed!
Command Check: 7
Effect: Ram an enemy vessel within 2". The rammer is immediately derelicted, the ramee immediately crippled, and its hull reduced. Neither explodes.

'Shatner Manoeuvre!'
Command Check: 5
Superior crew / 'Heroic' pilots, can, go-into, 'overwatch'… They can, later, that same-turn, negate, any one, successful, Special Action, of, another-player. How? They're 'heroes' – that's what they do!

7.3. Special Abilities That Can Be Bestowed Upon Certain Ships

As well as conducting Special Actions, some ships have built-in Special Abilities that they can freely use, without needing to roll to test. *Remember – a maximum of eight per ship*!

Impulse: Ships/counters with this ability have sub-light capable engines. Even using Flank Speed (see 7.2.) they may *not move more than 3" a turn* (always 1" maximum if using chemical engines like c.20th century rockets).

Warp: Ships/counters with this ability have powerful FTL warp drive engines. They may *move more (and not less than) 3" a turn* if using these, up to their maximum move, as stated on their SD. *If using 'hypaspace' FTLs see 11.8.*

Commander Montgomery Scott explains: 'Och! Yes, we said earlier the speed of light is 3.5" - but at more than 3" it all gets very relativistic. Spacetime bends and Newtonian mechanics break down. My poor wee Impulse bairns will na'er take it – hence the 3" limit. As I keep tellin' that wee lassie Commander Bennet – I cannae change the laws of physics just 'cos that bampot Captain Darcy wants it! Exchange training cruise! Och! At least back on the *'Enterprise'* I were allowed a wee dram or five!'

Marines: The ship carries trained Marines for use in boarding and ground actions (see 11.4).

Agile: The ship is very manoeuvrable, either by virtue of speed, size and/or advanced systems. An Agile ship *may turn twice* during its movement. The first turn *must* take place right at the start of the turn. The second turn must take place after having moved at least 1" directly forward.

Cloaked: These ships have the ability to render themselves all but invisible to their enemies (see 10.0. for full details).

Carrier: The ship is an AC carrier (see 8.3.).

Minesweeper: The ship can sweep mines (see 5.10).

Landing: These ships can land on a planet or moon and navigate atmospheres.

Transporters: These can be used if within 1/2" to 'board' enemy ships or bases that are either a) Crippled, or b) have Shields currently down (see also 11.4.). Celestial bodies can *always* be transported to. Some ships' 'tech' substitutes special 'boarding shuttles', which for play purposes are considered analogous; a 'free' and common 'special ability' not worth especial consideration.

Advanced Sensors: These give superior sensor skills (see 9.2.).

Research: Ships with this ability can *double* their number of repairs (rule 6.2.).

Heroic Pilot: A normal 'Counter' type ship like a UFP 'Runabout' swarm (see 1.6.) or AC counter (see 8.0.) can be represented by a suitably marked counter. This makes the counter 'Superior'… but ensures the 'hero' is readily identifiable. One or more 'Hero AC's' present adds +2 to a formation's Dogfight Value. In all cases, if destroyed, the 'hero' counter can be 'saved' on a D6 score of 4+ to return 'next episode' (*see also sidebar 5.7.*).

*Inferior Sensors: These give inferior sensor skills (see 9.2.).

*One-Shot: This ability is only (usually) possessed by weapons carried on AC, and some smaller Patrol craft. Weapons once used may not be used again for the rest of the game. *All* AC torps are one-shot - until rearmed back at base.

*Something Wrong With Our Bloody Ships (SWWOBS): Weak construction and design means attackers get +1 to their damage scores at Stage 5.6.

7.3.1. 'National Characteristics' - Special Abilities Bestowed Upon Specific Powers

Borg Shield Drain: When firing main weapons the Borg can *simultaneously* use their tractor beams to reduce the current shields of a targeted vessel by 50%.

Borg Adaption: The Borg can 'adapt' to a target's actions. On the second or subsequent turn of exchanging fire with the same vessel they can choose to have re-rolled any enemy 'to hit' dice, at Stage 5.5.

Dominion Jem'Hadar Marines: These add +2 to boarding combats (see 11.4).

Federation 'Saucer': This represents a whole raft of UFP tech.
  A) UFP ships may separate the 'saucer' from the 'drive' section. If this is done the saucer may only move at a maximum of 3" (i.e. sub-light) - excepting dreadnoughts, which may still warp. The drive section moves at warp speeds. The saucer takes 1/3 of any surviving weapon systems; the drive section 2/3rds. Saucers can emergency crash-land on planets.
  B) UFP ships can transfer warp power to weapons. If moving at impulse speed (3") they may multiply phaser and/or photon torpedo dice by a factor of 1.5.

Klingon Attack Shields: Because Klingons prefer 'direct action', a captain can declare 'Attack Shields' as a special action. This means an additional shield point is considered added to the vessel's fore, port and starboard arcs that turn - at the cost of two points from the rear arc. Also used by The Dominion.

Klingon Cloaked Firing: 'Superior' Size Class 5 'Birds Of Prey' of the L42 type (and similar) can fire cloaked. Doing this 'reveals' them (see 10.2.).

Orion / Pirate Engine Doubling: At the 'price' of halving all move distances for the rest of the game, a ship may 'double' it's move distance and fire dice for a turn. This *damage cannot be repaired*. Other races can co-opt this skill as one of their 'I Don't Believe In The No-Win Scenario' actions (see 7.2.).

Romulan Pursuit Mines: As a one-shot weapon a Romulan ship of Class 3 size or larger can lay a single minefield behind itself as it moves, for no cost.

Tholian Web: This continuous energy field can be laid by at least two Tholian ships moving as if laying a minefield (see 5.10). Webs cannot be moved through, and must be initially anchored to other ships, or to a physical object, like an asteroid or derelict.

8.0. ATTACK CRAFT (AC)

8.1. A fleet may have supporting AC directed from planetary or moon bases; or it may possess its own carrier(s). Only Fighter AC counters can fly CAP (see 8.6.). We strongly recommend numbering counters for ease of datawork.

As described in Movement (see 4.2. and 2.2.), a fleet's AC flights of each type are moved at the same time, *after* all ships on the table have already moved. The priority order is *always* Shuttles, Bombers, then finally, Fighters.

Once an AC counter has discharged its warload of 'one-shot torpedoes' (see 7.3.) *and/or* been in a dogfight (see 8.6.), it can *only* take part in two further 'combats' before it needs to return to base to refuel and rearm. Keep a record - e.g. 'Fed AC #2- fired torps and D/F#1 – two combats left'. A 'tick box' is ideal, such as that provided on Template #3. E.G.:-

Fed AC #2	Torps Left	D/F #1	D/F #2	DF #3

8.2. Attack Craft Types

Some AC can operate as more than one type, but not during the same sortie. We call these flexible types 'STRIKE'. Their 'role' must be declared when launched. E.G. a Federation 'Attack Fighter' counter could be used as a 'space superiority Fighter' or as a 'Bomber' if loaded with Torpedoes. For the advantages of 'Heroic' pilots see 7.2.

FIGHTER: Dedicated to gaining 'space superiority'. They may be capable of carrying warloads, but these will be too small to have much effect on ships, and are ignored. Dogfight value 1 (23rd century types, etc); 2 (24th century types).

BOMBERS: They 'bomb' using 1 X pre-charged Torpedo of appropriate type. Dogfight value 0.

Commander Klinkel explains: 'Keeping a patrol shuttle 'counter' nearby improves Initiative. *K'Pla*!

Lieutenant Skywalker (no relation) explains: 'And a fighter can shoot the nosy blighter down. Tally ho!'

SHUTTLE: Covering a multitude of ACs - from long-range transports to full-blown improvised combat craft. Dogfight value 0. They 'bomb' using 1 X pre-charged torpedo each. They can also loiter over the table to count as 'patrol counters' for Initiative (see 3.0.), in which case they may never initiate combat.

8.3. Carrier Operations

As long as it is not Crippled, and is performing no other Special Actions, a ship with the 'Carrier' Special Ability (see 7.3.) may launch and/or recover up 50% of their AC flights each turn. Launching AC counters are placed in the forward arc of the ship, touching its singularity, those landing at the rear. Ships with the 'capacity' to carry AC or Patrol counters - but who don't usually - gain this ability *only* when these craft are embarked. Remember the '8 maximum abilities' rule (they may have to forego an existing ability to accommodate).

Rearming and refuelling landed ACs takes a complete turn aboard. Count off-table bases as 'carriers' two turns flight away, in addition to the rearming time (see 11.3.).

Lieutenant Skywalker (no relation) explains: 'I leave the table to fly back to base. I spend one turn's flight off table returning to base, one turn rearming and refuelling, and one turn flying back. Next turn (the fourth after leaving) I can enter the table area to bullseye more Cardies in my T-16!'

8.4. Attacking with ACs

Only ACs armed with torpedoes may attack ships. To avoid getting in each other's way a maximum of six counters (of any type) may attack a single ship in the same turn.

During Movement (see 4.2) place AC counters adjacent to the ship they're attacking – or hold them back a distance - until ready to make their run-in on a subsequent turn. A player nominates *all his ACs of a particular type* to attack, as detailed in the Sequence Of Play (see 2.2.); be these by torpedo or dogfighting (see 8.6.).

TO HIT: Remember, AC 'roll to hit' their Attack dice as per normal torpedoes (see 5.9.). *Remember, a 'natural' 1 is always a miss - a 'natural' 6 always a hit.*

EFFECT OF HITS: For the effect of each torpedo hit - see under 5.9.

8.5. Anti-AC / Close Defence Fire

AC may only be attacked with Close Defence weapons, or in dogfights by enemy Fighters (see 8.6.), or by Secondary Weapons who've opted to fire, as such, under 7.2. 'Point Defence'.

Captain Wentworth explains: 'Out here in the Beta Quadrant an '*Aegis*' CD cruiser close by is bally useful for keeping Klingon bombers off. They don't like the weight of fire one little bit'.

Dedicated Close Defence weapons (CD) have a range of 3" (as do Secondary weapons acting in this capacity). Most ships have some form of CD weaponry (as listed on their SD). A ship's CD weapons are fired at the beginning of the Attack Phase (see 2.2.). CD / Secondary weapons may freely split their CD points amongst multiple targets, but they may *never* fire into a dogfight. CD / Secondary weapons can also be fired in support of friendly ships within range.

TO HIT: CD weapons need to roll a 5+, adding +1 to their score if firing at a Shuttle making an attack run, as these are low performance, and relatively easy to track.

EFFECT OF HITS: If an AC counter is hit by an CD weapon, it may try to 'dodge' the attack by rolling one die. 1-3 it is destroyed; 4 it is *not destroyed*, but its attack is aborted for that turn and it 'ticks off' a 'dogfight'; 5 it launches its attack and is destroyed in the process; 6 it launches its attack, 'ticks off' and survives. *'Hero' AC here add +2 to their dice score*.

8.6. Dogfighting And CAP

Fighters allocated to a CAP *must* move to attack and dogfight any enemy ACs coming within 6" of the ship/base they are defending. They do this on a 1:1 basis, choosing an available target, in Initiative order. 'Extras' join existing dogfights (distribute as evenly as possible). No dogfighting AC may disengage until the dogfight is resolved; and no AC can avoid dogfighting. A dogfighting counter may not launch torpedoes.

Lieutenant Skywalker (no relation) explains: 'Ok Guys. Say we have four X-Wings up in a CAP and the Klinks have four Keke fighters and two Klum bombers coming in. If we have Initiative we get to move first - and two go in on the Klums and two on a Keke each. Hey – the Klinks blow our carrier ain't nowhere to land, right? This means the Klinks have two Kekes over to allocate to dogfights when they move'.

Commander Klinkel explains: 'The Federation *p'taks* have four X-Wings up in a CAP and we have four Keke fighters and two Klum bombers attacking their carrier. If we win Initiative we get to move first - and our four Kekes force their fighters to dogfight – leaving the Klums a run at the enemy carrier – spitting CD at them as they fly to honour their Houses and the Empire. *K'pla*! Today is Kahlessday - a good day to die!

To resolve a dogfight, players roll 1D6 each, and add their *best* counter's Dogfight score - *plus* 1 point for each additional 'extra' counter they have involved. The winners shoot down the 66% of the losers (loser's choice of loss); the losers shoot down 33% of the winners (winner's choice). N.B. *losers cannot* destroy more counters than they lose themselves. If dogfighting scores draw, remaining counters *cannot move* next turn, and the dogfight continues until a result is achieved. See also 7.2. for 'Heroic' pilots.

9.0. CELESTIAL OBJECTS & SENSORS

Mass forms (planets, moons, etc) are gravity wells. That bend spacetime and block Sensors. Asteroid fields and nebula inhibit, but do not *block*, Sensors. Ships and counters within 1" of a moon or planet can be declared as being in orbit, moving ½" around each turn. Cloaked vessels are affected by nebula - flying through these 'voids' their cloak.

Kimm Cardassian explains: 'Asteroids and nebula are useful for laying ambushes. Reconnaissance is vital, therefore, as indeed is orbital protection. Break an enemy's 'lock' by flying around a planet, to hide from their sensors'.

All attacks made by ships and counters inside, or through, asteroid fields, atmospheres and nebula suffer an additional –1 penalty to hit at stage 5.5. A – 1 penalty is likewise also applied to all Command checks.

Players may wish to factor in the rotation of any planets, starbases and moons. We suggest ½" a turn. Models or 2D cut outs can be used (see Templates).

9.1. Locating Ships And Counters

Detailed Sensor location distance is 40". This is reduced to 30" into, or through, asteroid fields / nebula. It occurs continuously throughout the turn. Cloaked vessels divide all these ranges by ¼" – the 'cloaking' effect working both ways.

9.2. Advanced / Inferior Sensors

A ship with the Advanced Sensor 'Special Ability' (see 7.3.) has its Sensor range extended to 50"; and may ignore any asteroid field and nebula modifiers. 'Being cloaked restrictions' (see 9.1.) remain for cloaked vessels with Advanced Sensors – the extended range still being quartered. Advanced Sensors also aid the detection of Cloaked vessels (see 10.3.). 'Patrol' counters (see 1.6.) can be deemed to have Advanced Sensors, but not (smaller) AC (see 8.0.).

A ship that locates and 'locks onto' a vessel via Advanced Sensors *may* pass this (detailed) information onto other ships to allow them to more effectively fire *commencing upon the next turn only*.

Inferior Sensors *halve* sensor ranges as detailed in 9.1. (see 10.3. for cloaked vessel detection). In addition they count asteroid and nebula fields for location purposes as if they were mass forms.

Admiral Lowe complains: 'Blistering barnacles! What's Darcy done *now*? Damn fool beats some Klingon pirates in battle - disarms them and lets them go! Now Starfleet Command are on my back over the 'deliberately cruel dishonour' he's done to the Empire and House Klaang by letting the bounders *live* after battle! I know we in the Federation have abandoned the death penalty… but those 'cachu hwch'* deserve keel-hauling! Now the blasted Klingons are claiming he's a 'war criminal'. Well, he's a complete nit – that much is certain…'

An expletive in the Admiral's native Welsh (Ed.)

10.0. CLOAKING DEVICES

10.1. All vessels capable of cloaking must have the Cloaked Special Ability (see 7.3.). Cloaking has advantages and disadvantages. Uncloaked, a vessel moves and fights better - Cloaked it is much harder for enemies to attack.

10.2. Deployment

Cloaked vessels may be deployed as normal, with the rest of a fleet, but players may find it more advantageous not to. Instead, divide the table up into zones of 2' square. Secretly record the 'zone' within each cloaked ship is 'lurking'. Any number of cloaked ships may lurk within a 'square'.

A player may reveal cloaked ship(s) in a zone at the start of any Movement Phase (see 2.2.), placing it anywhere within that 'square'. He may not take any action with that cloaked ship until it is revealed. Once revealed cloaked vessels *may not* return to 'lurking' that game.

Captain Worf explains: 'Top tip! 'Lurk' – or 'stealth approach' as I prefer to call it - until the enemy is right next to you. Then reveal yourself - and fire! Uncloaked you are faster, but cloaked you cannot be so easily located'.

Before a player moves his cloaked ships, he may choose to either uncloak; or if uncloaked, to cloak. A ship performing either of these actions may not choose any other Special Actions that turn. Place markers next to revealed/cloaked models to indicate status.

Cloaking devices use a lot of power, so a cloaked vessel may:-
   a) Only move at *up to half* their current maximum speed and not invoke 'maximum warp' (see 7.2.).
   b) Deploy no shields.
   c) May not fire or launch weapons (yes, some *can* but they're rare special ships, and cannot be built above Size class 5 – SD's will state).
   d) Cloaked vessels with 'Carrier' ability must drop their cloaks to launch and/or recover ACs.

Whilst uncloaked, a vessel is treated as a normal, 'visible', ship. Enemies may only attack cloaked ships once they have been first positively detected and they have obtained a 'lock' (see below, 10.3.).

10.3. Detecting Cloaked Ships

In order to detect a cloaked ship, a ship or counter must have selected 'Cloak Hunter' as a Special Action (see 7.2.) and may move no more than 4". 'Lurking' vessels cannot ever be detected.

Captain Tom Hanks explains: 'Once you've located a cloaked raider keep chasing the goddam SOB until you destroy it. While you're after him he can't attack shipping'.

A single die is then rolled just before the ship declares its attacks. If a 4 or above is rolled any cloaked vessels within 3" have been successfully detected, and the ship may attack them. If its attempt to locate fails the attacking ship *cannot choose a fresh target(s) that turn*, having been too busy 'cloak hunting'.

Captain Worf explains: 'You chase me I go dark (*see 7.2.*). My fellow warriors beat up your convoy while you're busy. Kat and moose we play! *K'pla*!'

Place a 'Detected' marker next to the cloaked vessel as a reminder. This must be removed during the End Phase of each turn. In order to attack on subsequent turns players must re-select 'Cloak Hunter' and re-detect cloaked ships.

Ships with Advanced Sensors gain a +1 bonus when attempting to locate a Cloaked vessel - those with Inferior Sensors -1 penalty (see 9.2.).

Captain Darcy explains: 'It is a truth, universally acknowledged, that Vulcans make the best Science Officers. On *'Hood'* we are doubly fortunate to have Commander Bennet appointed. When we first met… I considered her superior attitude tolerable, but not attractive enough to tempt me into total confidence in confiding my command decisions. I have become increasingly inclined to revise my opinion of her abilities. I now trust her implicitly in all matters pertaining to the upkeep and wellbeing of the ship and its crew.

This is just as well. The Klingons have – apparently – declared me a 'war criminal' over those wretched pirates I paroled. It's good to know Admiral Lowe always has my back…'
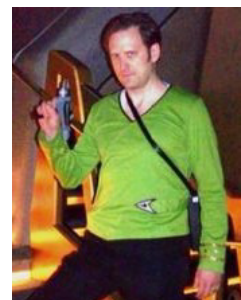
11.0. OTHER RULES

11.1. Squadrons

If 'squadrons' are used, players must organise ships and/or patrol counters into them before a game begins, and operate them as a unit. Up to six ships may be organised into a squadron. They need not all be of the same type. Once so organised they must remain within 3" of at least one other ship/counter in the squadron (unless they become Crippled or are destroyed/derelicted). If Crippled a ship/counter automatically drops out of the squadron and is treated as an autonomous vessel for the rest of the game.

Whilst part of a squadron all ships are moved and fire simultaneously; the only requirement is that all ships are kept within 3" of each other at all times *and* they make every effort to maintain formation. By the same token, enemy ships will still choose one single ship/counter of the squadron as a target, rather than select the squadron as a whole. Individual ranges still apply in all cases.

Ships use the highest Command score of all ships within the squadron for all purposes; it assumed the highest-ranking officer is issuing frantic orders.

11.2. 'Shore' Batteries And Bases

Treat these as ships with their own SDs – excepting they do not 'move' *and* ignore all motive damage as merely 'hull' hits. They add +1 to all accuracy scores at stage 5.5. - being stable fire platforms – even if sometimes subject to planetary and orbital rotation (see 11.5.). For integrated planetary defence grids draw up stats as if the planet were a Size '0' vessel.

11.3. Using Multi-Tables

Large scale battles can be accommodated by using a series of 'adjacent', loosely connected, tables. Each of these is considered to be *two whole ship transit moves away*. Tracking counters can be used to note transit progress. E.G. if a ship or counter wishes to move to an

Lieutenant Skywalker (no relation) explains: 'Ok Guys. After we form up we leave together (Turn 1). Turns 2 and 3 we transit, Turn 4 we arrive and go straight in to wop Kurn's ass. Target the Klink carriers – you fighter guys - dogfight those Kekes! Keep' em off our backs'.

'adjacent' table, it leaves it's table on turn 1 and spends turn 2 and 3 'in transit', then emerges upon turn 4. All ships and counters 'in transit' *cannot* be attacked but *can* be 'tracked' by all players. Only Warp capable (and those with analogous quantum singularity or Hyperdrives under, 11.8.) can move between tables.

11.4. Boarding Actions

In a transporter/boarding shuttle 'boarding action' (see 7.3. for 'Special Abilities') each side rolls a D6 *and* adds its Command score *and* a *'size dice bonus'*. These are:-

> -1 Size 5
> +0 Size 4
> +1 Size 3*   *Halve if 'crippled'.
> +3 Size 2*
> +5 Size 1*
> +6 Size 0
> Add a further +1 if Marines are present.
> Deduct -1 for an Inferior crew
> Add +1 for a Superior crew

The winner captures the loser. If scores draw there is no change of control, but boarding may be attempted again next turn. Extra large crew? They get in the way - and are therefore factored out.

> Captain Darcy explains: 'It was a short and vicious action. Shields knocked down the *'Hood'* was boarded by the Klingons. Size class 3 we added +1 – the *'Bortasqu'* is Size 2, so added +3. There were no other factors – so it was all on the dice. We rolled a 3 – total 4 – the Klinks a 3 too – total 6. They had my ship - and Klingons don't usually take prisoners!
>
> 'I demand the war criminal Colin Darcy!' declared Captain Klaang. 'Surrender him and you may live!'
>
> Klingons live by their honour – so I surrendered to save my crew.
>
> 'I love you!' Commander Bennet exclaimed as I prepared to beam away to my darkly fell fate.
>
> 'I know…' I replied as I dematerialised…

11.5. Planetary / Base Rotation

Detailed in Section 9.0.

11.6. Terminal Explosions

Whether via self-destruct (see 7.2.) or being blown up by a terminal explosion (see 5.8) - each ship within 1" of these 'events' takes 1D6 strength 'hits' on its shields to resolve – 2 X D6 hits if a Size 1 or 0 exploding; no hits at all if the exploder is Size 4 or smaller.

11.7. Leaving The Table

Any ship leaving the table can be pursued, but all such are considered to have left the battle, and may not return that game.

## 11.8. Hyperspace / Transwarp Conduits

Ships from 'parallel 'verses' can be given this tech as a 'Special Ability' instead of using 'Warp' (see 7.3.). If successfully rolling for 'Flank Speed' and then 'Maximum Warp' they may enter hyperspace with the usual '2-6' roll. Place a marker beneath the ship to indicate this. *(This area will be expanded upon in supplements, have no fear).*

Because these 'hypadrives' consume a lot of power and require great computation *two turns in 'normal space' must elapse before they can be reengaged.*

No combat is possible in hyperspace. Ships in hyperspace may move up to 24". If they do not 'drop out' onto the table within two turns they are considered to have left the table under Rule 11.7. *unless specifically declared as 'lurking' stationary within hyperspace*.

'Transwarp conduits' are considered for play purposes to be identical to hyperspace – as are 'Star Gate' jump gates that are visibly placed upon the table; as are 'Wormholes', and similar stellar-transfer phenomena.

The adjacent symbol can be printed and placed under a ship's stand to indicate it is travelling through hyperspace (or 'hypaspace' if preferred).
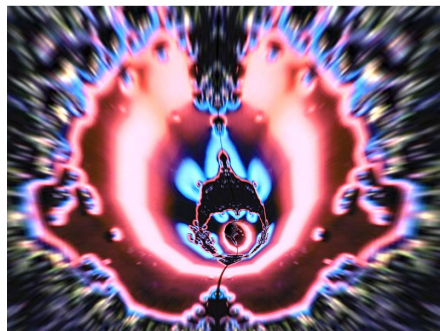
11.9. Campaigns & Scenarios

Games may make more sense when part of a campaign, when fighting to the death if fairly pointless. We strongly recommend setting 'victory conditions' before commencing play. In most 'scratch' games it's fairly obvious when it's time to cut losses and withdraw; but with a convoy attack, or the defence of a vital planet, it really can become attrition. It's thus a good idea to set a given number of turns before deciding a winner. Our side-bars would provide interesting scenarios – i.e. the capture or rescue of a useful prisoner.

Rest assured a dedicated 'Campaign Supplement' will soon be available.

11.10. Nuclear (And Similar) Super-Weapons

Use umpire legislation of the effects of these 'weapons of mass destruction'. We suggest a burst zone of 3".

Commander Bennet explains: '…I have control of your life support, Captain Klaang. You will return Captain Darcy to me, or face the consequences. As I see it…' she freely deployed the… 'Shatner comma', 'you have… no choice'.

'*You're bluffing*!' came the Klingon's angrily defiant retort.

'Vulcans never bluff', Elizabeth was most precise. 'Prepare to be immobilised and boarded', she gestured Lt. Phillips turn down the Klinks' life support. 'It is very cold in space. It is a truth, universally acknowledged, that there no one can hear you scream'.

There was consternation and anger on the immobilised Klingon battleship's smashed bridge - before Klaang reluctantly ordered …

'*Qu' Qa' ghaH! Hoch wIta'pu' vIHoH'a' maH! mova' qab jajvam!*'*

'Transporter room! Prepare to receive Captain Darcy. Stand by on main phaser banks', if expecting trickery Elizabeth estimated random chance would operate in *'Hood's'* favour; and the brewing, highly inclement, ion storm outside would hold off for just long enough…

'Thank you, Commander', the haggard Captain Darcy spoke as he re-materialised, bruised but otherwise none the worse of his ordeal. 'That was a rough beam-ov…'

'*Captain Bennet* to you!' spoke a dark analogue of the *'Hood's'* loyal First Officer – looking for all the universe as if *reborn* - through a mirror *darkly*. 'Security! Escort *Commander* Darcy to my quarters. My Pon Farr approaches - and we don't have time for all *this*…'

Frying pan into the fire? Needless to say, Colin Darcy had a bad feeling about this…

TO BE CONTINUED…

*' Do as she says! We will revenge ourselves! Today is a bad day to die!'
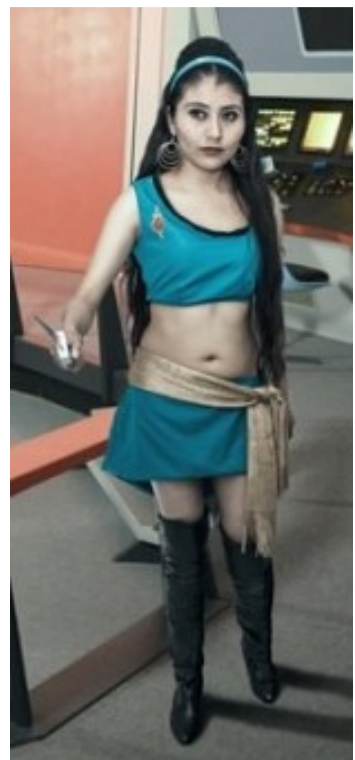
TEMPLATE 1

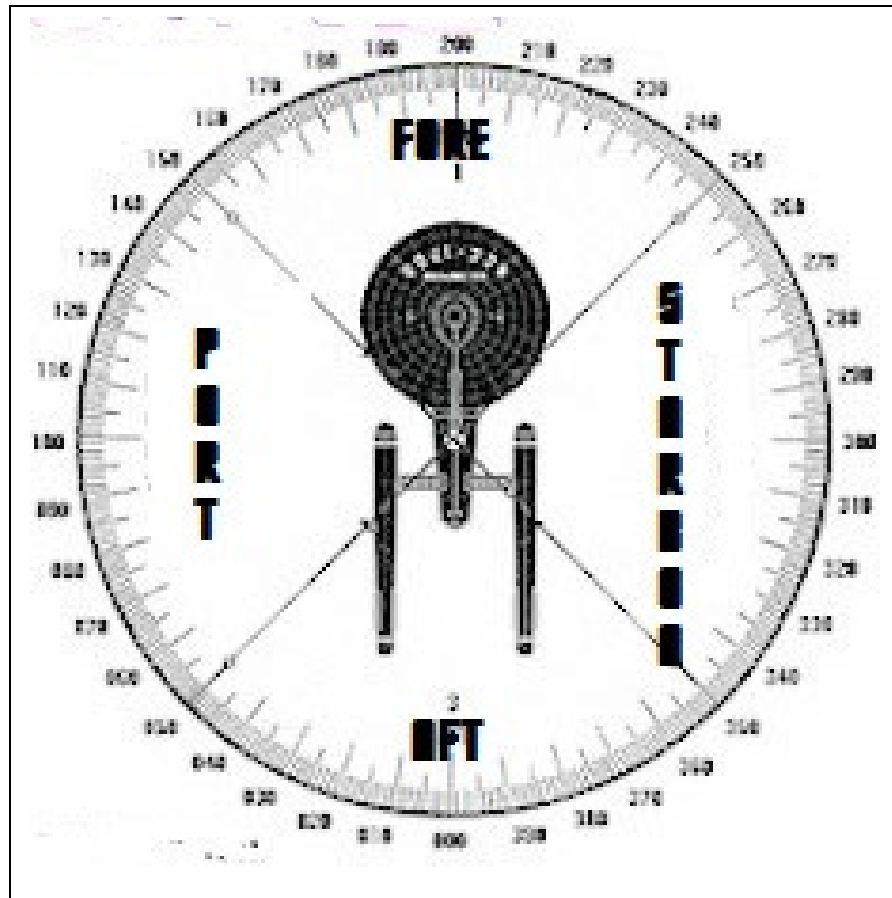Commander Bennet explains: 'As I said at the beginning, I'm sure this is all very *new*. Make a nice cup of tea (Earl Grey, hot), and read through the rules a few times. Next, try out some test games, slowly working through, until you've got the hang of it. Start with small actions of a couple of cruisers and destroyers a side – then try a carrier each, and then a small convoy action. Bigger battles will take longer to play, but there are lots of events to simulate. Check out the *'Buoyz 'N Da 'Hood'* page on Facebook and on the community webpage for all the latest gen. We really want to keep things simple, fast and furious. A bit like Captain Van Karr - so I've *warned* you ladies there. Now, if you'll excuse me, I've my captain to rescue from a mirror universe Klingon gulag on Rura Penthe. Some daysthere really aren't enough hours. Live long and prosper! *K'Pla*!'

Admiral Lowe complains: 'Blistering barnacles! Kinetic learning – that's the ticket! Below you'll find some sample scenarios to try out below. Starfleet *is not* a military organisation. Its mission is exploration and peaceful diplomacy - to seek out new life and new civilisations. But that *does not* preclude sometimes blasting an enemy to atoms! Remember, Klingons don't take prisoners, Romulans aren't to be trusted, Gorns would seed you as soon as look at you – and don't get me started on the damn English!'

TEMPLATE 2
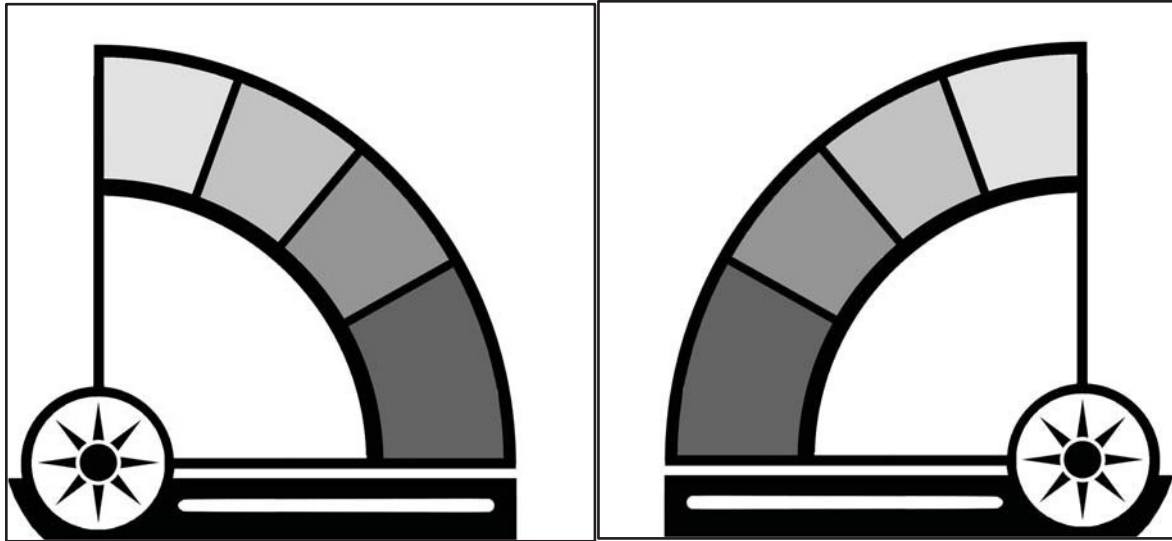
TURN TO PORT   TURN TO STARBOARD

TEMPLATE 3 – BLANK AC INFO SHEET

AC NAME	Torps Left	D/F #1	D/F #2	DF #3

TEMPLATE 4 – BLANK SD SHEET (on back cover for ease of duplication)

PLANET TEMPLATES
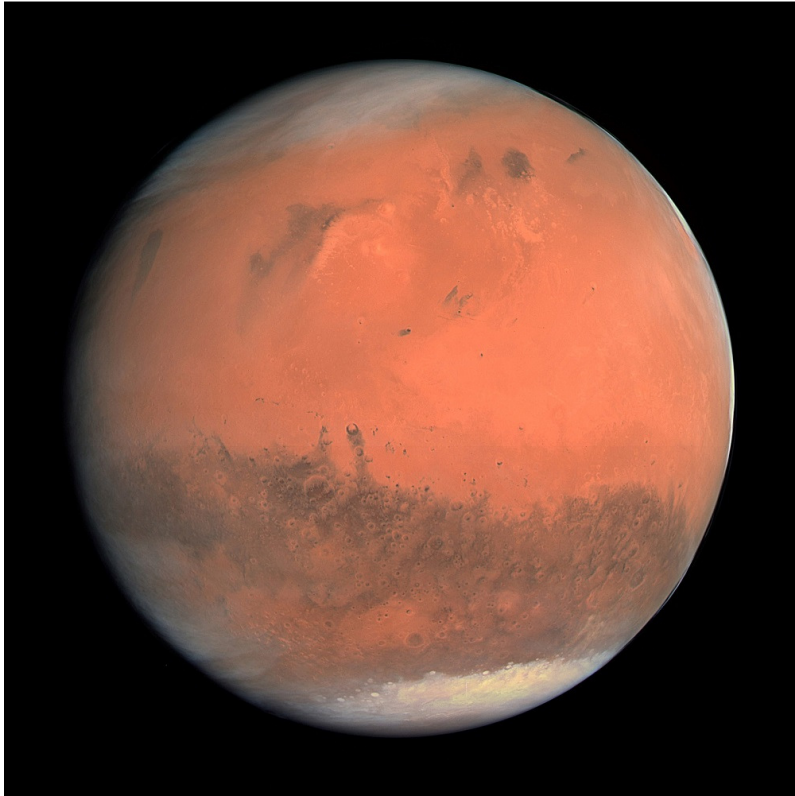
SAMPLE SCENARIO 1 – THE BATTLE OF OBSIDIAN PRIME

BACKGROUND: It is the War of 2256-57 between the UFP and The Klingon Empire (Period 2). Obsidian Prime is a gas giant with two habitable moons. These are of vital strategic importance. A presence must be maintained to deny them to the enemy.

TABLE SET UP: Place a gas giant and two moon models in the centre of the table (see picture below). The opposing fleets advance from opposite edges.

VICTORY CONDITIONS: Control the planet and moons and force the enemy to disengage.

You have the following initial forces:-

THE UNITED FEDERATION OF PLANETS

CA USS 'Hood' (*Constitution* class - Captain Fritz Von Moltke); DD USS 'Baggins' (*Saladin* class – Captain Frederick P. Wentworth); DD USS 'Pevensie' (*Saladin* class – Commander Colin F. Darcy); DD USS 'Stark' (*Saladin* class – Captain Surrang)

THE KLINGON EMPIRE

BC IKS 'Doomslayer' (*D7* class - Captain Klang); BC IKS 'Grohl' (*D7* class - Captain Kluge); DE IKS 'Sawtooth' (*D5* class - Captain Chang); DE IKS 'Diretarg' (*D5* class - Captain Korinth)
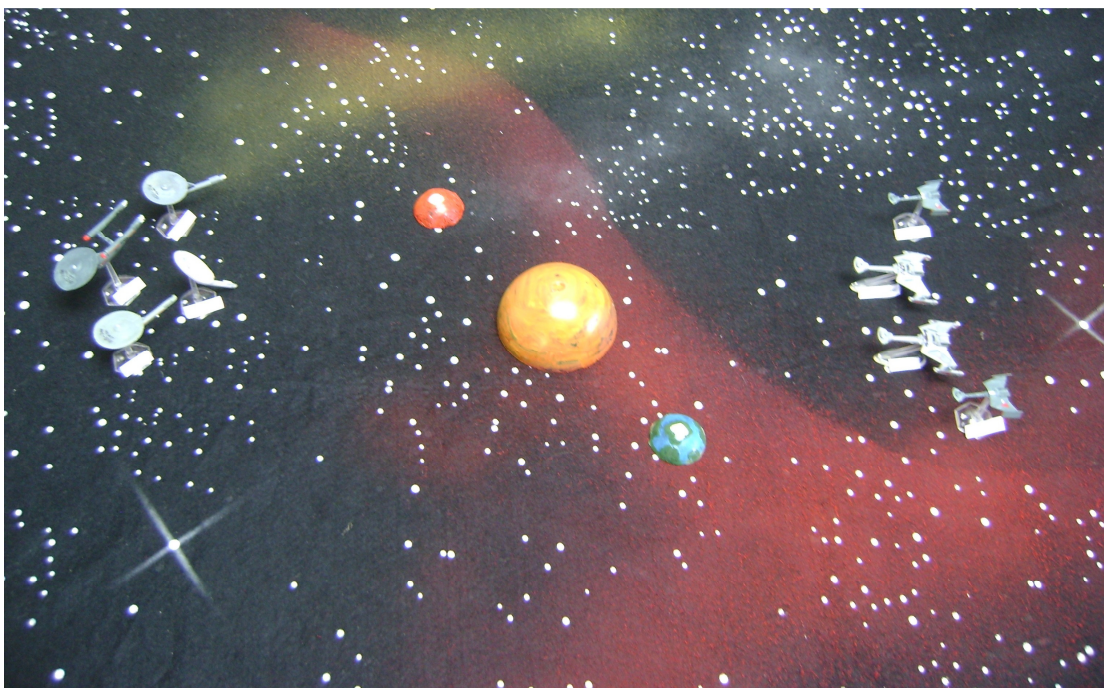
NOTES: The Federation player has more ships – but the Klingon player has a brace of the infamous *'D7'* battlecruisers.

N. B. For the ongoing voyages of the starship *'Hood',* players may wish to visit Miss Catherine Meadows' 'bodice-ripper' *'Buoyz 'N Da* 'Hood' *– 'Hood And Hoodwinking' – In Space'* on our community webpage. We at *BNDH* are fortunate that, as we run our 'naval' campaigns, Miss Meadows graciously embellishes game events into commemorative narrative. Indeed, it is in the aftermath of this battle that Captain Darcy succeeds to command of the *'Hood'*, following Captain Von Moltke's disablement. Here he first meets Commander Bennet and – as they say – it 'all kicks off'.

SAMPLE SCENARIO 2 – THE ENCOUNTER AT JENGA IV

BACKGROUND: It is the Dominion War of 2374 (Period 5). The Cardassian cruiser *'Gulsar'* has indicated a desire to defect to the Allied cause. Yet this appears to be a trap as it is soon joined by Dominion warships.

TABLE SET UP: Place Jenga IV in the centre of the table with the *'Gulsar'* in orbit (see picture below). The opposing fleets advance on from table edges as shown.

VICTORY CONDITIONS: Destroy the enemy forces. After Turn 1 roll 1 D6 - on a '5-6' the *'Gulsar'* indeed defects to the Allies and turns on The Dominion.

You have the following initial forces:-

KLINGON EMPIRE / THE UNITED FEDERATION OF PLANETS

CA USS *'Hood'* (*Galaxy* class - Captain Catherine Darcy); BC IKS *'Revenger'* (*Vor-cha* class – Captain Khrone); CV USS *'Akagi'* (*Illustrious* class – Captain Takama)

CARDASSIAN UNION / DOMINION

CA *'Gulsar'* (*Galor* class – Captain Gul Ikt – NOTE SCENARIO RULE); BC *'5th Division Cruiser #4'* (*Jem'Hadar battlecruiser* class – First Natat'Knop); DD *'Attack Craft #627'* (*Jem'Hadar Attack Craft* class – Second Darth'Naylor); DD

'Attack Craft #52' (*Jem'Hadar Attack Craft* class – Second Dave'Trantr); DD *'Attack Craft #401'* (*Jem'Hadar Attack Craft* class – Second Dolt'Jart)
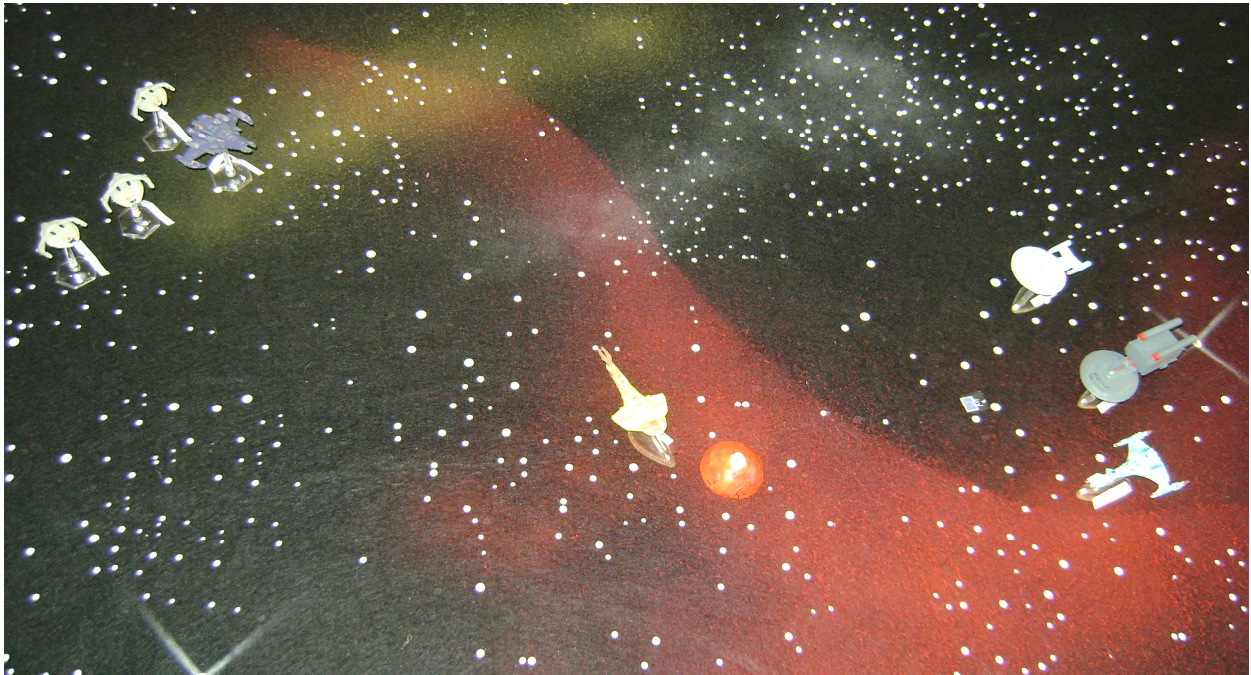
NOTES: A chance for double-dealing. It will not surprise the reader to discover that Captain Catherine Darcy of the *'Hood'* is the daughter of Captain Colin Darcy, and Commander Elizabeth Bennet. Players will note the aging *'Akagi'* in the Allied roster – it starts with a fighter CAP in place.

SOME SAMPLE SHIP SDs

These are not an exhaustive list, but include the main types we think players are likely use. As usual, if there are omissions, hail us….

GENERIC SHIPS

Name: TP Generic Civilian Transport; Speed: 5"; Turning: 2; Target Size: 3; Shields: 1; Hull: 5/4; Command: 2 (Trained); AC: None; Special Abilities: Warp. Impulse. Trans; Weapons: Main N/A. Secondary N/A. Close Def. 1. P1+

ANDORIAN IMPERIAL GUARD

Name: BC *Battlecruiser* Class Battlecruiser; Speed: 4"; Turning: 4; Target Size: 3; Shields: 4; Hull: 3/1; Command: 2 (Trained); AC: None; Special Abilities: Warp. Impulse; Weapons: Main 3 X Phaser. Secondary 1. Close Def. 3. P1-2

THE BAJORAN REPUBLIC

Name: SS *'Deep Space 9'*; Speed: N/A; Turning: N/A; Target Size: 0; Shields: 6
Hull: 20/5 (24/10 post-refit); Command: 2 (Trained) 3 (Superior post-refit); AC: None - capacity for 20 (24 post-refit); Special Abilities: Trans. Trac. Research. Marines. Advanced Sensors; Wps: Main 6 X Phasers. Secondary 6 (8 post-refit). Close Def. 8 (10 post-refit). P5+

THE BORG

Name: BB Cube; Speed: 8"; Turning: 2; Target Size: 0; Shields: 6; Hull: 30/10; Command: 2 (Trained); AC: None; Special Abilities: Research. Warp. Impulse. Trans. Trac. Adaption. Shield Drain. Advanced sensors. Some can use rule 11.8. for 'Transwarp' instead of Warp; Weapons: Main 6 X Phaser. Secondary 6. Close Def. 6. P5+

THE BREEN CONFEDERACY

Name: BC *Gchel Grett* Class Battlecruiser; Speed: 6"; Turning: 3; Target Size: 3; Shields: 5
Hull: 9/3; Command: 2 (Trained); AC: 2; Special Abilities: Warp. Impulse. Trans. Trac. Cloak.
Weapons: Main 3 X Phasers fore, 4 X Disrupter Torp fore. Secondary 3. Close Def. 3. P4-6

THE CARDASSIAN UNION

Name: BB *Gul* Class Dreadnought; Speed: 7"; Turning: 3; Target Size: 2; Shields: 5; Hull: 9/4; Command: 2 (Trained); AC: None; Special Abilities: Warp. Impulse. Trans. Trac. Marines; Weapons: Main 4 X Phasers, 1 X Plasma Torp fore, 2 X Disrupter Torp fore. Secondary 5. Close Def. 5. P4+

Name: CA *Galor* Class Cruiser; Speed: 8"; Turning: 3; Target Size: 3; Shields: 4; Hull: 8/4; Command: 2 (Trained); AC: None; Special Abilities: Warp. Impulse. Trans. Trac. Weapons: Main 3 X Phaser fore, 2 X Disrupter Torp Fore. Secondary 3. Close Def. 3. P4+

Name: CA *Keldon* Class Cruiser; Speed: 8"; Turning: 3; Target Size: 3; Shields: 4; Hull: 9/4; Command: 2 (Trained); AC: None; Special Abilities: Warp. Impulse. Trans. Trac. Cloak *if Obsidian Order*. Wepns: Main 3 X Phaser fore, 2 X Disrupt Torp Fore. Sec 3. Close Def. 3. P4+

Name: SS *Space Station*; Speed: N/A; Turning: N/A; Target Size: 0; Shields: 6; Hull: 20/5; Command: 2 (Trained); AC: None - capacity for 20; Special Abilities: Trans. Trac. Research. Marines. Advanced Sensors; Weapons: Main 6 X Phasers. Secondary 6. Close Def. 8. P4+

THE DOMINION

Name: BC *Jem'Hadar Battleship* Class; Speed: 7"; Turning: 2; Target Size: 1; Shields: 9 fore, port, stb, 5 aft; Hull: 16/5; Command: 2 (Trained); AC: None; Special Abilities: Warp. Impulse. Trans. Trac. Attack Shields. Marines; Weapons: Main 9 X Phaser fore, 5 X Photon Torp Fore. Secondary 5. Close Def. 4. P4+

Name: BC *Jem'Hadar Battlecruiser* Class; Speed: 7"; Turning: 3; Target Size: 1; Shields: 8 fore, port, stb, 4 aft; Hull: 14/5; Command: 2 (Trained); AC: None; Special Abilities: Warp. Impulse. Trans. Trac. Attack Shields. Marines; Weapons: Main 7 X Phaser fore, 3 X Photon Torp Fore. Secondary 5. Close Def. 4. P4+

Name: DD *Jem'Hadar Attack Craft* Class; Speed: 7"; Turning: 4; Target Size: 4; Shields: 4; Hull: 3/1; Command: 2 (Trained); AC: None; Special Abilities: Warp. Impulse. Trans. Trac. Agile. Marines. Landing; Wpns: Main 3 X Phas fore, 1 X Phot Torp Fore. Sec N/A. Close Def. 1. P4+

THE FERENGI

Name: CL *Raider* Class; Speed: 8"; Turning: 3; Target Size: 3; Shields: 4; Hull: 4/2; Command: 2 (Trained); AC: None; Special Abilities: Warp. Impulse. Trans. Trac. Advanced Sensors; Weapons: Main 2 X Phaser, 1 X Photon Torp Fore. Secondary 1. Close Def. 2. P4-5

Name: CA *D'Kora* Class Marauder; Speed: 8"; Turning: 2; Target Size: 1; Shields: 4; Hull: 10/8; Command: 2 (Trained); AC: None – capacity for 4; Special Abilities: Warp. Impulse. Trans. Trac. Advanced Sensors; Weapons: Main 4 X Phaser, 1 X Plasma Torp Fore. Secondary 3. Close Def. 3. P5+

THE GORN CONFEDERATION

Name: CA *Ceratosaurus* Class Battledestroyer; Speed: 6"; Turning: 3; Target Size: 3; Shields: 4; Hull: 6/3; Command: 2 (Trained); AC: None; Special Abilities: Warp. Impulse. Trans. Trac; Weapons: Main 3 X Phaser, 1 X Plasma Torp Fwd. Sec 1. Close Def. 2. P1-3

Name: CV *Pteranodon* Class Light Carrier; Speed: 5"; Turning: 3; Target Size: 3; Shields: 4; Hull: 5/3; Command: 2 (Trained); AC: 3; Special Abilities: Warp. Impulse. Trans. Trac. Carrier; Weapons: Main 1 X Phaser, Sec 3. Close Def. 3; P2-4

Name: DE *Raptor* Class Scout; Speed: 7"; Turning: 5; Target Size: 4; Shields: 2; Hull: 3/1; Comd: 2 (Trained); AC: None; Special Abs: Warp. Impulse. Trans. Trac. Advan Sensors. Cloak Hunter. Landing; Wpns: Main 1 X Phas Fore, 1 X Plas Torp Fore. Sec N/A. Clos Def. N/A. P2-4

Name: BC *Tyrannosaur* Class Battlecruiser; Speed: 6"; Turning: 3; Target Size: 2; Shields: 5; Hull: 10/4; Command: 2 (Trained); AC: None - capacity for 4; Special Abilities: Warp. Impulse. Trans. Trac. Marines; Weapons: Main 5 X Phaser, 1 X Plasma Torp Fore, 1 Drone Torp. Sec 3. Close Def. 3. P2-3

THE KAZON

Name: DD *Raider* Class Scout; Speed: 5"; Turning: 4; Target Size: 4; Shields: 2; Hull: 2/1; Command: 2 (Trained); AC: None; Special Abilities: Warp. Impulse. Trac. Landing. Marines; Weapons: Main 2 X Phaser, 1 X Plasma Torp Fore. Sec N/A. Close Def. N/A. P4-6

THE KLINGON EMPIRE

Name: DE *D5* Class Frigate; Speed: 5"; Turning: 4; Target Size: 4; Shields: 2 fore, port, starboard; 1 aft; Hull: 3/1; Command: 2 (Trained); AC: None; Special Abilities: Warp. Impulse. Trans. Attack Shields; Weapons: Main 2 X Phaser, 1 X Dis Torp Fore. Secondary N/A. Close Def. 1. P1-2

Name: BB *B5* Class Dreadnought; Speed: 5"; Turning: 2; Target Size: 2; Shields: 6 fore, port, starboard; 2 aft; Hull: 9/4; Command: 2 (Trained); AC: None.; Special Abilities: Warp. Impulse. Trans. Trac. Attack Shields. Marines; Weapons: Main 7 X Phaser fore, 2 X Disrupt Torp FWD, 3 Drone Torp. Sec 4. Clos Def. 5. P1-3

Name: CL *D6* Class Cruiser; Speed: 6"; Turning: 4; Target Size: 4; Shields: 3 fore, port, staboard; 1 aft; Hull: 4/2; Command: 2 (Trained); AC: None; Special Abilities: Warp. Impulse. Trans. Trac. Attk Shlds; Wpns: Main 2 X Phas, 1 X Disrupt Torp Fore, Sec 1. Clos Def. 1. P1-2

Name: BC *D7* Class Battlecruiser; Speed: 6"; Turning: 3; Target Size: 3; Shields: 4 fore, port, starboard; 2 aft; Hull: 6/3; Command: 2 (Trained); AC: None; Special Abilities: Warp. Impulse. Trans. Trac. Attack Shields; Weapons: Main 4 X Phaser For, 2 X Dis Torp Fore, 1 Drone Torp. Secondary 2. Close Def. 3. P2

Name: BC Refitted *D7 K't'inga* Class Battlecruiser; Speed: 7"; Turning: 3; Target Size: 3; Shields: 5 fore, port, starboard; 2 aft; Hull: 7/3; Command: 2 (Trained); AC: None; Special Abilities: Warp. Impulse. Trans. Trac. Attack Shields; Weapons: Main 5 X Phaser For, 2 X Dis Torp Fore, 1 Drone Torp. Secondary 2. Close Def. 3. P3-4

Name: DD *B'Rel / K'Vort* Class Bird of Prey; Speed: 7"; Turning: 4;Target Size: 2; Shields: 2; Hull: 2/1;Command: 2 (Trained); AC: None; Special Abilities: Warp. Impulse. Trans. Cloak. Landing; Wpns: Main 2 X Phaser Fore, 1 X Disrupter Torp Fore. Sec. N/A. Close Def. 1. P3+

Name: DE *L42* Class Bird of Prey; Speed: 7"; Turning: 5; Target Size: 5; Shields: 1; Hull: 1/0 Command: 2 (Trained); AC: None; Special Abilities: Warp. Impulse. Trans. Cloak. Landing. Klingon cloaked firing; Wpns: Main 1 X Phas Fre, 1 X Disrup Tp Fore. Sec N/A. Cls Def. 1. P3+

Name: BC Refitted *D7 K'Torr* Class Battlecruiser; Speed: 7"; Turning: 3; Target Size: 3; Shields: 5 fore, port, starboard; 2 aft; Hull: 7/3; Command: 2 (Trained); AC: None; Special Abilities: Warp. Impulse. Trans. Trac. Attack Shields. Cloak; Weapons: Main 5 X Phaser For, 2 X Dis Torp Fore, 1 Drone Torp. Secondary 2. Close Def. 3. P3+

Name: BC *K'Vak* Class Battlecruiser; Speed: 8"; Turning: 4; Target Size: 2; Shields: 4 fore, port, starboard; 2 aft; Hull: 8/4; Command: 2 (Trained); AC: None; Special Abilities: Warp. Impulse. Trans. Trac. Attack Shields. Cloak; Weapons: Main 2 X Phaser, 2 X Disrupt Torp Fore, 1 X Plasma Torp Fore. Sec 2. Close Def. 2. P4-5

Name: BC *Vor-cha* Class Battlecruiser; Speed: 8"; Turning: 3; Target Size: 1; Shields: 6 fore, port, starboard; 2 aft; Hull: 11/4; Command: 2 (Trained); AC: None – capacity 5; Special Abilities: Warp. Impulse. Trans. Trac. Attack Shields. Marines. Advanced Sensors. Cloak; Wpns: Main 2 X Phaser For, 2 X Dis Torp Fore, 3 Drone Torp. Secondary 4. Close Def. 5. P4+

Name: BC *Negh'Var* Class Battlecruiser; Speed: 6"; Turning: 3; Target Size: 1; Shields: 7 fore, port, starb; 4 aft; Hull: 13/5; Comd: 2 (Trained); AC: None – but capacity for 5; Special Abs: Warp. Impulse. Trans. Trac. Attack Shields. Marines. Advanced Sens. Cloak. Wpns: Main 7 X Phas fore, 2 X Disrupt Torp fore, 1 X Disrupt Torp aft, 3 Drone Torp. Sec 4. Close Def. 5. P5-6

THE KZINTI HEGEMONY

Name: CA Attack Cruiser; Speed: 6"; Turning: 3; Target Size: 3; Shields: 4; Hull: 6/4; Command: 2 (Trained); AC: None; Special Abilities: Warp. Impulse. Trans. Trac; Weapons: Main 2 X Phaser, 1 X Disrupter Torp Fore, 4 X Drone Torps. Secondary 4. Close Def. 6. P2+

Name: DD Destroyer; Speed: 6"; Turning: 4; Target Size: 4; Shields: 2; Hull: 3/1; Command: 2 (Trained); AC: None; Special Abilities: Warp. Impulse. Trans. Trac; Weapons: Main 1 X Phaser, 1 X Disrupter Torp Fore, 2 X Drone Torps. Secondary 1. Close Def. 2. P2-5

THE ROMULAN STAR EMPIRE

Name: CL *Warbird* Class; Speed: 3"; Turning: 3; Target Size: 3: Shields: 3: Hull: 3/1: Command: 2 (Trained); AC: None: Special Abilities: Impulse. Warp (*via* quantum singularity); Trans. Trac. Cloak. Pursuit Mine; Weapons: Main 2 X Phaser, 1 X Plasma Torp Fore. Second 1. Close Def. 1. P1-2

Name: CL *Uprated Warbird* Class; Speed: 6"; Turning: 3; Target Size: 3; Shields: 3; Hull: 3/1 Command: 2 (Trained); AC: None; Special Abilities: Warp. Impulse. Trans. Trac. Cloak. Pursuit Mine; Weapons: Main 2 X Phaser, 1 X Plasma Torp Fore. Sec 1. Close Def. 1. P2-3

Name: BB *Uprated Warbird Dreadnought* Class; Speed: 6"; Turning: 2; Target Size: 2; Shields: 5; Hull: 6/2; Command: 2 (Trained); AC: None; Special Abilities: Warp. Impulse. Trans. Trac. Cloak. Pursuit Mine; Weapons: Main 4 X Phaser, 2 X Plasma Torp Fore only. Second 3. Close Def. 3. P2-4

Name: DD Purchased Klingon Design *D5* Class Destroyer; Speed: 5"; Turning: 4; Target Size: 4; Shields: 2 fore, port, starboard; aft; Hull: 3/1; Command: 2 (Trained); AC: None; Special Abilities: Warp. Impulse. Trans. Cloak; Weapons: Main 2 X Phaser, 1 X Disrupt Torp Fore Sec N.A. Clos Def. N/A. P2

Name: BC Purchased Klingon Design *D7* Class Battlecruiser; Speed: 6"; Turning: 3; Target Size: 3; Shields: 4; Hull: 6/3; Command: 2 (Trained); AC: None; Special Abilities: Warp. Impulse. Trans. Trac. Cloak. Pursuit Mine; Weapons: Main 4 X Phaser fore, 2 X Disrupt Torp Fore, Sec 2. Close Def. 3. P2-3

Name: CA *Valdore* Class Cruiser; Speed: 7"; Turning: 4; Target Size: 3; Shields: 5; Hull: 8/4; Command: 2 (Trained); AC: None; Special Abilities: Warp. Impulse. Trans. Trac. Cloak. Pursuit Mine; Weapons: Main 5 X Phaser, 2 X Disrupt Torp Fore, Sec 4. Close Def. 5. P5+

Name: DD *'S' Class* Scoutship; Speed: 8"; Turning: 5; Target Size: 4; Shields: 3; Hull: 3/1; Command: 2 (Trained); AC: None; Special Abilities: Warp. Impulse. Trans. Trac. Cloak. Pursuit Mine. Advanced Sensors *or* Research *(but not both)*; Weapons: Main 4 X Phaser, 2 X Disrupt Torp FWD, Sec 6. Close Def. 5. P3-5

Name: CA *L85 Warbird* Class; Speed: 8"; Turning: 4; Target Size: 2; Shields: 5; Hull: 9/4; Command: 2 (Trained); AC: None; Special Abilities: Warp. Impulse. Trans. Trac. Cloak. Pursuit Mine. Marines; Weapons: Main 4 X Phaser, 2 X Disrupt Torp FWD, Sec 6. Close Def. 5. P4-6

Name: CA *D'Deridex / 'B'* Class Starship; Speed: 7"; Turning: 3; Target Size: 1; Shields: 6; Hull: 11/6; Command: 2 (Trained); AC: None; Special Abilities: Warp. Impulse. Trans. Trac. Cloak. Pursuit Mine. Research. Marines. Advanced Sensors; Weapons: Main 5 X Phaser, 2 X Disrupt Torp Fore, Sec 5. Close Def. 6. P5-6

THE THOLIAN HOLDFAST

Name: DD *Destroyer* Class; Speed: 4"; Turning: 4; Target Size: 4; Shields: 3; Hull: 4/2 Command: 2 (Trained); AC: None; Special Abilities: Warp. Impulse. Trac. Tholian Web. Landing; Weapons: Main 2 X Phaser. Secondary N/A. Close Def. 2. P1-6

THE UNITED FEDERATION OF PLANETS

Name: CA *Constitution* Class; Speed: 5"; Turning: 3; Target Size: 3; Shields: 3; Hull: 7/3; Command: 2 (Trained); AC: None; Special Abilities: Research. Warp. Impulse. Trans. Trac. Saucer; Weapons: Main 3 X Phaser, 1 X Photon Torp Fore. Second N/A. Close Def. 2. P1-2

Name: DD *Saladin* Class; Speed: 6"; Turning: 4; Target Size: 4; Shields: 2; Hull: 3/1; Command: 2 (Trained); AC: None; Special Abilities: Research. Warp. Impulse. Trans. Trac. Agile. Saucer; Wpns: Main 2 X Phaser, 1 X Photon Torp Fore. Second N/A. Close Def. 1. P1-2

Name: DE *Hermes* Class; Speed: 6"; Turning: 4; Target Size: 4; Shields: 2; Hull: 3/1; Command: 2 (Trained); AC: None; Special Abilities: Research. Warp. Impulse. Trans. Trac. Agile. Advanced Sensors. Saucer; Weapons: Main 1 X Phaser, 1 X Photon Torp Fore. Second N/A. Close Def. 1. P1-2

Name: DE *Ptolemy* Class Tug; Speed: 5"; Turning: 3; Target Size: 4 + 1 for each pod attached; Shields: 2; Hull: 3 + 1 for each pod attached / 1; Command: 2 (Trained); AC: None; Special Abilities: Warp. Impulse. Trans. Trac; Weapons: Main 2 X Phaser. Secondary N/A. Close Def. 3. P1-2

Name: CA *Crossfield* Class Starship; Speed: 6"; Turning: 3; Target Size: 3; Shields: 3; Hull: 6/2; Command: 2 (Trained); AC: None; Special Abilities: Research. Warp. Impulse. Trans. Trac. Saucer. *'Spore Drive' can go straight to 'maximum warp' without 'flank speed' step;* Weapons: Main 4 X Phaser, 1 X Photon Torps Fore. Secondary N/A. Close Def. 4. P2

Name: BB *Federation* Class Dreadnought; Speed: 5"; Turning: 3; Target Size: 2; Shields: 5; Hull: 9/5; Command: 2 (Trained); AC: None; Special Abilities: Warp. Impulse. Trans. Trac. Saucer. Marines; Weapons: Main 6 X Phaser, 2 X Photon Torp Fore, 1 X Photon Torp aft. Secondary 2. Close Def. 4. P2

Name: CA Refitted *Constitution* Class; Speed: 6"; Turning: 3; Target Size: 3; Shields: 3; Hull: 7/3; Command: 2 (Trained); AC: None; Special Abilities: Research. Warp. Impulse. Trans. Trac. Saucer; Wpons: Main 4 X Phaser, 2 X Photon Torps Fore. Second N/A. Close Def. 2. P2

Name: CV *Illustrious* Class; Speed: 6"; Turning: 2; Target Size: 1; Shields: 4; Hull: 10/6; Command: 2 (Trained); AC: 6 flights; Special Abilities: Warp. Impulse. Trans. Trac. Carrier. Weapons: Main 1 X Phaser. Secondary 4. Close Def. 4. P2-3

Name: CA 2nd refit *Constitution* Class; Speed: 6"; Turning: 3; Target Size: 3; Shields: 3; Hull: 7/3; Command: 2 (Trained); AC: None; Special Abilities: Research. Warp. Impulse. Trans. Trac. Saucer; Weapons: Main 4 X Phaser, 2 X Photon Torp Fore, 1 X Photon Torp aft. Second N/A. Close Def. 2. P3

Name: CL *Miranda* Class Starship; Speed: 7"; Turning: 4; Target Size: 3; Shields: 3; Hull: 4/2; Command: 2 (Trained); AC: None; Special Abilities: Warp. Impulse. Trans. Trac. Advanced Sensors; Weapons: Main 2 X Phaser. 1 X Photon Torp Fore. Secondary 2. Close Def. 2. P3-5

Name: DD *Soyuz* Class Starship; Speed: 7"; Turning: 5; Target Size: 4; Shields: 3; Hull: 3/1; Command: 2 (Trained); AC: None; Special Abilities: Warp. Impulse. Trans. Trac. Advanced Sensors. Cloak Hunter; Weapons: Main 1 X Phaser. 1 X Photon Torp Fore. Secondary N/A. Close Def. 2. P3-5

Name: CA *Excelsior* Class Starship; Speed: 7"; Turning: 3; Target Size: 2; Shields: 5 Hull: 8/4; Command: 2 (Trained); AC: None; Special Abilities: Research. Warp. Impulse. Trans. Trac. Saucer. Advanced Sensors; Weapons: Main 4 X Phaser, 1 X Photon Torps Fore, 1 X Photon Torp aft. Secondary 2. Close Def. 2. P3-4

Name: BC *Ambassador* Class Starship; Speed: 7"; Turning: 3; Target Size: 1; Shields: 5; Hull: 8/4; Command: 2 (Trained); AC: None; Special Abilities: Warp. Impulse. Trans. Trac. Saucer. Advanced Sensors. Research; Weapons: Main 5 X Phaser, 1 X Photon Torps Fore, 1 X Photon Torp aft. Secondary 2. Close Def. 3. P4

Name: CA *Victory* Class Starship; Speed: 8"; Turning: 4; Target Size: 2; Shields: 5; Hull: 6/3 Command: 2 (Trained); AC: None; Special Abilities: Warp. Impulse. Trans. Trac. Advanced Sensors. Research; Weapons: Main 4 X Phaser, 1 X Photon Torps FWD. Secondary 2. Close Def. 2. P3-4

Name: CA *Galaxy* Class; Speed: 8"; Turning: 2; Target Size: 1; Shields: 6; Hull: 12/8; Command: 2 (Trained); AC: None – capacity for 2; Special Abilities: Research. Warp. Impulse. Trans. Trac. Saucer. Advanced Sensors; Weapons: Main 6 X Phaser, 2 X Photon Torps; Secondary 3. Close Def. 5. P5+

Name: SS *'Deep Space Nine'*. SEE UNDER BAJORAN LISTS

Name: CA *Intruder* Class Starship; Speed: 6"; Turning: 4; Target Size: 4; Shields: 6; Hull: 4/2; Command: 3 (Superior); AC: None; Special Abilities: Warp. Impulse. Trans. Trac. Cloak. Advanced Sensors; Weapons: Main 4 X Phas FWD, 2 X Photon Torps FWD. Secondary 2. Close Def. 2. P5+

Name: CL *Intrepid* Class Starship; Speed: 6"; Turning: 4; Target Size: 4; Shields: 4; Hull: 4/1 Command: 3 (Trained); AC: None; Special Abilities: Warp. Impulse. Trans. Trac. Advanced Sensors. Research. Landing. Weapons: Main 2 X Phaser, 2 X Photon Torps. Secondary 1. Close Def. 1. P5+

Name: CA *Sovereign* Class Starship; Speed: 8"; Turning: 3; Target Size: 1; Shields: 6; Hull: 12/7; Command: 3 (Superior). AC: None; Special Abilities: Warp. Impulse. Trans. Trac. Saucer. Advanced Sensors. Research; Weapons: Main 7 X Phaser, 4 X Photon Torps. Secondary 4. Close Def. 5. P5+

Name: CV *Valkyrie* Class; Speed: 6"; Turning: 2; Target Size: 1; Shields: 5; Hull: 14/8; Command: 2 (Trained); AC: 8 flights; Special Abilities: Warp. Impulse. Trans. Trac. Carrier. Weapons: Main N/A. Secondary 5. Close Def. 6. P5+

UNITED NATIONS OF EARTH

Name: CL *NX* Class; Speed: 4"; Turning: 4; Target Size: 4; Shields: 2; Hull: 4/2; Command: 3 (Superior); AC: None; Special Abilities: Research. Warp. Impulse. Trans; Weapons: Main 1 X Phaser, 1 X Photon Torp FWD. Secondary N/A. Close Def. 2. P1

THE VULCAN HIGH COMMAND

Name: CL *Surrock* Class; Speed: 4"; Turning: 4; Target Size: 4; Shields: 3; Hull: 5/2; Command: 2 (Trained); AC: None; Special Abilities: Research. Warp. Impulse. Trans; Weapons: Main 2 X Phaser. Secondary N/A. Close Def. 3. P1-4

TEMPLATE 4 – BLANK SD SHEET

NAME	SPEED	TURN	TARGET SIZE	SHIELDS	HULL	COMMAND	AC

SPECIAL ABILITIES	WEAPONS		NOTES

NAME	SPEED	TURN	TARGET SIZE	SHIELDS	HULL	COMMAND	AC

SPECIAL ABILITIES	WEAPONS		NOTES

NAME	SPEED	TURN	TARGET SIZE	SHIELDS	HULL	COMMAND	AC

SPECIAL ABILITIES	WEAPONS		NOTES

NAME	SPEED	TURN	TARGET SIZE	SHIELDS	HULL	COMMAND	AC

SPECIAL ABILITIES	WEAPONS		NOTES