

# CONFEDERATION OF THE GORN

Designation	SFB Ref #	Factors On Counter	Product	Cmd (754.0)	Date Avail	Base Hull; Size (755.0)	Conversion Cost, Source	Build Cost or Substitution	Salvage (439.0)	Notes and Special Cases; EW, Shock
<b>BATTLESHIPS</b>										
BB	47	20(3)/10(1▲)	REIN	9	Y175 (436.0)	BB(2)	None	(436.0): 36	5.0	Battleship, conjectural.
BBV	65		TO?	10		BB(2)	From BB: 4+24	For BB: 40+24	5.0	Battleship-Heavy carrier, conjectural.
SDS	66		TO?	10		BB(2)	From BB: From BBV:	For BB: 41+12+PFs	5.0	Stellar Domination Ship, Conjectural
<b>DREADNOUGHTS</b>										
DN	11	14/7	F&E	10	Y171	DN(2)	None	Schedule: 18	4.5	Basic Hull Type (DN)
CVA	48	14(12)/7(6)	FO	10	Y175	DN(2)	From DN: 4+24	For DN: 20+24	4.5	Heavy Carrier; Conjectural (513.41)
DNE	63		NO?	10	Y166	DN(2)	None	Schedule:		Early form of dreadnought
CVA (4CVA)	—	33(12)/17(6) CVA+HDE+2BDE	FO	10	Y175	Group	Individual Ships	Individual Ships	Ships	Heavy Carrier Group; Conjectural (513.41)
SCS (4SCS)	—	33P(6)/17P(3) SCS+HDE+2BDE	CO	10	Y183	Group	Individual Ships	Individual Ships	Ships	Space Control Ship Group
DNG	CL26 A5	14GGG/7GG	AO	10	Y175	DN(2)	From DN: 3	For DN: 18	4.5	Commando Variant of DN, limited production (525.83).
DNH	61	16/8	AO	10	Y177	DN(2)	From DN: 2	Schedule: 20	5.0	Heavy Variant
DNT	64	14+/7	AO	10	Y174	DN(2)	From DN: 4	For DN: 18	4.5	Special Variant, counts as mauler. Limit one in service (525.82).
SCS	20	14P(6)/7P(3)	F&E	10	Y183	DN(2)	From DN: 5+12 From CVA: 5	For DN: 23+12	4.5	Space Control Ship
DNC	CL22	13/7	AO	10	Y177	DNC(2)	From CL or BC: 8	For DN: 18	4.5	Basic Hull Type (DNC) Only one conversion per turn (706.3)
DND	78		TO?	10	Y172	DND(2)	From HD:	For		Basic Hull Type (DND), Conjectural-Impossible.
DNL	62	11F/6	AO	9	Y172	DNL(2)	None	For DN: 16	3.5	Fast Dreadnought (525.1)
DNM	86		NO?		Y176	DNL(2)	From DNL:	For DN:		Medium Dreadnought
<b>HEAVY BATTLECRUISERS</b>										
BCH	40	12/6	F&E	10	Y180	BCH(3)	From BC/CC: 3 From CCH: 2 From CL: 5‡	For BC/DN: 12	3.0	BCH. Basic Hull
BCS	50	12P(3)/6P(1)	AO	10	Y183	BCH(3)	From BC: 7‡+6 From BCH: 5+6 From BCV: 2 From CCH: 6‡+6 From CV: 5‡ From CVS: (4?) (3?)	For BC/DN/CVA: 17+6	3.0	Battle Control Ship (525.54)

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BCV	49	12(6)/6(3)	AO	10	Y180	BCH(3)	From BCH: 2+12 From CCH: 3+12 From CV: 5‡ From CVS: 3 From BC: 4‡+12	For BC/DN/CVA: 14+12	3.0	Medium Carrier; conjectural (525.85)
<b>BATTLECRUISERS</b>										
BC	19	10/5	F&E	8	Y120	BC(3)	From CL: 3	Schedule: 10	2.5	CA. Basic Hull
BCM	89		NO?		Y175	BC(3)	From BC:			Conjectural Mauler
BF	55	9-10F/5	AO	8	Y168	BC(3)	From BC: 3 From CL: 5‡	For BC: 12	2.5	Fast Cruiser (525.1)
CC	18	10/5	F&E	9	Y139	BC(3)	From BC: 1 From CL: 3‡	For BC: 10 (Y178+)	2.5	Command Variant
CCH	51	11/6	AO	9	Y174	BC(3)	From BC: 2 From CC: 1 From CL: 4‡	For CC: 11 For BC: 11 (Y178+)	2.75	Heavy Variant
CV (3CV)	—	21(6)/11(3) CV+CLE+DE	F&E	6	Y173	Group	Individual Ships	Individual Ships	Ships	Medium Carrier Group
CCX	201	14/7	AO	10	Y182	BC(3)	From BC or CC: 6 From CL: 10	For BC: 14	3.5	X-Ship
CVS	52	10(6)/5(3)	AO	9	Y175	BC(3)	From BC: 2+12 From CV: 3 From CL: 4+12‡	For BC: 12+12	2.5	Medium Carrier; Conjectural (513.41); see (527.85)
CVX	X1R	??(8H)/??(4H)	TO?			BC(3)	From CVS: From BC:	For BC:		X-Technology medium carrier with heavy fighters, raider-no escorts needed
HSR	60	6-10◆/3-5	SO	8	Y181	BC(3)	From BC: 5 From CL: 7‡ From SR: 3	For BC: 15	2.5	Survey Ship, Scout, (3EW:2AF), (1EW:6AF)
HSRV	60A	6-10(3)◆/3-5(1▲)	SO	8	Y181	BC(3)	From BC: 5+6 From CL: 7+6‡ From SR: 3+6 From HSR: 0+6	For BC: 15+6	2.5	Survey Ship, Scout, (3EW:2AF), (1EW:6AF); single ship medium carrier
<b>MEDIUM CRUISERS</b>										
CM	39	10/5	CO	8	Y173	CM(3)	From HD: 3	Schedule: 8	2.0	Basic Hull Type (CM) One conversion per turn (706.3)
CMF	71	9-10F/5	SO	8	Y175	CM(3)	From HD‡: 5 (minor) From CM: 2	For CM: 10 (525.12)	2.0	Fast raider variant of NCA
CMG	74	6-10G/3-5G	SO	8	Y175	CM(3)	From HD‡: 4 (minor) From HCD: 4 (minor) From CM: 2	For CM: 8	2.0	Heavy Commando Cruiser, variant of NCA.

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CMP	73	6-10P♦/3-5P	SO	8	Y182(B)	CM(3)	From HD‡: 7 From HDP: 3 From CM: 5	For CM: 13	2.0	PF Tender variant of NCA. Scout (2EW:2AF, 1EW: 6AF).
CMV	76	10(6)/5(3)	FO	8	Y175	CM(3)	From CM: 2+12 From HV: 3 From HD: 4+12‡	For CM: 10+12	2.0	Medium Carrier, variant of CM.
CMX	202	14/7	AO	9	Y184	CM(3)	From HDX: 4 From CM: NA	For CM: 14	3.5	X-Ship
MCC	43	10/5	AO	9	Y174	CM(3)	From CM: 1 From HD: 4‡ (@)	None	2.0	Command version of CM. @ = unusual conversion cost confirmed.
MCM	923	10‡/5	NO?	8	Y175	CM(3)	From CM: 5	For CM: 10	2.0	Conjectural Mauler
MDS	75	4-10♦P(6) /2-5P(3)	FO	8	Y182	CM(3)	From CM: 5+12 From HD: 7‡+12 From HV: 6‡	For CM: 12+12	2.0	Division Control Ship, Heavy Carrier (cannot be treated as medium), Scout, EW=2.
MSC	77	6-10♦/3-5	SO	8	Y175	CM(3)	From HD‡: 6 From HDS: 4 From CM: 4	For CM: 12	2.0	Scout Variant of CM (NCA). (4EW:3AF), (1EW:6AF)
MSR	72	6-10♦/3-5	SO	8	Y175	CM(3)	From CM: 5 From HD: 7‡ From HDS: 5‡	For CM: 13	2.0	Survey Ship, Scout, (3EW:2AF), (1EW:6AF)
MSRV	72A	6-10(2)♦/3-5(1)	SO	8	Y175	CM(3)	From CM: 5+4 From MSR: 0+4 From HD: 7+4‡ From HDS: 5+4‡	For CM: 13+6	2.0	Survey Ship, Scout, (3EW:2AF), (1EW:6AF); single ship medium carrier
MSV	85	4-10♦(8H)/2-5(4H)	SO	8	Y180	CM(3)	From SRV/HSV: 3 From CM: 5+16 From CMV: 3+4 From HD‡: 7+16	For CM: 13+16	2.0	Scout Carrier variant of CM, heavy fighters; 3EW
<b>LIGHT CRUISERS</b>										
CL	3	8/4	F&E	6	Y120	CL(3)	From CL?: 1 (440.4)	For HD/BC: 8	2.0	Basic Hull Type (CL) §
CLE	38	8■/4■	F&E	6	Y173	CL(3)	From CL: 1	For HD/BC: 9	2.0	Heavy Escort §
COM	29	6-8G/3-4G	CO	6	Y124	CL(3)	From CL: 2	For CL: 8	2.0	Commando Ship §
CV	16	8(6)/4(3)	F&E	6	Y173	CL(3)	From CL: 2+12	For CL: 10+12	2.0	Medium Carrier, no early variants
LSC	10	2-8♦/0-4	CO	6	Y170	CL(3)	From CL: 4	For CL: 12	2.0	Heavy Scout; EW = 4 §
SR	30	4-8♦/2-4	SO	6	Y150	CL(3)	From CL: 5 From LSC: 3	For CL: 13	2.0	Survey Ship, Scout, (3EW:2AF) (1EW:4AF).
SRV	30A	4-8(3)♦/2-4(1▲)	SO	6	Y175	CL(3)	From CL: 5+6 From LSC: 3+6 From SR: 0+6	For CL: 13+6	2.0	Survey Ship, Scout (3EW:2AF) (1EW:4AF); single ship medium carrier
<b>HEAVY DESTROYERS</b>										
HD	12	7/4	F&E	6	Y169	HD(3)	None	Schedule: 5	1.25	CW. Basic Hull §

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HDE	24	7■/4■	F&E	6	Y173	HD(3)	From HD: 1	For HD: 6	1.25	Heavy Escort §
HDM	90		NO?		Y175	HD(3)	From HD:	For HD:		Conjectural Mauler
HDP	26	4-7P◆/1-4P	F&E	6	Y182	HD(3)	From HD: 5 From HDS: 3	For HD: 10	1.25	Scout, PFT; EW=2
HDS	23	3-7◆/1-4	F&E	6	Y172	HD(3)	From HD: 3	For HD: 8	1.25	Scout; EW=3 §
HDX	203	11/6	AO	7	Y182	HD(3)	From HD: NA	For HD: 11	2.75	X-ship §
HV (3HV)	—	20(6)/11(3) HV+HDE+BDE	F&E	6	Y174	Group	Individual Ships	Individual Ships	Ships	Medium Carrier Group
CVD	68	6-8(12)/3-4(6)	FO	6	Y176	HD(3)	From HD: 3+24 From HV: 2+12 From HVD: 1+12	For HD: 8+24	1.25	Escorted as a Heavy Carrier; not an oversized squadron.
HCD	44	5-7G/3-4G	CO	6	Y171	HD(3)	From HD: 2	For HD: 5	1.25	Commando Ship §
HDX-scout	X1R		TO?			HD(3)				X-technology scout, EW=??
HSV	70	2-7◆(8H)/1-4(4H)	FO	6	Y178	HD(3)	From HV: 3+4 From HD: 5+16	For HD: 9+16	1.25	Scout (Medium) Carrier, heavy fighters, EW=2.
HV	27	7(6)/4(3)	F&E	6	Y174	HD(3)	From HD: 2+12	For HD: 7+12	1.25	Medium Carrier, no early variants
HVD	67	7-8(6)/3-4(3)	FO	6	Y176	HD(3)	From HD: 2+12	For HD: 6+12	1.25	Medium Carrier
HVH	27	7(8H)/4(4H)	AO	6	Y179	HD(3)	From HD: 2+16 From HV: 0+4	For HD: 7+16	1.25	Medium Carrier with heavy fighters
HVP	69	4-7(9)/2-4(4▲)	FO	6	Y176	HD(3)	From HD: 3+18 From HV: 2+6	For HD: 7+18	1.25	Medium Carrier, Oversized Squadron.
LTT	28	5-7/3-4	CO	6	Y172	HD(3)	From HD: 3	For HD: 5	1.25	Light Tactical Transport
MDH	90	7-4/4	NO?	6	Y175	HD(3)	From HD: 4	For HD: 7	1.25	Conjectural Mauler
<b>HEAVY BATTLE DESTROYERS</b>										
HDW (HBD)	58	6-7(1)/3-4	AO	6	Y180	HDW(4)	From BDD: 2 + 1 From DD: 3+1‡	For BDD: 5+1	1.25	Modular Ship (525.2). § in some modes. Designated HBD in SFB.
HDWE	58	6-7(1)■/3-4■	AO	6	Y180	HDW(4)	See (525.2) in AO.	(525.2) in AO.	1.25	Escort mode of HDW §
HDWV	58	6-7(6)/3-4(3)	AO	6	Y180	HDW(4)	See (525.2) in AO.	(525.2) in AO.	1.25	Carrier mode of HDW.
<b>BATTLE DESTROYERS</b>										
BD	17	6/3	F&E	5	Y168	BD(4)	From DD: 2	Schedule: 4	1.0	DW. Basic Hull §
BDE	36	6■/3■	F&E	5	Y173	BD(4)	From BD: 1 From DD or DE: 2‡	For BD: 5	1.0	Light Escort §
BDG	54	4-6G/2-3	CO	5	Y172	BD(4)	From BD or DDG: 2 From DD: 3‡	For BD: 4	1.0	Commando Ship §
BDP	46	3-6P◆/1-3P	CO	5	Y182(B)	BD(4)	From BD: 5 From SC: 5‡ From DD: 6‡ From PFT or BDS: 3	For BD: 9	1.0	PF Tender, Scout; EW = 2
BDS	45	2-6◆/1-3	F&E	5	Y168	BD(4)	From BD: 2 From SC: 3 From DD: 3‡	For BD: 6	1.0	Scout; EW = 2 §

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BDSX	205	4-9◆/2-5◆	AO	6	Y184	BD(4)	From BDX: 3 From BDS: 5 From SC: 6‡ From DD: 7‡	For BD: 12	2.25	X-Ship §, Scout: EW = 3 (Crippled EW = 1)
BDV	56	6(4)/3(2)	AO	6	Y176	BD(4)	From BD: 1+8 From DD‡: 2+8	For BD: 5+8	1.0	Escort Carrier
BDX	204	9/5	AO	6	Y183	BD(4)	From DD: 6‡ From BD: 5	For BD: 9	2.25	X-Ship §
BFR	A8	2-6[8]■/1-3	TO?	5	Y178	BD(4)	From BD: 1+6 From DD: 2‡+6	For BD: 5+6	1.00	Forward Carrier Resupply Ship, Light Escort § From FCR = 2
<b>DESTROYERS</b>										
DD	4	5/3	F&E	4	Y119	DD(4)	From DD?: 1(440.4)	For BD: 3	0.75	Basic Hull Type (FF) §
DDG	53	3-5G/2-3	CO	4	Y126	DD(4)	From DD: 2	For DD: 3	0.75	Commando Variant of DD §
DDT	94	2-5U/1-3	SO	4	Y175	DD(4)	From DD: 1	For DD: 3	0.75	Theater Transport, Carry 5 EPs or pod.
DE	37	5■/3■	F&E	4	Y173	DD(4)	From DD: 1	For BD: 4	0.75	Light Escort §
FCR	57	2-5[6]■/1-3	AO	4	Y175	DD(4)	From DD: 1+6	For DD: 4+6	0.75	Carrier Resupply Ship; Light Escort §.
PFT	14	2-5P◆/0-3P	F&E	4	Y182	DD(4)	From DD: 5	For BD/DD: 8	0.75	Scout, PFT; EW=1
SC	13	2-5◆/0-3	F&E	4	Y124	DD(4)	From DD: 1	For BD/DD: 4	0.75	Scout; EW=1 §
<b>ASSORTED STRANGE GORN SHIPS THAT PROBABLY BELONG IN OTHER CATEGORIES</b>										
DBC	A6	9/5	SO	8	Y178	DBC(3)	From DD/BD: 6	For DD/BD: 10	2.25	DD with very large rear hull. Cannot be in Battle Groups. Production limit one per turn.
DDC	A7	8/4	SO	6	Y178	DDC(3)	From DD/BD: 4	For DD/BD: 8	2.0	DD with larger rear hull. Battlegroup ship. § Construction limit one per turn.
DDW				4	Y164	DDW(4)	From DD:	For DD:		Double Wing Destroyer
HDWX	X1R		TO?			Unknown				No Data Available
CLX	X1R		TO?							X-technology light cruiser
DLF	92		NO?	9	Y180					Conjectural Ship
LPF			DO?							Local Defense PFT
<b>POLICE FRIGATES</b>										
POL	33	4/None	CO	3	Y125	POL(4)	—NA—	Call up: 2	0.00	Police Ship (531.0)
PV	84	4(3)/None	PO	3	Y176	FF(4)	From FF: 1+6	For FF/DD: 4+6	0.00	Police Carrier
FLG	59	2-5◆G/None	PO	4	Y138	DD(4)	From FF: 3	For FF/DD: 5	0.00	Police Flagship, Scout (EW=1), Commando Ship (one battalion).
<b>TUG AND PODS</b>										
TG	5	2-8/0-4	F&E	8	Y129	TG(3)	From BC/CL: 4	For BC: 6	1.5	Basic Hull
HBP+	8	10-4/None	CO	+2	Y149	Pod	None	(431.22): 8	1.0	Heavy Battle Pod, limit 2.
LBP	41	6-0/None	CO	+2	Y172	Pod	None	(431.22): 6	0.5	Light Battle Pod, limit 2.

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PFP	34	0P♦/None	CO	+0	Y182	Pod	None	(431.22): 6	0.5	PF Tender Pod, limit 2; Scout; (2EW:2AF)(1EW:TugAF)
PTP	99	0[PP]/None	AO	+0	Y182	Pod	None	(526.62): 2+ PFs	0.5	PF Transport Pod, cannot operate PFs; limit 2.
SP	97	0♦/None	AO	+1	Y165	Pod	None	(431.22): 5	0.5	Scout pod; (4EW:Tug; 3EW:LTT; 2EW:TG+Pod+SP) (317.53); limit 2.
T-POD	7	0G/None	CO	+0	Y130	Pod	None	(521.712): 2	0.5	Troop Pod, limit 4.
VHP	98	0[16H]/None	AO	+0	Y179	Pod	None	(530.62): 2+16	0.5	Heavy fighter resupply pod, limit 1
REP POD	—	0/None	F&E	0	Y159	Tug Mission	—NA—	Replacement: 5	0.0	See (422.8), (442.7).
<b>GUNBOAT FLOTILLAS</b>										
CPF	R1.R1	1-5 PFs	AO	0	Y183(A)	—NA—	—NA—	(524.112): 5	0.0	Casual PF Flotilla.
CPX	R1.R1	None	AO	0	Y183(A)	—NA—	—NA—	(524.112): 5	0.0	Casual PF Flotilla usable on raids.
<b>MONITORS &amp; PALLETS</b>										
MON	R1.22	10-6/5-3	CO	6	Y140	MON(3)	None	(451.12): 8	2.0	Monitor
MPAL (CV)	R1.22 E	0(6)/None	CO	+0	Y173	Monitor Pallet	None	2+6	0.5	Pallet attached to Monitor
MPAL (PFT)	R1.22 E	0P/None	PO	+0	Y182(B)	Monitor Pallet	None	(519.422): 5+PFs	0.00	Monitor pallet with PFs.
MPAL (SCS)	R1.22 E	0P(6)/None	CO	+0	Y182(B)	Monitor Pallet	None	5+6	1.0	Pallet attached to Monitor
<b>HEAVY AUXILIARIES (ORE CARRIER HULL)</b>										
Future										
<b>LARGE AUXILIARIES (LARGE FREIGHTER HULL)</b>										
FTL	R1.19	1-4GGGG/0-2GG	CO	0	Y120	LAux(3)	None	(521.23): 6	1.0	Large Auxiliary Troop Ship
LAH	R1.75	1-4(8H6)/0-2(4H3)	Future	6	Y179	LAux(3)	From LAV: 2+4	(513.112): 4+16	1.0	Large Auxiliary Carrier for heavy fighters.
LAP	R1.27 B	1-4P♦/0-2P	AO	6	Y182(B)	LAux(3)	None	(526.4): 6	1.0	Large Auxiliary PFT (526.4); scout (2EW).
LAS	R1.77	0-4♦/0-2	AO	0	Y160	LAux(3)	None	(317.1): 6	1.0	Large Auxiliary Scout; (3EW)
LAV	R1.13 B	1-4(12)/0-2(6)	CO	6	Y165	LAux(3)	None	(513.112): 4+12	1.0	Large Auxiliary Carrier
REPR	25	0-1/None	F&E	0	Y159	LAux(3)	—NA—	Replacement: 5	0.0	See (422.0)
ASC	R1.31	1-4P♦(6)/0-2P(3)	AO	6	Y182(B)	LAux(3)	From LAP: 2+6 From LAV: 3 From LAS: 3+6	(526.46): 7+6	1.0	Auxiliary Space Control Ship (526.46); Scout; EW=2.
FHL	R1.62	0-4M/0-2	SO	0	Y120	LAux(3)	None	One/Year: 4	1.0	Large Hospital Auxiliary; see (451.0)
<b>SMALL AUXILIARIES (SMALL FREIGHTER HULL)</b>										
FTS	18	0-2GG/0-1G	CO	0	Y120	SAux(4)	None	(521.23): 3	0.5	Small Auxiliary Troop Ship
SAH	R1.76	0-2(8H)/0-1(4H)	Future	3	Y179	SAux(4)	From SAV: 2+4	(513.112): 2+8	0.5	Small Auxiliary Carrier with heavy fighters.

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SAP	R1.27 A	0-2P◆/0-1P	AO	3	Y182(B)	SAux(4)	From SAS: 5	(526.4): 4	0.5	Small Auxiliary PFT (526.4); Scout; EW=1.
SAS	R1.78	0-2◆/0-1	AO	0	Y140	SAux(4)	None	(317.1): 4	0.5	Small Auxiliary Scout; (2EW)
SAV	R1.13 A	0-2(6)/0-1(3)	CO	3	Y173	SAux(4)	None	(513.112): 2+6	0.5	Small Auxiliary Carrier
<b>MOBILE SUPPORT UNITS</b>										
CONVOY	5	0-6/None	F&E	0	Y119	—NA—	—NA—	(431.2): 6	0.0	See (414.0); Cargo = 20EP
APT	R1.8	0-1/None	SO	0	Y125	APT(4)	None	Unlimited: 1	0.2	Armed Priority Transport, Can carry DIP, ADM, MG, PT, 1EP.
PTR	67	1-2/0-1	SO	3	Y130	FT(4)	None	One/turn: 2	0.00	Prime Transport. Can carry ADM, MG, PT, DIP, 1EP.
Commercial Convoy	NA	0-10/None	CO	0	Y120	Group	None	Original: 0 Replacement: 5	0.0	See (443.0).
SAF	R1.33	0-6/0-3	CO	0	Y150	Group	From FTL: 5 From FTS: 8 From 2xFTS: 6	See (520.1): 10	0.0	Special Attack Force
OPB	45	10◆/5	SO	6	Y175	OPB(3)	None	One/turn: 15	0.00	Operational Base, moves as military convoy. (2 EW:5 AF), (1 EW:10 AF). Module Limits two FTM or one FTM+1 PFM.
ENG	NA	0-8/0-4	SO	0	Y166	—NA—	—NA—	Schedule: 20	0.0	Engineer Regiment see rule (541.0). Moves like a military convoy.
MC	20	2-10(6)/None	AO	0	Y175	—NA—	None	(526.14): 12+6	0.0	Military convoy (526.1); Cargo = 15EP
Prime Team	G32	Prime Team	CO	0	Y120	—NA—	—NA—	(522.11): 5	0.00	Prime Team
<b>REPAIR DOCKS</b>										
FRD	R1.10	1-4/None	F&E	0	Y139	FRD(2)	—NA—	(431.2): 10	0.0	See (421.0)
FRD+	R1.10	1-4(6)/None	AO	0	Y165	FRD(2)	From FRD: 2+6	(431.2): 10+6	0.0	See (421.0) With fighter modules
FRX	R1.81	1-6/None	AO	0	Y182	FRD(2)	From FRD: 10	For FRD: 12	0.0	X-unit; repairs X-ships without penalty.
PRD	Future	0-2/None	PO	0	Y170	—NA—	—NA—	(425.11): 3 / 5 / 7	0.00	Planetary Repair Dock
<b>BASES</b>										
BS	R1.03	10(6)◆/5(3)◆	CO	8	Y120	BS(3)	From MB: 4+Ftrs From MB (Alt): 6+Ftrs	Upgrade Only	0.00	Base Station. See (444.0). Alternative upgrade at undevastated planet without tug (444.22). Module Limits: 2 FTM or one FTM +1 PFM.
BATS	R1.2	12P(6)◆/6P(3)◆	F&E	9	Y130	BATS(2)	From MB: 7+Ftrs From BS: 3+Ftrs (444.31)	Upgrade Only	0.00	Battlestation. See EW Chart. See (433.41), (441.0), and (510.3). Module Limits: 2 FTM or one FTM +1 PFM.
MB	24	8◆/4	F&E	6	Y139	MB(3)	—NA—	(431.2): 10	0.00	See (510.2); EW=1. Module Limits: 2 FTM or one FTM +1 PFM.

# CONFEDERATION OF THE GORN

Designation	SFB Ref #	Factors On Counter	Product	Cmd (754.0)	Date Avail	Base Hull; Size (755.0)	Conversion Cost, Source	Build Cost or Substitution	Salvage (439.0)	Notes and Special Cases; EW, Shock
SB	R1.01	36(12)PP♦/ 18(6)P♦	F&E	10	Y140	SB(1)	From BATS: 28+Ftrs From STB: 20+Ftrs	Upgrade Only	0.00	Starbase. See EW Chart. See (433.41), (441.0), and (510.3). Module Limits 4FTM+2PFM.
FTM (Fighter-Module)	4	0(3)/0(1▲)	F&E	0	Y165	—NA—	—NA—	(441.4): 1+3	0.0	Fighter module for base or FRD (441.411).
Ftr-Depot	NA	0[6]/0	FO	0	Y172	—NA—	—NA—	(443.3): 6	0.0	Fighter Depot. See (443.0).
STB	R1.47	12-24(6)♦ /6-12(3)♦	SO	9	Y175	STB(2)	From BS: 11+Ftrs From BATS: 8+Ftrs	Upgrade Only	0.00	Sector Base. See EW Chart. Module Limits: 2 FTM +1 PFM.
BSX	R1.202B	16(6)♦/8(3)♦	Future	9	Y182	BS(3)	From BS: 9+Ftrs From MB: 13+Ftrs	Upgrade Only	0.00	X-Base Station. See (444.0). See EW Chart. 50% of conversion cost is paid with XTPs. Module Limits: 2 FTM or one FTM +1 PFM.
BTX	R1.202	18(6P)♦/9(3P)♦	AO	10	Y182	BATS (2)	From BS: 12+Ftrs From BTS: 9+Ftrs From BSX: 3+Ftrs	Upgrade Only	0.00	X-Battle Station. See (444.0). See EW Chart. 50% of conversion cost is paid with XTPs. Module Limits: 2 FTM or one FTM +1 PFM.
SBX	R1.201	54(12)PP♦/ 27(6)P♦	AO	11	Y182	SB(1)	From STB: 44+Ftrs From SB: 24+Ftrs From BTX: 43+Ftrs From STX: 31+Ftrs	Upgrade Only	0.00	X-Starbase. See EW Chart. See (433.41), (441.0), and (510.3). 50% of conversion cost must be paid in XTPs. Module Limits 4FTM+2PFM.
PFM (Gunboat Module)	16	0P/0P	AO	0	Y182(B)	—NA—	—NA—	2(+PFs)	0.00	PF module for base (441.412).
PAM (Power Augmentation Module)	17	0/0	AO	+0	Y182(B)	—NA—	—NA—	Built: 2	0.00	Power augmentation module for base (441.5). Treated as a PFM.
STX	R1.A11	18-36(6)♦ /9-18(3)♦	SO	10	Y183	STB(2)	From BTS: 21+Ftrs From STB: 13+Ftrs From BSX: 15+Ftrs From BTX: 12+Ftrs	Upgrade Only	0.00	X-Sector Base. See EW chart. 50% of conversion cost is paid with XTPs. Module Limits 2FTM+1PFM.
STF	Mod R12	Provisional 48(12)PP♦/ 24(6P)♦	DO?	10	Y180	STF(1)	From SB: A lot. From STB: Make an offer.	Upgrade Only	0.00	Stellar Fortress, Future development. Factors are just a guess to so the general direction of design.
<b>PLANETARY UNITS</b>										
PGB	R1.14	3/None	AO	0	Y119	—NA—	—NA—	Built: 3 Self-Gen: 4 Upgrade: 6	0.0	Planetary Ground Base (no fighters)
PDU	R1.14	3(6)/None	F&E	0	Y173	—NA—	From PGB (441.3)	Built: 4+3 Self-Gen: 5+3 Upgrade: 7+3	0.0	See (508.1) and (431.2).
C-BASE	NA	8/None	PO	0	Y166	—NA—	From Colony: 7	NA	0.00	Colony Base, see rule (446.5).

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# CONFEDERATION OF THE GORN

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Designation	SFB Ref #	Factors On Counter	Product	Cmd (754.0)	Date Avail	Base Hull; Size (755.0)	Conversion Cost, Source	Build Cost or Substitution	Salvage (439.0)	Notes and Special Cases; EW, Shock
COLONY	NA	0/None	PO	0	Y166	—NA—	—NA—	(446.13): 2+2+2	0.00	Colony, see rule (446.0)
Shipyard	Future	0/None	PO	0	Y170	—NA—	—NA—	(450.12): varies	0.00	Secondary Shipyard, see rules.
<b>MARKERS AND SPECIAL UNITS</b>										
DIP	NA	DIP	SO	0	Y160	—NA—	—NA—	One/year: 10 (or more)	0.0	Diplomatic Team, see rule (540.0).
Marine	NA	★★	PO	+1	Y173 (War)	—NA—	—NA—	(321.12): 5	0.00	Marine Major General, See (321.0).
MEGA	J16	(+2-0)/None	PO	0	Y179(A)	—NA—	—NA—	(535.13): 5	0.00	Megafighter Packs
MEGA-H	J16	(+1-0H)/None	PO	0	Y179(B)	—NA—	—NA—	(535.13): 3	0.00	Megafighter Packs for heavy fighters
ADM ★	NA	ADM ★	AO	1	Y168	—NA—	—NA—	(316.32): 0	0.0	Admiral
Z-SYMBOLS USED: ◆ = scout; § = can be in battle group, ‡ = two-step conversion, ■ = carrier escort, ★ = leader, ▲ = half factor of fighters.										
Lines in Yellow are new SFB ships, not yet in F&E. Listing of these ships is not complete. All data is provisional.										