

(701.0) ORDERS OF BATTLE

PWC: Pre-war construction: ships added to geographic fleets in turns before that empire enters the War. In non-historical campaigns these ships are not part of the initial deployment of the empire and would have to be built under normal construction rules.

See (431.2) for the construction of the miscellaneous units.

RESV: Reserve markers assigned to that fleet.

NOTES: There is no difference between the terms "CA" and "1xCA." The two forms are used interchangeably.

The term "within X hexes of Y" means to count the hex that the unit is in but not the hex that includes Y (neutral zone, base, etc.).

The term Y173+ means "in year Y173 and later."

Per year means calendar year.

The term "Allowed substitution" refers to the production schedule, not the components of a carrier group.

Can always substitute CA or CC for DN; CA for CC.

For ease of reference, changes to the OB in various expansions are noted as such.

Fighter Operations (FO); Combined Operations (CO); Advanced Operations (AO); Planetary Operations (PO); Strategic Operations (SO).

GENERAL PRODUCTION NOTES

Bases:

Can produce any number of PDUs per turn (431.2).

Can produce any number of PGBs per turn (441.11).

Can produce one MB or OPB per turn (431.21) or (453.11)

Can produce one FRD per turn (431.21).

Can produce one PRD per turn (425.12).

Auxiliary Ships:

Can produce one auxiliary per turn, no more than one large auxiliary per year. See Annex 763 in the Empire OOB's for limits in service. Troopships are under separate limits.

Can produce two convoys per turn (431.21).

Can produce one military convoy per turn, but these counts against both the limits on convoys and small auxiliaries. Military convoys do not count against the total limit on auxiliaries in service (526.1).

Can produce one FTL or one FTS per turn (442.92)).

Can produce one SAF per year in either turn (520.1).

Regular Ships:

Can use overproduction to produce a ship one year prior to its year in service.

Can produce one FCR per turn by any means (526.34) unless otherwise restricted.

Can produce one Tug per year by any means. The Romulan 3FE and Tholian CPC are not under these limits.

Can produce one tug pod per turn up to the overall limits, except Romulans (431.22). See SITs for year that each pod type is available. Klingon, Kzintis and Lyran (K types) can produce one "pair" of pods for those that come in pairs.

Can produce one LTT per turn by any means; Romulan SPH is considered as an LTT (521.23).

Can produce one commando ship per turn by substitution plus one per turn by conversion. The Klingon D5G counts against the LTT limit (521.23) and the commando limit.

May make one scout substitution per turn, and any number of scout conversions (431.41).

Can produce one drone ship per year by substitution plus limited conversions by empire. Ships which are both scouts and drone ships count against both scout and drone ships limits (432.41).

Can produce one PFT by substitution plus one PFT by conversion per turn (432.42) once available.

Can produce one HDW per turn by substitution plus one per turn by conversion (525.21). Exception, The Klingons and Federation are both permitted a second HDW Conversion.

Can produce one MON per year.

Can substitute an earlier version of the DN for a later one unless otherwise prohibited.

Other units, items and abilities:

Produce one free command point per turn while at war and not exhausted (308.91) unless using admirals (316.0) in which case free command points are not received. Can purchase one command point per turn.

Produce one free prime team per turn while at war up to the overall limit. Exception: Federation produces one free Prime Team per turn while at peace, two while at war (522.1). Can purchase one Prime Team per turn up to the overall limit (521.11).

Can produce one CPF per turn up to the overall limit (524.112) once these are available.

Can produce one HDW-COG per turn, plus one COG that replaces one allowed carrier production (525.23V).

Can produce the HDW-HOG if available counts against both the heavy fighter limit and the HDW-COG or (if available) the HDW-POG limit.

Can produce one HDW-POG per turn, plus one that counts against the PFT limit.

Can produce one HDW-FOP per turn plus one HDW-FOP that replaces allowed FCR production (525.23R).

Any ships produced or converted under "CEDS" count against the "by any means" limit.

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(702.0) REFERENCE DATA FOR THE UNITED FEDERATION OF PLANETS**FIRST (HOME) FLEET:**

35 Ships, 12 Aux, 2 Fast-ships, 39 Ftrs
 Set up in 2908. DN, CC, 3xCA, 3xCL, 3xDD, SC, 6xFF, 3xTG, FRD, 3xMB.
PWC: [CVA+ECL+2xDE], 3xNCL, 3xFF Y171S
FO: 1xSWAC Y170S
CO: 2xLAV, 2xFTL, 3xFTS, CMC.
AO: DNL, CF, Admiral, 1xFFS Y171S
SO: APT, PTR, FXP, 3xDIP, ENG, 2xCLH, 3xFFT.
 Second ENG activated when at war with two neighboring empires (541.11). 1xCS replaces 1xCA.

SECOND (EXPLORATION) FLEET:

4 Ships, 1 Aux, 9 Ftrs
 Set up in 2901. 3xCVL. These are survey cruisers withdrawn from that duty and used as light carriers/scouts in wartime.
CO: add 1xCOV
SO: APT. The seven existing survey ships are five GSCs and two CLSs. (This does not include the three CVLs and one COV which the Federation historically brings on the map. The Federation could choose to leave some of those ships and take some of the other seven instead, but there is no benefit to doing so.)

THIRD FLEET:

33 Ships, 3 Aux, 2 Fast-ships, 20 Ftrs
 Set up within four hexes of the Klingon Neutral Zone, but not in 7th or 4th fleet areas.
 [CVS+DE+FFE], CC, 3xCA, 3xCL, 3xDD, SC, 6xFF, TG, FRD, Resv.
PWC: DN activated Y168F, [CVB+DE+FFE] Y169S, 3xNCL, 3xFF Y170S.
CO: SAV, CMC.
AO: DNL, CF, Admiral, 1xFFS Y169S.
SO: FXP, FHL.

FOURTH FLEET:

20 Ships, 3 Aux, 2 Fast-ships, 6 Ftrs
 Set up within three hexes of the Kzinti Neutral Zone and north of hex row xx05 inclusive, plus hex 2305.
 CC, 3xCA, 3xDD, SC, 3xFF, TG, Resv.
PWC: DN activated Y170F, 3xNCL, 3xFF built Y170F.
CO: SAV, CFF
AO: DNL, CF, Admiral.
SO: PTR, FHL.

FIFTH FLEET:

13 Ships, 2 Aux
 Setup within three hexes of the Gorn Neutral Zone and north of xx08 inclusive. CC, 3xCA, 3xDD, SC, 3xFF, TG, Resv (No PWC).
CO: CFF.
AO: Admiral.
SO: PTR, FHL.

SIXTH FLEET:

27 Ships, 2 Aux, 1 Fast-ship, 20 Ftrs
 Set up within four hexes of the Romulan Neutral Zone, but not in the 7th or 5th Fleet areas.
 [CVS+DE+FFE], CC, 3xCA, 3xCL, 3xDD, SC, 6xFF, TG, FRD, Resv.
PWC: DN activated Y169F, [CVB+DE+FFE+] Y170S.
CO: SAV, CMC.
AO: DNL, Admiral, 1xFFS Y170S.
SO: FXP, FHL.

SEVENTH FLEET:

13 Ships, 1 Aux
 Set up in provinces 2813 and/or 2815. CC, 3xCA, 3xDD, SC, 3xFF. (No PWC).
CO: CFF
AO: Admiral.
SO: APT, FFT.

SO: In scenarios starting after Y171, you may optionally replace one CF with a CFS.
SO: In scenarios starting after Y175, you may optional replace one frigate escort with FBE.
SO: In scenarios starting after Y176, you may optionally replace one FFS with an FBS.
SO: In scenario starting after Y177, you may optionally replace one FFV with an FBV.

GENERAL: 3xVP, 3xBP+ pods, 3xF-14, 3x F-15 counters
CO: 6xMON, 2xA-Pod, PWC one prime team per turn.
AO: 1xScout Pod.

Police ships (531.0)

At Start: 4 POL

CLASS	POL	FLAG	POV	PV (Y176)
MAX CALL UP	25	6	2	4

(702.1) CONSTRUCTION (after Turn 6):**Advanced (F&E Advanced Operations Schedule)**

Y171F: DN, CA, 3xNCL, 3xFF. Y172S: [CVA+ECL+2xDE], CA, 3xNCL, 3xFF.
 Y172F: DN+, CA, 6xNCL, 6xFF.
 Y173S-Y174S: [CVA+ECL+2xDE], CC, CA, 10xNCL, 12xFF.
 Y173F-Y174F: DN+, 2xCA, 12xNCL, 12xFF.
 Y175S-Y178S: [CVA+NAC+DWA+FFE], CC, CA, NCA, 11xNCL, 4xDW, 8xFF.
 Y175F-Y178F: DNG, 2xCA, NCA, 12xNCL, 5xDW, 9xFF.
 Y179S+: [CVA+NAC+DWA+FFE], CC, CA, NCA, 11xNCL, HDW†, 7xDW, 4xFF.
 Y179F+: DNG, 2xCA, NCA, 12xNCL, HDW†, 8xDW, 5xFF.
 The HDW† listed for Y179+ is the one allowed substitution.

(702.0) REFERENCE DATA FOR THE UNITED FEDERATION OF PLANETS

(702.2) MOTHBALL RESERVE: 6xCA, 18xCL, 18xFF, 3xDD; **SO:** Add 2xCS.
Can activate CA or CS, DD, 3xCL, 3xFF each turn at full war, including turn of attack. (Limited War = CL + FF.)

(702.3) DOWNGRADE SUBSTITUTIONS:

Substitutions are limited to two ships per turn except for the following (which have no limits):

those listed in (701.0).

those marked with a † symbol.

One FFB or variant for DW beginning in Y177S.

CA or CC for any DN†.

CL for any DN or CC or CA.

DD for any DN or CC or CA or NCL†.

FF for any DN or CC or CA or NCL or DW.

NCL for NCA †.

DW for NCA or NCL in Y175+.

CVS or CVB or CVL* or FV for CVA.

*If permitted to replace lost CVLs.

(702.4) SPECIAL CONSTRUCTION RULES:

One Free FFB per turn Y175S to Y176F.

One FCR/FCF/FCA per turn.

CC for CA in Y177+; CC for DN at any time.

Two CLV may be "built" at no cost when at war or limited war. Must pay for the fighters. These do not count against carrier production limits.

CVS/CVB can be substituted for CA once per year.

CVB has an 8ep surcharge in addition to regular carrier costs.

SCS for CVA after any other empire builds a true SCS.

No more than one BC or variant per year.

BC for CA/DN once per year.

BCV for BC/CA/DN/CVA/SCS once per year.

BCS for BC/CA/DN/CVA/SCS once per year.

Fast Warship production one per turn no more than one SC2/year.

DVL no more than one in service at a time.

CVF no more than one in service at a time. The first CVF does not count against carrier production limits.

CFS within scout and fast ship production limits.

One NVA/NVH received at reduced cost (440.1) in Y177S and Y178S under the heavy fighter carrier limit.

CLD no more two in service at one time. May convert one CL>CLD in Y173S and one in Y174S. Cost is 4ep to repair and convert a crippled CL to CLD.

CAD no more than one in service at any time Y172S or later. Cost is 5ep to convert and repair a crippled CA.

NCD sub for NCL once per year.

TG for (or converted from) CA once/year but not both.

LTT for NCL once per turn; no overproduction.

Late war combat formations are available beginning the coalition turn of Y179F.

Federation Reaction (313.3)

If two Alliance Capitals fall and are held for one full year (Tholia not included) the Fed may do the following:

1. Begin battleship production. First one is direct build at 36ep.
2. Activate triple the number of mothballed ship on one turn only.
3. Spend 20eps deficit spending in excess of normal limits, paid back at 5ep per turn.
4. Mobilize the National Guard allowing three CVBs to be built with no surcharge. Each additional CVB removes one planetary F15 (502.95).
5. May bring two additional CVLs from off-map survey on to the board.

(702.4) PRODUCTION NOTES**Pods:**

TYPE	START	MAX	YEAR
BP+	3	3	Y145S+
A-POD	2	2	Y160S+
SP	1	3	Y165S+
VP	3	3	Y166S+
VAP+	0	3	Y172S+
LBP	0	2	Y173S+
P-AVP	0	2	Y177F+
VHP	0	2	Y178F+
HFP	0	2	Y181S+

May build one VHP in Y178F or later and the second in Y179S or later. (527.281)

May build one HFP in Y181S and the other in Y182S. (527.282)

Pallets:

TYPE	START	MAX	YEAR
M-PAL(V)	0	No Limit	Y140S+
M-PAL(S)	0	No Limit	Y181F+
M-PAL(F-111)	0	No Limit	Y181F+

Drone: Can produce no more than one NCD per turn Y171F+ and no more than two NCDs per turn in Y173F+. Max of one drone ship per year by substitution; others must be conversions. The first CAD and first two CLDs do not count against this limit.

LTF: One can be assembled Y178S+, second LTF can be assembled one year after the first. (526.2)

(702.0) REFERENCE DATA FOR THE UNITED FEDERATION OF PLANETS**Carriers:**

15 free fighter factors" per year; see (431.74) and (442.6).

Maximum of two carrier groups + one FV/DWV per turn by any means, including no more than one CVA/SCS per year and one BCS/BCV per year. CVBs have 6 fighter factors until Y172 but still pay for 8 at the time of construction, except for first two. CVLs cannot be built except to replace lost CVLs. COVs cannot be built except to replace lost COVs. BCS counts against carrier and PFT limits.

Heavy Fighter Carrier Limits (527.0, 530.0, 532.0)

May produce by substitution or conversion one heavy fighter carrier per turn above the carrier limit beginning Y177S. F111 in the spring and A20 in the fall.

Beginning Y180S non F-111 heavy fighter production/conversion count against either the two carrier or two PFT limit per turn.

F-111 (PFT) limit is two per turn, one by substitution and one by conversion beginning Y180S.

A-20	F-101	F-111
YIS: Y177F	Y178F	Y177F
Limits: One per Fall turn Y178-Y179. One per turn Y180+	Limit: Only limited by total heavy fighter limits.	Limits: One per spring turn Y178-Y179. Two per turn Y180+ under PFT limits.

SWAC: E2C production starts in Y171; One free per turn. An additional E2C may be purchased. E3 SWAC in Y178S may be purchased in lieu of the second E2C.

Auxiliaries: Can produce one auxiliary troop ship plus one auxiliary of any other type per turn including a maximum of one large auxiliary troop ship and one large auxiliary of any other type per year.

Annex (762.0) Aux Limits in service.

TYPE	SIZE	MAX AVAIL	YEAR
FHL	L Aux	4	Y120S+
FTL	L Aux	No Limit	Y120S+
FTS	S Aux	No Limit	Y120S+
SAS	S Aux	2	Y140S+
LAS	L Aux	1	Y160S+
LAV	L Aux	4	Y165S+
SAV	S Aux	6	Y167S+
SVV	S Aux	Counts against SAV Limits	Y175S+
LAH *	L Aux	2	Y180S+
LVH	L Aux	Counts against LAV limits	Y180S+
SAH *	S Aux	4	Y180S+
ASC	L Aux	1+ Any ships replacing LAH/LAVs	Y181S+

* Can build one LAH and one SAH total in Y178-179; normal production begins in Y180.

Free Auxiliaries Received (526.47)

Ship	Year
SAH	Y181S
LAH	Y181F
ASC	Y182S

These ships are received fully loaded with fighters at no cost.

Prime Teams: receive two free per turn when at war, one free per turn when at peace; can buy one per turn; maximum 15 in service.

Free PF/F-111 Deployment:

Y181S (T26)	Y181F (T27)	Y182S (T28)
6	24	6

Initial deployment on Turn #26. Can build NVHs on Turn #24 and CF1s on Turns #28, 30 and 31. Limit 3 CF1s in service.

Fighter Introduction: Initial Y167; Heavy: F-101 Y178F; F-111 Y177F; A20 Y177F. (Some heavy fighter carriers may be available before these dates.)

X-Ship Introduction: Y180S.

(702.0) REFERENCE DATA FOR THE UNITED FEDERATION OF PLANETS**(702.5) SPECIAL NOTE ON EARLY WAR**

If the Federation is attacked on Turn 1, 3, or 5, treat this as Turn 7 (Fall 171) for production purposes. If the Federation is attacked on Turn 2, 4, or 6, treat this as Turn 8 for production purposes. Thereafter proceed with Turns 8 (if applicable) and 9, and then to the full wartime production rates. Ships not available are replaced by basic hull type. Also applies if the Hydrans activate the Feds. CVA groups cannot be built before Turn 6. See (432.5) for the first two CVB groups. Any NCLs on the production schedule are replaced with CLs or DDs as NCLs for Turns #1 through #3.

Early war Production Schedule:

First Fall War Turn: DN, CA, 3xNCL, 3xFF (The first 3xDN's Y168F, Y169F and Y170F are activations not new construction. They take up the SC2 build slot for those years.)

First Spring War Turn: [CVA+ECL+2xDE], CA, 3xNCL, 3xFF.

War Turn 3: Begin using Y173 Production Schedule.

Activation of dreadnoughts in pre-war construction costs 3 EPs if the Federation is activated. It is of course part of the pre-war construction program (essentially free) if the Federation is not at war.

Annex (753.0) Economics:

Federation (221EPs)	PROV	MIN	MAJ
On Map	46	13	5
Off Map	3	0	0
Capital	0	8	7

Annex (759.0) Capital Systems

Earth: 1 Major, 1 Major, 2 Minor, 1 Starbase

Vulcan: 1 Major, 1 Minor

Rigel: 2 Major, 3 Minor, 1 Starbase

Andoria: 2 Major, 2 Minor, 1 Starbase

Raid Pool, Espionage and Sabotage (314.10; 314.16; 320.14; 534.14)

3 normal raid slots through Y175F.

6 raid slots starting in Y176S.

1 commando raid slot (must be used by a commando ship).

1 blockade raid slot (must be used by ship able to carry EPs).

2 prime teams may be assigned to E&S missions.

(703.0) REFERENCE DATA FOR THE KLINGON EMPIRE**HOME FLEET:**

41 Ships, 7 Aux, 9 Ftrs
 Set up within 2 hexes of 1411. C8, D7C, 3xD7, 3xD6, D6M, 3xD5, 3xF5Q, 3xF5S, [FV+E4A], 6xE4, TGA, [D6V+2E4A], FRD, 2xMB, Resv.
CO: D7A, 2xFTL, 3xF5S.
AO: F5J, Admiral.
SO: PTR, D7N, D5N, ENG, FHL, F5T.

EASTERN FLEET:

30 Ships, 2 Aux, 1 Fast-ship, 15 Ftrs
 Set up within 2 hexes of Federation Neutral Zone (not 1707-1708). D7C, 3xD7, 3xD6, D6D, 3xF5Q, F5S, [FV+E4A], 3xE4, [CVT+2E4A], TGA.
CO: SAV, D6G.
AO: FD7, D6J, Admiral.
SO: APT, E4T.

NORTHERN FLEET:

30 Ships, 2 Aux, 1 Fast-ship, 15 Ftrs
 Set up within 2 hexes of Kzinti Neutral Zone (not 1807-1808). D7C, 3xD7, 3xD6, D6D, 3xF5Q, F5S, [FV+E4A], 3xE4, [D6V+2E4A], TGA.
CO: SAV, F5G.
AO: FD7, D6J, Admiral.
SO: APT, E4T.

WESTERN FLEET:

30 Ships, 2 Aux, 1 Fast-ship, 15 Ftrs
 Set up within two hexes of Hydran Neutral Zone. D7C, 3xD7, 3xD6, D6M, 3xF5Q, F5S, [FV+E4A], 3xE4, [CVT+2E4A], TGA.
CO: SAV, F5G.
AO: FD7, D6J, Admiral.
SO: APT, E4T.

THOLIAN BORDER SQUADRON:

19 Ships, 4 Ftrs
 Set up in 2517, 2518 and/or 2519; two ships in 2318 (can rotate between bases and planet while inactive). D7C, 3xD7, 3xD6, F5Q, F5S, [FV+E4A], 3xE4, TGA, Resv.
CO: F5G.
AO: F5J.

NORTHERN RESERVE:

32 Ships, 3 Aux, 1 Fast-ship, SAF, 21 Ftrs
 Set up in 1509. C8, D7C, 3xD7, 3xD6, D6M, 3xF5Q, F5S, [FV+E4A], 3xE4, [CVT+2E4A], TGB, FRD, MB, Resv.
CO: D6S, LAV, D6G.
AO: C5, F5J, Admiral, SAF.
SO: PTR, FHL, F5T. Replace F5S with E4S.

SOUTHERN RESERVE:

31 Ships, 3 Aux, 1 Fast-ship, SAF, 21 Ftrs
 Set up in 1716. D7C, 3xD7, 3xD6, D6D, 3xF5Q, F5S, [FV+E4A], 3xE4, [D6V+2E4A], TGB, FRD, MB, Resv.
CO: D6S, LAV, D6G.
AO: C5, F5J, Admiral, SAF.
SO: PTR, FHL, F5T. Replace F5S with E4S.

SURVEY: The two survey ships are one D7E and one D6E.

GENERAL UNITS: 4xbattle pods, 2xdrone pods, 4xVP2 carrier pods. 6xcommand points at start.
CO: 3xMON, 4xTPod.

Police Ships (531.0)

At Start: 4 POL

CLASS	POL	FLAG	G4V
MAX CALL UP	25	6	6

(703.1) CONSTRUCTION (F&E Advanced Operations Schedule)

Y168F-170F: D7C, D7, D6, 9xD5, 2xF5Q, 3xE4.
 Y169S-171S: C8, 2xD7, 9xD5, 2xF5Q, 3xE4.
 Y171F-174F: D7C, D7, D6, 9xD5, 3xF5Q, E4.
 Y172S-174S: C8, 2xD7, 9xD5, 3xF5Q, E4.
 Y175S-178S: C8, 2xD7, D5W, 8xD5, 3xF5W, 2xF5Q, E4.
 Y175F-178F: D7C, D7, D6, D5W, 8xD5, 3xF5W, 2xF5Q, E4.
 Y179S+: C8, 2xD7, D5W, 8xD5, HDW†, 2xF5W, 2xF5Q, E4. (†The HDW listed is the allowed substitution.)
 Y179F+: D7C, D7, D6, D5W, 8xD5, HDW†, 2xF5W, 2xF5Q, E4. (†The HDW listed is the allowed substitution.)

(703.2) MOTHBALL RESERVES:

24xD6, 12xF5, 12xE4. Activate: 2xD6, 2xF5, 3xE4 each turn in wartime; 1xD6 + 1xF5 per turn in limited war. In the event that some or all of the KR ships in the Romulan OB are not delivered, those are added to this mothball Reserve (except the C8, which would not have been built). The D7C, D7, and TGS are activated within the D6 limits; the F5s and E4s within their respective limits.

(703.0) REFERENCE DATA FOR THE KLINGON EMPIRE**(703.21) IMPERIAL WAR RESERVE:**

This special group of ships was held in the capital for use only in the event of simultaneous war with the Hydrans, Kzintis, and Federation. This happened historically on Turn 7. The IWR is released immediately if enemy units move within one hex of the Klingon capital. The IWR can move and fight immediately; it does not pay for activation or receive free strategic movement. It includes three squadrons which are released on the first three turns of war with the three powers. These ships can be converted while in the IWR. In a free campaign, this fleet would also be released if the Klingons were at war with any three of the following (Hydran, Lyran, Federation, Kzinti, and Tholian).

IWR Squadron One: D7C, 2xD7, D6D, F5S, [AO: F5Q, 3xE4] and one command point. Add six D6 to the mothball fleet.

IWR Squadron One: D7C, 2xD7, D6D, F5S, [AO: F5Q, 3xE4] and one command point **SO:** 2nd Squadron: ENG.

IWR Squadron One: D7C, 2xD7, D6D, F5S, [AO: F5Q, 3xE4] and one command point.

(703.4) DOWNGRADE SUBSTITUTIONS:

Substitutions are limited to two ships per turn except for the following (which have no limits):

those listed in (701.0)

those marked with a † symbol.

D7V or D6V for a C8V.

D7C or D7 for C8†.

D6 for C8 or D7†.

D5 for D6 or D7 or C7.

F5L for C8 or D7C or D7 or D6.

F5L for F5W †.

F5 for C8 or D7C or D7 or D6.

F5 for F5W or F5L†.

E4 for D7C or C8 or D7 or D6 or F5W or F5L or F5.

D5 for D5W†.

F5W for D5W or D5 in Y175+.

DV or D6V or FV or EV for C8V.

(703.5) SPECIAL CONSTRUCTION RULES:

F6 for free per turn S176 to F177.

F6 for F5W or convert from F5 once per turn beginning S178.

Can operate one AD6 at any given time, starting in Y176+; see (525.325).

E4R or F5R once per turn.

D7C for D7 in Y179+.

C10 for C8 in Y179+.

C8V or C8S for C8 once per year Y174+.

D6V subbed for D6 once per year Y166+.

D5V subbed for D5 once per year Y170+.

D7V subbed for D7 once per year Y174+.

One C7 or variant for D7 or C8 per year in Y177+.

Fast Warship production limited to one per turn and no more than one SC2 per year.

D5D subbed for D5 or D6D subbed for D6 or D7 once/year.

D6M for D6 or D7 once per turn.

MD5 for D5 Y170+, max two maulers per turn including D6Ms.

D7D for D7 in Y176+. (See other below for special costs.)

D7C for D7 in Y179+.

D6S max production is one per year until Y171F then one per turn.

F5L for D5, D6, or D7 once per turn.

LTT for D5 once/turn Y169+; D5G counts against this limit **and** against commando limit.

TG-A/B for D6 or D7 once per year.

The E4R appears as a 2-4 in FO and a 1-4 in AO. It all depends on how aggressive the skipper is! 77th Division see note below.

General: SAF once per year; either turn.

Late war combat formations are available beginning Y180S.

(703.4) PRODUCTION NOTES**Pods:**

TYPE	START	MAX	YEAR
VP2+VP3	4	6	SIT
T-POD	4	4	Y124S+
BP	4	4	Y144S+
DP	2	2	Y149S+
VAP	0	2	Y175S+
VHP	0	2	Y178S+
2PFP(SET)	0	2	Y179S+
PTP	0	4	Y179S+
SCP+	0	1	Y179F+

The pods on the CVTs are above these limits but are destroyed if removed from the CVTs.

Replacement drone pods count against limit of drone ships built; 2 drone pods built on the same turn count as 1 drone ship.

Pallets:

TYPE	START	MAX	YEAR
M-PAL(V)	0	No Limit	Y140S+
M-PAL(S)	0	No Limit	Y179S+
M-PAL(PF)	0	No Limit	Y179S+

Carriers: 12 "free fighter factors" per year; see (431.74) & (442.6).

Maximum of two carrier groups plus one escort group per turn by any means; maximum of one C8V or C8S per year.

(703.0) REFERENCE DATA FOR THE KLINGON EMPIRE**Heavy Fighters Carrier Limits**

May build or convert one heavy fighter carrier per turn Y178 above the carrier limits. Beginning in Y179 heavy fighters count against either the carrier or PFT build limits.

Auxiliaries: Can produce one auxiliary troop ship plus one auxiliary of any other type per turn including a maximum of one large auxiliary troop ship and one large auxiliary of any other type per year.

Annex (762.0) Aux Limits in service.

TYPE	SIZE	MAX AVAIL	Year
FHL	L Aux	4	Y120S+
FTL	L Aux	No Limit	Y120S+
FTS	S Aux	No Limit	Y120S+
SAS	S Aux	2	Y140S+
LAS	L Aux	1	Y160S+
LAV	L Aux	4	Y165S+
SAV	S Aux	6	Y165S+
LAH	L Aux	Counts against LAV limits	Y178S+
SAH	S Aux	Counts against SAV limits	Y178S+
ASC	L Aux	1+ Any ships replacing LAP/LAVs	Y179S+
LAP	L Aux	3	Y179S+
SAP	S Aux	6	Y179S+

Free Auxiliaries Received (526.47)

Ship	Turn
SAP	Y178F
LAP	Y179S
ASC	Y179F

These ship are received fully loaded with PFs and fighters at no cost.

Maulers: Can produce no more than two maulers of any type by any means per turn. MD5s (Y170+) count against this limit.

Commando Ships: Can produce one by substitution and one by conversion per turn. D5G also count under the LTT limit.

Drone Ships: Can produce no more than two D6Ds by any means per turn. D5Ds (Y170+) count against this limit.

Penal Ships: No more than one F5J in each spring turn; no more than one cruiser (D6J or D5J) in each Fall turn. Penal PFs count against cruiser limit but can be built in place of CPFs.

SFG Ships: Receive SFG 'kit' each spring. SFGs can be stored for later conversions, but no more than 2 conversions can be made per turn.

PF Deployment:

Y178F (T21)	Y179S (T22)	Y179F (T23)
6	18	6

Initial in Y178F. Can build two PFTs per turn beginning in Y179S and CPF beginning in Y179F. Penal PFs (PPF) may be built instead of CPFs beginning Y179F. (See Penal Ships note above.)

Other: One D7D produced per year (by any means) has a purchase cost of 8.5 (instead of 9) or a conversion cost from a D7 of 0.5 (instead of 1).

D6S production by any means is limited to one per year until Y171F, then one per turn.

B10 production: May begin production on first B10 in Y169F. The next ship may be started at two year intervals. For each B10 may roll 1d6 for 5ep. May cancel C8 and pay 5ep for additional 1d6. A **B8** may be produced as sub for C8 and a B10 with at least 20pts for a cost of 6ep.

Swarms: Roll 1d6 when at war, 2d6 when at war with the Federation. Receive Swarm when total reaches 100. Reduce the running total by 100 and lose one years 12 free fighter factors.

Prime Teams: Receive one free per turn when at war; can buy one per turn; maximum 15 in service.

77th Division: Beginning Y181S may remove 1xD5P and 1xD6P for the 77th Division. Both ships must be uncrippled, in the same hex and have full PF Flotillas. Max in service is one.

Fighter Introduction: Initial Y167S; Heavy: Y178S.

X-Ship Introduction: Y180S Turn #24

(703.0) REFERENCE DATA FOR THE KLINGON EMPIRE**Annex (753.0) Economics Chart**

Klingon (142 EPs)	PROV	MIN	MAJ
On Map	26	7	4
Off Map	0	0	0
Capital	0	8	5

Annex (759.0) Capital Systems

Klinshai: 1 Major, 1 Major, 2 Minor, 1 Starbase

Kangor: 1 Major, 2 Minor, 1 Starbase

Kadrak: 1 Major, 2 Minor, 1 Starbase

Klardon: 1 Major, 2 Minor

Raid Pool, Espionage and Sabotage (314.10; 314.16; 320.14; 534.14)

3 normal raid slots through Y175F.

6 raid slots starting in Y176S.

1 commando raid slot (must be used by a commando ship).

1 blockade raid slot (must be used by ship able to carry EPs).

2 prime teams may be assigned to E&S missions.

Pre-War Raids (314.3):

If the Klingons do not attack the Federation in Y171F (triggering Federation Limited War to support the Kzintis) but are still at war with Kzintis, the Klingons may raid the Federation. No ships of size-class 2 can be assigned to raid the Federation until the Federation and Klingons are at war. They may NOT use ships of the East Fleet for these raids.

(704.0) REFERENCE DATA FOR THE ROMULAN STAR EMPIRE

As the Romulans entered the War several years after the other empires, their Order of Battle is organized to reflect this. In a non-historical campaign ignore the PWC list and conduct the first nine turns of production. In this case the Romulan player can assign the ships to fleets, and conduct modular conversions, as he sees fit, rather than being required to add them to the designated fleets. Also note that the Romulans received many ships from the Klingons during the decade before the War began. These are listed separately, allowing a non-historical "No Klingon-Romulan Alliance" scenario to be set up. (In such a scenario, the ships are added to the Klingon mothball fleet; no Klingon or Lyran maulers exist or can be built.) Note the requirement to explore some provinces in (603.15) and the restrictions on building ships in (431.6). The three SPCs in the home fleet are the pre-war free conversions listed in (704.1).

HOME FLEET:

67 Ships, 9 Aux, 1 Fast-ship, 35 Ftrs
Set up in 4514 and/or 4613. 2xSP, SK, KE, 8xWE, SE, [2WH+2BHE], FAL, 3xSN, 3xSNB, 2xFRD, MB, Resv.
K: KRC, 2xKR, KRM, 2xKRT, 2xK5Q, K5S
PWC: KC9, CON, SUP, [SPB+2SKE], FH, 6xSP, 3xSPC, SPF, 3xSK, SKF, [SKB+SKE], (2xWE/KE), 3xK4.
CO: SAV, LAV, FTL, 2xFTS, CE, SPG.
AO: VUL, 2xAdmiral, FFH.
SO: PTR, APT, 3xDIP, ENG, 2xFHL. Replace three pre-war SPC with one SPS and two PE.

FLEET OF THE NORTH:

50 Ships, 2 Aux, 12 Ftrs
Set up in provinces 4310, 4610, 4810, 4312, 4712, 4413. KE, 8xWE, SE, FAL, 3xSN, 3xSNB, [3FE], MB, Resv.
K: KRC, 2xKR, KRM, K5Q, K5S.
PWC: CON, SUP, [SPB+2SKE], FH, 6xSP, SPF, 3xSK, SKF, [SKB+SKE], (2xWE/KE), 3xK4.
CO: CE, SKG.
AO: Admiral.
SO: PTR, APT.

FLEET OF THE WEST:

56 Ships, 1 Aux, 1 Fast-ship, 17 Ftrs
Set up in provinces 4110, 4113, 4115, 4117, 3416, 3814, 3916, 3617, 3918. KE, 8xWE, SE, FAL, [2WH+2BHE], 3xSN, 3xSNB, [3FE], MB, Resv.
K: KRC, 2xKR, 3xK7R, KRM, K5Q, K5S.
PWC: CON, SUP, [SPB+2SKE], FH, 5xSP, 3xSK, SKF, [SKB+SKE], (2xWE/KE), 3xK4.

CO: CE, SKG.**AO:** VUL, Admiral, replace CON in PWC with SHR.**SO:** PTR, APT.**PATROL DETACHMENT:** (23 Ships) Set up at 3319. SK, 6xWE, 4xBH, 3xSN, 3xSNB, SE.**PWC:** 3xK4, 2xSP.**SO:** The Romulans have no at-start theater transports. They may produce one SKH in Y170F and a second one in Y171F, both at no cost. They produce an SHH in Y175F and a second one in Y176F, again at no cost. These ships should be added to the starting Order of Battle for scenarios which begin after the listed dates.**GENERAL: CO:** 3xMON.**IMPERIAL WAR RESERVE (Mothball Fleet):**

4xWE, 4xBH, 8xSN. These can be activated (any two ships per turn, costs one EP per ship) starting on the turn after the Romulans are at war with both the Federation and the Gorns. This force begins activation immediately if either Romulan capital is attacked.

AO: 2xVUL; see (525.65) for conversion and activation. (4pt activation and conversion.)**FO:** VLV; pre-war hull. Activated in addition to the IWR requires buying its fighters. (4pt activation and conversion plus fighters.)**Police Ships (531.0)**

At Start: 3 POL

CLASS	POL	FLAG	SNV
MAX CALL UP	20	6	6

(704.1) CONSTRUCTION (Pre-War)

Turn 1 Y168F: 2xSP, SK, WE/KE (conversion).

Turn 2 Y169S: 2xSP, 6xK4*, 2xSK, WE/KE.

Turn 3 Y169F: 3xSP, 6xK4*, 3xSK, WE/KE.

Turn 4 Y170S: SUP, 3xSP, 3xSK, WE/KE.

Turn 5 Y170F: CON, 3xSP, 3xSK.

Turn 6 Y171S: SUP, 3xSP, 3xSK, WE/KE.

Turn 7 Y171F: SHR, FH, 3xSP, 3xSK.

Turn 8 Y172S: KC9†, SUP, FFH, 3xSP, 3xSK, WE/KE.

Turn 9 Y172F: CON, FH, 3xSP, 3xSK, [3SP>SPC]

SO: Replace three pre-war SPC with one SPS and two PE.

(704.0) REFERENCE DATA FOR THE ROMULAN STAR EMPIRE**(704.2) NOTES ON SCHEDULE**

*Arrivals from Klingons; count as activations. The Klingon player does not pay for the ships or activations. They are already deducted from the mothball reserves. †The KC9 arrived on Turn 6; available for use Turn 8. The Romulans pay the Klingons 13 Economic Points on Turn 6 and pay the remaining 5 points (not to the Klingons) on Turn 8; actual delivery of funds (e.g. via tug) is not required. The Klingon does not lose any C8 production or give up a ship. The counter for this ship is on Sheet E; note that separate counters are provided for the crippled and uncrippled sides. WE/KE means convert one WE to KE at no cost. Romulans cannot make more than one such conversion per turn. From Turn 7, such conversions cost 3 EPs. See no cost SPC conversions (603.15) on Turn 9.

CONSTRUCTION: (F&E Advanced Operations Build Schedule)

Y173S-Y175S: NH, FH, 4xSP, 3xSK, SEH, WE, SN.
 Y173F-Y175F: CON, FH, 4xSP, 3xSK, SEH, WE, SN.
 Y176S-Y177S: NH, FH, 5xSP, 3xSK, SEH, WE, SN.
 Y176F-Y177F: CON, FH, 5xSP, 3xSK, SEH, WE, SN.
 Y178S+: NH, FH, 5xSP, †HDW, 5xSK, 3xSEH, WE, SN. (†The HDW listed is the allowed substitution.)
 Y178F+: CON, FH, 5xSP, †HDW, 5xSK, 3xSEH, WE, SN. (†The HDW listed is the allowed substitution.)

(704.3) DOWNGRADE SUBSTITUTIONS:

Substitutions are limited to two ships per turn except for the following (which have no limits):

those listed in (701.0)

those marked with a † symbol.

SUP or NH for CON.

FH for CON.

FH for NH†.

SP for CON.

SP for NH or FH†.

SK for CON or NH or FH or SP.

SEH for CON or NH or FH or SP or SK in Y174+.

SN or BH for WE.

SUB or SPB or SKB or SEB for CNV in Y175+.

(704.4) SPECIAL CONSTRUCTION RULES:

BH for SK.

BHF for BH or SK one per turn Y173+.

FAL for WE or SP once per turn.

FHF for FH in Y174+. Counts against mauuler limit.

SPF for SP once per turn.

SPH, SPC, or SPE for SP once per turn (each, within appropriate limits).

Fast Ship production one per turn no more than one SC2 per year.

NH for FH in Y180+.

ROC for CON once per year within PFT limits Y183+.

SN for SEH or SK once per turn.

SP for CON, FH, or NH.

SPJ for SP once per turn Y177+.

SUB for SUP once/turn in Y173+.

SUN for NH once/turn in Y182+.

SUP or NH for CON.

TH for NH once/year in Y182+.

WE for SP; see (431.62).

2xWH for 2xBH/SK once per turn within carrier limits.

Late War Combat Formations are available beginning Y180F.

(704.4) PRODUCTION NOTES

Pods: Romulans do not use pods.

Pallets:

TYPE	START	MAX	YEAR
M-PAL(V)	0	No Limit	Y168
M-PAL(PF)	0	No Limit	Y182S
M-PAL (S)	0	No Limit	Y182S

Maulers: Can produce no more than three maulers of any type by any means per turn.

Carriers: Twelve "free fighter factors" per year; see (431.74) and (442.6).

Maximum carrier production (by any means) is:

- 2 medium carriers (SPB/KRV/WH) per turn
- one light carrier (SKB/SEB) per turn
- with one heavy carrier (SUB/CNV/PHX) per year replacing one medium carrier
- plus one SUP per turn (S: sub for NH/convert for NH(FH/SP?), F: sub for CON/convert from NH(FH/SP?))

*Note that SP is an ad hoc escort eventually replaced by SPM which is not available until Y175.

Heavy Fighter Carriers

May build or convert one heavy fighter carrier per turn Y179S above the carrier limits. Beginning in Y182S heavy fighters count against either the carrier or PFT build limits.

Other: Maximum of one SPH by any means per turn.

Maximum of one TH or ROC per year.

Maximum of one WE/KE conversion per turn.

Maximum of one SPJ per turn.

Maximum of one KH per turn (for/from NH) Y183+.

Maximum of one SP to NH/SUP conversion per turn.

Auxiliaries: Can produce one auxiliary troop ship plus one auxiliary of any other type per turn including a maximum of one large auxiliary troop ship and one large auxiliary of any other type per year.

(704.0) REFERENCE DATA FOR THE ROMULAN STAR EMPIRE**Annex (762.0) Aux Limits in service.**

TYPE	SIZE	MAX AVAIL	Year
FHL	L Aux	4	Y120S+
FTL	L Aux	No Limit	Y120S+
FTS	S Aux	No Limit	Y120S+
SAS	S Aux	2	Y140S+
LAS	L Aux	1	Y160S+
LAV	L Aux	3	Y165S+
SAV	S Aux	4	Y165S+
SAH	S Aux	Counts against SAV limit.	Y175S+
LAH	L Aux	Counts against LAV limit.	Y179S+
SAP	S Aux	6	Y180S+
ASC	L Aux	1+ Any ships replacing LAP/LAVs	Y182S+
LAP	L Aux	3	Y182S+

Free Auxiliaries Received (526.47)

Ship	Turn
SAP	Y181F
LAP	Y182S
ASC	Y182F

These ship are received fully loaded with PFs and fighters at no cost.

Exhaustion: While the Romulans suffer economic exhaustion starting in Y176S, they are not technically "at war" from Y168F to Y172F. If the Romulans begin fighting earlier, these restrictions are lifted.

Pre-War Activities (603.17): The Romulans are on a wartime economy from Y168F to Y172F but they are not at war. They cannot leave their territory, and do not survey the on-map eastern regions until Y173S per rule (603.15). They do not receive and cannot buy command points, cannot raise and buy prime teams, cannot activate mothball ships, and cannot begin off-map survey operations. They receive their PWC but cannot perform conversions or overbuilds, cannot produce unlisted non-ship units, and cannot accumulate EPs. **SO** exception (540.22).

Prime Teams: Receive one free per turn when at war; can buy one per turn; maximum 10 in service.

PF Deployment:

Y181F (T27)	Y182S (T28)	Y182F (T29)
6	18	6

Initial deployment in F181. Can build PFTs beginning in Y182S and CPFs in Y182F. Can build one SKC per turn starting Y182s up to a maximum of four; these do not count against the PFT limit (they were used in a PTP role; any used on DMH count against the limit of four).

Modular DNs: See Table in AO. Or the Online Order of Battle.

Fighter Introduction: Initial Y165; Heavy: Y179S.

X-ship Introduction: Y182S.

Annex (753.0) Economics Chart:

Romulans (113 EPs)	PROV	MIN	MAJ
On Map	31	4	1
Off Map	0	0	0
Capital	0	8	2

Annex (759.0) Capital Systems:

Romulus (4613): 1 Major, 1 Minor, 1 Starbase
 Vesuvius (4613): 3 Minor
 Remus (4514): 1 Major, 2 Minor, 1 Starbase
 Tiberius (4514): 2 Minor

Raid Pool, Espionage and Sabotage (314.10; 314.16; 320.14; 534.14):

3 normal raid slots through Y175F.

6 raid slots starting in Y176S.

1 commando raid slot (must be used by a commando ship).

1 blockade raid slot (must be used by ship able to carry EPs).

2 prime teams may be assigned to E&S missions.

Pre-War Raids (314.3):

The Romulans may assign ships from the Home Fleet to their Raiding Pool starting in Y171F. No ships of size-class 2 can be assigned until the Romulans are at war. They may only be used to raid the Federation.

(704.0) REFERENCE DATA FOR THE ROMULAN STAR EMPIRE**Romulan Alternative OOB****Romulan Rapid Development (CL34)**

By Chuck and Grant Strong

What if the Romulans had been able to *develop* and deploy their third generation ships well before the General War? What would such a fleet look like at the Romulan historical entry of the General War and what adjustments to the Romulan SIT would be needed to accommodate this exercise? While some exchanges seemed simple, others did present some challenges but ship count and *overall* ComPot was closely maintained.

For game purposes, assume that the Romulans were somehow able to *develop* these ships quickly and that the Klingon ship transfer program was actually an exchange of technology (not a delivery of ships). Players should also assume that no Klingon ships were transferred and that the ancient hulls were scraped (do not add them to the Klingon mothball fleet as this will unbalance the western half of the game) and the Romulan shipyards retooled in *favor* of this new technology.

We first looked at the Romulan early generation ships:

Original	Replacement	Adjusted YIS
VUL	SHR	Y170
VLV	NHB	Y170
KE	NH	Y168
WE	SP	Y159
SE	SPC	Y165
CE	SPG	Y165
PE	SPS	Y166
3FE	3xSPH*	Y164
FAL	FHF	Y163
BEV	SKB	Y164
BH	SEH	Y161
BHF	SKR**	Y173
2WH	SKB & SEB	Y164
2BHE	SKE & SEE	Y164
SN	SEH	Y161
SNB	SK	Y161

* Three separate SPHs for 3FE

** Conjectural SKR would *have* same combat factors as BHF (use the BHF counter) but is an SK variant.

We now turn our attention toward the Kestrel series of ships:

Kestrel Replacement	Adjusted YIS	
KC9	DMH	Y165
KRC	NH	Y164
2xKR	1xFH & 1xSP	Y159
KRM	FHF	Y163
KRT	SPH	Y164
KRS	FHC	Y170
K5L	SK	Y161

K5	SK	Y161
K5S	SKF	Y163
K4	SEH	Y161

We finally came up with this adjusted OOB:

(704.A1) ROMULAN ALTERNATIVE OOB

HOME FLEET: Set up in 4514 and/or 4613.

F&E: NH, 2xFH, 11xSP, SPC, 2xFHF, 2xSPH, [SEB+SEE], [SKB+SKE], 10xSK, SKF, 3xSEH, 2xFRD, MB, Resv.

PWC: CON, DMH, SUP, [SPB+2SKE], FH, 6xSP, 3xSPC, SPF, 3xSK, SKF, [SKB+SKE], (2xSP/FH), 3xSEH.

CO: SAV, LAV, FTL, 2xFTS, SPG, SPG.

AO: SHR, Admiral, FFH.

SO: PTR, APT, 3xDIP, ENG, 2xFHL. Replace three pre-war SPC with 3xSPS.

FLEET OF THE NORTH: Set up in provinces 4310, 4610, 4810, 4312, 4712, 4413.

F&E: NH, 2xFH, 9xSP, SPC, 2xFHF, 3xSEH, 9xSK, SKF, [3xSPH], MB, Resv.

PWC: CON, SUP, [SPB+2SKE], FH, 6xSP, SPF, 3xSK, SKF, [SKB+SKE], (2xSP/FH), 3xSEH.

CO: SPG, SKG.

AO: Admiral.

SO: PTR, APT.

FLEET OF THE WEST: Set up in provinces 4110, 4113, 4115, 4117, 3416, 3814, 3916, 3617, 3918.

F&E: NH, 5xFH, 9xSP, SPC, 2xFHF, [SEB+SEE], [SKB+SKE], 3xSEH, 9xSK, SKF, [3xSPH], MB, Resv.

PWC: CON, SUP, [SPB+2SKE], FH, 5xSP, 3xSK, SKF, [SKB+SKE], (2xSP/FH), 3xSEH.

CO: SPG, SKG.

AO: SHR, Admiral.

SO: PTR, APT.

PATROL DETACHMENT: Set up at 3319.

F&E: 6xSP, 8xSK, 3xSEH, SPC.

PWC: 3xSEH, 2xSP.

GENERAL: Set up as required by relevant rules.

CO: 3xMON

PO: 3 Police Cutters

IMPERIAL WAR RESERVE

These can be *activated* (any two ships per turn, costs one EP per ship) starting on the turn after the Romulans are at war with both the Federation and the Gorns. This force begins *activation* immediately if either Romulan capital is attacked.

F&E: 4xSP, 4xSK, 8xSEH.

AO: 2xSHR.

FO: NHB.

(704.0) REFERENCE DATA FOR THE ROMULAN STAR EMPIRE

(704.A1) PRE-WAR CONSTRUCTION

Turn 1 Fall Y168: 2xSP, SK, SP/FH (conversion)
Turn 2 Spring Y169: 2xSP, 6xSEH, 2xSK, SP/FH
Turn 3 Fall Y169: 3xSP, 6xSEH, 3xSK, SP/FH
Turn 4 Spring Y170: SUP, 3xSP, 3xSK, SP/FH
Turn 5 Fall Y170: CON, 3xSP, 3xSK
Turn 6 Spring Y171: SUP, 3xSP, 3xSK, SP/FH
Turn 7 Fall Y171 : SHR, FH, 3xSP, 3xSK
Turn 8 Spring Y172: CON, SUP, FFH, 3xSP, 3xSK, SP/FH
Turn 9 Fall Y172: CON, FH, 3xSP, 3xSK, [3SP->SPC)

(704.A2) WARTIME CONSTRUCTION:

Spring Y173-Y177: NH, FH, 4xSP, 3xSK, SEH, FH, SEH.
Fall Y173-Y177: CON, FH, 4xSP, 3xSK, SEH, SP, SEH.
Spring Y178+: NH, FH, 4xSP, HDW†, 5xSK, 3xSEH, FH, SEH.
Fall Y178+: CON, FH, 4xSP, HDW†, 5xSK, 3xSEH, SP, SEH.
(†The HDW listed is the allowed substitution.)

(704.A5) Notes:

Two SPHs working together can strategic *move* one FRD (mission F) like a standard tug.

VUL to SHR: We could not justify upgrading "lightweight" dreadnoughts to Condors but thought since there are only two Vultures in the game that giving them two Shrikes made up for the loss.

This article replaces the KR's, but specifies that they not be added to the Klingon Mothball Fleet as it would unbalance the Western half of the game. Players are welcome to experiment with what would happen if those ships were still in the mothball reserve. We suggest you charge 2 EPs for this activation as the Klingons would *have* given the Romulans the oldest ships.

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(705.0) REFERENCE DATA FOR THE KZINTI HEGEMONY**HOME FLEET:**

31 Ships, 8 Aux, 1 Fast-ship, 25 Ftrs
Deploy in 1401. DN, [CV+CLE+EFF],
[CVL+CLE+EFF], [CVE+EFF], CC, 3xBC, CL, 3xDD,
3xFF, DF, SF, TGC, FRD, MB.

CO: LAV, FTL, 2xFTS, CLG.

FO: CD, SDF.

AO: DNL, Admiral, LAD, 3xDD.

SO: PTR, 2xDIP, ENG, 2xFHL, 2xFFT.

BARON'S FLEET:

16 Ships, 2 Aux, 1 Fast-ship, 21 Ftrs
Arrives at 1401 by Strategic Movement on Turn 2
(204.39). [CV+CL+EFF], [CVE+EFF], CC, 3xBC, CL,
DF, SF, TGT, FRD, MB.

CO: SAV.

AO: DNL, DDV, FF, FFK.

SO: PTR. The three existing survey ships are all SR Class.

MARQUIS' FLEET:

21 Ships, 2 Aux, 1 Fast-ship, 19 Ftrs
Set up in provinces 1902 and 1803 but not within two
hexes of Klingon Neutral Zone but includes 1704.
[CV+CL+EFF], [CVL+CL+EFF], [CVE+EFF], CC,
3xBC, CL, DF, FF, SF, TGT.

CO: SAV, FFG.

AO: BF, FFK, SAD.

SO: APT.

DUKE'S FLEET:

23 Ships, 3 Aux, 25 Ftrs, [6] Ftrs
Deploy within two hexes of Klingon Neutral Zone east
of 10xx inclusive, except 1704. DN, [CV+CLE+EFF],
[CVL+CLE+EFF], [CVE+EFF], CC, 3xBC, CL, DF, FF,
SF, TGC, Resv.

CO: LAV, CLG, FFG.

AO: FCR, Admiral, LAS, FFK, SAD.

SO: APT.

COUNT'S FLEET:

20 Ships, 4 Aux, 1 Fast-ship, 19 Ftrs, [6] Ftrs
Deploy west of 09xx inclusive. [CV+CLE+EFF],
[CVL+CLE+EFF], [CVE+EFF], CC, 3xBC, CL, DF, FF,
SF, TGT, Resv.

CO: SAV, FFG.

AO: BF, FCR, Admiral, SAS, FFK, SAD.

SO: APT.

GENERAL: 4xBP, 6xVP,

CO: 3xMON, 4xT-Pods

AO: 2xSP

Police Ships (531.0)

At Start: 2 POL

CLASS	POL	FLAG	SNV
MAX CALL UP	20	6	6

(705.1) CONSTRUCTION**(F&E Advanced Operations Build Schedule)**

Y168F: BC, CL, DD, 2xFF.

Y169S: BC, 2xCM, 2xDD, 3xFF.

Y169F-Y173F: [CV+MEC+EFF], BC, CL, 2xCM, 5xFF.

Y170S-Y173S: DN, BC, 4xCM, 6xFF.

Y174F-Y180F: [CV+MEC+DWE], BC, NCA, 2xCM,
2xDW, 3xFFK.

Y174S-Y180S: DN, BC, NCA, 3xCM, 3xDW, 3xFFK.

Y181S+: DN, BC, NCA, 3xCM, HDW†, 4xDW, FFK.

(†allowed substitution.)

Y181F+: [CV+MEC+DWE], BC, NCA, 2xCM, HDW†,
3xDW, FFK. (†allowed substitution.)

(705.2) DOWNGRADE SUBSTITUTIONS:

Substitutions are limited to two ships per turn except
for the following (which have no limits):

those listed in (701.0)

those marked with a † symbol.

CL for any DN or BC or CM.

DD for DN or BC or CM.

FF for DN or BC or CM or DD.

DW for NCA or CM in Fall Y175+.

CM for NCA†.

BC or CC for any DN†.

BC for CC†.

CVL or CVE for CV.

CV or CVL or CVE for CVA* (Note that CVA is not
actually on the schedule but is a limited substitution for
the DN. This allows a CV to be substituted for the CVA
slot.)

(705.3) SPECIAL CONSTRUCTION RULES:

FCR for FF once per turn by any means.

Can substitute two FFs for the scheduled CL
production.

DWE for FF once per year Y172-Y173.

DF for FF once per turn (within drone limits).

SDF for FF once per turn (within drone & scout limits).

SDW for DW once per year (within drone & scout
limits).

CD for BC once per year (within drone limits).MDC for
CM once per year (within drone limits).

DND for DN in Y173+; Max one in service.

CL or DD for CM once per turn.

CM for NCA.

CC for BC in Y180+.

Fast Warship production one per turn, no more than
one SC2 per year.

CVS for BC within carrier limits.

BCH for BC/CV/DN once per year Y180+. Cannot
produce BCH by any means prior to Y180.

BCS for BCH in F181+.

BCV for BCH in F180+.

CVE for CM once per turn.

CVL for BC once per turn.

CVA for DN in Y173+.

SCS for CVA Fall Y181+ once per year.

(705.0) REFERENCE DATA FOR THE KZINTI HEGEMONY

LTT for CM once per turn Y170+; no overproduction.
TGT or TGC for BC once per year.

Late war combat formations are available beginning the coalition turn of Y179S.

(705.3) PRODUCTION NOTES**Pods:**

TYPE	START	MAX	YEAR
BP+	4	4	Y134S+
T-POD	4	4	Y160S+
VP	6	6	Y166S+
SP	2	4	Y168S+
VAP	0	2	Y175S+
VHP	0	4	Y178S+
*2PFP	0	2	Y181S+
SCP+	0	1	Y181S+
PTP	0	4	Y181S+

*Note: 2PFP pods are triple weight pods that overload tug.

Pallets:

TYPE	START	MAX	YEAR
M-PAL(V)	0	No Limit	Y140S+
M-PAL(S)	0	No Limit	Y180S+
M-PAL(PF)	0	No Limit	Y180S+

Auxiliaries: Can produce one auxiliary troop ship plus one auxiliary of any other type per turn including a maximum of one large auxiliary troop ship and one large auxiliary of any other type per year.

Annex (762.0) Aux Limits in service.

TYPE	SIZE	MAX AVAIL	Year
FHL	L Aux	4	Y120S+
FTL	L Aux	No Limit	Y120S+
FTS	S Aux	No Limit	Y120S+
SAS	S Aux	3	Y140S+
LAS	L Aux	2	Y160S+
LAD	L Aux	2	Y165S+
LAV	L Aux	4	Y165S+
SAD	S Aux	1	Y165S+
SAV	S Aux	6	Y165S+
ASC	L Aux	1+ Any ships replacing LAP/LAVs	Y181S+
LAP	L Aux	3	Y181S+
SAP	S Aux	6	Y181S+

Free Auxiliaries Received (526.47)

SHIP	TURN
SAP	Y180F
LAP	Y181S
ASC	Y181F

These ship are received fully loaded with PFs and fighters at no cost.

Drone: No more than one drone ship by substitution each year. Can produce (by any means) no more than two drone ships of all types combined per turn. MDC, DND, CLD, count against this limit. Replacement of battle pods counts against drone limits; two battle pods built on the same turn count as one drone ship (one pod counts as one ship). Produce one DND in Y173+; max one in service.

Carriers: Twelve "free fighter factors" per year; see (431.74) and (442.6).

Can produce no more than two carriers plus one escort per turn including no more than one CVA per year. Conversion of CVL into CV counts against carrier limits.

BCV and BCS limited to one per year (total) and count against carrier limit.

BCS also counts against PFT limits.

Conversion of CVS to BCV or BCS counts against the annual BCV/BCS limit.

Heavy Fighters Carrier Limits

May build or convert two heavy fighter carrier per turn Y178S above the carrier limits. Beginning in Y180F heavy fighters count against either the carrier or PFT build limits.

FFK: Can substitute one per turn (for FF or DW) and convert one per turn (from FF); FKE can substitute one per turn (for FF/EFF/DW/DWE) and convert one EFF or FF per turn. Maximum FFK/FKE production through Y175S is three per turn by any means (including CEDS) and no more than two of either type. Starting Y175F, production of FFK by any means is not limited (except by production schedule) and FKEs are limited only by escort conversion rules.

23rd Fi-Con Division can be formed on any turn starting with Y181S. To do so, remove two PFTs (or MPFs or one of each, in which case a written record of the exact composition and its adjusted defense factor must be kept) and replace them with 23rd Group counter. The PFTs must be uncrippled, in the same hex and have full PFT flotillas. The Kzinti player must also remove one LAV or two SAVs from the same supply grid and pay two EPs.

Pre-War Drone Stockpile The Kzintis had assembled a larger stockpile of bombardment drones prior to the General War, although they had no idea that this "massive" cache would be a mere pittance when compared to wartime usage rates. To reflect this stockpile, the Kzintis do not pay for their first 48 points of drone bombardment during the General War. In a free campaign, the Kzintis accumulate 8 points of drone bombardment free each turn they are at peace (up to 48).

(705.0) REFERENCE DATA FOR THE KZINTI HEGEMONY

Prime Teams: Maximum of 10 in service.

PF Deployment:

Y180F (T25)	Y181S (T26)	Y181F (T27)
6	6	6

Initial deployment Y180F. Can build PFTs beginning Y181S and CPFs beginning Y181F.

Fighter Introduction: Initial Y161; Heavy: Y178S.

X-ship Introduction: Y182S.

ANNEX (753.0) ECONOMICS CHART

Kzinti (93 EPs)	PROV	MIN	MAJ
On Map	12	5	1
Off Map	3	2	1
Capital	0	4	4

Annex (759.0) Capital Systems

Kzintai: 1 Major, 1 Minor, 1 Starbase

Keevarsh: 1 Major, 1 Minor

Vielsalm: 1 Major, 2 Minor

Vronkett: 1 Major

Raid Pool, Espionage and Sabotage (314.10; 314.16; 320.14; 534.14):

2 normal raid slots through Y175F.

4 raid slots starting in Y176S.

1 commando raid slot (must be used by a commando ship).

1 blockade raid slot (must be used by ship able to carry EPs).

2 prime teams may be assigned to E&S missions.

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(706.0) REFERENCE DATA FOR THE CONFEDERATION OF THE GORN**1st (HOME) FLEET:**

36 Ships, 5 Aux, 1 Fast-ship, 6 Ftrs
Deploy in capital hexes. CC, 2xBC, 5xCL, 6xDD, SC, 2xTG, 2xFRD, 2xMB, Resv.

PWC: DN, 3xHD, 6xBD, [CV+CLE+DE].

CO: Convert one HD to CM on Turn #11. FTL, 2xFTS, COM, DDG, convert one HD to HCD on turn #7.

AO: BF, Admiral.

AO PWC: BDS, HDS.

SO: PTR, 2xDIP, ENG, 2xFHL, 2xDDT.

2nd FLEET (Fed Border):

26 Ships, 1 Fast-ship, 1 Aux
Deploy in provinces 3901, 4101, 4104. CC, 2xBC, 4xCL, 6xDD, SC.

PWC: *DN, 3xHD, 6xBD.

CO: COM, DDG.

AO: Admiral, PWC: BDS, (*DN replaced by DNL).

SO: APT.

6th FLEET (Romulan Border):

27 Ships, 1 Fast-ship, 2 Aux
Deploy in provinces 4107, 4307, 4707, and 4906, and starbases 4206, 4806. CC, 2xBC, 4xCL, 6xDD, SC, Resv.

PWC: DN, 3xHD, 6xBD.

CO: COM, DDG.

AO: BF, Admiral, PWC, BDS.

SO: PTR, APT.

7th Fleet (Off Map):

6 Ships, 1 Aux
2xCL, 2xDD, SC, TG. See (506.5) for activation.
SO: PTR, The two existing survey ships are SRs.

GENERAL: 2xHBP, 2xLBP

CO: 3xMON, 2xT-pods.

AO: SP

Police Ships (531.0)

At Start: 2xPOL

CLASS	POL	FLAG	PV
MAX CALL UP	20	6	6

(706.1) PRE-WAR CONSTRUCTION:

Turn 1 Y168F: BD (Home Fleet)
Turn 2 Y169S: HD, BD, BDS (Home Fleet)
Turn 3 Y169F: HD, 2xBD (2nd Fleet)
Turn 4 Y170S: HD, 2xBD (Home Fleet)
Turn 5 Y170F: HD, 2xBD (6th Fleet)
Turn 6 Y171S: DN, HD, 2xBD, HDS (Home Fleet)
Turn 7 Y171F: HD, 2xBD (6th Fleet)
Turn 8 Y172S: DNL, HD, 2xBD, BDS (2nd Fleet)
Turn 9 Y172F: HD, 2xBD (2nd Fleet)
Turn 10 Y173S: DN, HD, 2xBD, BDS (6th Fleet)
Turn 11 Y173F: [CV+CLE+DE] (Home Fleet)

Further Peacetime Construction with Peacetime Economy

Spring: DN, HD, 2xBD, BDS (6th Fleet)

Fall: HD, 2xBD (2nd Fleet)

WARTIME CONSTRUCTION**F&E Advanced Operations Build Schedule)**

Y174S – 179S: DN, BC, CM, 3xHD, 4xBD, 1xDD

Y174F – 179F: CC, BC, CM, 3xHD, 4xBD, 1xDD

Y180S+: DN, BC, CM, 3xHD, HDW†, 3xBD, 1xDD
(†The HDW listed is the allowed substitution.)

Y180F+: CC, BC, CM, 3xHD, HDW†, 3xBD, 1xDD
(†The HDW listed is the allowed substitution.)

(706.2) DOWNGRADE SUBSTITUTIONS:

Substitutions are limited to two ships per turn except for the following (which have no limits):

those listed in (701.0)

those marked with a † symbol.

BC or CC for DN†.

CL for DN or HD.

CL for BC†.

DD for DN or BC or HD.

DD for BD†.

HD for CM†.

BD for CM or HD.

CV for SCS or CVA*.

* If allowed by (513.41).

(706.3) SPECIAL CONSTRUCTION RULES:

One FCR per year by any means.

BCH for BC/DN once per year in Y180+.

CCH for CC in Y174 and later.

CL for HD or DN once per turn.

CL for BC.

DNC convert from CL in Y177+; maximum one per year CC or CCH for BC in Y178 and later.

Can produce one LSC (sub for or convert from CL) on Turn #5 or later at no cost; thereafter, normal rules and limits apply (maximum production one per year Y170+).

HD for CM.

Maximum of one CM converted from HD per turn in addition to the one regular production CM on the schedule Y173-Y175. This restriction is removed in Y176.

DNG available in Y175+; maximum of one in service.

DNT available in Y174+; maximum one in service.

Fast Warship production one per turn no more than one SC2 per year.

CVA: If this type is allowed (513.41), no more than one per year may be built; this does not count against the overall carrier limit.

SCS for (or convert from) DN in Y183+; maximum of one per year by any means. Counts against CVA limit if CVAs are built.

(706.0) REFERENCE DATA FOR THE CONFEDERATION OF THE GORN

LTT can be substituted for or converted from HD once per turn Y172+; LTTs cannot be produced by overproduction.

TG for BC, or convert one CL or BC to a TG, but maximum one TG by any means per year.

Late war combat formations are available beginning the coalition turn of Y180F.

(706.4) PRODUCTION NOTES**Pods:**

TYPE	START	MAX	YEAR
CVA or VP	0	0	N/A
T-POD	2	4	Y130S+
HBP+	2	2	Y149S+
SP	1	2	Y165S+
LBP	2	2	Y172S+
VHP	0	1	Y179S+
PFP	0	2	Y182S+
PTP	0	2	Y182S+

Pallets:

TYPE	START	MAX	YEAR
M-PAL(V)	0	No Limit	Y140S+
M-PAL(S)	0	No Limit	Y181F+
M-PAL(PF)	0	No Limit	Y181F+

Carriers: Six "free fighter factors" per year; see (431.74) and (442.6).

Maximum of one carrier group (CV or HV) conversion per year, plus one substitution per year.

One BDV per turn Y176+. The Gorns may match each Romulan Modular DN (DemonHawk, MegaHawk, or OmniHawk) with a CVS or BCV at their option. This is in addition to the normal carrier production limit.

Heavy Fighters Carrier Limits

May build or convert one heavy fighter carrier per turn Y179 above the carrier limits. Beginning in Y183 heavy fighters count against either the carrier or PFT build limits.

Auxiliaries: Can produce one auxiliary troop ship plus one auxiliary of any other type per turn including a maximum of one large auxiliary troop ship and one large auxiliary of any other type per year.

Annex (762.0) Aux Limits in service.

TYPE	SIZE	MAX AVAIL	YEAR
FHL	L Aux	4	Y120
FTL	L Aux	No Limit	Y120
FTS	S Aux	No Limit	Y120
SAS	S Aux	2	Y140
LAS	L Aux	1	Y160
LAV	L Aux	3	Y165
SAV	S Aux	4	Y173
LAP	L Aux	3	Y182F

SAP	S Aux	6	Y182F
ASC	L Aux	1+ Any ships replacing LAP/LAVs	Y182F

Free Auxiliaries Received (526.47)

Ship	Turn
SAP	Y182S
LAP	Y182F
ASC	Y183S

These ship are received fully loaded with PFs and fighters at no cost

Prime Teams: Receive one free per turn when at war; can buy one per turn; maximum 10 in service.

PF Deployment:

Y182F (T28)	Y183S (T29)	Y183F (T30)
6	18	6

Initial deployment in Y182F. Can build PFTs beginning in Y183S and CPFs beginning in Y183F. Receive three free PF replacements per turn starting in Y182F.

Fighter Introduction: Initial Y169S, Heavy Fighter: Y179S.

X-ship Introduction: Y182S.

ANNEX (753.0) ECONOMICS CHART

Gorns (87 EPs)	PROV	MIN	MAJ
On Map	18	5	0
Off Map	3	2	0
Capital	0	3	3

ANNEX (759.0) CAPITAL SYSTEMS GORN

GHDAR I (4402): 1 Major, 1 Minor, 1 Starbase

GHDAR II (4403): 1 Major, 1 Minor, 1 Starbase

GHDAR III (4503): 1 Major, 1 Minor, 1 Starbase

Raid Pool, Espionage and Sabotage (314.10; 314.16; 320.14; 534.14)

2 normal raid slots through Y175F.

4 raid slots starting in Y176S.

1 commando raid slot (must be used by a commando ship).

1 blockade raid slot (must be used by ship able to carry EPs).

2 prime teams may be assigned to E&S missions.

(707.0) REFERENCE DATA FOR THE THOLIAN HOLDFAST**HOME FLEET:**

9 Ships, 5 Aux
 Hex 2919: DN, CA, DD, 3xPC, [3CPC], MB, Resv.
FO: No additional units.
CO: 2xFTS, 2xCMC,
AO: No additional units.
SO: PTR, APT, ENG, FHL

1st FLEET:

6 Ships, 1 Aux
 Hexes 2719, 2818, 2819: CA, DD, 3xPC, SC.
FO: No additional units.
CO: No additional units.
AO: No additional units.
SO: SAS

2nd FLEET:

6 Ships, 1 Aux, 6 Ftrs
 Set up in hex 2918: CA, DD, 3xPC, SC.
FO: No additional units.
CO: No additional units.
AO: No additional units.
SO: SAV

3rd FLEET:

6 Ships, 1 Aux
 Hexes 3018, 3019, 3119: CA, DD, 3xPC, SC.
FO: No additional units.
CO: No additional units.
AO: No additional units.
SO: SAS

NEO-THOLIAN 312TH: Arrives crippled in the Tholian Capital during the retrograde phase of Y177F (Turn #19): 2xNDN, 4xNCA, 6xNCL, Admiral

GENERAL: CO: 2xMON, 2xT-Pods

**(707.1) CONSTRUCTION (PRE-WAR):
 Advanced (F&E Advanced Operations Build
 Schedule)**

One PC per turn plus:
 Turn 2 Y169S: DN
 Turn 4 Y170S: [BW+PCE], AWT
 Turn 5 Y170F: DDS
 Turn 6 Y171S: DN, DDV
 Turn 7 Y171F: PCE
 Turn 8 Y172S: [BW+PCE], AWT
 Turn 9 Y172F: DDS
 Turn 10 Y173S: DDV
 Turn 11 Y171F: PCE

Further peacetime production (turns 12, 14, etc.) is one ship of any type except CVA.

WARTIME: Spring 1xDN and 1xPC (or 1xCA + 2xPC).
 Fall: 1xDD and 2xPC.

Y178S+: DN, CW, 2xPC
 Y178F+: CA, CW, DD, 2xPC

Police Ships (531.0)

At Start: 0 POL

CLASS	POL	FLAG	PV
MAX CALL UP	6	2	2

(707.2) DOWNGRADE SUBSTITUTIONS:

Substitutions are limited to two ships per turn except for the following (which have no limits):

those listed in (701.0)
 those marked with a † symbol.

PC or DD or CA for DN†.

DD for CW or CA†.

PC for CW or CA†.

(707.3) SPECIAL CONSTRUCTION RULES:

[3CPC] for 3xPC/DD once/year in wartime.

CA or CC for DN.

CC for CA Y178+.

CWV for CW in Y182+ if at war; maximum of one per turn by any means.

CVA for CA in Y173+ if at war; maximum of one per year by any means.

LTT for CW once per year Y178+; LTTs cannot be produced by overproduction.

PC for DD or BW

2PC for CA

1 ship per turn (by conversion or substation) with a web caster. See the SIT for available types and cost of production or conversion.

Carriers:

Three "free fighter factors" per year (442.6)

Maximum of one carrier group per turn by any means.

Maximum of one CVA per year by any means.

Heavy Fighters Carrier Limits

May build or convert one heavy fighter carrier per turn Y178F above the carrier limits. Beginning in Y180F heavy fighters count against either the carrier or PFT build limits.

Late war combat formations are available beginning the coalition turn of Y179F.

Pods: Tholians do not use pods. They do have troop packs for their CPCs.

Auxiliaries: Can produce one auxiliary troop ship plus one auxiliary of any other type per turn including a maximum of one large auxiliary troop ship and one large auxiliary of any other type per year.

(707.0) REFERENCE DATA FOR THE THOLIAN HOLDFAST**Annex (762.0) Aux Limits in service.**

TYPE	SIZE	MAX AVAIL	YEAR
FHL	L Aux	4	Y120S+
FTL	L Aux	No Limit	Y120S+
FTS	S Aux	No Limit	Y120S+
SAS	S Aux	2	Y140S+
LAS	L Aux	1	Y160S+
LAV	L Aux	3	Y165S+
SAV	S Aux	4	Y165S+
SAP	S Aux	2	Y180F+
ASC	L Aux	1+ Any ships replacing LAP/LAVs	Y180F+
LAP	L Aux	1	Y180F+

Free Auxiliaries Received (526.47)

Ship	Turn
SAP	Y180S
LAP	Y180F
ASC	Y181S

These ship are received fully loaded with PFs and fighters at no cost

PF Deployment:

Y180S (T24)	Y180F (T25)	Y181S (T26)
6	6	0

Initial deployment in Y180S. Can build PFTs beginning in Y180F and CPFs beginning in Y181S.

Prime Teams: Maximum 4 in service.

Fighter Introduction: Initial Y165S. Heavy Fighter Y178F.

X-Ship Introduction: Y183S.

Annex (753.0) Economics Chart:

Tholian(22 EPs)	PROV	MIN	MAJ
On Map	1	0	0
Off Map	0	0	0
Capital	0	0	0

Dyson sphere is worth 20 ep. 10 ep when devastated

ANNEX (759.0) CAPITAL SYSTEMS THOLIAN

THOLIA (2919): 1 Dyson Sphere, 1 Starbase

Raid Pool, Espionage and Sabotage (314.10; 314.16; 320.14; 534.14)

1 normal raid slots through S175F.

2 raid slots starting in Y176S.

1 commando raid slot (must be used by a commando ship).

1 blockade raid slot (must be used by ship able to carry EPs).

2 prime teams may be assigned to E&S missions.

(709.0) REFERENCE DATA FOR THE HYDRAN KINGDOM**HOME FLEET:**

19 Ships, 7 Aux, 50 Ftrs
 Deploy in 0617. LM, 3xRN, 2xHR, 3xLN, SC, TG, CR, 2xHN, 2xFRD, 2xMB, Resv.
CO: LAV, FTL, 2xFTS, LNG.
AO: LAS, LN, HN.
FO: GRV.
SO: PTR, 2xDIP, ENG, FHL, FFT.

EXPEDITIONARY FLEET:

15 Ships, 1 Aux, 2 Fast-ship, 35 Ftrs, [6] Ftrs
 Deploy in 0716. The Tug is initially outfitted as the Hydran Supply Tug (509.5) and carries the FCP (513.5): LB, 3xDG, 3xKN, SC, TG, CR, 2xCU, Resv.
CO: LAV, LNG, FCP.
AO: 2xLGE, FCR, Admiral, CU.

FIRST FLEET:

15 Ships, 3 Aux, 1 Fast-ship, 28 Ftrs, [6] Ftrs
 Deploy in 0915, 1116, 1217, 1219, and/or 1017. LM, 3xRN, 3xLN, SC, TG, CR, 2xHN.
CO: SAV, HNG.
AO: THR, FCR, Admiral, SAS, HN.
SO: APT.

SECOND FLEET:

15 Ships, 3 Aux, 1 Fast-ship, 18 Ftrs, [6] Ftrs
 Deploy in 0114, 0315, 0515, 0714, and/or 0215. LB, 3xDG, 3xKN, SC, TG, CR, 2xCU.
CO: SAV, HNG.
AO: THR, FCR, Admiral, SAS, CU.
SO: APT.

OLD COLONIES SQUADRON:

12 Ships, 3 Aux, 15 Ftrs
 LM, 3xLN, CR, 2xHN. Deploy in off-map holding area. This fleet cannot move unless the capital hex is attacked or a starbase is destroyed.
CO: SAV.
AO: 4xPGS, see (709.1B) & (317.4), LC replaces LM.
SO: PTR, FHL, FFT. The three existing survey ships are SRs.

GENERAL: 2xCarrier pallets, 2xBattle Pallets.

CO: 1xFSP, 2xMON, 2xA-Pod.

AO: 1xScout Pallet.

Police Ships (531.0)

At Start: 2 POL

CLASS	POL	FLAG	GNV
MAX CALL UP	15	4	4

(709.1) CONSTRUCTION:**(F&E Advanced Operations Build Schedule)**

Y168F: DG, TR, 3xHN.
 Y169S: PAL (activation), RN, HR, 3xHN.
 Y169F: [UH+DE+2AH], DG, TR, 3xHN, 3xCU.
 Y170S: PAL (activation), RN, 2xHR, TR, 3xHN, 3xCU.
 Y170F: [CV+DE+2AH], DG, 2xHR, TR, 3xHN, 3xCU.
 Y171S: PAL, RN, 2xHR, TR, 3xHN, 3xCU.
 Y171F: [UH+DE+2AH], DG, 2xHR, TR, 3xHN, 3xCU.
 Y172S: PAL, RN, 2xHR, TR, 3xHN, 3xCU.
 Y172F: [CV+DE+2AH], DG, 2xHR, TR, 3xHN, 3xCU.
 Y173S: PAL, RN, 2xHR, TR, 3xHN, 3xCU.
 Y173F – Y175F: CC, DG, 3xCW, LN, 3xHN, 3xCU.
 Y174S – Y176S: PAL, RN, 3xCW, KN, 3xHN, 3xCU.
 Y176F – Y180F: CC, DG, MHK, 2xCW, LN, 3xDW, 3xFF.
 Y177S – Y180S: PAL, RN, IRQ, 2xCW, KN, 3xDW, 3xFF.
 Y181F+: CC, DG, MHK, 2xCW, LN, HDW†, 4xDW, 1xFF. (†The HDW listed is the allowed substitution.)
 Y181S+: PAL, RN, IRQ, 2xCW, KN, HDW†, 4xDW, 1xFF. (†The HDW listed is the allowed substitution.)

(709.1B) SPECIAL CONSTRUCTION (off map)

Build IC after fall of capital; cost 9+ ftrs, see (525.316).

Old colonies shipyard builds one Pegasus-hull each spring turn Y172+ at no cost (free including fighters). There is no service limit, only a limit of one free Pegasus ship per year, and only the first four free PGVs come with free fighters, a fifth, sixth, etc. PGV is still free itself, but the fighters must be purchased normally (with EPs or free fighter factors).

(709.2) DOWNGRADE SUBSTITUTIONS:

Substitutions are limited to two ships per turn except for the following (which have no limits):

those listed in (701.0)
 those marked with a † symbol.

CA or CC for PAL.
 HR for PAL or CC or CA.
 TR for PAL or CC or DG.
 LN for PAL or CC or RN or CW.
 KN for PAL or CC or DG or TR.
 HN for PAL or CC or RN or CW or LN or DW.
 CU for PAL or CC or DG or TR or KN or DWH.
 HR for MHK†.
 DWF for MHK or HR.
 TR for IRQ†.
 DWH for IRQ or TR.
 CV or UH or CVE for ID.

(709.0) REFERENCE DATA FOR THE HYDRAN KINGDOM**(709.3) SPECIAL CONSTRUCTION RULES:**

Convert 2 crippled (or uncrippled) DD to DDS Y171S for 3 eps each or 5 eps if done at the same time at the same Starbase (525.323).

Convert 1 DD to DDP (no cost) Y181S+ this does not count against PFT production limits (525.315).

CR for HN or CU once per turn.

CV for CA in Y170F+, maximum one per year.

DWF for FF once per turn Y173S-Y176S with a maximum of four prototype DWs during those seven turns, no FF to DW conversions can be made.

HN for CU, but not vice versa.

HR for RN, LM, MHK, TR, IRQ, but not vice versa.

TR for DG, LB, IRQ.

MHK for IRQ but not vice versa.

KN for TR.

LN for HR or KN.

LNH for LN/KN once per year in Y172+; maximum two in service.

LNH for HDW.

LM for RN, LB for DG in Y180+.

OV for CC or PAL once per year in Y180+.

PG? for DD.

RN for DG or LB.

Fast Warship production 1/turn no more than 1 SC2/year.

TG for CA once per year OR can convert one CA to TG once per year but not both.

LTT can be substituted for HR/TR once per turn Y171+; LTTs cannot be produced by overproduction.

Late war combat formations are available beginning the coalition turn of Y179S.

(709.4) PRODUCTION NOTES**Pallets:**

TYPE	START	MAX	YEAR
FCP	1	1	Y138S+
A-PALLET	2	2	Y140S+
BP	2	2	Y157S+
FSP+	1	1	Y164S+
VP	2	2	Y164S+
SP	1	2	Y165S+
VHP	0	2	Y178S+
PFP	0	2	Y179S+
PTP	0	2	Y180S+
M-PAL(V)	0	No Limit	Y140S+
M-PAL(P)	0	No Limit	Y182S+
M-PAL(S)	0	No Limit	Y182F+

Carriers: Twelve "free carrier fighter factors" per year; see (431.74) and (442.6). Count as two factors on hybrid ships.

Can produce no more than one CVA (CV, ID) per year by any means. Can produce no more than two "true

carriers" (medium carriers and heavy carriers) per turn by any means. (UH is a medium carrier.)

Can build one CVE/DWV per turn (when available) in addition to heavy/medium carriers.

Heavy Fighters Carrier Limits

May build or convert one heavy fighter carrier per turn Y178S above the carrier limits. Beginning in Y180S heavy fighters count against either the carrier or PFT build limits.

Capital: If the Hydran capital is not captured by an enemy before the Hydran Y173S turn, the Hydrans begin their Y176-177 production schedule at that time.

Hydran Treasury on the first production phase after the Hydrans have no ships (including auxs, convoys and any other non-base units on the map AND after the capital has been captured by the Coalition, the Hydran players receives 30 EPs added to his treasury.

Old Colony Shipyard can produce the following ships after the fall of the Hydran Capital.

TURN	PRODUCTION
1	no production
2	one HN (at double cost)
3	one LN or HN
4	one RN, LN, or HN
Odd-numbered turns from #5	One LN or HN
Even-numbered turns from #6	One RN, LN, or HN

Auxiliaries: Can produce one auxiliary troop ship plus one auxiliary of any other type per turn including a maximum of one large auxiliary troop ship and one large auxiliary of any other type per year.

Fighter Introduction: Initial Y133, Heavy Y178S.

Annex (762.0) Aux Limits in service.

TYPE	SIZE	MAX AVAIL	YEAR
FHL	L Aux	4	Y120S+
FTL	L Aux	No Limit	Y135S+
FTS	S Aux	No Limit	Y135S+
SAS	S Aux	3	Y140S+
LAS	L Aux	2	Y159S+
LAV	L Aux	3	Y165S+
SAV	S Aux	5	Y165S+
ASC	L Aux	1+ Any ships replacing LAP/LAVs	Y180S+
LAP	L Aux	3	Y180S+
SAP	S Aux	6	Y180S+

(709.0) REFERENCE DATA FOR THE HYDRAN KINGDOM**Free Auxiliaries Received (526.47)**

SHIP	TURN
SAP	Y179F
LAP	Y180S
ASC	Y180F

These ship are received fully loaded with PFs and fighters at no cost

PF Deployment:

Y179F (T23)	Y180S (T24)	F180 (T25)
6	6	6

Initial deployment in Y179F. Can build PFTs beginning in Y180S and CPFs beginning in Y180F.

Classes:

CC is LB or LM or LC; CW is HR or TR;
 DD is LN or KN; CA is RN or DG;
 NCA is MHK, IRQ, CHY (special limits).
 DW is DWF or DWH; FF is HN or CU.

Prime Teams: Receive one free per turn when at war; can buy one per turn; max 10 in service.

X-ship Introduction: Y182S.

Annex (753.0) Economics Chart:

Hydrans (74 EPs)	PROV	MIN	MAJ
On Map	11	2	1
Off Map	2	1	2
Capital	0	3	3

Annex (759.0) Capital Systems:

Hydrax: 1 Major, 1 Minor, 1 Starbase
 Hydramax: 1 Major, 1 Minor
 Anthraxan: 1 Major, 1 Minor

Raid Pool, Espionage and Sabotage (314.10; 314.16; 320.14; 534.14)

2 normal raid slots through Y175F.

4 raid slots starting in Y176S.

1 commando raid slot (must be used by a commando ship).

1 blockade raid slot (must be used by ship able to carry EPs).

2 prime teams may be assigned to E&S missions

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(711.0) REFERENCE DATA FOR THE LYRAN EMPIRE**HOME FLEET:**

42 Ships, 6 Aux, SAF, 12 Ftrs
 Deploy in 0408 and/or 0608; up to six ships in 0707.
 DN, CC, 4xCA, 5xCW, 5xCL, 5xDD, 3xDW, 5xFF,
 SC, TGP, FRD, MB, Resv.
CO: LAV, FTL, 2xFTS, SAF, DDG.
AO: JGP, Admiral, 3xDD, 3xFF.
SO: PTR, 3xDIP, ENG, FHL, 2xFFT, DWT.

RED CLAW FLEET:

30 Ships, 3 Aux, 1 Fast Ship, 6 Ftrs
 Deploy on bases or in provinces on Kzinti border
 including star base 0404. BC, CC, 4xCA, 5xCW,
 5xCL, 5xDD, 5xFF, SC, TGC, MB, Resv.
CO: SAV, 2xDDG.
AO: CF, Admiral.
SO: APT, FHL.

ENEMY'S BLOOD FLEET:

19 Ships, 1 Fast Ship, 3 Aux, 6 Ftrs
 Deploy in provinces on Hydran border (not in LDR)
 including star base 0411. BC, CC, 3xCA, 3xCL,
 4xDD, 4xFF, SC, TGC, MB, Resv.
CO: SAV, DDG.
AO: CF, Admiral.
SO: APT, FHL.

FAR STARS FLEET:

23 Ships, 1 Fast Ship, 1 Aux
 Off-map area. Arrives on turn 2 (204.39). CC, 4xCA,
 5xCL, 4xDD, 4xFF, CW, DW, SC, TGP, FRD
CO: DDG
AO: DNL
SO: PTR. The three survey ships are SR.

GENERAL: 2xBP.

CO: 2xMON, 1xA-Pallet (two G), 2xT-Pods (one G)
AO: 1xSP.

Police Ships (531.0)

At Start: 3 POL

CLASS	POL	FLAG	GNV
MAX CALL UP	20	6	2

(711.1) CONSTRUCTION RATE:**Advanced (F&E Advanced Operations Build Schedule)**

Y168S – Y174S: DN, CA, 4xCW, 3xDW, 3xFF
 Y168F – Y174F: BC, CA, 4xCW, 3xDW, 3xFF
 Y175S – Y179S: DN, CA, NCA, 3xCW, 3xDW, 3xFF
 Y175F – Y179F: BC, CA, NCA, 3xCW, 3xDW, 3xFF.
 Y180S+: DN, CA, NCA, 3xCW, HDW†, 4xDW, FF.
 Y180S+: BC, CA, NCA, 3xCW, HDW†, 4xDW, FF.
 (†The HDW listed is the allowed substitution.)

(711.2) DOWNGRADE SUBSTITUTIONS:

Substitutions are limited to two ships per turn except
 for the following (which have no limits):

those listed in (701.0)
 those marked with a † symbol.

CA or CC for DN†
 CL for DN or CC or CA
 CL for BC or BCH†
 DD for DN or CC or CA
 DD for CW†
 FF for DN or CC or CA
 FF for DW†
 CW for NCA†
 DW for NCA or CW
 CV for CVA*†

* If allowed by (513.41)

(711.3) SPECIAL CONSTRUCTION RULES:

No more than one FCR per year by any means.
 CW for NCA.
 CC for CA in Y180+.
 CL for CA/CW once per turn.
 DD for DW once per turn.
 CV for CA in Y172+ once per year. (Historically, only
 one CV was built, but players may build more.)
 CVA for DN in Y175+ if allowed by (513.41)
 CVL for CW once per year Y171+.
 Fast Warship production one per turn, no more than
 one SC2 per year.
 JGP for CW once per year Y169+; max two in
 service.
 SCS for DN once per year Y179+; counts against
 CVA limit if that class is in production.
 STJ for CW once per year Y171+.
 STT for CA once per year in Y170+.
 STL for (or convert from) DN in Y173+; maximum
 one in service.
 BCH for BC or DN once per year in Y180+.
 TGC or TGP for CA once per year OR can convert
 one CA to TGC or TGP once per year but not
 both.
 LTT can be substituted for CW once per turn Y170+;
 LTTs cannot be produced by overproduction.

Late war combat formations are available
 beginning the coalition turn of Y180S.

(711.3) PRODUCTION NOTES**Pods:**

TYPE	START	MAX	YEAR
KBP	0	2	Y166S+
T-Pod	2	2	Y166S+
KSP	0	2	Y168S+
KVH	0	2	Y171S+
KVP	0	1	Y177S+
VHP	0	2	Y178F+
KPTP	0	4	Y179S+

(711.0) REFERENCE DATA FOR THE LYRAN EMPIRE**Pallets:**

TYPE	START	MAX	YEAR
A-Pod	1	2	Y125S+
BP+	2	2	Y149S+
SP+	1	1	Y168S+
VP+	0	2	Y171S+
PFP+	0	2	Y178F+
SCP	0	1	Y179S+
PTP+	0	1	Y179S+
M-PAL(V)	0	No Limit	Y140S+
M-PAL(S)	0	No Limit	Y181F+
M-PAL(PF)	0	No Limit	Y181F+

Maulers: Can produce no more than two maulers of any type by any means per turn, and none before Y170.

Carriers: Six "free fighter factors" per year; (431.74, 442.6).

Can produce two carriers per year plus one escort carrier per turn. This can include a maximum of one CV and one CVL [or two CVLs] by any means each year. Maximum of one carrier group substitution and one carrier group conversion per year. If a CVA (513.41) or SCS is built, it counts against the CV limit. Conversions count as carrier production. The Lyrans receive their free fighter from Turn #1, having the JGP-V and Auxiliary carriers and fighters on bases from that time or before.

Heavy Fighters Carrier Limits

Beginning in Y178S heavy fighters count against either the carrier or PFT build limits.

Other: Can begin production (any means) of BCHs in Y180. CC can be converted into anything a CA can be converted to. CA/CC + DND can be combined into a DN for 3 EPs as a conversion. See (525.326) for DND.

Auxiliaries: Can produce one auxiliary troop ship plus one auxiliary of any other type per turn including a maximum of one large auxiliary troop ship and one large auxiliary of any other type per year.

PF Deployment:

EMPIRE	Y178S (T20)	Y178F (T21)	Y179S (T22)
Lyrans	6	18	6

Initial in Y178S. Can build PFTs beginning in Y178F and CPFs beginning in Y179S.

Fighter Introduction: Initial: Y168S: Heavy Ftr: Y178F.

Annex (762.0) Aux Limits in service.

TYPE	SIZE	MAX AVAIL	YEAR
FHL	L Aux	4	Y120S+
FTL	L Aux	No Limit	Y120S+
FTS	S Aux	No Limit	Y120S+
SAS	S Aux	2	Y140S+
LAS	L Aux	1	Y160S+
LAV	L Aux	3	Y165S+
SAV	S Aux	4	Y168S+
ASC	L Aux	1+ Any ships replacing LAP/LAVs	Y178F+
LAP	L Aux	3	Y178F+
SAP	S Aux	6	Y178F+

Free Auxiliaries Received (526.47)

Ship	Turn
SAP	Y178S
LAP	Y178F
ASC	Y179S

These ship are received fully loaded with PFs and fighters at no cost

Prime Teams: Receive one per turn at war. May purchase a second team. Maximum 10 in service.

X-ship Introduction: Y182S Turn #28

Annex (753.0) Economics Chart

Lyran (115 EPs)	PROV	MIN	MAJ
On Map	16	3	3
Off Map	4	2	2
Capital	0	5	4

Annex (759.0) Capital Systems:

Lyrantan: 1 Major, 2 Minor, 1 Starbase
 Volmark: 1 Major, 1 Minor
 Bolmark: 1 Major
 Frakmark: 1 Major, 2 Minor

Raid Pool, Espionage and Sabotage (314.10; 314.16; 320.14; 534.14)

2 normal raid slots through Y175F.

4 raid slots starting in Y176S.

1 commando raid slot (must be used by a commando ship).

1 blockade raid slot (must be used by ship able to carry EPs).

2 prime teams may be assigned to E&S missions

ANNEX (751) CONVERSION COSTS

Conversions do NOT include the cost of fighters or PFs. These must be purchased; see (432.2). Most of the data from this annex was transferred to the new Ship Information Tables. Some items are too complicated to include in the SITs and are listed here.

GENERAL: Captured ship (305.23) 3 points.

FEDERATION: A CC can be converted to anything a CA can be converted to.

KLINGONS: A D7 can be converted to anything a D6 can convert to.

ROMULANS: A K7R can be converted to anything a KR can be converted to. The cost for conversion of Klingon ships to Romulan service applies only to any additional ships (beyond the stated Order of Battle) which are given/sold to the Romulan player by the Klingon player. The KC9R costs 18 points, of which 13 is paid to the Klingons (added to their treasury). As SNE counters are now provided, SNs and SNBs can no longer be converted into BHEs. KEs can be converted into anything a WE can be converted into. SUP/NH can be converted into anything an FH can be converted into.

KZINTI, GORNS, THOLIANS, ORIONS, HYDRANS: CCs can be converted into anything a CA can be converted into.

LYRANS: CC can be converted into anything a CA can be converted to. CA/CC+DND can be combined into a DN for 3 EP as a conversion.

ANNEX (752) SPECIFIED CONSTRUCTION COSTS

Most of the data from this annex was transferred to the SITs. PFs cost 0.5 EPs; Federation F111s cost 0.25 EPs per factor.

ANNEX (753) ECONOMICS CHART

See consolidated Order of Battle

ANNEX (754) COMMAND RATINGS

This data was transferred to the new Ship Information Tables (SITs). Some older copies of the Fleet Control Charts have incorrect data. Data on the SIT is correct. Various pods add to the tug/LTT's command rating; see SIT. Federation, Kzinti, Klingon, and Lyran tugs get the benefit of command rating bonus from only one pod at a time. No tug can have a command rating more than 10 regardless of the pods carried.

ANNEX (760) ABBREVIATIONS

See Ship Information Table (SIT)

ANNEX (759) CAPITAL SYSTEMS

See consolidated Order of Battle

ANNEX (755) SHIP CLASS CHART

The New Ship Information Tables provide the general class of each basic hull type in the Notes Column (or, in the case of the Hydrans, in the Hull Type column).

The general class types include:

BCH: Heavy battle cruiser	DN: Dreadnaught
CA: Heavy cruiser	DW: War destroyer
CC: Command Cruiser	FF: Frigate
CL: Light cruiser	PFT: PF Tender
CW: War cruiser	Scout: has special sensors
DD: Destroyer	Tug: Multi-mission transport

ANNEX (756) NON-SHIP UNITS AND OTHER

SPECIAL CASES: The following units are not "ships" in the game definition of the term: all auxiliaries, convoy, military convoys, LTF's, FRDs; planets, swarms, prime teams, PDUs (defense battalions, regiments, groups, brigades, commands and divisions), repair ships, SAFs, SWACS, starbases, sector bases, battle stations, base stations, operational bases, mobile bases.

(756.1) SLOW UNITS: FRD being towed, overloaded tug, Special Attack Forces, Monitors, Convoy, Military Convoy, Logistics Task Force, Auxiliaries, Commercial Convoys.

(756.2) STRATEGIC MOVEMENT NODES: star bases, sector bases, battle stations, base stations, operational bases, mobile bases, tugs acting as Supply Points (412.2), off-map areas, planets (including devastated planets, enemy planets captured on a previous player turn, and your own planets liberated from capture on a previous player turn), LTFs, and military convoys within three hexes of another node; but **NOT** Convoys, FRDs [except (423.3)] or tugs [except those using (412.2)].

ANNEX (757) CARRIER GROUPS AND OTHER GROUPS

(757.1) Group breakdown is now shown on the SITs.

(757.2) Individual ship factors are now on the SITs.

(757.3) The Romulan 3FE and Tholian 3CPC Klingon 77th Division, and Kzinti 23rd FI-CON Division.

(757.4) Escort carriers are listed as such on the SITs.

(757.5) Hydran true carriers are listed as such on the SITs.

(757.6) Single ship carriers are listed as such on the SITs.

(757.8) Hydran and Kzinti destroyers (not DWs) are SC4 units but "heavy" escorts due to their deployment doctrine.

ANNEX (758) SHIP EQUIVALENTS

Allowed substitutions in the production schedule; (432.4).

WARSHIP	Scout	PFT	Escort	Carrier	Cmdo
Fed DD	SC	-	DE	-	-
Fed CL	CLS	-	ECL	CLV	CMC
Fed NCL	NSC	NV H	NAC NEC	NVS NVL	NCT
Fed FF	FFS		FFE	FFV	CFF
Fed DW	DWS		DWE	DWV	CDW
Klingon E4	E4S		E4A	E4V	E4G*
Klingon F5	F5S		F5E	F5V	F5G
Klingon F5W			FWE	FWV	
Klingon D5	D5S	D5P	AD5	D5V	D5G
Klingon D6	D6S	D6P	AD6	D6V	D6G
Rom WE	SE			BEV	CE
Rom SP	SPC	SPE	SPM	SPB	SPG
Rom SK	SKF	SKC	SKE	SKB	SKG
Rom SHE	SEC		SEE	SEB	SEG
Rom K5	K5S		K5D		
Rom BH		CH	BHE	WH	COH*
Kzinti DD		PFT	DDE	DDV	
Kzinti DW	DWS		DWE	DWV	DWG
Kzinti CM	MSC	MP FT	MEC	CMV	MCG
Kzinti CL	CLD		CLE	CVE	CLG
Kzinti FF	SF		EFF		FFG
Kzinti FFK			FKE		
Gorn DD	SC	PFT	DE		DDG
Gorn BD	BDS	BDP	BDE	BDV	BDG
Gorn HD	HDS	HD P	HDE	HDV	HCD
Gorn CL	LSC		CLE	CV	COM
Tholian PC	SC	PFT	PCE	BW	CMC
Tholian DD			DDE		
Tholian CW	CWS	PF W	CWE	CWV	CT*
Hydran FF	SC		AH	CVE	NHG
Hydran DW	DWS		DWE	DWV	DWG
Hydran DD	DDS	DD P	DE	UH	LNG
Hydran CW	NSC	NPF	NEC	NVL	CAT
Lyran DW	DWS		DWE	DWV	DWG
Lyran CW	CWS	PF W	CWE	CVL	CWG
Lyran DD	SC	PFT	DDE		DDG

* This ship is in a future product.

ANNEX (761) SCOUT EW CAPABILITY

See Ship Information Table (SIT)

ANNEX (762) LIMIT ON AUXILIARY UNITS IN SERVICE

See consolidated Order of Battle

ANNEX (763) OVERLOADED TUG-POD COMBINATIONS**FEDERATION:** LTT+VAP

TG+BP+xP (cannot be BP/VAP/LBP)

TG+VAP+xP (cannot be BP/LBP)

LTT+BP

LTT+VAP

KLINGON: TGx+SCP

TGx+VAP+VAP (can sub L KVP for VAP)

LTT+VAP (can sub L KVP for VAP)

TGx+SCP

KZINTI: LTT+CAP

TGx+VAP+VAP

TGx+SCP

GORN: TG cannot carry two battle pods of any type.

TG+HBP+any other pod is overloaded

TG+SP+pod

LYRAN: TGx+KVP+ K VAP (or 2 K VAP)

LTT+KVP (or K VAP)

TGx+SCP is not overloaded

ANNEX (790) SHIP INFORMATION TABLES**(790.2)** Federation**(790.3)** Klingon**(790.4)** Romulan**(790.5)** Kzinti**(790.6)** Gorn**(790.7)** Orion**(790.8)** Tholian**(790.9)** Hydran**(790.10)** Andromedans**(790.11)** Lyran**(790.12)** ISC**(790.14)** LDR

ANNEX (761) BASE ELECTRONIC WARFARE TABLE

STARBASE EW FACTOR vs. ATTACK FACTOR						
EWF	1	2	3	4	5	6
ATTACK	36	30	24	18	12	6
ATTACK-Kzinti	36	30	24	18	18	18
ATTACK-Fed-Kling	36	30	24	18	12	12

CRIPPLED STARBASE EW FACTOR vs. ATTACK FACTOR			
EWF	1	2	3
ATTACK	18	12	6
ATTACK-Kzinti	18	12	9

X-STARBASE EW FACTOR vs. ATTACK FACTOR						
EWF	2	3	4	5	6	7
ATTACK	54	45	36	27	18	9
ATTACK-Kzinti	54	45	36	27	27	27
ATTACK-Fed-Kling	54	45	36	27	18	18

CRIPPLED X-STARBASE EW FACTOR vs. ATTACK FACTOR			
EWF	2	3	4
ATTACK	27	18	9
ATTACK-Kzinti	27	18	14

SECTOR BASE EW FACTOR vs. ATTACK FACTOR				
EWF	1	2	3	4
ATTACK	12	9	6	3
ATTACK-Kzinti-Fed-Kling	12	12	9	9

CRIPPLED SECTOR BASE EW FACTOR vs. ATTACK FACTOR		
EWF	1	2
ATTACK	6	3
ATTACK-Kzinti-Fed-Kling	6	6

X-SECTOR BASE EW FACTOR vs. ATTACK FACTOR				
EWF	1	2	3	4
ATTACK	18	14	9	5
ATTACK-Kzinti-Fed-Kling	18	18	14	14

CRIPPLED-X SECTOR BASE EW FACTOR vs. ATTACK FACTOR		
EWF	1	2
ATTACK	9	5
ATTACK-Kzinti-Fed-Kling	9	9

BATS EW FACTOR vs. ATTACK FACTOR				
EWF	1	2	3	4
ATTACK	12	9	6	3
ATTACK-Kzinti-Fed-Kling	12	9	6	6

CRIPPLED BATS EW FACTOR vs. ATTACK FACTOR			
EWF	1	2	
ATTACK	6	3	
ATTACK-Kzinti-Fed-Kling	6	4	

X-BATS EW FACTOR vs. ATTACK FACTOR				
EWF	1	2	3	4
ATTACK	18	14	9	5
ATTACK-Kzinti-Fed-Kling	18	14	9	9

CRIPPLED X-BATS EW FACTOR vs. ATTACK FACTOR		
EWF	1	2
ATTACK	9	5
ATTACK-Kzinti-Fed-Kling	9	6

BASE STATION EW FACTOR vs. ATTACK FACTOR		
EWF	1	2
ATTACK	10	5
ATTACK-Kzinti-Fed-Kling	10	10

CRIPPLED BASE STATION EW FACTOR vs. ATTACK FACTOR	
EWF	1
ATTACK	5
ATTACK-Kzinti-Fed-Kling	5

X-BASE STATION EW FACTOR vs. ATTACK FACTOR			
EWF	1	2	3
ATTACK	16	9	3
ATTACK-Kzinti-Fed-Kling	16	9	6

CRIPPLED X-BASE STATION EW FACTOR vs. ATTACK FACTOR		
EWF	1	2
ATTACK	8	3
ATTACK-Kzinti-Fed-Kling	8	5

OPERATIONS BASE EW FACTOR vs. ATTACK FACTOR		
EWF	1	2
ATTACK	10	5

CRIPPLED OPERATIONS BASE EW FACTOR vs. ATTACK FACTOR	
EWF	0
ATTACK	5

MOBILE BASE EW FACTOR vs. ATTACK FACTOR	
EWF	1
ATTACK	8

Romulan Modular Dreadnaught Table							
DemonHawk	SpH-A: Combat	SpH-B: Carrier	SpH-C: Scout	SpH-E: PFT	SpH-G: Troop	SpH-H: Tug	SpH-M: Escort
SkyHawk-A: Combat	14/7	13-14(8)/7(4)	12-14♦/7 (6AF:4EW) (12AF:1EW)	12-14♦P/7P (6AF:4EW) (12AF:1EW)	13- 14GG/7G	12-14T/7 Cargo=10EP	Conjectural 14■/7■
SkyHawk-B: Carrier	13- 14(4)/7(2)	12- 14(12)/7(6)	11- 14(4)♦/7(2) (5AF:4EW) (11AF:1EW)	11- 14(4)♦P/7(2)P (6AF:2EW) (11AF:1EW)	12- 14(4)GG/ 7(2)G	11- 14(4)T/7(2) Cargo= 10 EP	Conjectural 13-14 ■(4)/7■(2)
SkyHawk-C: PFT	12-14P/7P	11- 14(8)P/7(4)P	10-14♦P/7♦P (2AF:4EW) (10AF:1EW)	10- 14♦PP/7PP (2AF:4EW) (10AF:1EW)	11-14PGG/ 7PG	10-14PT/7P Cargo= 10 EP	Conjectural 12-14■P/7■P
SkyHawk-F: Scout	12-14♦/7 (8AF:2EW) (12AF:0EW)	11- 14(8)♦/7(4) (6AF:2EW) (11AF:0EW)	10-14♦/7 (2AF:5EW) (10AF:2EW) Crippled: 1EW	10-14♦P/7♦P (4AF:5EW) (10AF:2EW) Crippled:1EW	11- 14♦GG/7G (6AF:2EW) (11AF:0EW)	10-14♦T/7 (6AF:2EW) (10AF:0EW) Cargo=10EP	Conjectural 12-14♦■/7■ (6AF:2EW) (12AF:0EW)
SkyHawk-G: Troop	13-14G/7	12- 14(8)G/7(4)	11-14♦G/7 (4AF:4EW) (11AF:1EW)	11-14♦PG/7P (4AF:4EW) (11AF:1EW)	12- 14GGG/7G	11-14GT/7 Cargo= 10 EP	Conjectural 13-14G■/7■
SkyHawk-H: Cargo	12-14/7 Cargo = 2 EP	11-14(8)/7(4) Cargo = 2 EP	10-14♦/7 (2AF:4EW) (10AF:1EW) Cargo = 2 EP	10-14♦P/7P (4AF:4EW) (10AF:1EW) Cargo = 2 EP	11- 14GG/7G Cargo = 2 EP	10-14T/7 Cargo= 12 EP	Conjectural 12-14■/7■ Cargo = 2 EP
MegaHawk	12-14/6-7	11-14(8)/6- 7(4)	10-14♦/6-7 (6AF:4EW) (10AF:1EW)	10-14♦P/6-7P (6AF:4EW) (10AF:1EW)	11-14GG/ 6-7G	10-14T/6-7 Cargo= 10 EP	12-14■/6-7■
OmniHawk	12-11/6	11-11(8)/6(4)	10-11♦/6 (6AF:4EW) (10AF:1EW)	10-11♦P/6P (6AF:4EW) (10AF:1EW)	11- 11GG/6G	10-11T/6 Cargo= 10 EP	12-11■/6■