

**Presents** 

# **ARGONIANS-2**



#### **INCLUDES - THE FOLLOWING RULES:**

ARGONIAN FIGHTER RULES
MORE ARGONIAN STARSHIP DESCRIPTIONS

#### HISTORICAL BACKGROUND FOR THE ARGONIANS:

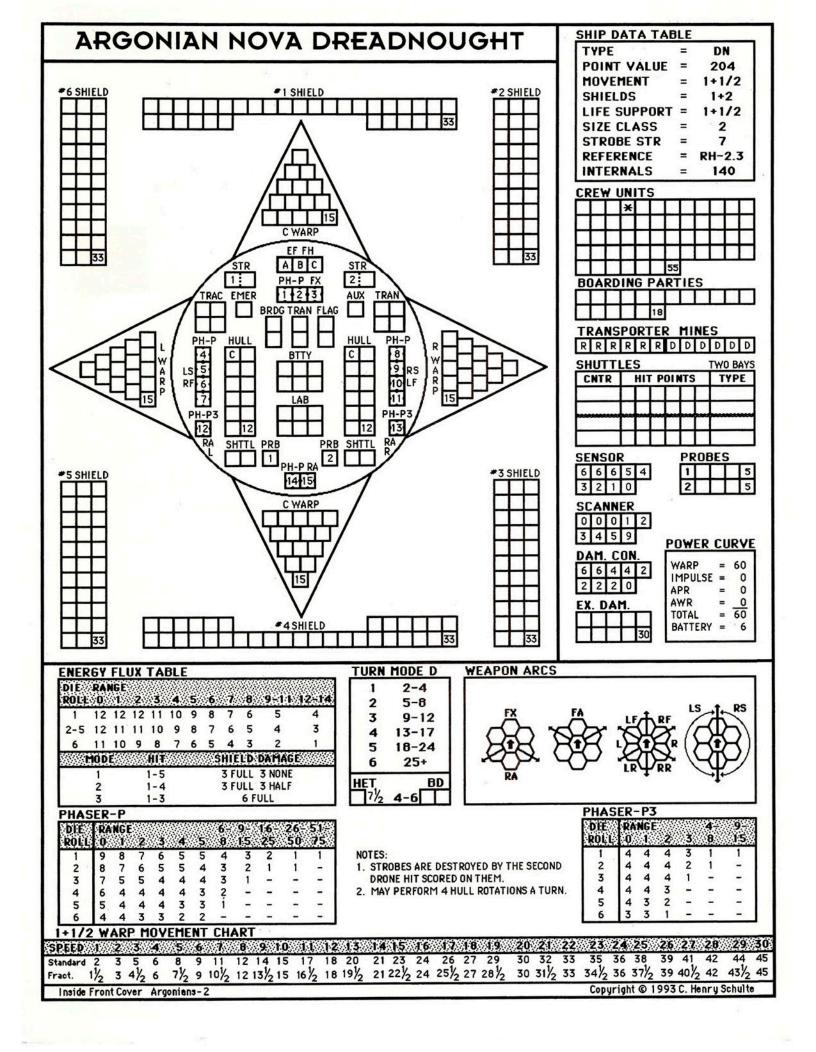
ARGONIAN HISTORY
HISTORY FOR THE ARGONIAN FIRST REPUBLIC (A FAR SIDE RACE)
3 MORE HISTORICAL SCENARIOS

#### TECHNICAL INFORMATION INCLUDING:

SHIP DESCRIPTIONS FOR 70 ARGONIAN UNITS
ARGONIAN FIGHTER RULES
ARGONIAN SHIP NAMES

**ALSO INCLUDED: 32 COMPANION SSDS** 

The material contained in this product is expansion material for use with the game STAR FLEET BATTLES (the starship combat game created by Amarillo Design Bureau and published by Task Force Games). This product is not sponsored by, or affiliated with Paramount Pictures, Amarillo Design Bureau or Task Force Games. This is an independent product created solely by Companion Games. You must have STAR FLEET BATTLES Captain's Basic Set and Companion Games' product Argonians-1 to use this product.



ARGONIANS-2 INTRODUCTION

#### COMPANION GAMES

Companion Games was created in 1993 as a vehicle for publishing this material. Its president, C. Henry Schulte, is the author of all the products listed at right. He first played SFB back in 1984 with the designer's edition, and immediately began expanding the game system for his own use. Our purpose is to provide you with the best, most well-written gaming material that we can. Your comments and suggestions are always welcome. We are not considering submitted material at this time (except tactics, scenarios & fiction), but we may in the future. Anything already submitted to ADB is off limits! We would like to see fiction, scenarios and tactics based on our material right now. Thank you for your interest.

#### INTEGRATION

The material in this supplement is designed for easy integration into your existing rulebook. Simply cut this booklet apart at the center, hole punch it and insert it in your rulebook. The rules are numbered in a unique manner so that new 'official' material, added at a later date, will not contrast with the rule numbers presented here, and so that our products can be easily differentiated from those of TFG. Example: (FR-2) should be inserted behind (FR-1) at the end of the J section (fighters section) of your rulebook. Alternatively, leave this book intact so that all the Argonian material is readily accessible.

#### RULE ABBREVIATIONS

CR	Combat Rule	MR	Movement Rule
DW	Direct-fire Weapon Rule	PR	Power Rule
ER	Ship Equipment Rule	RH	Race History
FR	Fighter Rule	SW	Seeking Weapon
HC	Historical Campaign	TR	Terrain Rule
HS	Historical Scenario	XR	X-Ship Rule

#### **ARGONIANS-1 & ARGONIANS-3**

If a rule is cited somewhere in this text and you cannot locate it, it might be in one of these products, see the rules index on page two.

All of the ships described in the (RH-2) section of this product do not have SSDs enclosed in this product. Each ship description tells you where the accompanying SSD is printed.

#### **PHOTOCOPIES**

Players may make copies of the SSDs in this product for their own personal use. Nothing in this product may be reproduced for resale or distribution of any kind.

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#### OTHER PRODUCTS

COMPANION GAMES publishes several other fine products for use with SER

products for use with or b			
Current products:		Pages	Price
Argonians-1		48	\$8.50
Argonians-2	4.5	48	\$8.50
Argonians-3*		48	\$8.50
Indirigans-1*		. 48	\$8.50
Indirigans-2**		48	\$8.50
Krebiz-1		48	\$8.50
Krebiz-2*		48	\$8.50
Krebiz-3*		48	\$8.50
Far Side-1**		48	\$8.50
Gaming Group Discount		-	\$6.50 ea.
(min. 5 quantity of a sing	le product - of t	hose listed a	above)
In-Coming Fire (monthly n	ewsletter)	8	\$1.00 ea.

Shipping & Handling: \$4.00 U.S., \$5.90 U.S. 2-day, 20% Canada, 40% foreign ground, 60% foreign air.

\* These products are complete but have not gone to print at this time (September 1993). Pre-orders are accepted for these products, include \$1.50 S&H for each product pre-ordered. They are shipped the same day we get them from the printer.

\*\*Currently under development. No pre-orders please. To order any of these products, write to us at:

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If you have a technical question, we will gladly answer it as long as a self addressed stamped envelope accompanies your question(s). Why-type questions will be answered in In-Coming Fire & no SASE is required. For a free sample copy of In-Coming Fire #1 and an order form / product update send us a stamped self addressed envelope.

#### **DESIGN CREDITS**

The list below gives credit to those who originally designed or conceived the following units, rules or concepts and to those who gave input in some manner:

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And most of all, thanks to you, the players. If I have missed anyone, please forgive me.

C. Henry Schulte

INFORMATION ARGONIANS-2

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PLEASE NOTE: There are too many scenarios in these products to have listed them all here. There are some additional expansion rules which already exist but are not listed here to prevent confusion. They will appear with future races that are not as yet defined. This index will be expanded and revised as products are added to our SFB support line.

#### **ERRATA TO ARGONIANS-1**

The first Argonian product contained several unfortunate errors. The following lists those errors and clarifies some rules which contained unclear wording. This list does not contain grammatical errors (of which there were several). Note: there is only one rule change contained herein.

Introduction: Second sentence 'Krebiz' should be 'Argonians.' (MR-1.23) Explanation: Argonian ships cannot perform hull rotations at speed 0, because this would allow them the equivalent of free tactical maneuvers (without having to use reserve power after an emergency deceleration). This was deemed too powerful. Exception: see (MR-2.234) below.

(MR-1.234) New Rule: If an Argonian ship has not use any power for movement for the entire turn that ship can (on impulse 32) substitute a free hull rotation for its free zero-energy turn (C5.13). It is only under these conditions that an Argonian ship could make a hull rotation at speed zero.

(MR-2.32) Clarification by example: An Argonian CA takes a large internal volley of which 11 are left warp engine hits. The 11th hit completely crosses off an individual warp engine causing the loss of free impulse abilities. Had only 10 hits (5 to each left warp engine) been taken, free impulse movement would not have been lost.

(DW-2.37) Error. Rule changed as follows: Energy fluxes are treated as a non-directional hellbore volley. This always occurs just after all other direct fire weapons damage in the Second Hellbore Firing Option Step. Do not combine it with other direct fire damage (or with hellbore damage) taken on the same impulse.

(DW-2.5113) The rule referenced should be (DW-2.221).

(DW2.64) Clarification: The damage done by an energy flux is determined by the cloaking status at the time the EF was fired, not at the time of detonation.

Tactical concept #4: One point of reserve power is not needed to fire the fast load in this case. Fast loads require 6 energy total. See the example in (DW-2.5112).

(ER-2.35) Additional Clarification: Argonian ships are not immune to each other's strobes.

(TR-2.53) New Rule: The cure is applied immediately to the crew on the unit which discovered cure. The crew will recover and start to function normally at the start of the next turn. To cure another ship/unit the information must be transmitted by an open communications channel to that unit. The cure will work on all species unless the scenario dictates otherwise.

Scenarios: These are not in doomsday format, but are otherwise functional.

SSDs: The following SSDs mistakenly have a SABOT table instead of the Energy Flux table required: DN+, DN, TT & BT. Revised SSDs for the DN and DN+ are presented on the inside cover of this product. Revised SSDs for the TT and BT will be presented on the inside cover of Argonians-3. Note: the only difference on the revised SSDs is the replacement of the SABOT chart with an EF chart. Alternatively, players could tape a photocopy of the EF chart over the SABOT chart and make photocopies of that.

CL-W SSD (pg. 33): Phasers 1-4 are in fact PH-Ps.

Fleet Data Table: Replace KREBIZ DEFENSE FLEET with ARGONIAN ROYAL STARFLEET. The chart is correct otherwise.

ARGONIANS-2 HISTORY

### (RH-2.0) THE ARGONIANS

Insert pages 3-4 of this product in the races section of your rulebook in front of page 13 of Argonians-1.

### (RH-2.1) ARGONIAN FIRST REPUBLIC

The Argonian First Republic can be considered a 'new race' in the sense that they are a separate political entity occupying their own piece of the galaxy. This race and the original Argonians were once a single 'race', but factors beyond their control caused the formation of two Argonian societies (also two governments, two fleets, etc.). Both use the same ships, are the same species and have the same origins. What follows is a brief history of how the Argonians were divided by a galaxy-sized natural disaster.

Some time before the known races discovered each other's existence a race of gaseous beings evolved on a planet orbiting the star Argo. Argo is located on the far side of the Milky Way Galaxy (assuming you are on Earth). Its geographic location is such that Argo is located directly across the galactic center on the opposite side of the galaxy. Additionally, both Argo and Sol are an equivalent distance (within several light years) from the Milky Way's edge. The map at the bottom of the page shows Argo's location. Argo is located within a vast nebula. This nebula was called the Homecloud Nebula.

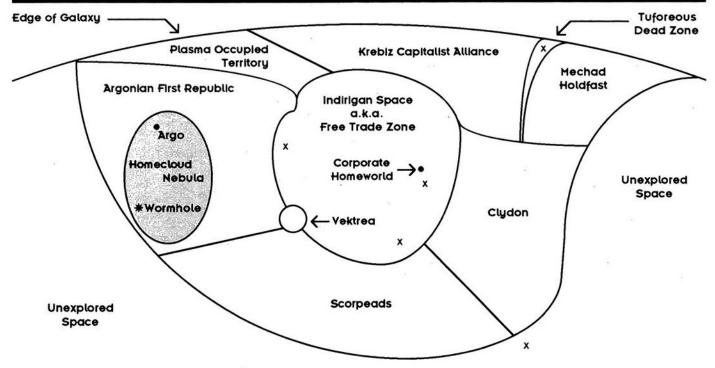
The Argonians evolved and eventually stabilized politically. An elected body of officials made the laws and militaristic monarchs enforced them. This system survived a thousand years before being adapted for use in space. When the Argonians achieved space flight they quickly colonized two other planets in their solar system. As the populations on the three Argonian planets exceeded comfortable limits, many Argonian colonists left the system in sub-light spacecraft.

One fleet of these ships happened upon a wormhole. After careful study, it was determined that the wormhole was stable, stationary and bidirectional. The fleet sent a transmission back to Argo that they would be going through. The crewmen in this fleet were the ancestors of the Argonians described in Argonians-1. A solar system located near the wormhole was colonized. These settlers named the star in this system Argon, after their home system.

The Argonians established themselves within the system and maintained contact with the Argonians back at Argo. When warp technology was developed (Y40) this contact was bolstered and ultimately Argonians on both sides of the wormhole joined willingly in a unified government. Many other star systems on the far side had also been colonized and these systems also joined the unified government. At this time the unified Argonian systems declared themselves the Argonian First Republic. The colonists who traveled through the wormhole became the Argonian Republic. The other systems were named the Home Republic, the Republicans of Sourisses, the Argosak Republic and the Archier-Moriftan Republic.

The Argonian First Republic began to encounter other races on the far side including the Indirigans, an aggressive band of marauding nomads; the Vektrean Mercenaries, warfor-hire operatives; and the Krebiz Capitalist Alliance. They began to produce a protective fleet of starships.

Meanwhile, the Argonian Republic had discovered the existence of three neighboring races, but the prohibitive nature of the nebula prevented intrusion. They decided they did not need the warships being built by the First Republic and continued their peaceful existence. In Y134 the scientists of the Republic discovered a horrifying fact: The wormhole was becoming unstable! Ships began to have difficulty getting through and communications with the Argonian First Republic were becoming sporadic. To make matters worse, this cataclysmic event had a devastating side effect: The Argonian Nebula started deteriorating.



x = Independent Pirate Strongholds

HISTORY ARGONIANS-2

Apparently, the gases of the Homecloud Nebula within the First Republic had always flowed through the wormhole and without this constant supply the Argonian Nebula began to dissipate. Their neighbors began to probe the decaying gas cloud realizing that it was starting to deteriorate. Suddenly the Argonian Republic needed warships.

Urgent diplomacy was conducted with the First Republic and its sub-republics and a decision was reached: The Argonian Republic was to be given a small 'starter fleet' and (more importantly) the funds, technology and technical personnel needed to establish shipyards, repair facilities and bases. This was a farewell gift to a brother who was going off to war, not likely to be seen again.

In Y163 the wormhole was becoming extremely unstable, being impassible for months at a time. The First Republic hired a small fleet of Vektrean Mercenaries to pass through the wormhole at the next available window to assist the Argonian Republic in defending itself against invasion. These six ships were the last far side units to use the wormhole. It disappeared in Y165.

At this point all contact was lost between the two branches of the Argonian race. The Argonian Republic managed to send a specially built communications canister through the wormhole, detailing the construction of plasma phasers (an Argonian Republic discovery), assorted databases of information about this side of the galaxy, a number of farewell messages and other material.

Plasma phasers were adopted (on the far side) shortly after the canister was recovered and were installed on all First Republic starships by Y165.

The Argonian First Republic had managed to avoid major conflict through Y170 by having the deterrent of a large fleet (except for a six year war (Y139-Y145) with the Indirigans when they had occupied the free trade zone). Numerous minor skirmish and combat encounters had occurred up to that date, but this was to change. In Y170 these border skirmishes between the Argonian First Republic and the Plasma Occupied Territory escalated into full scale war. While the First Republic had the advantage of already having plasma phasers (unlike the Argonian Republic prior to their first war) they were still hard pressed by the onslaught of plasma ships. By Y179 the border had been pushed back to the edge of the Homecloud Nebula.

During this period pirate activity increased to costly levels since the fleet was weak and continually occupied. Additionally, Corporate fleet ships began combat economics in First Republic systems near the free trade zone. The Argonians had to abandon the territory between the nebula and the free trade zone causing that area of uncontrolled space to expand.

In Y182 a ceasefire was mutually declared and the Argonians were able to regroup. At this time their borders extended just slightly beyond the edges of the Homecloud Nebula. They spent the next eight years refitting and rebuilding their fleet. The First Republic had one big advantage: the nebula.

The raw materials found within the Homecloud Nebula were an excellent source of income. These funds enabled the Argonians to bounce back rather quickly and by Y186 the border with the free trade zone had been pushed back to where it had been in Y170.

More Argonian First Republic history will be presented in the products Argonians-3 and Far Side-1.

#### FIRST REPUBLIC STARSHIPS

All ships used by the First Republic were identical to those used by the Argonian Republic. All ships become available (on both sides of the galaxy) at the same time (year in service). This will ease many problems which could be generated by giving each republic different ships. There are several exceptions to this rule:

- 1. The CA, CL-W, DD and FF were in service in Y115 in the First Republic. One box on each warp engine is impulse until Y165. PH-Ps were Ph-1s until Y165.
- 2. The First Republic built DN-based SCSs and CVAs while the Argonian Republic built the MC-1 versions.
- The First Republic actually built BBs and BB+s while the Argonian Republic did not.
- 4. The First Republic never built a monsoon CL-M.

#### RACES OF THE FAR SIDE

Below is a brief description of the initial races and references (shown on the map on page 3) to be found on the far side of the Milky Way.

PLASMA OCCUPIED TERRITORY: This is an undefined race at this time. We intend to put some kind of plasma-using race here, but for now substitute your favorite.

INDIRIGAN SPACE: This area of space was occupied by the Indirigans before they decided to become completely nonterrestrial. Indirigan space was actually somewhat larger than shown on the map.

FREE TRADE ZONE: After the Indirigans abandoned this zone all the races clamored to take as much of the territory as they could. This created chaos as none of them were powerful enough to conquer much. Industry, piracy and capitalism flourished. Eventually all the races gave up their occupation attempts and used this space for conducting mutual trade.

KREBIZ CAPITALIST ALLIANCE: This will be defined in Far Side-1, but essentially it provides a mechanism for placing a 'major race' version of the Krebiz on the Far Side.

VEKTREA: Vektrea is the home system of the Vektrean Mercenaries. They're a bunch of arms-dealing, espionage-addicted, rigidly military, tactical strategist warmongering S.O.B.s. See In-Coming Fire #3 for more details.

CORPORATE HOMEWORLD: Once the free trade zone had stabilized, this mega-corporation became so powerful that it had its own fleet which was used to create 'economic opportunities'.

SCORPEADS: Perhaps a distant relative of the Krebiz, this race of scorpion-like creatures use the dreaded phaser magnifier technology to maintain an iron clad grip on their territory and subjects.

CLYDON: The Clydonians are a confederation of humanoid races with a diversified starfleet. They purchased many assorted hulls and installed their own unique systems and weapons. Many of these designs are extremely powerful.

MECHAD HOLDFAST: It is unknown if this race is entirely mechanized or if there is some kind of lifeform in control. The only encounters are with computer / android operated ships.

TUFOREOUS DEAD ZONE: This Zone is some kind of 'energy release valve' for the galaxy. Energy discharges, ion degeneration and other hazards make this area extremely dangerous.

INDEPENDENT PIRATE STRONGHOLDS: This is pretty self-explanatory. The cartels of the far side are much less powerful than those in known space, however there is still plenty of pirate activity. For now use the pirate ships of your choice.

ARGONIANS-2 HISTORY

### (RH-2.0) THE ARGONIANS

#### (RH-2.1S) ARGONIAN SHIPS

This section defines more Argonian ships for use with Argonians-1. Insert these pages after rule (RH-2.20) in your rulebook.

### (RH-2.21) THUNDER LIGHT ESCORT CRUISER (ECL)

The ECL performs many of the same functions as the DDE. However, the larger ship class made it superior in the support roles for which it was designed. While used often to support battle fleets, the ECL was primarily assigned to nonfleet related escort assignments.

#### (RH-2.22) SOLAR FLARE FRIGATE LEADER (FFL)

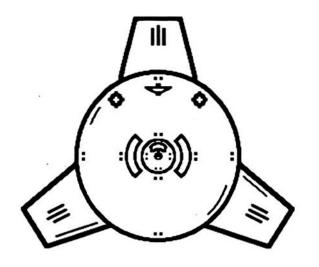
Solar Flares lead frigate squadrons. This ship was usually assigned from one to three frigates and, occasionally, a light police cruiser. This ship eventually replaced the battle frigate on new construction schedules. By Y174 all new frigate construction was of this design.

#### (RH-2.23) HAILSTORM DESTROYER LEADER (DDL)

The most powerful of the destroyer class ships the DDL has two energy flux weapons and a strength 5 strobe. Many squadrons have been lead by this ship. The Hailstorm occasionally lacks energy but is generally a well balanced destroyer. The two additional AWR eased the third turn arming strain of the dual energy fluxes.

#### (RH-2.24) RAIN SHOWER SCIENCE VESSEL (SV)

These ships were meant to conduct large amounts of research. A standard assignment on this ship might consist of a 1-3 year mission studying a gaseous anomaly, protostar or some other galactic (or extra-galactic) wonder requiring tremendous research facilities. Built on destroyer hulls they were often escorted out of Argonian territory by a DDE (or other ship), to learn what could be learned about other areas of the universe. Only two of these ships were ever built. This ship often carried a legendary science officer (not included in the BPV) and on rare occasion two.



#### (RH-2.25) THUNDERSTORM POLICE CRUISER(Pol)

After the Argonians were discovered piracy ran out of control. The nimble ships used by pirates had less navigational problems in the Argonian Nebula than did most other races. The Thunderstorm and Downpour were conversions designed to control this problem. While functional in this role there were too few Thunderstorms to go around and the Downpour was a much less capable ship.

### (RH-2.26) DOWNPOUR LIGHT POLICE CRUISER (PolCL)

The Downpour was meant to perform the same functions as the Thunderstorm, however it usually failed. This ship has a poor power curve, especially against pirate ships with doubled engines. It was said that anyone who could serve as captain on a Downpour for six months and survive would go on to greatness. These ships were often fleet ships which had been sold to the local planetary governments for piracy patrol.

### (RH-2.27) STORM LIGHT COMMAND CRUISER(CCL)

Based on the Whirlwind cruiser hull, this ship was an unnecessary design when initially conceived. There were enough command ships available that most CCLs were used for routine patrol. Years later, during the invasion of the ISC, the command facilities of these ships became more useful. It was widely rumored that construction of this ship was most likely a political payoff to some shipyard operator who had bought an election for a member of the royal family.

#### (RH-2.28) STORMBRINGER MAULER (MA)

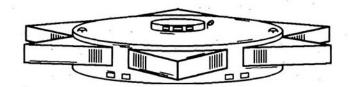
The Argonians never got mauler technology or built a mauler, however, a Vektrean spy was captured with plans for this design. This mauler is one of the most devastating as it can fire in two directions. Power from any or all of the engines may be used by the mauler. This energy travels through conduits incorporated into the hull rotation equipment affixing each engine to the center hull. Alternative arcs (E8.27) can be used within the context of that rule. The Stormbringer has a shock rating of 21 when firing the mauler.

Note: If one or more hull rotations have been made, the mauler may not fire in the direction which the center hull is facing, but will fire in the direction of movement (or opposite of that direction using the rear mauler) since the maulers themselves are designed into the engines which rotate about the ship. Thus the maulers can only be fired in the direction of movement or the reverse of that direction.

#### (RH-2.29) WHIRLWIND LIGHT COMMANDO CRUISER (ComCL)

Several Whirlwinds were modified, either during construction or by refit, into commando ships. There are 30 boarding parties on this ship. Of these 30, two are commando squads and two are heavy weapons squads (see the SSD). This ship carried a Light Physical Assault Force (30 squads) consisting of:

- 1 HQ element (1 squad).
- 5 Platoons (5 squads each).
- 1 Heavy Weapons Team (2 squads).
- 1 Commando Team (2 squads).



#### (RH-2.30) TYPHOON COMMANDO CRUISER (ComCA)

Built on the Typhoon CA hull or by modifying existing ships. There are 42 boarding parties on this ship. This ship carried a Heavy Physical Assault Force (42 squads) consisting of:

- 1 HQ element (1 squad).
- 7 Platoons (5 squads each).
- 2 Heavy Weapons Teams (2 squads each).
- 1 Commando Team (2 squads).

#### (RH-2.31) THUNDERCLOUD PF TENDER (PFT)

Needing a PF tender the Argonians chose to modify a few of their whirlwind light cruisers to the design shown. Generally three standard PFs, a leader, a scout and a variant of some kind were carried. The PFs ride under the center hull in a slightly hollowed 'underbelly' area designed for them. Because of this feature, only whirlwinds in construction (or new builds) could be modified to this design. Note: the repair can only be used on the PFs.

#### (RH-2.32) CUMULUS SCOUT (SC)

This ship performs basically the same duties as scouts in other fleets. It is based on a destroyer hull. As with the destroyer, the scout was occasionally lacking in power, especially when all the sensors were engaged in lending EW support. The special sensors are destroyed on torpedo hits.

#### (RH-2.33) CUMULONIMBUS LIGHT SCOUT CRUISER (SCL)

The light scout cruiser is slightly more powerful than the scout. It was intended that the SCL be able to sustain the greater damage potential of large fleet battles. This ship was simply the scout version of the light cruiser. The special sensors are destroyed on torpedo hits.

#### (RH-2.34) COLD FRONT BATTLE ESCORT (BE)

During times of war, battle escorts accompanied fleets or important envoys. In times of peace they are used as diplomatic escorts, freighter escorts or to aid in border patrol. This ship was designed for convoy escort, fleet escort and carrier escort duties. The aegis refit is available in Y177.

#### (RH-2.35) WARM FRONT ESCORT (EE)

The Warm Front was the weaker predecessor to the Cold Front. All the escort class ships were approved for refit with the aegis system in Y177. Not all of these ships received this refit.

#### (RH-2.36) BATTLE POD (P-B)

Battle pods were designed to turn the twister tug into a temporary war ship. The battle pod counts as two pods with respect to movement cost. It is a double-sized pod. Note: the twister tug cannot perform hull rotations while carrying this pod. See also (RH-2.17).

#### (RH-2.37) CARGO POD (P-C)

Cargo pods are simply cargo boxes without crew or systems. One shuttle bay was added to account for the Twister's lack of a shuttle bay.

#### (RH-2.38) TROOP TRANSPORT POD (P-T)

This pod is meant to carry a large number of personnel and their equipment. It normally carries 30 boarding parties. This pod carried a Light Physical Assault Force (30 squads) consisting of:

- 1 HQ element (1 squad).
- 5 Platoons (5 squads each).
- 1 Heavy Weapons Team (2 squads).
- 1 Commando Team (2 squads).

#### (RH-2.39) PF TENDER POD (P-PFT)

This pod allows a tug to act as a PF tender. It too had a hollow 'underbelly' to house the tractored PFs. Generally three standard PFs, a leader, a scout and a variant of some kind were carried. The repair can only be used on the PFs.

#### (RH-2.40) REPAIR POD (P-R)

This pod was used to turn the tug into a mobile repair station. The pod includes spare parts and replacement equipment. It can be used to repair any unit which docks with the repair tug.

#### (RH-2.41) SUPPORT POD (P-S)

This pod was used to increase the hull, lab and cargo space of a tug. It was used mainly for long range fleet activities. The support pod was often used in conjunction with another pod.

#### (RH-2.42) POWERBOOST POD (P-PB)

The powerboost pod was used by tugs to increase their total energy. It was usually used in conjunction with other pods, most often the heavy battle pod. This combination made for a devastating (if slow) opponent.

### (RH-2.43) SEASTORM LIGHT BATTLECRUISER (BCL)

This ship is a powerhouse of weapons and energy. Used to replace lost CAs or CCs, it did an excellent job. The Seastorm has one of the highest weapons to BPV ratios in the Argonian Royal Star Fleet. This design maximized the whirtwind light cruiser hull.

## (RH-2.44) THUNDERBURST LIGHT STRIKE CARRIER (CVSL)

The Thunderburst is a strike carrier version of the CVL. Wind fighters replaced the gust fighters of the CVL.

#### (RH-2.45) WINDBURST CARRIER TUG (CVT)

The Windburst carrier tug carried Gust fighters. Shaded boxes on the SSD belong to the pod. Occasionally the Windburst carried Wind fighters, but this was rare. It normally carried gust fighters. The only drawback with this design is the lack of fighter launch tubes. For two years this was the only carrier the Argonians had.

ARGONIANS-2 HISTORY

#### (RH-2.46) CV POD (P-CV)

This pod turns the Twister tug into the Windburst carrier tug (see (RH-2.45)).

#### (RH-2.47) WINDSTORM LIGHT BATTLE TUG (BTL)

The light battle tug is a weakened version of the Cyclone battle tug. The Cyclone lacked the power to arm all of its weapons. This tug-pod combination was designed to ease the strain on the engines and balance the power and weapons. It also kept the ship at movement cost one and allowed hull rotations to be performed.

#### (RH-2.48) LIGHT BATTLE POD (P-BL)

The battle pod drew too much power from a tug that already had main weapons. The light battle pod balanced the Windstorm (light battle tug described above) and made it more usable. This downsizing of the battle pod was a very efficient military cutback. Note: Cyclones were still used and produced, however half of the funds for new battle pod construction was diverted to construction of this pod.

#### (RH-2.49) MONITOR (MON)

The Argonians never built a monitor. A conjectural version will be presented in Argonians-3.

#### (RH-2.50) SMALL Q SHIP (S-Q)

This ship follows all the rules of Q ships (R1.7). Note, that Argonian freighters are entirely different designs from that used by the standard races.

#### (RH-2.51) LARGE ENERGY FLUX ARMED FREIGHTER (FLEF)

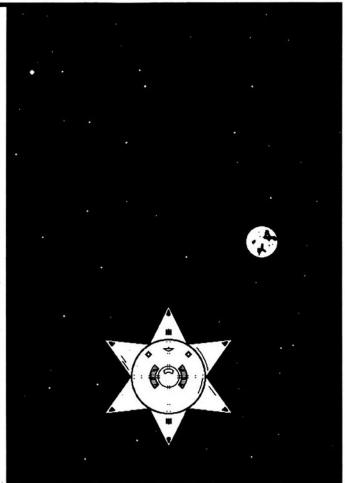
This ship was originally designed as a 'heavy cargo tug' for use by the Argonian Royal Starfleet. It was an inexpensive unit designed to conduct all the fleet's transport needs. It was soon apparent that the design was actually the equivalent of the other races' large armed freighters. Many of these freighters remained in fleet service while others were sold to private industry after the advent of the Twister Tug. The central cargo bay module was to be the 'pod'. No other modules designed for this unit will be presented at this time (except for the Q-ship module). More may be presented in Argonians-3. This large armed freighter was used by the Argonians, independent merchants and pirates. On pirate and merchant versions the phaser-Ps are phaser-1s & Ph-P3s are Ph-3s. Use the docking rules for changing modules.

#### (RH-2.52) SMALL ARMED FREIGHTER (F-AS)

The Argonian small armed freighter was designed as a 'little sister' to the large armed freighter. It was to be a 'light cargo tug' for fleet use. Most of these units were sold to private industry after the Twister Tug was developed. This small armed freighter was used by the Argonians, independent merchants and pirates. On pirate and merchant versions the phaser-P2 is a phaser-2.

#### (RH-2.53) LARGE Q SHIP (L-Q)

The Q-ship version of the Argonian large armed freighter was designed by fleet management expressly for the purpose of convoy defense. This version was easily constructed by removing the central cargo bay module and replacing it with a Q-ship module. This ship has three different variants which are all presented on the SSD. It uses all standard Q-ship rules (R1.7).



#### (RH-2.54) HURRICANE BATTLECRUISER F (BC-F)

After Y185 some Hurricane Battlecruisers were modified to carry two Wind fighters, at the cost of some additional systems. The fighters are included in the ship's BPV. Other data same as the BC.

#### (RH-2.55) STRONG BREEZE WAR CRUISER (CW)

Built to replace lost battlecruisers the Strong Breeze war cruiser has three energy flux weapons and ten phasers. It also received extra power due to the addition of the AWRs. The Argonians were one of the few races to build a war cruiser based on a heavy cruiser hull. Some of the funds for this unit were diverted from battlecruiser construction, but most was generated from sales of valuable mineral deposits found within the nebula.

#### (RH-2.56) BREEZE LIGHT WAR CRUISER (CWL)

Also built to replace lost ships the Breeze replaces lost CAs or other damaged or destroyed ships. Added warp power and an extra phaser-P make the light war cruiser nearly heavy cruiser material. A well balanced ship. Surplus funds from mining efforts were also diverted into the construction of this unit.

#### (RH-2.57) LIGHT STROBE CRUISER (CL-S)

The 1 CA-S (RH-2.65) was so successful at defending entire Argonian fleets that the Argonians commissioned a light version, built on a whirlwind CL hull. This unit has tremendous fleet protection abilities.

HISTORY ARGONIANS-2

#### (RH-2.58) THUNDERSHOWER PFT TUG (PFTT)

This tug operated when other PFTs were being repaired from battle damage or if one were destroyed. It was rather rare for a PFTT to be operating at other times. See also (RH-2.39).

#### (RH-2.59) INFERNO HEAVY CC (CB)

This ship served the same purpose as the CBs of other races. The Argonians felt pressured by the advances made by other races as they produced their first CBs. They designed this ship to equal (or slightly exceed) that of their opponents. Two 360 degree PH-Ps were added to the central command disk, shields were increased and the center warp engines were replaced with prototype X-1 warp engines. There were too few of these engines available to place six of them on one ship so they were mounted in pairs on several ships.

#### (RH-2.60) HURRICANE BATTLECRUISER G (BC-G)

The Argonians intended to equip three hurricane battlecruisers with Phaser-Gs purchased from pirates. Construction was started on all three in Y179. Prior to completion, Argonian Fleet Management canceled the ordered Ph-Gs citing the logistics problems generated by attempting to maintain them. All three hurricanes were converted to variants, one each of the Hurricane F, Hurricane V and Hurricane S configurations. Several years later it was discovered that a Vice Admiral in fleet management had purchased the PH-Gs, quickly sold them for a profit to another pirate and replaced the allocated funds. The logistics problem was a ruse to cover his misuse of funds. He was court martialled. This ship is conjectural. The Ph-Gs would not have had plasma phaser fire control.

### (RH-2.61) TROPICAL RAIN ADVANCED TECHNOLOGY FRIGATE (FX)

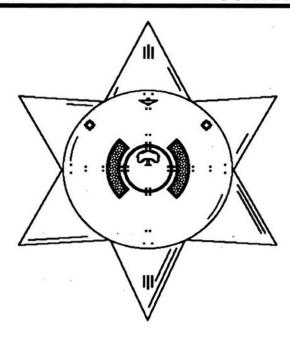
In Y180 the first of these X-Frigates was released from space dock after being refitted. The next did not appear until Y189 as too many other ships were being built. The Wind Shipyard, named after 'Kick'n' Wind, was converted to X technology in Y188 and then was exclusively used for conversion of standard ships to X-1 ships. This greatly increased the rate of X-Ship conversion and construction. The SSD for this ship is in Argonians-3.

## (RH-2.62) TROPICAL STORM ADVANCED TECHNOLOGY BATTLECRUISER (BCX)

Also a product of the Wind Shipyards, the Tropical Storm was first seen in Y185. The second did not appear until Y194. While most races did not convert battlecruisers to X-1 technology, the Argonians spent an excessive amount of funds to complete these two ships. They were both new construction. Both ran into cost overruns and both were more than a year behind schedule. In retrospect, the Argonians could have had four CAXs for the price spent building these two ships. The SSD for this ship is in Argonians-3.

#### (RH-2.63) TROPICAL BREEZE ADVANCED TECHNOLOGY COMMAND CRUISER(CCX)

This ship was first converted in Y184. There was only one, the ARS "Tropic", until Y190 when more were converted or built new. This design incorporated the standard X-1 improvements to the CC including higher output warp engines, better batteries, overloadable phaser-Ps, etc. The SSD for this ship is in Argonians-3.



### (RH-2.64) TROPICAL WIND ADVANCED TECHNOLOGY HEAVY CRUISER (CAX)

Two Tropical Wind cruisers were released in Y183, and 4 more followed over the next 15 years. The Tropical Wind was a slightly trimmed down version of the Tropical Breeze CCX lacking only some of the command facilities, warp reactors and one PH-P. The SSD is in Argonians-3.

#### (RH-2.65) STROBE CRUISER (CA-S)

The strobe cruiser was used for fleet actions. It could protect the fleet constantly, using a strobe a turn. It would drop its strobe, the other ships would fire, then it would activate another strobe. This unit was extremely expensive to produce. Only one ever existed. It was so successful, however, the Argonians commissioned a light version based on a Whirlwind CL hull (see RH-2.57).

#### (RH-2.66) TROPICAL GUST ADVANCED TECHNOLOGY DESTROYER (DDX)

One of these was converted from an old Blizzard destroyer in Y182. The next DDX followed in Y190. There were never more than five of these units in operation. The Argonians had finally designed a destroyer that didn't lack the power needed to arm both the Energy Fluxes. The SSD for this ship is in Argonians-3.

#### (RH-2.67) SLEET MINESWEEPER (MS)

The Argonians were the last race to produce a minesweeper. The Sleet minesweeper was built in Y169. Built on a light cruiser hull, the design incorporated four mine racks. The mine sweeping shuttles are included in the ship's BPV, the mines are not.

### (RH-2.68) SYSTEM ACTIVITY MAINTENANCE STATION (SAMS)

This unit does not have an SSD at this time, but you can use the standard SSD for now. The WPN boxes are 2 Energy Fluxes, the phaser-X boxes are phaser-Ps. An SSD for this unit will be presented in Argonians-3.

#### (RH-2.69) COMMERCIAL PLATFORM (ComPlat)

Use the standard SSD. No changes are necessary.

### (RH-2.70) PLANETARY DEFENSE SYSTEMS (DefSat)

The Argonian defense satellites are armed with two Phaser-P2s and two Phaser-P3s. Other data the same as (R1.15). The SSD for these units is in Argonians-3.

#### (RH-2.71) GROUND BASES

Use the standard SSD for the type desired. An SSD for ground based energy fluxes is in Argonians-3.

#### (RH-2.72) BATTLE STATION (BATS)

Argonian base stations had been replaced by the more powerful battle stations by Y160. The firing arcs outside the modules are the arcs for all weapons in that module. The Argonian BATS follows all the rules in (R1.2) and (R1.3) that apply to battle stations. The SSD is in Argonians-3.

#### (RH-2.73) STARBASE (SB)

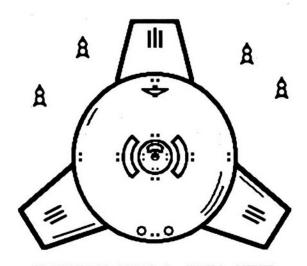
An SSD is provided for the Argonian Starbase in Argonians-3. This Starbase usually had two PFT and four hangar modules in addition to six cargo modules. All the rules in (R1.1) and (R1.3) that apply to Starbases apply here.

#### (RH-2.74) TROPICAL HAIL ADVANCED TECHNOLOGY LIGHT CRUISER (CLX)

The first light cruiser was converted to advanced technology in Y182. Several more appeared the following year. Some basic hull modifications were made before applying the X-technology. The SSD for this ship is in Argonians-3.

#### (RH-2.75) COMET CARRIER ESCORT (CVE)

This escort was specifically designed to escort the CVA. The fighter bays had ready racks to service the carrier's fighters. The lack of heavy weapons on this ship enabled it to maintain high speeds, arm the fighters and use its phasers and strobe to defend the carrier. The SSD for this ship is in Argonians-3.



ARGONIAN COMET CARRIER ESCORT

### (RH-2.76) TROPICAL FRONT ADVANCED TECHNOLOGY SCOUT (SCX)

The first generation scout was based on the first generation destroyer. As the use of X-1 squadrons became more prevalent, the need for EW support and other scout functions became necessary. The Argonians altered two DDXs in construction to this design in Y183. The Tropical Front's special sensors are destroyed on torpedo hits. The SSD for this ship is in Argonians-3.

#### (RH-2.77) STAR CLUSTER BATTLESHIP (BB)

This conjectural unit represents the actual plans the Argonians designed for possible construction. The Star Cluster was not built historically, but is presented for experimentation or construction in campaign games. The plans called for four wind fighters, two Gale heavy fighters, two multi-role shuttles and two administrative shuttles. The BB has one spare of each type. The SSD for this ship is in Argonians-3.

Note: this ship is real on the far side of the galaxy in the Argonian First Republic. None ever appeared on this side of the galaxy in known space. This area of space will be further defined in future products. See page 3 & 4 of this book for more details.

#### (RH-2.78) LARGE STROBE-EQUIPPED FREIGHTER (F-LSE)

The Argonians realized that their freighters were very susceptible to pirate attacks. After Y175 most Argonian convoys contained one of these strobe-equipped freighters for protection. A specially modified cargo module was equipped with a strobe to accomplish this. This strobe module became more common as piracy increased. The SSD for this ship is in Argonians-3.

#### (RH-2.79) STARBURST DREADNOUGHT SPACE CONTROL SHIP (SCS-D)

This ship is a DN-based replacement for the MC-1 SCS (RH-2.5). It is designed for those players who prefer a dreadnought-sized space control ship. For campaign purposes the Argonians could construct either (but only one) version of the SCS class. The costs of developing two different SCS classes would be prohibitive. If the DN-sized SCS is constructed then the DN-sized CVA must also be constructed. Alternatively, both the MC-1 versions can be used. Spare Shuttles: 2, + 2 Gust, + 2 Wind. The SSD for this ship is in Argonians-3.

Note: Historically, the local Argonians used MC-1 SCSs and CVAs while the far side Argonian First Republic used DN based SCSs and CVAs.

#### (RH-2.80) STARBURST DREADNOUGHT HEAVY CARRIER (CVA-D)

This ship is a DN-based replacement for the MC-1 CVA. For campaign purposes the Argonians could construct either version of the class, but only one. Spare Shuttles: 2, + 2 Gust, + 2 Wind, +1 Gale. See (RH-2.79) for similar details. The SSD for this ship is in Argonians-3.

#### (RH-2.81) STARSTORM NEW CA (NCA)

The Starstorm was a successful improvement of the CL. Again, prototype X-1 engines were used to top off the light cruiser hull. Eight PH-Ps and two energy fluxes made this ship the weapons equivalent of the CA. The SSD for this ship is in Argonians-3.

#### (RH-2.82) CYCLONE BATTLE CONTROL TUG (BCT)

The battle control tug consisted of a twister tug and a battle control pod. The intent was to convert a tug to a battle control unit. The pod holds one squadron of Gust fighters and one squadron of wind fighters. Additionally, six PF links were provided as well as additional weapons and power. Shaded boxes are on the battle control pod. The Cyclone BCT may not perform hull rotations. See also (RH-2.16) for other rules on tug operations. The SSD for this ship is in Argonians-3.

#### (RH-2.83) GALESTORM ASSAULT CV (CVG)

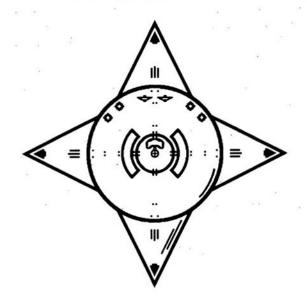
As the Gale heavy fighters became more prevalent the Argonians started to produce an excess. The Galestorm was designed to get these units into service as quickly as possible. The Galestorm often operated alone on various assault missions (thus the name), but it was also operated in conjunction with carrier groups (perhaps replacing an escort that was being refitted, etc.). This ship has one spare Gale and two spare administrative shuttles.

#### (RH-2.84) RAIN SHOWER HOSPITAL SHIP (HS)

One of the few races to produce a hospital ship. The Argonians felt a need for one such unit to handle medical emergencies on colony planets and, more frequently, for war purposes. This ship was designed and constructed with the science vessel of the same name. The SSD for this ship is in Argonians-3.

#### (RH-2.85) STAR CLUSTER HEAVY BB (BBH)

This ship is a slightly improved battleship design. It is conjectural in known space. In the Argonian First Republic, two of the four BBs were improved during construction resulting in this design. Earliest possible year in service is Y200. Other data same as (RH-2.77). This ship has two spare Gale heavy fighters and one spare administrative shuttle. The SSD for this ship is in Argonians-3.



#### (RH-2.86) HURRICANE BATTLE CARRIER (BC-V)

When a carrier version of the Hurricane battlecruiser was proposed the Argonians opted to use only Gale heavy fighters. The battle carrier's design team applied an increase in warp reactor power to arm the Gale fighters. Additionally, the entire hull design was reworked to ensure the maximum operational efficiency. Overall the design was an improvement on an already capable battlecruiser. The SSD for this ship is in Argonians-3.

#### (RH-2.87) HURRICANE BATTLE CONTROL SHIP (BC-S)

The battle control ship version of the hurricane battlecruiser was built in conjunction with the battle carrier and battle PF tender versions. The fighter bay was reduced to allow repair facilities and mechanical linkages for the six PFs carried. There was still enough room in the shuttle bay to allow for six Wind fighters. The overall efficiency was retained, although the warp reactors were diminished somewhat. Again, this design was an improvement on an already capable battlecruiser. The repair can only be used on the PFs. The SSD for this ship is in Argonians-3.

#### (RH-2.88) HURRICANE BATTLE TENDER (BC-P)

An alternative design of the BC-S, this ship carried 12 PFs and no fighters. The mechanical linkages were structured so that six PFs would be held on the top of the ship and six on the bottom. Other data the same as BC-V and BC-S. The repair can only be used on the PFs. The SSD for this ship is in Argonians-3.

#### (RH-2.89) HAIL LIGHT MINESWEEPER (MSL)

The light minesweeper was a destroyer-based design. It performed many of the same missions as its slightly larger counterpart, the sleet MS. The SSD is in Argonians-3.

#### (RH-2.90) WORMHOLE SPY CRUISER (SPY)

This ship is the flagship of the Argonian Department of Intelligence. It is one of the few starships not under the direct control of the monarchy. The ADI is a government agency not associated with the monarchy-controlled Royal Starfleet.

The primary missions of this ship are those assigned by the ADI as being of the utmost importance (at least to those in the espionage arena). More often than not this ship arrives on the scene after all the action has taken place.

The SSD for this ship is in In-Coming Fire #3 along with the rules on espionage including the Legendary Spy and Legendary Spy Technician. In-Coming Fire #4 presents the scenario 'Spies Like Us' which features this ship.

ARGONIANS-2 HISTORY

#### ARGONIAN SHIP NAMES

BATTLESHIPS: ARS400 Star Cluster (Never Built), ARS401 Gas Cloud.

DREADNOUGHTS: ARS300 Havoc Maker, ARS301 Celestial, ARS302 Corona\*, ARS303 Eclipse, ARS304 Quasar, ARS305 Variable Pulsar, ARS306 Regular Pulsar\*, ARS307 Nova-1, ARS308 Nova-2\*, ARS 309 Nova-3\*, ARS310 Nova-4, ARS311 Nova-5 (\*upgraded to DN+).

DN+ DREADNOUGHTS: ARS320 Wormhole, ARS321 Vortex, ARS322 Corona-2, ARS323 Giant, ARS324 Supernova-1, ARS325 Supernova-2.

BATTLE TUGS: ARS330 Cyclone-1 (One of only two tugs that never changed pods, all others listed under Tugs).

**BATTLE TUGS:** ARS331 Cyclone-2 (The other tug that never changed pods).

HEAVY CARRIERS: ARS200 Argon, ARS201 Meteor Shower, ARS202 Asteroid Swarm.

SPACE CONTROL SHIPS: ARS210 Solar Pride, ARS211 Lunar Pride.

GALACTIC SURVEY CRUISERS: ARS230 Voyager, ARS231 Searching, ARS232 Discovery, ARS233 Research.

BATTLECRUISERS: ARS240 Propulsion, ARS241 Stellar, ARS242 Monitor, ARS243 Appraisal, ARS244 Technology, ARS245 Flux Buster, ARS246 Hurricane-1, ARS247 Hurricane-2, ARS248 Awareness, ARS249 Jovial, ARS250 Audacious, ARS251 Audacity, ARS252 Enforcer, ARS253 Excelsior.

BATTLECRUISER-Fs: ARS260 Gust Thrower, ARS261 Gust Holder, ARS262 Gust Carrier, ARS263 Gust Lifter, ARS264 Gust Mover.

BATTLECRUISER-Ss: ARS270 Saber.

BATTLECRUISER-Vs: ARS280 Hell's Wind, ARS281 Hell's Storm

BATTLECRUISER-Ps: ARS290 Gauntlet, ARS291 Plasma Wind, ARS292 Seeking.

COMMAND CRUISERS: ARS100 Zenar, ARS101 Typhoon-1, ARS102 Typhoon-2, ARS103 Talon, ARS104 Binder, ARS105 Kruge, ARS106 Sirsarn, ARS107 Wennen\*, ARS108 Shadowskin, ARS109 Kreme, ARS110 Wendall\*, ARS111 Bumby\*, ARS112 Lillian, ARS113 Melnik, ARS114 Taur Argas, ARS115 Zorrin\*, ARS116 Selene\*, ARS117 Fulminator, ARS118 Arrarat, ARS119 G-Cliff. (\* indicates Monsoon CLs that were upgraded by Y179, they kept the same names).

HEAVY CRUISERS: ARS120 Arrowmir, ARS121 Arrownor, ARS122 Finginlinfin, ARS123 Monsoon\*, ARS124 Typhoon-3, ARS125 Typhoon-4, ARS126 Muckraker, ARS127 Zendow, ARS128 Avatar, ARS129 Honesty, ARS130 Compassion, ARS131 Valor, ARS132 Justice, ARS133 Sacrifice\*, ARS134 Honor, ARS135 Spirituality, ARS136 Battle, ARS137 Virtue, ARS138 Mongrel, ARS139 Courage\*, ARS140 Chivalry, ARS141 Opposition\*, ARS142 Service\*, ARS143 Typhoon-5, ARS144 Springer\*, ARS145 Conduct\*, ARS146 Plasma Buster\*, ARS147 Defiance\*, ARS148 Noble, ARS149 Defensive\*, ARS150 Offensive\*, ARS151 Brutality\*, ARS152 Manhood, ARS153 Courtesy, ARS154 Mutant\*. (\* indicates Monsoon CLs that were upgraded by Y179, they kept the same names).

HEAVY COMMANDO CRUISERS: ARS155 Wrestler, ARS156 Boxer, ARS158 Swordfight, ARS159 Motivation.

WAR CRUISERS: ARS160 Rausch, ARS161 Galasso, ARS162 Rigley, ARS163 Gable, ARS164 Schulte, ARS165 Barney, ARS166 Scotty, ARS167 Hammer, ARS168 Strong Breeze-1, ARS169 Strong Breeze-2, ARS170 Ocean Breeze, ARS171 Gulf Breeze, ARS172 Strong Breeze-3, ARS173 Sea

Breeze, ARS174 Strong Breeze-4, ARS175 Kasper, ARS176 Insignia.

TUGS: ARS180 Windy, ARS181 Wispy, ARS182 Lofty.

STRIKE CARRIERS: ARS190

STROBE CRUISERS: ARS198 Shifty, ARS199 Slick.

LIGHT CRUISERS (WHIRLWINDS): ARS0000 Flighty, ARS0001 Floater, ARS0002 Forlorn, ARS0003 Fist, ARS0004 Force, ARS0005 Filth, ARS0006 Film, ARS0007 Froth ARS0008 Frost.

LIGHT COMMANDO CRUISERS: ARS0090 Commando. LIGHT COMMAND CRUISERS: ARS0100 Commander, ARS0101 Commodore.

LIGHT BATTLECRUISERS: ARS0200 Dwarf, ARS0201 Beast of Burden, ARS0202 Warhorse, ARS0203 Italian Stallion, ARS0204 Work Horse, ARS0205 Pegasus, ARS0206 Lofty, ARS0207 High Flyer, ARS0208 Paladin, ARS0209 Cavalier, ARS02210 Horseman, ARS0211 Barding, ARS0212 Shadowfax, ARS0213 Rider.

LIGHT SCOUT CRUISERS: ARS0290 Overcast, ARS0291 Stratus, ARS0292 Full Moon, ARS0293 Cirrus, ARS0294 New Moon, ARS0295 Blue Moon

LIGHT WAR CRUISERS: ARS0300 Mutant, ARS0301 Brutal, ARS0302 Slug, ARS0303 Depraved, ARS0304 Grudge, ARS0305 Meat Eater, ARS0306 Despite, ARS0307 Destruction, ARS0308 Carnivore, ARS0309 Herbivore, ARS0310 Metal Chewer, ARS0311 Slavedriver, ARS0312 Degradation, ARS0312 Spitfire. (Many other ships of this class were built during wartime. Many received names of previous ships that were destroyed, many had other names not listed here).

LIGHT CARRIERS: ARS0400 Wasp, ARS0401 Hornet, ARS0402 Widow.

LIGHT STRIKE CARRIERS: ARS0420 Venom.

PF TENDERS: ARS0440 Flock, ARS0441 Fleet, ARS0442 Flight, ARS0443 Flood.

LIGHT ESCORT CRUISERS: ARS0460 Guide, ARS0460 Companion.

MINESWEEPERS: ARS0480 locator, ARS0480 detector. Ships of destroyer class or lower were not given formal names. The captain's gave them informal names and many of these became prominent in history. The hull number groups are listed.

DESTROYERS: ARS0500-ARS0599.

DESTROYER LEADERS: ARS0600-ARS0649.
DESTROYER ESCORTS: ARS0650-ARS0659.
CARRIER ESCORTS: ARS0660-ARS0669.

SCOUTS: ARS0670-ARS0689.

SCIENCE VESSELS: ARS0690-ARS0699.

FRIGATES: ARS0700-ARS0750.

FRIGATE LEADERS: ARS0800-ARS0839.
BATTLE FRIGATES: ARS0840-ARS0875.
WAR FRIGATES: ARS0876-ARS0899.

ESCORTS: ARS0900-ARS0910.

BATTLE ESCORTS: ARS0950-ARS0959.

POLICE CRUISERS: ARS0960-ARS0979 (non-fleet ships

did not have numbers).

LIGHT POLICE CRUISERS: ARS0980-ARS0999 (nonfleet ships did not have numbers).

The above list is only a partial list. Other ship names and classes existed.

#### ARGONIAN THUNDERCLAP FAST PATROL SHIPS **ASSORTED VARIANTS** SHIELD SHIELD #6 SHIELD #2 SHIELD SENSOR SENSOR #1 SHIFLD #1 SHIELD 8 8 5 5 **PHASER** MINE 0 0 WBP VARIANT WARFARE SCANNER SCANNER VARIANT 0 0 2 2 PH-P MINE 9 9 8 8 PH-P PH-P 1 2 PH-P 1 4 RS 2 RS LS 3 BRDG DAM CON LS BRDG MINE RACKS DAM CON 2 HULL HULL BTTY BTTY 2 0 APR 0 2 AWR AWR AWR EX DAM EX DAM #5 SHIELD SHIELD SHIELD SHIELD PH-P RX MINE 6 6 5 2 HET HET BD BD 6 6 #4 SHIELD #4 SHIELD 8 8 8 8 SHIELD SHIELD #6 SHIELD #2 SHIELD #1 SHIELD SENSOR SENSOR #1 SHIELD 8 8 5 **ESCORT** COMMANDO 0 0 WBP VARIANT VARIANT SCANNER **SCANNER** 0 0 2 2 PH-P3 FX TRAN 9 9 8 8 8 8 PH-P 1 2 3 PH-P PH-P CREW DAM CON 2 RS DAM CON LS 4 LS BRDG RS 5 BRDG 2 2 HULL HULL 0 0 APR AWR EX DAM EX DAM #5 SHIELD SHIELD SHIELD SHIELD TRAN PH-P RX 6 6 6 6 HET HET 6 #4 SHIELD 6 4 SHIELD 8 8 8 TURN MODE AA **POWER CURVE** PF DATA TABLE TYPE NOTES: PF-V 2-8 WARP 6/12 1. MAY PERFORM 4 HULL ROTATIONS A TURN. IMPULSE = 0 POINT VALUE = 22/42 2 9-16 2. MAY NOT PERFORM HULL ROTATIONS W/O APR MOVEMENT 1/5 3 17-24 WARP BOOSTER PACK. AWR SHIELDS = 1/2+1/2 25+ TOTAL 10/16 LIFE SUPPORT = 0 BATTERY = NIMBLE SHIPS SIZE CLASS = RH-2.PF1 REFERENCE HET BD = VARIES INTERNALS SEE PFs ABOYE

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Page 12 Argonians-2

ARGONIANS-2 SCENARIOS

### HISTORICAL SCENARIOS

Insert these pages in the scenario section of your rulebook after (HS-13.7).

## (HS-14.0) PLASMA TO STARBOARD (Y179)

The Argonian Royal Starship 'Motivation' intercepted a freighter convoy of Romulan registry carrying plasma torpedo equipment. Her captain decided this technology would prove useful and attempted to capture one or more of the freighters. His intent: to seize the weapons and possibly adapt the technology to Argonian use.

(HS-14.1) NUMBER OF PLAYERS: 2; The Argonian and the Romulan.

#### (HS-14.2) INITIAL SET UP:

Argonian Player: One ComCA in hex 0123-B, WS-3, speed max.

Romulan Player: Six freighters within 4 hexes of 2215, facing A, WS-0, speed any.

Freighters include: 2 F-Ls, 2 F-Ss, F-AL, F-AS.

(HS-14.3) LENGTH OF SCENARIO: The scenario continues until all units belonging to one player have been destroyed or have disengaged.

#### (HS-14.4) SPECIAL RULES:

(HS-14.41) Use a floating map. Ships may disengage in any direction.

(HS-14.42) No shuttles have warp booster packs.

(HS-14.43) All drones would be medium speed if there were any in this scenario.

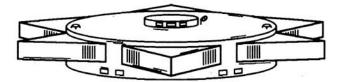
(HS-14.44) The Argonian has an MRS shuttle and four T-Bombs.

(HS-14.5) VICTORY CONDITIONS: Standard.

(HS-14.6) VARIATIONS: Use a Gorn or ISC freighter convoy or substitute a Q-Ship for one of the freighters.

(HS-14.7) BALANCE: Use a Q-Ship as above or add or delete freighters.

(HS-14.8) HISTORICAL OUTCOME: The ARS 'Motivation' captured one of the freighters. Two plasma-S torpedoes from this shipment were captured, however they were never successfully installed on any Argonian ship.



## (HS-15.0) INVASION OF A BATTLESTATION (Y162)

The first battle of the Romulan invasion occurred on the first day of Y162. The Romulan fleet charged into the fringes of the Argonian Nebula to strike Battlestation #3 located near the neutral zone at the exact mid-point of the Argonian-Romulan border. Tension had been high on all of the Argonian border stations. Battlestation #3 was on moderate alert (the equivalent of WS-1) when the invading fleet decloaked causing the quiet uneasiness to transform into a momentary rush of disorganized panic as the Argonian crew members raced to their battlestations. Their panic turned to anguish as the plasma torpedo impacts ravaged the battlestation.

(HS-15.1) NUMBER OF PLAYERS: 2; The Romulan and Argonian.

#### (HS-15.2) INITIAL SET UP:

The entire map functions as the Argonian Nebula at Y162 strength (Y160 - (TR-1.2)).

Argonian BATS in hex 3415, WS-1.

Argonian Monsoon in hex 3411, WS-2.

Two Argonian large freighters within 4 hexes of the BATS; one is a Q-ship, WS-2.

Romulan ships are anywhere in hex row 01XX, WS-3, speed max. Romulan ships include: 1 KR without refit, 4 WE without refits.

(HS-15.3) LENGTH OF SCENARIO: The scenario continues until all units belonging to one player have been destroyed or have disengaged.

#### (HS-15.4) SPECIAL RULES:

(HS-15.41) Use a floating map if necessary. Ships may disengage in any direction.

(HS-15.42) No shuttles have warp booster packs.

(HS-15.43) All drones would be slow speed if there were any in this scenario.

(HS-15.44) The Argonians do not have phaser-P technology yet, all phaser-Ps are phaser-1s. PH-P3s are PH-3s.

(HS-15.45) The Argonian player secretly records which of the freighters is the Q-Ship.

(HS-15.5) VICTORY CONDITIONS: Standard. The Argonian battlestation cannot disengage.

(HS-15.6) VARIATIONS: Equal forces of Gorn or ISC ships could be substituted. Alternatively use a non-historic neighbor such as the Kzinti.

(HS-15.7) BALANCE: Add or delete a small ship from either side.

(HS-15.8) HISTORICAL OUTCOME: Battlestation #3 was the first of many losses for the Argonians during the Romulan Invasion. The monsoon light cruiser and the heavy freighter barely escaped, the Q-ship and the battlestation were destroyed.

This battle was the start of the Romulan Invasion. The Argonians nearly surrendered in Y164, but the invention of the plasma phaser enabled them to drive the invasion back.

SCENARIOS ARGONIANS-2

## (HS-16.0) THE DESTRUCTION OF ARGON VIII (Y181)

Many times during the history of the universe a planet or moon would break up, eventually forming an asteroid field or dust cloud. In Y181 the planet Argon VIII was going through the final stages of such a break up. A research team had been assigned to the planet to study the violent forces acting upon it. Argon VIII began the final stages of this break up several months early, and subsequently, the research team suddenly found themselves in dire trouble. They immediately dispatched a subspace transmission to Argonian Fleet Headquarters for an emergence rescue. The light scout cruiser ARS "Overcast" was the only ship in the sector. It was immediately sent to pick up the stranded research team stationed on Argon VIII.

(HS-16.1) NUMBER OF PLAYERS: 1 (2 or more); The conditions of the area are under automatic rules.

#### (HS-16.2) INITIAL SET UP:

Class M planet in hex 2210. Small lifeless (1 hex) planet in 0505

Argonian Cumulus SCL "Overcast" in hex 0101C, WS-1, speed max.

(HS-16.3) LENGTH OF SCENARIO: The scenario lasts from 5 to 12 turns.

#### (HS-16.4) SPECIAL RULES:

(HS-16.41) Use a floating map. Ships may disengage in any direction.

(HS-16.42) Shuttles have warp booster packs. All drones are fast speed.

(HS-16.43) The Class M planet moves in direction D at 1/2 impulse speed i.e. 1 hex on impulse 32 of even numbered turns. The small lifeless planet moves in direction D at a speed of 1 hex per turn.

(HS-16.44) On turn 5 and all following turns, at the start of impulse 1, roll a die. On a roll of 1 the planet explodes with a destructive force of 300 (D5.4). If the planet has not exploded before impulse 32 of turn 12 then it will do so on impulse 32 of turn 12

(HS-16.45) Before movement on every impulse roll a die and keep a running total of these die rolls. When this running total reaches 100 the planet emits a 100 point gravity wave (P9.0). On that movement segment the wave moves 1 hex away from the planet in all directions. It then travels 1 hex every impulse in all directions. The running total is then reset on the impulse immediately following the impulse that the wave was generated. Any points over 100 are added to the new total. When the new total reaches 100 again then a new gravity wave is emitted from the planet. Note: This process begins immediately on turn 1, do not wait until turn 5 to begin this.

(HS-16.46) There is a scientific research team stationed on the planet surface. This research team must be rescued before the planet is destroyed. There are the equivalent of 50 crew units on the hex side of the planet facing direction D. There are two administrative shuttles at this location on the planet.

(HS-16.47) One transporter can transport 4 crew units under emergency situation rules.

(HS-16.48) Shuttles on the planet surface are safe from the effects of the gravity waves. They could, however, be destroyed if it should strike them in space. Administrative shuttles can carry 2 crew units under emergency situations. (HS-16.49) PLANET ROTATION: The planet is not rotating, however players desiring an added challenge could have the planet rotate clockwise 60 degrees per turn.

(HS-16.5) VICTORY CONDITIONS: If the entire survey team is not rescued (this includes any killed in any way) then the Argonian player automatically loses. If the survey team is rescued but the ship is crippled then the player receives a draw. The remainder of victory conditions are based on the amount of scientific information gathered about the planet by the ship:

marginal:	200 points.
substantial:	350 points.
incredible:	500 points.
astounding:	650 points.
legendary:	700 points.

(HS-16.6) SHIP ADJUSTMENT: For every lab over 6 increase the information points required for each victory level by 40 points (if under 6 subtract 40). For every special sensor over 4 increase each victory level by 100 points (if under 4 subtract 100). If the ship has a legendary science officer increase each victory level by 120. The victory levels should not be reduced below 50/200/350/500/650. Note: Most non-scout ships will be at these minimal values.

For every 10 BPV points over 120 decrease the number of points needed to generate a gravity wave by 5 points. Increase this number by 5 points for every 10 BPVs under 120. For 2 or more (aligned) ships take an average of their BPVs and apply this formula.

(HS-16.7) VARIATIONS: Two or more ships (on the same or different side) could be attempting to rescue crews from the planet. Example: Place a Romulan SpH-C, without refit, in hex 4230F, WS-1, speed max with 40 Romulan crew units on the hex side of the planet facing direction A.

In this case both ships follow the victory conditions presented but if either is crippled then it loses one victory level and the other gains one victory level. If a ship is destroyed then the other gains two victory levels.

#### (HS-16.8) TACTICS:

Make sweeps past the planet between waves. Make sure to get all the crew units off the planet even if you have to take a gravity wave at 5 or 6 hexes. Do not arm weapons, use the energy for specific shield reinforcement. Swap shuttles with the planet on each pass.

(HS-16.9) HISTORICAL OUTCOME: The 'Overcast' never returned from its mission, nor did it answer the subspace inquiry messages sent out by Argonian Fleet Headquarters. It was listed as missing in action. The historical outcome of this scenario and the plight of the ARS 'Overcast' was unknown for nearly 10 years. In Y190 an asteroid mining expedition recovered the log buoy of the 'Overcast' amongst the debris of the destroyed ship. A short story about this scenario and the 'Overcast's' mission has been written and will be presented in an upcoming issue of In-Coming Fire, our eight page monthly newsletter. Only then will we know what really happened.

Insert pages 11-12 of this book after (FR-1) in the J section of your rulebook.

# (FR-2.1) FIGHTER ENERGY FLUXES

When the Argonians developed fighters, they decided the energy flux heavy weapon could be 'lightened' and installed on fighters. This light version of the energy flux was deemed the 'FIGHTER ENERGY FLUX.' It was installed on the Wind and Gale fighters. See (RH-2.F1-F3) for a description of the various Argonian fighters.

#### (FR-2.1) DESIGNATION

Fighter energy flux charges are designated on the individual fighter SSDs by the symbol .

#### (FR-2.2) ARMING

(FR-2.21) ARMING: Fighter energy flux charges are armed within freezers inside the shuttle / fighter bay of the carrier. It costs 4 total points of power over 3 turns to arm one fighter energy flux charge. This power must be allocated in the following order: 1-1-2.

(FR-2.22) HOLDING: Fighter energy flux charges are held for zero energy in the carrier's freezer boxes.

(FR-2.23) FREEZERS: There is one freezer in each fighter box on the carrier's SSD. The charges can be armed while the fighter is in space so that upon the fighter's return reloading can begin.

(FR-2.24) FIGHTER BAYS: Fighter bays on Argonian carriers are designated as follows:

Ξ

Gust or Wind fighter box.



Gale heavy fighter boxes (Equals 1 Gale heavy fighter slot).

(FR-2.241) Each Gale, Gust or Wind fighter box has one fighter energy flux freezer: the number needed for the fighter. Gust fighters do not use fighter energy fluxes, but the box has the freezer anyway.

(FR-2.242) Each box of the Gale heavy fighter box pair has a freezer. This results in two total freezers, the number needed for the Gale.

(FR-2.243) Gale fighter boxes occasionally have launch tubes associated with their bays. This is not to say that Gales can be launch via launch tubes. They cannot. These tubes are only for Wind and Gust fighters that have used that bay for servicing.

#### (FR-2.3) DECK CREW ACTIONS

It takes one deck crew 32 impulses to load one fighter energy flux charge onto one fighter.

#### (FR-2.4) AVAILABILITY

Note that only the Wind and Gale carried these weapons.

#### (FR-2.5) FIRING PROCEDURE

(FR-2.51) OPERATION: Fighter energy flux charges are fired much like regular energy flux weapons. A fighter can only fire one charge per turn (if it even has two) and not within eight impulses of a previous firing.

#### (FR-2.52) FIGHTER ENERGY FLUX CHART:

The chart at right shows the fighter energy flux chart. The 'Mode, Hit & Shield Damage' portion of the chart is used normally for fighter energy fluxes. Note: This chart is usually incorporated into the energy flux chart on the carrier's SSD.

FIGHT	ER	<u>ENE</u>	KE!	FLU	X
DIE	RA	NG			
ROLL	. 0	ı.	2	5-5	6-8
1	8	7	6	5	4
2-5	7	6	5	4	3
6	5	4	3	2	1
MODE			SH	ELD	DAMAGE
1	1-	5			3 NONE
2	1-	4	3		3 HALF
3	1-	3		6 F	ULL

(FR-2.53) FIRING ARCS: Fighter energy flux charges are limited to the FA firing arc on <u>all</u> fighters that carried it.

(FR-2.54) DETONATION: Fighter energy fluxes have the same 8 impulse detonation period that standard EFs have.

(FR-2.55) STANDARD RULES: All standard energy flux rules apply to fighter EFs except those exceptions listed here.

#### (FR-2.6) RESTRICTIONS

The following restrictions apply to fighter energy fluxes.

(FR-2.61) OTHER RACES: Fighter energy fluxes cannot be mounted on the fighters of other races. If a race is operating Gale or Wind fighters, fighter EFs can be used on those Gale or Wind fighters only.

(FR-2.62) LAUNCH DELAY: Fighter energy fluxes cannot be fired until 8 impulses after the fighter is launched, i.e. the regular rules apply.

(FR-2.63) CRIPPLED STATUS: If the fighter is crippled it can no longer fire its fighter energy fluxes (until repaired).

(FR-2.64) STANDARD ENERGY FLUXES: Standard energy flux weapons cannot arm or fire fighter energy fluxes. Fighter energy fluxes cannot arm or fire standard EFs.

#### (FR-2.7) OTHER FIGHTER RULES:

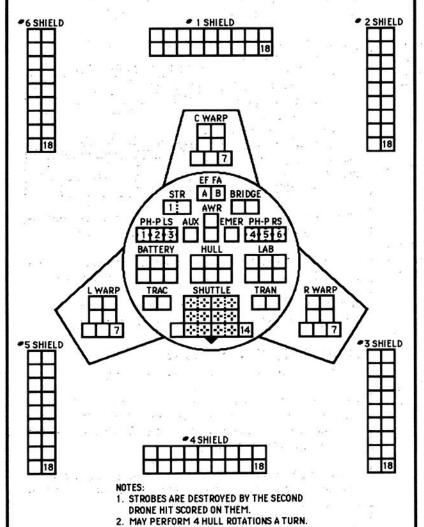
All of the rules in section J apply as written unless a rule in this section alters the standard procedure. Below is added information on some standard rules.

(FR-2.71) FIGHTER PODS: The standard rules apply to Argonians fighters. (J11.111) defines the number of pods an Argonian fighter can carry. A fighter pod <u>cannot</u> be substituted for an energy flux charge on an Argonian fighter.

(FR-2.72) RALADS: Argonian fighters cannot use RALADs.

(FR-2.73) CASUAL BASES: Only pods and chaff packs can be loaded onto Argonian fighters at casual bases (J13). Fighter EFs cannot be loaded at casual bases.

### **ARGONIAN GALESTORM ASSULT CARRIER**



#### SHIP DATA TABLE

TYPE	=	CA6
POINT VALUE	=	125
MOVEMENT	=	1/2
SHIELDS	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
STROBE STR	=	4
REFERENCE	=	RH-2.83
INTERNALS	=	73

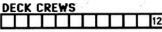


GALE HEAVY



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$\Box$		П		
$\Box$		$\square$	32	





TRANSPORTER MINES D D RR

SHUTTL	ES	1 BAY	Y+1 TUB
CNTR	HIT P	OINTS	TYPE
	$\top$	ПТ	
7 7	+	-	



SC	A	IN	ER	
0	0	1	5	9

DAM. CON. 4 2 2 0

EX. DAM.

#### **PROBES** 1 5

**POWER CURVE** WARP 21 IMPULSE = 0 APR 0 AWR  $\frac{2}{23}$ TOTAL

EX.	DAII.	BAT	TERY =	6
ш	15		1.7070	- 1000
GAL	E FIGHT	ER	(RH-	2.F3)
			100	

POINT VALUE PH-P3 360° 2 2 FTR EF FA DFR CRIPPLED 10 SPEED 10





#### **ENERGY FLUX TABLE**

RULL	12	12	12	11	10	9	8	7	6	5	4
2-5					9	8	7	6	5	4	3
6	11	10	9	8	7	6	5	4	3	2	. 1
FIGH	FR	RA	6EE		<b>***</b>	W	Ů.		2	3-5	6-6
<b>////</b>	JOD		<b>XX</b>	HIT	W	XX,	æ	HIE	LD	AMAGE	****
	1		100	1-5		93				3 NONE	
	2			1-4				3 FU	JLL	3 HALF	

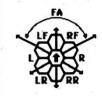
****	6 859	Nic E	<b>8000</b>	***	0000	SOUTH STATE	933	0.00	60	264	5
ROLL	ō		2	3	4	5	8.	15	25	50	75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	- 2	1	1	-
3	7.	5	5	4	4	4	3	1	_	-	-
4	6	4	4	4	4	3	2	-	_	-	_
5	15	.4	4	4	3	3	1	-	-	-	-

6 4 4 3 3 2 2 - - - - -

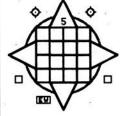
#### TURN MODE C

1	2-4
2	5-9
3	10-14
4	15-20
5	21-27
6	28+
HET	BD
721/2	- 6



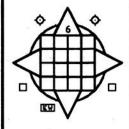






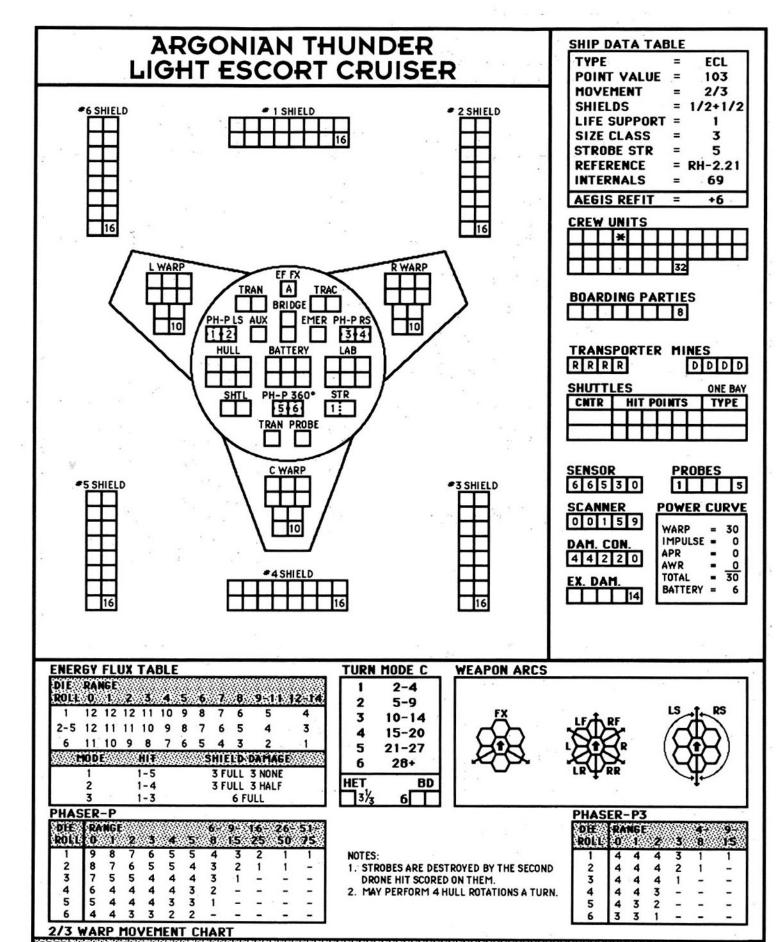
#### PHASER-P3

DEE	RA	NGE	2	3	4- 8	9- 15
1	4	4	4	3	1	1.
2	4	4	4	2	1	-
3	4	4	4	1	-	-
4	4	4	3	-	-	-
5	4	3	2	-	-	-
6	3	3	1	-	-	-



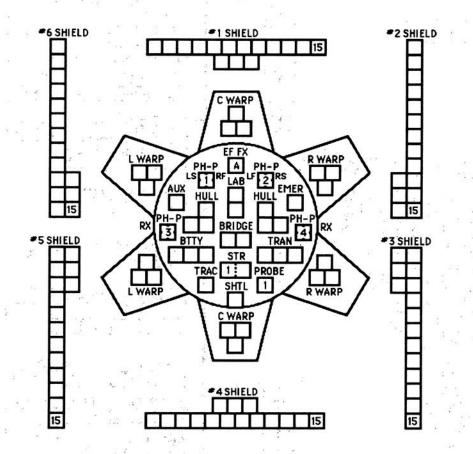
#### 1/2 WARP MOVEMENT CHART

Standard 1 1 2 2 3 3 4 4 5 5 6 6 7 7 8 8 9 9	10 10 11 11	12 12 13 13	14 14 15 15
Standard 1 1 2 2 3 3 4 4 5 5 6 6 7 7 8 8 9 9  Fract. 1 1 1/2 2 2 1/2 3 3 1/2 4 4 1/2 5 5 1/2 6 6 1/2 7 7 1/2 8 8 1/2 9	9/2 10 10/2 11	11/2 12 12/2 13	13/2 14 14/2 15



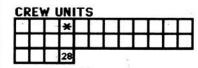
SPEED 1 2 3 4 5 6 1 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 Standard 1 2 2 3 4 4 5 6 6 7 8 8 9 10 10 11 12 12 13 14 14 15 16 16 17 18 18 19 20 20 Fract. 2/3 1/3 2 2/3 3/3 4 4/3 5/3 6 6/3 7/3 8 8/3 9/3 10 10/3 11/3 12 12/3 13/3 14 14/3 15/3 16 16/3 17/3 18 18/3 19/3 20

### ARGONIAN SOLAR FLARE FRIGATE LEADER



#### SHIP DATA TABLE

	TYPE	=	FFL
	POINT VALUE	=	78
	MOVEMENT	=	1/3
	SHIELDS	=	1/2+1/2
	LIFE SUPPORT	=	1/2
	SIZE CLASS	=	4
1	STROBE STR	=	3
	REFERENCE	=	RH-2.22
1	INTERNALS	=	46



BOARDING PARTIES

TRANSPORTER MINES

SHUTTLE ONE BAY
CNTR HIT POINTS TYPE

**SENSOR** 6 5 1 0

PROBES

D D

SCANNER 0 1 3 9

DAM. CON. 2 2 2 0

EX. DAM.

POWER CURVE

WARP = 18 IMPULSE = 0 APR = 0 AWR = 0 TOTAL = 18 BATTERY = 3

**ENERGY FLUX TABLE** 

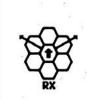
DIE ROLL		NGE 1			4	5	6	7	8	9-11	12-16	1
1	12	12	12	11	10	9	8	7	6	5	4	
2-5	12	11	11	10	9	8	7	6	5	4	3	
6	11	10	9	8	7	6	5.	4	3	2	1.	
<b>****1</b>	10 D	E	<b>////</b>	HIT			S	HIE	LD E	AMAG	<b>*</b> /////	·
	1.	2		1-5				3 F	JLL :	3 NONE		Ī
	2			1-4			-	3 F	JLL 3	3 HALF	4.4	
	3			1-3					6 FU	ILL		

<u>PHAS</u>	ER.	-P									4
DIE ROLL	RA O	NGE 1	2	3	4	5	6- 8	9- 15	16- 25	26- 50	51- 75
1	9	8	7	6	5	5	- 4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	-
3	7	5	5	4	4	4	3	1	-	-	-
4	6	4	4	4	4	3	2	_	_	_	_
5	5	4	4	4	3	3	1	-	-	-	
6	4	4	3	3	2	2	-	-	-	-	-

TURN MODE C

1 2-4 2 5-9 3 10-14 4 15-20 5 21-27 6 28+

6



**WEAPON ARCS** 



PHASER-P3



#### NOTES:

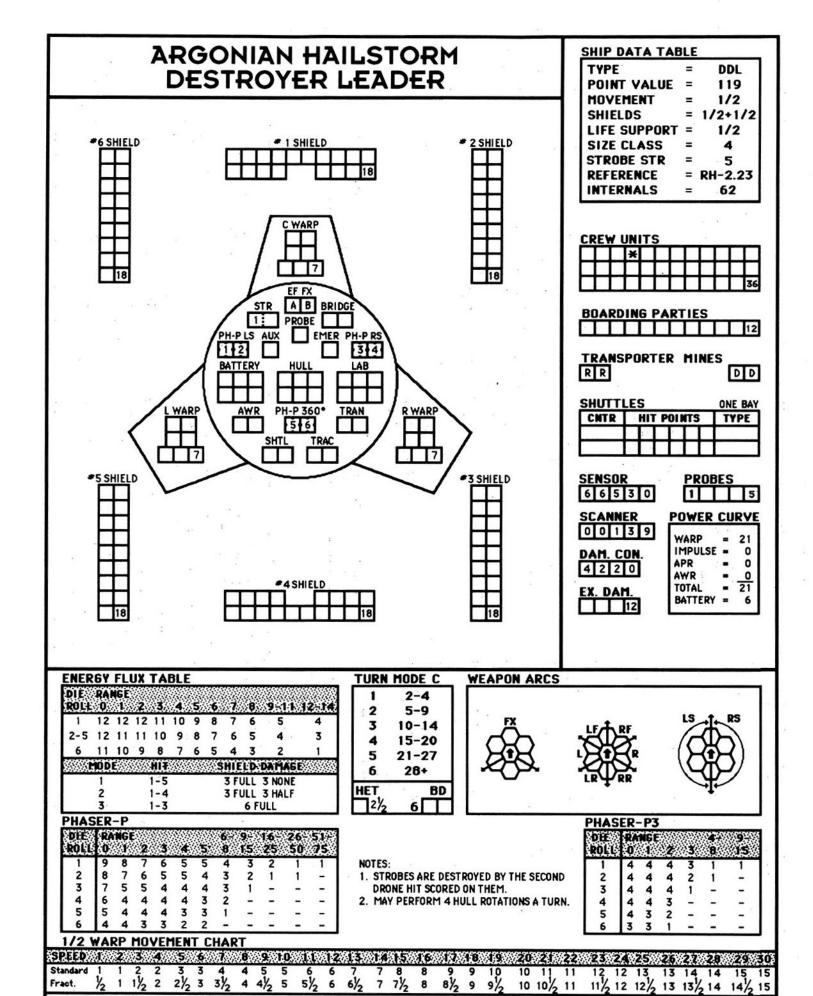
- STROBES ARE DESTROYED BY THE SECOND DRONE HIT SCORED ON THEM.
- 2. MAY PERFORM 4 HULL ROTATIONS A TURN.

DIE	RA O	NGE 1	2	3	4- 8	9- 15
1	4	4	4	3	1	1
2	4	4	4	2	-1	-
3	4	4	4	1	_	-
4	4	4	3	4	-	_
5	4	3	2	-	-	-
6	3	3	1	-	-	-

1/3 WARP MOVEMENT CHART

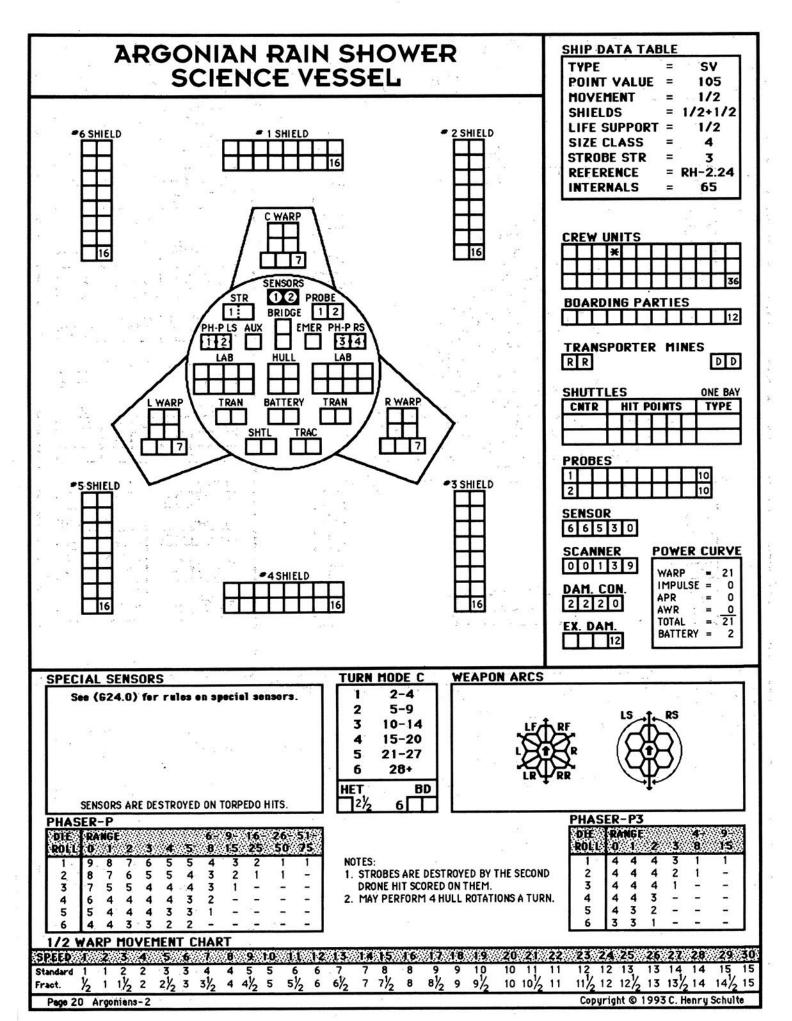
Page 18 Argonians-2

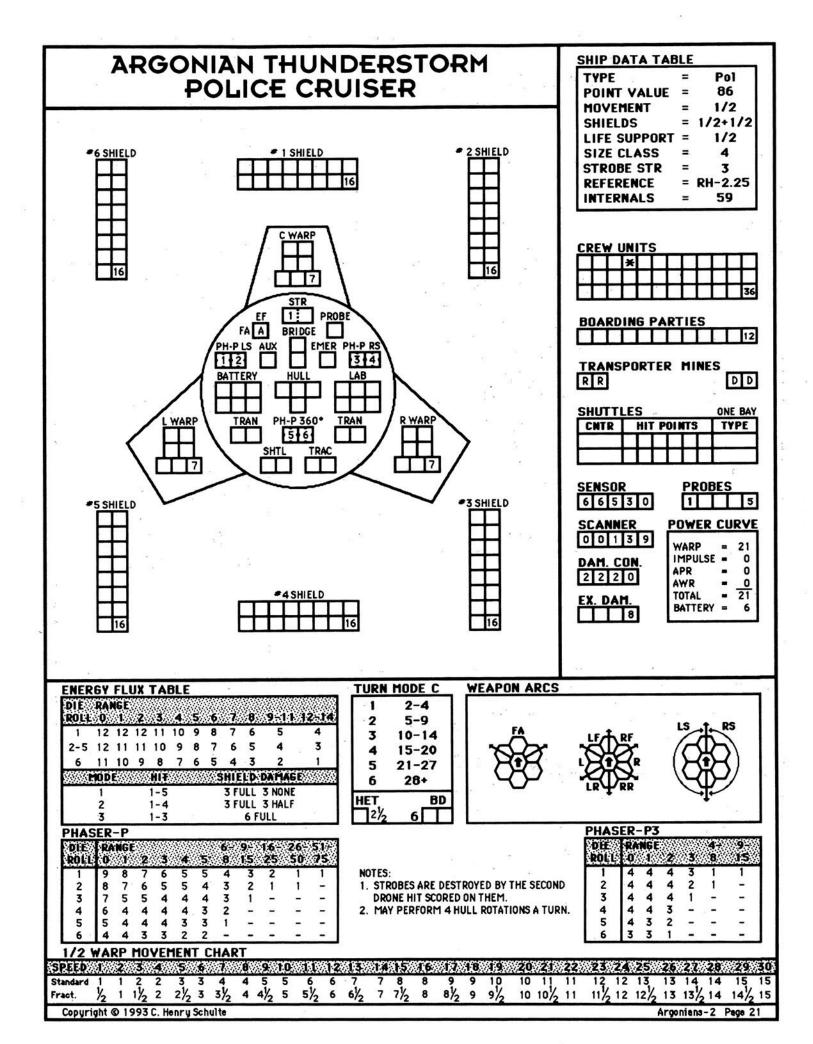
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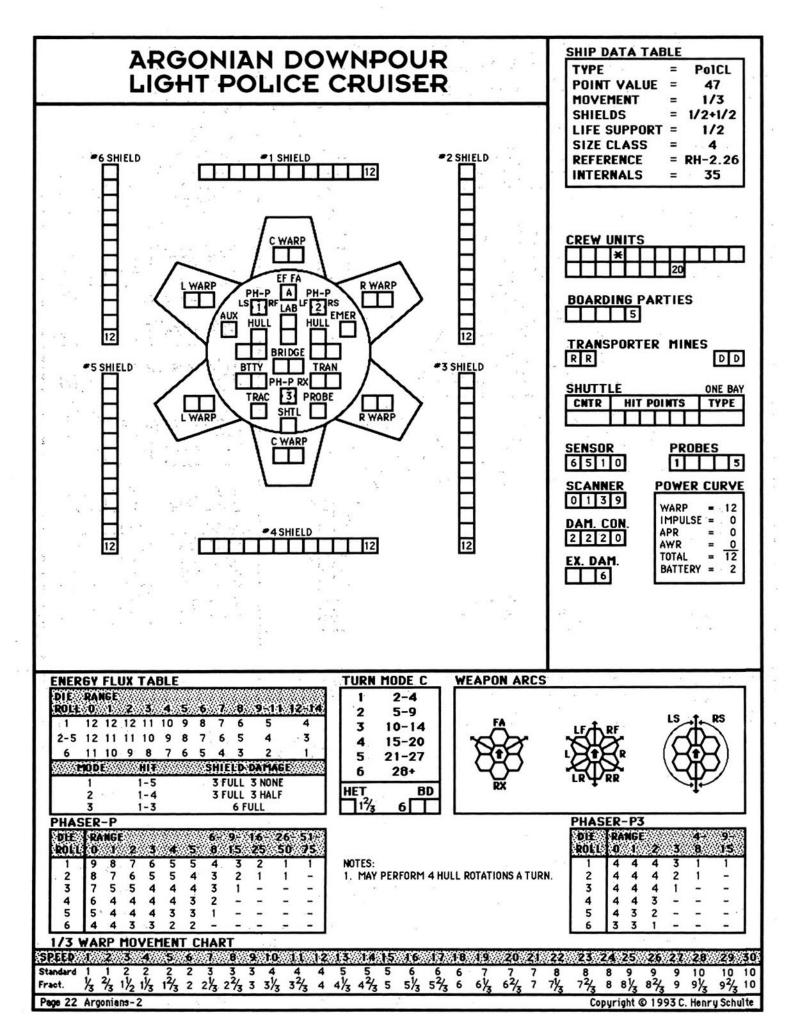


Argonians-2 Page 19

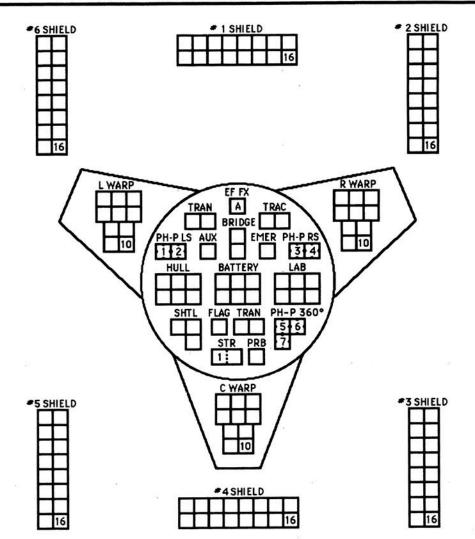
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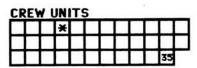


### ARGONIAN STORM LIGHT COMMAND CRUISER



#### SHIP DATA TABLE

TYPE	=	CCL
POINT VALUE	=	107
MOVEMENT	=	2/3
SHIELDS	=	1/2+1/2
LIFE SUPPORT	=	1
SIZE CLASS	=	3
STROBE STR	=	3
REFERENCE	=	RH-2.27
INTERNALS	=	73



### BOARDING PARTIES

## TRANSPORTER MINES

HUTTLES									
HIT	TYPE								
TT									
$\neg$	+								
++	+++	-							
		HIT POINTS							

## SENSOR 6 6 6 5 3 0

# R PROBES

### SCANNER 0 0 1 5 9

#### DAM. CON. 4 4 2 2 0

4	4	2	2	0
EX	. D	AI	۲.	

#### POWER CURVE

WARP	=	30
IMPULSE	-	0
APR	-	0
AWR -	•	0
TOTAL	-	30

### BATTERY =

	E	N	Ε	R	6	Y	F	L	U	X	T	A	В	L	Ε
--	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---

DIE		NGE									W.W.
ROLL	0	1	2	:5,	4	5	6	.: <b></b>	8	9-11	12-14
1	12	12	12	11	10	9	8	7	6	5	4
2-5	12	11	11	10	9	8	7	6	5	4	3
6	11	10	9	8	7	6	5	4	3	2	1
<b>/////</b>	10 D	E		HIŦ	***		. S	HIE	LD	DAMAGE	<b>****</b>
	1			1-5				3 F	JLL	3 NONE	100 miles
l	2			1-4				3 F	JLL	3 HALF	140
	3			1-3					6 FL	JLL	

TU	· r	 ,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,	

	11000
1	2-4
2	5-9
3	10-14
4	15-20
5	21-27
6	28+
HET	BD
33/3	6

#### **WEAPON ARCS**







#### PHASER-P

DIE ROLL	RA O	NGE 1	2	3	4	5	6- 8	9- 15	16- 25	26- 50	51 75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	_
3	7	5	5	4	4	4	3	1	_	-	-
4	6	4	4	4	4	3	2	-	-	-	_
5	5	4	4	4	3	3	1	-	_	_	_
6	4	4	3	3	2	2	-	-	-	-	-

#### NOTES:

- STROBES ARE DESTROYED BY THE SECOND DRONE HIT SCORED ON THEM.
- 2. MAY PERFORM 4 HULL ROTATIONS A TURN.

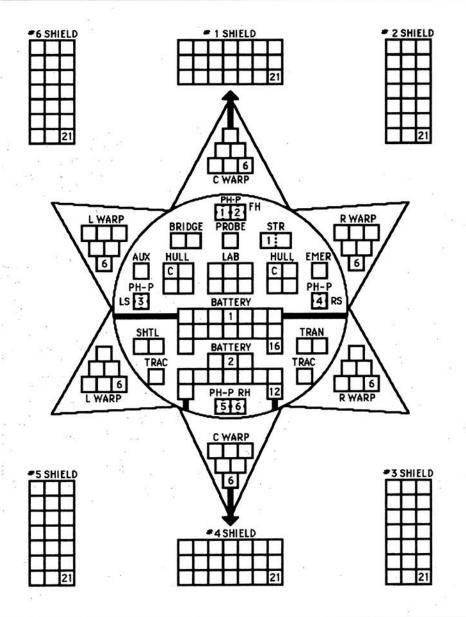
PHAS	ER-	<u>- P3</u>				
DIE ROLL	RA O	NG E	2	3	4- 8	9- 15
1	4	4	4	3	1	1
2	4	4	4	2	1	-
3	4	4	4	1	_	_
4	4	4	3	-	-	-
5	4	3	2	-	-	-
6	3	3	1	-	-	-

#### 2/3 WARP MOVEMENT CHART

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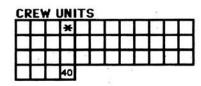
Argonians-2 Page 23

# ARGONIAN STORMBRINGER MAULER



#### SHIP DATA TABLE

TYPE	=	MA
POINT VALUE	=	130
MOVEMENT	=	1
SHIELDS	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
STROBE STR	=	3
REFERENCE	=	RH-2.28
INTERNALS	=	97





TRANSPORTER MINES

SHUTTL	ES	ONE BAY
CNTR	HIT POINTS	TYPE
	TTTT	

SENSOR 6 6 5 3 0

SCANNER 0 0 1 5 9

DAM. CON.

EX. DAM.

PROBES

POWER CURVE

WARP = 36 IMPULSE = 0 APR = 0 AWR = 0 TOTAL = 36

BATTERY =

#### **MAULER INFORMATION**

MAULER CAN FIRE IN TWO DIRECTIONS. ENERGY FROM ANY OR ALL OF THE ENGINES CAN BE APPLIED TO THE MAULER.

#### RANGE ADJUSTMENT CHART

RANGE	DAMAGE SEORED
	Energy discharged doubled
2-5	Energy discharged
0-1 2-5 6-10	Energy discharged halved

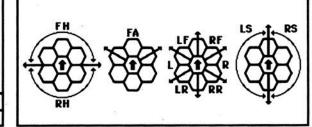


#### 1 2-4 2 5-8 3 9-12 4 13-17 5 18-24 6 25+

TURN MODE D

HET BD 5 5-6

#### **WEAPON ARCS**



### PHASER-P

POLL	RA O	NGE	2	3	4	5	6- 8	9- 15	16- 25	26- 50	51- 75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	-
3	. 7	5	5	4	4	4	3	1	-	-	-
4	6	4	4	4	4	3	2	-	-	-	-
5	5	4	4	4	3	. 3	1	-	-	-	-
6	4	4	3	3	2	2	-	-	-	-	-

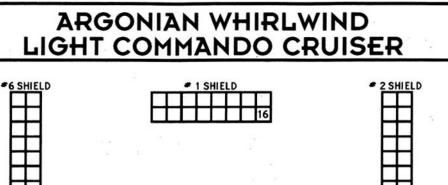
Page 24 Argonians-2

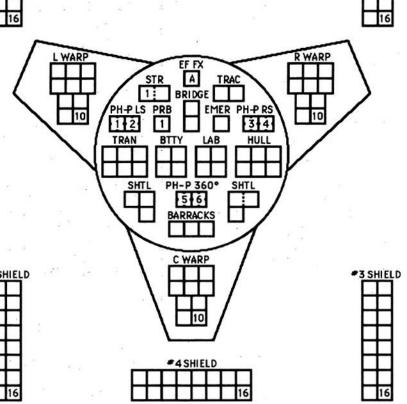
#### NOTES:

- STROBES ARE DESTROYED BY THE SECOND DRONE HIT SCORED ON THEM.
- 2. MAY PERFORM 4 HULL ROTATIONS A TURN.

PHAS	ER-	-P3				
DIE ROLL	RA 0	NGE 1	2	3	4- 8	9- 15
1	4	4	4	3	1	1
2	4	4	4	2	1	-
3	4	4	4	1	-	-
4	4	4	3		-	-
5	4	3	2	-	-	-
6	3	3	1	-	-	

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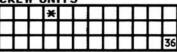




#### SHIP DATA TABLE

TYPE. ComCL POINT VALUE = 104 MOVEMENT 2/3 SHIELDS = 1/2+1/2 LIFE SUPPORT = SIZE CLASS 3 STROBE STR 3 REFERENCE = RH-2.29 INTERNALS 74

#### **CREW UNITS**



#### BOARDING PARTIES

£					1	
cs	cs					
HW	H¥		30			

#### TRANSPORTER MINES

RRRR
------

 			_
D	۵	٥	D

SHUTTL	.ES				TWO B	AYS
CNTR	HI.	T P	DINI	S	TYF	E
				П	8	ĕ
	Т			П	8	ใร็
				П		
				П		
			$\top$	П	HT	5
	$\neg$		$\neg$	12		

#### SENSOR

#### 6 6 5 3 0

### PROBES

### SCANNER

### 0 0 1 5 9

### DAM. CON.

4	4	Z	Z	0
rv				

#### POWER CURVE

WARP		30
IMPULSE	=	0
APR	=	0
AWR -	=	0

= 30

### EX. DAM.

#### TOTAL = BATTERY =

#### **ENERGY FLUX TABLE**

ROLL	RAI O	i i	2	3.	4	5	6	7	8	9-11	12-14
1	12	12	12	11	10	9	8	7	6	5	4
2-5	12	11	11	10	9	8	7	6	5	4	3
6	11	10	9	8	7	6	5	4	3	2	1
<b></b>	10 D	E		HIT			S	HIE	LD	DAMAGE	
	1			1-5				3 FL	JLL	3 NONE	
	2			1-4				3 FU	JLL	3 HALF	
	3			1-3					6 F	ULL	

#### TURN MODE C

1	2-4
2	5-9
3	10-14
4	15-20
5	21-27
6	28+
HET	BD
3/3	6

#### **WEAPON ARCS**





PHASER-P3



#### PHASER-P

DIE ROLL	RA O	NGE 1	2	3	4	5	6- 8	9- 15	16- 25	26- 50	51- 75
1	9	8	7	6	- 5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	-
3	7	5	5	4	4	4	3	1	-	-	-
4	6	4	4	4	4	3	2	_	_	-	-
5	5	4	4	4	3	3	1	-	-	-	-
6	4	4	3	3	2	2	-	-	-	-	-

#### NOTES:

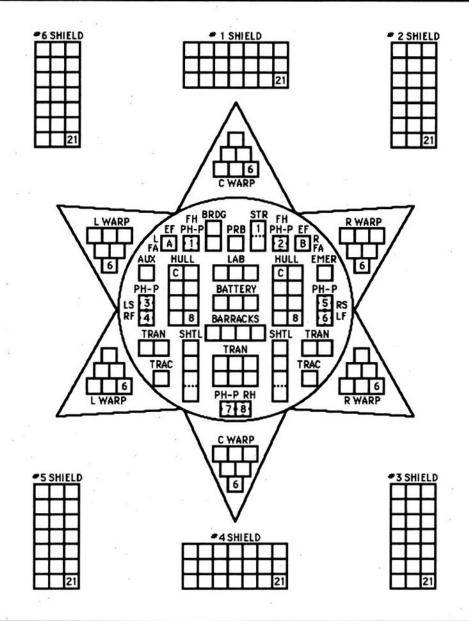
- STROBES ARE DESTROYED BY THE SECOND DRONE HIT SCORED ON THEM.
- 2. MAY PERFORM 4 HULL ROTATIONS A TURN.

POL	RA	NG E	2		4- 8	9- 15
1	4	4	4	3	1	1
2	4	4	4	2	- 1	-
3	4	4	4	1	-	_
4	4	4	3	-	-	-
5	4	3	2	-	-	-
6	3	3	1	-	-	-

#### 2/3 WARP MOVEMENT CHART

ä	SPEED	1	2	3	4	5	6	1.	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
1	Standard	1	2	2	3	4	4	5	6	6	7	8	8	9	10	10	11	12	12	13	14	14	15	16	16	17	18	18	19	20	20
F	ract.	4/3	1/3	2	24/3	3/3	4	44/3	5/3	6	64/3	7/3	8	83/3	9%	10	10%	11/3	, 12	123/3	13/3	14	143/3	15%	16	163/	17%	18	184	191/2	20

### ARGONIAN TYPHOON COMMANDO CRUISER

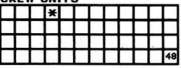


#### SHIP DATA TABLE

TYPE

TYPE	=	ComCA
POINT VALUE	=	150
MOVEMENT	=	1
SHIELDS	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
STROBE STR	=	4
REFERENCE	=	RH-2.30
INTERNALS	=	99

#### **CREW UNITS**



#### **BOARDING PARTIES**

£							
cs	cs						
Н₩	Ŧ	H	HW				551
			П	42			

#### TRANSPORTER MINES

CNTR	HI	T PO	INT	S	TYP					
		П	$\perp$	П						
		П	Ι	П	Н	TS	;			
		П	Т	12						
		П	Ι	П		8	Ģ			
		П	T			8	S			
		П	Т	П	Н	TS	;			
		П	Т	12						

#### SENSOR 6 6 5 3 0

## **PROBES**

### SCANNER

### 0 0 1 5 9

### DAM. CON.

4	4	Z	2	U
EX	. D	AI	1.	

#### **POWER CURVE**

WARP	=	36
IMPULSE	=	0
APR	•	0
AWR	-	0
		==

APR	•	U
AWR	•	0
TOTAL		36
BATTERY	•	3

#### **ENERGY FLUX TABLE**

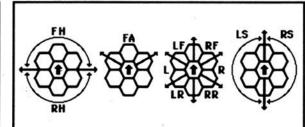
DIE	RA	NGE									
KUL!	12	12	12	11	10	9	8	7	6	5	4
2-5	12	11	11	10	9	8	7	6	5	4	3
6	11	10	9	8	7	6	5	4	3	2	1
<b>****</b> (	10 D	E		HIT			S	HIE	LD E	AMAG	3//////
	1			1-5				3 F	JLL 3	NONE	
	2			1-4				3 FL	JLL 3	5 HALF	
	3			1 - 3					6 FII	11 1	

#### TURN MODE D

1	2-4
2	5-8
3	9-12
4	13-17
5	18-24
6	25+

	U	25	•	
Н	ET		В	D
Г	5	5-6		

#### **WEAPON ARCS**



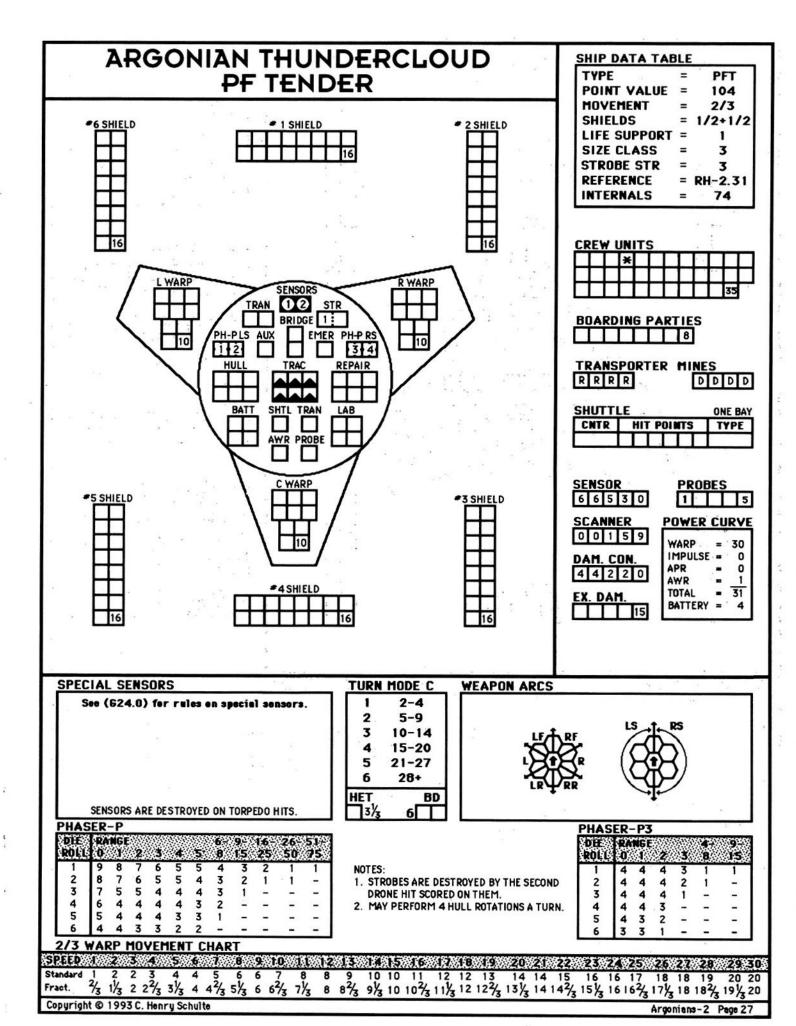
#### PHASER-P

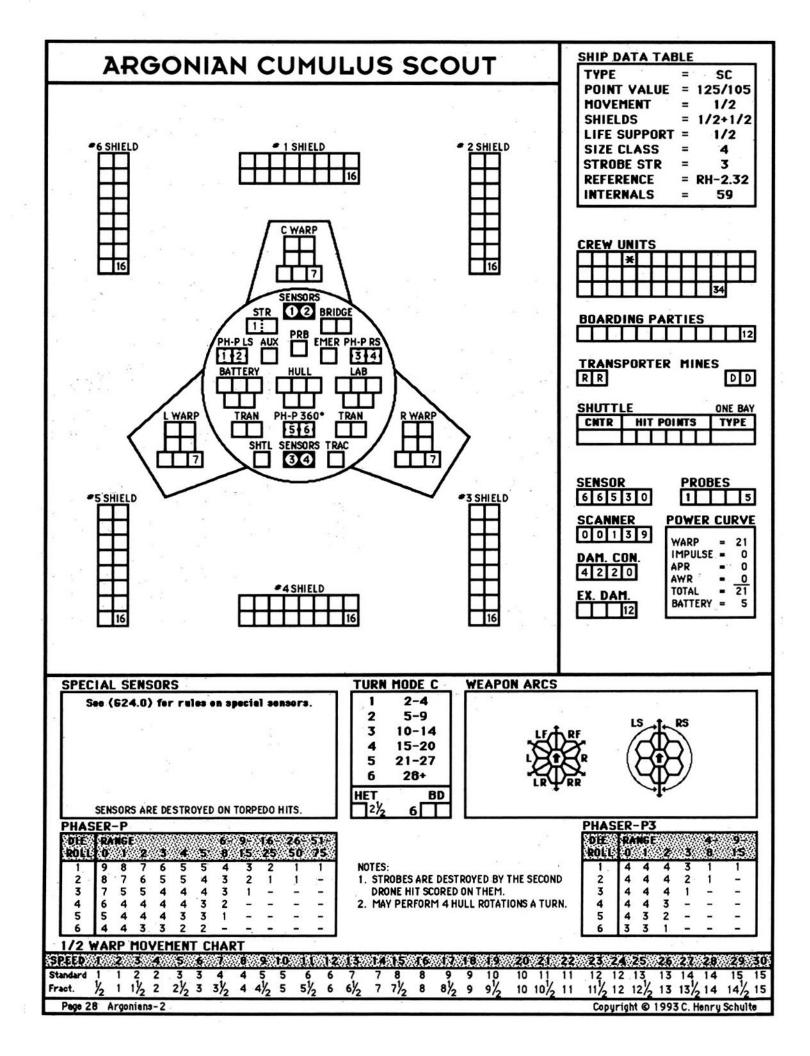
DIE ROLL	2A ()	NG E	2	3	4	5	6- 8	9- 15	16- 25	26- 50	51- 75
1	9	8	7	6	5	5	4	3	2	-1	1
2	8	7	6	5	5	4	3	2	1	1	-
3	7	5	5	4	4	4	3	1	-	-	-
4	6	4	4	4	4	3	2	-	-	-	-
5	5	4	4	4	3	3	1	-	-	-	-
6	4	4	3	3	2	2	_	-	-	-	-

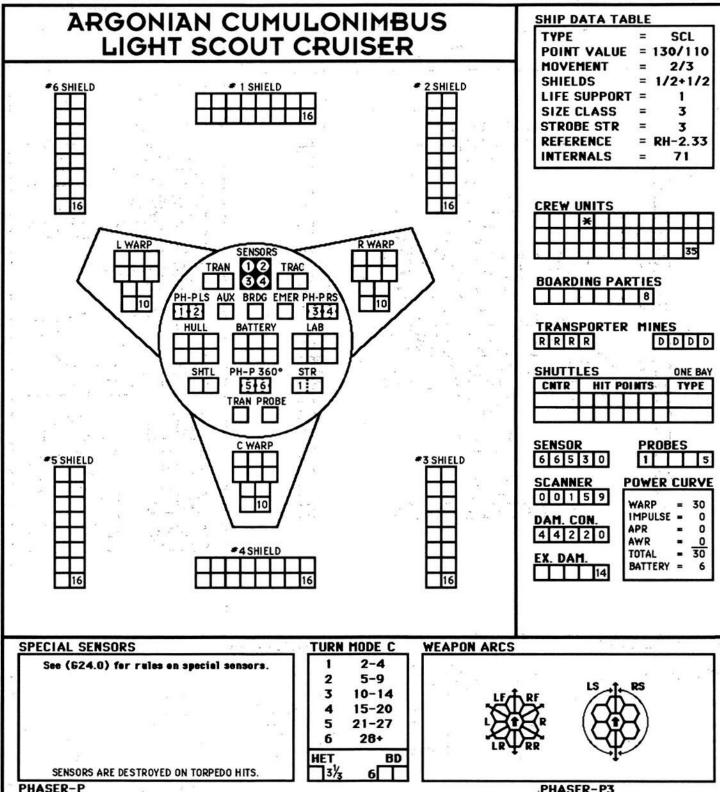
#### Page 26 Argonians-2

- 1. STROBES ARE DESTROYED BY THE SECOND DRONE HIT SCORED ON THEM.
- 2. MAY PERFORM 4 HULL ROTATIONS A TURN.

DIE OLL	RA 0	NG E 1	2	3	4- 8	9- 15
1	4	4	4	3	1	1
2	4	4	4	2	1	-
3	4	4	4	1	-	-
4	4	4	3	-	-	-
5	4	3	2	-	-	-
6	3	3	1	-	-	_







PHAS	ER-	-P			54,			4			
DIE ROLL	RA O	NGE 1	2	3	4	5	6- 8	9- 15	16- 25	26- 50	51- 75
1	9	8	.7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	-
3	7	5	5	4	4	4	3	1	-	-	
4	6	4	4	4	4	3	2	-	-	-	-
5	5	4	4	4	3	3	1	_	_	_	_
6	4	4	3	3	2	2	_	_	_	_	_

#### NOTES:

- STROBES ARE DESTROYED BY THE SECOND DRONE HIT SCORED ON THEM.
- 2. MAY PERFORM 4 HULL ROTATIONS A TURN.

PHAS	ER-	-P3				
DIE ROLL	RA O	NG E	2	3	4- 8	9- 15
1	4	4	4	3	- 1	1
2	4	4	4	2	1	-
3	4	4	4	1	-	-
4	4	4	3	-	-	-
5	4	3	2	-	-	-
6	3	3	1	-	-	-

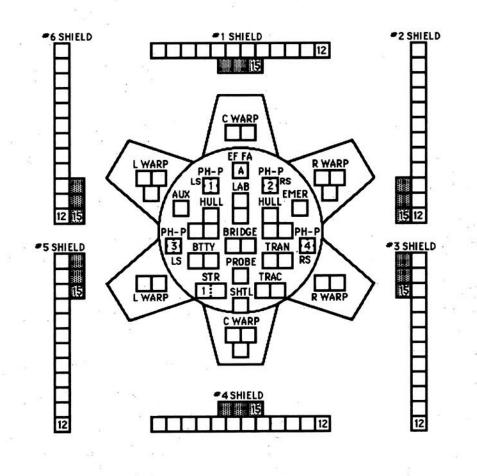
SPEED	1	2	3	4	5	6	1	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29.30
Standard	1	2	2	3	4	4	5	6	6	7	8	8	9	10	10	11	12	12	13	14	14	15	16	16	17.	18	18	19	20 20
Fract.	4/3	1/3	2	24/3	3/3	4	4 3	5/3	6	63/3	7/3	8	83/3	91/3	10	10%	11/3	12	123/3	13/3	14	143/3	15/3	16	163/	17/3	18	18%	19/2 20

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2/3 WARP MOVEMENT CHART

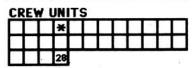
Argonians-2 Page 29





TYPE **EEB** POINT VALUE = 60 MOVEMENT 1/3 SHIELDS 1/2+1/2 LIFE SUPPORT = 1/2 SIZE CLASS STROBE STR 4 = RH-2.34REFERENCE INTERNALS 42 **AEGIS REFIT** +4

SHIP DATA TABLE



**BOARDING PARTIES** 

TRANSPORTER MINES RR

SHUTTLE ONE BAY HIT POINTS TYPE CNTR

6	5	1	0
---	---	---	---

**PROBES** 1 5 **POWER CURVE** 

D D

0 1 3 9 DAM. CON

2 2 2 0

EX. DAM. 1 | 8 WARP IMPULSE = 0 0 APR AWR 15 TOTAL BATTERY =

2

#### **ENERGY FLUX TABLE**

DIE BOLL	RAI O	i i	2	3	4	5	6	7	8	9-11	12-1
1				****	10	_			-	- 5	4
2-5	12	11	11	10	9	8	7	6	5	. 4	3
6	11	10	9	8	7	6	5	4	3	2	1_
	10 D	Ē.W	WW	HIT			9	HIE	LD	DAMAG	***
	1			1-5				3 F	JLL	3 NONE	
	2			1-4				3 F	JLL	3 HALF	
	7		100	1 7					4 5	1111	

PHAS	ER.	-P									
ROLL	RA O	NG E	2	3	4	5	6- 8	9- 15	16- 25	26- 50	5 <del>1</del> 2
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	-
3	7	5	5	4	4	4	3	1	-	-	-
4	6	4	4	4	4	.3	2	_	_	-	-
_	-				-	-					938 3

#### TURN MODE C

2-4 2 5-9 3 10-14 15-20 4 5 21-27 6 28+ HET BD

6



**WEAPON ARCS** 



PHASER-P3



- 1. STROBES ARE DESTROYED BY THE SECOND DRONE HIT SCORED ON THEM.
- 2. MAY PERFORM 4 HULL ROTATIONS A TURN.

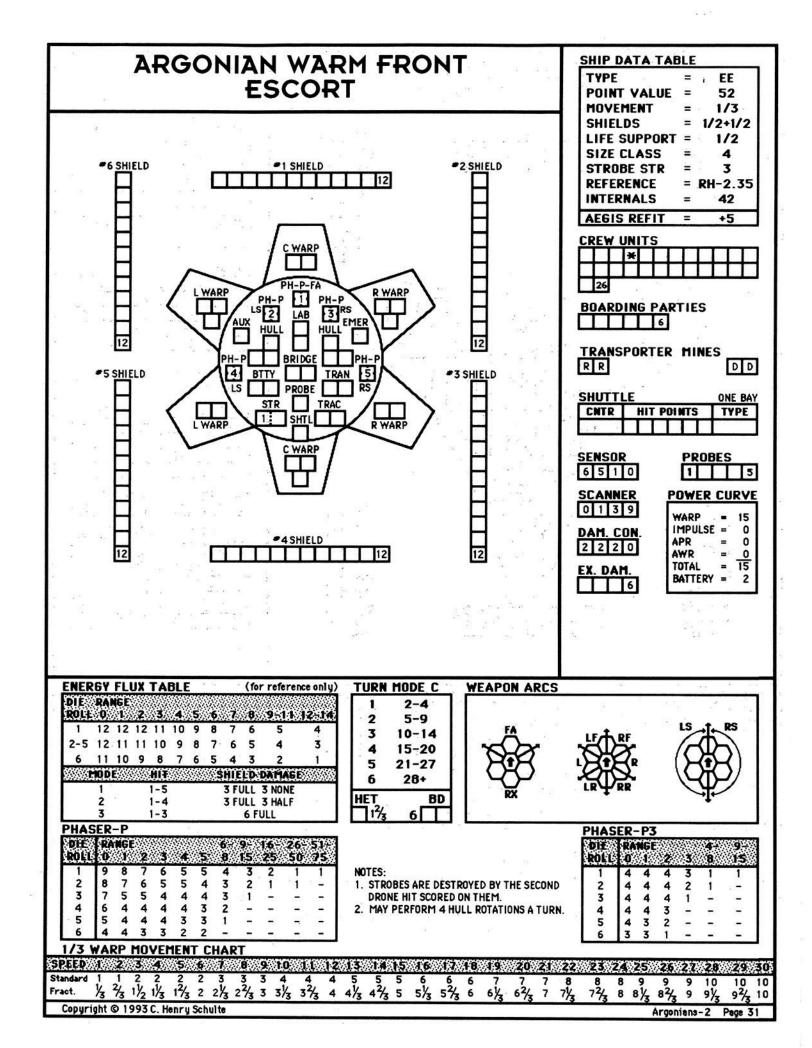
BOLL	RA O	NGE 1	2	3	4- 8	9- 15
1	4	4	4	3	1	1
2	4	4	4	2	1	-
3	4	4	4	1	-	
4	4	4	3	-	-	- 1
5	4	3	2	_	_	- 1
6	3	3	1	-	-	-

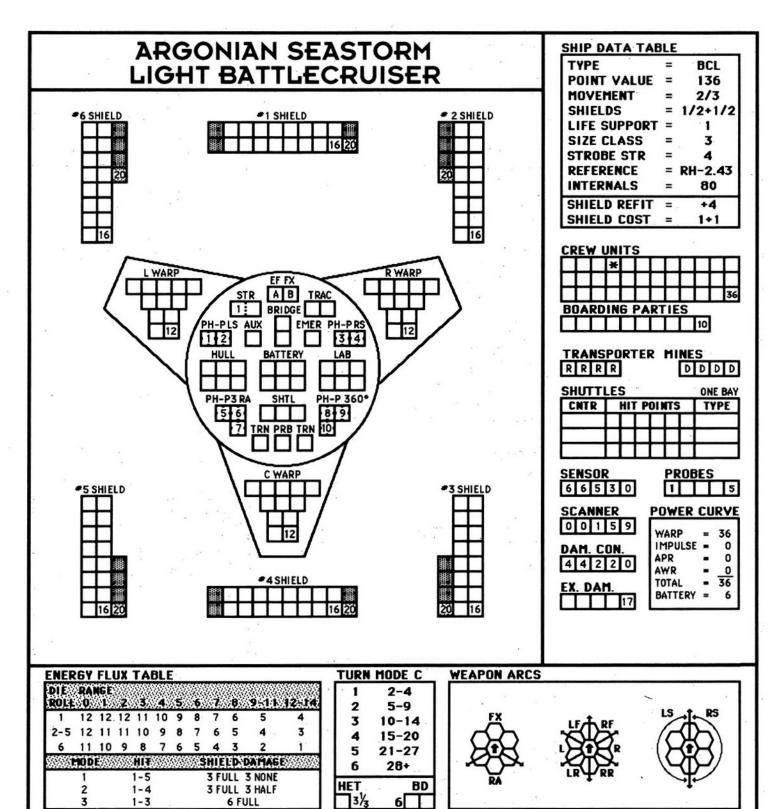
1/3 WARP MOVEMENT CHART

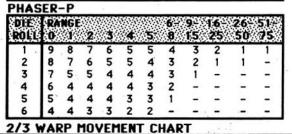
4 4 3

9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 1/3 1/2 1/3 1/3 2 2/3 2/3 3 3/3 3/3 4 4/3 4/3 5 5/3 5/3 6

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#### NOTES:

- 1. STROBES ARE DESTROYED BY THE SECOND DRONE HIT SCORED ON THEM.
- 2. MAY PERFORM 4 HULL ROTATIONS A TURN.
- 3. SHADED BOXES ARE THE SHIELD REFIT. SHIELDS COST 1+1 ENERGY WITH THE REFIT.

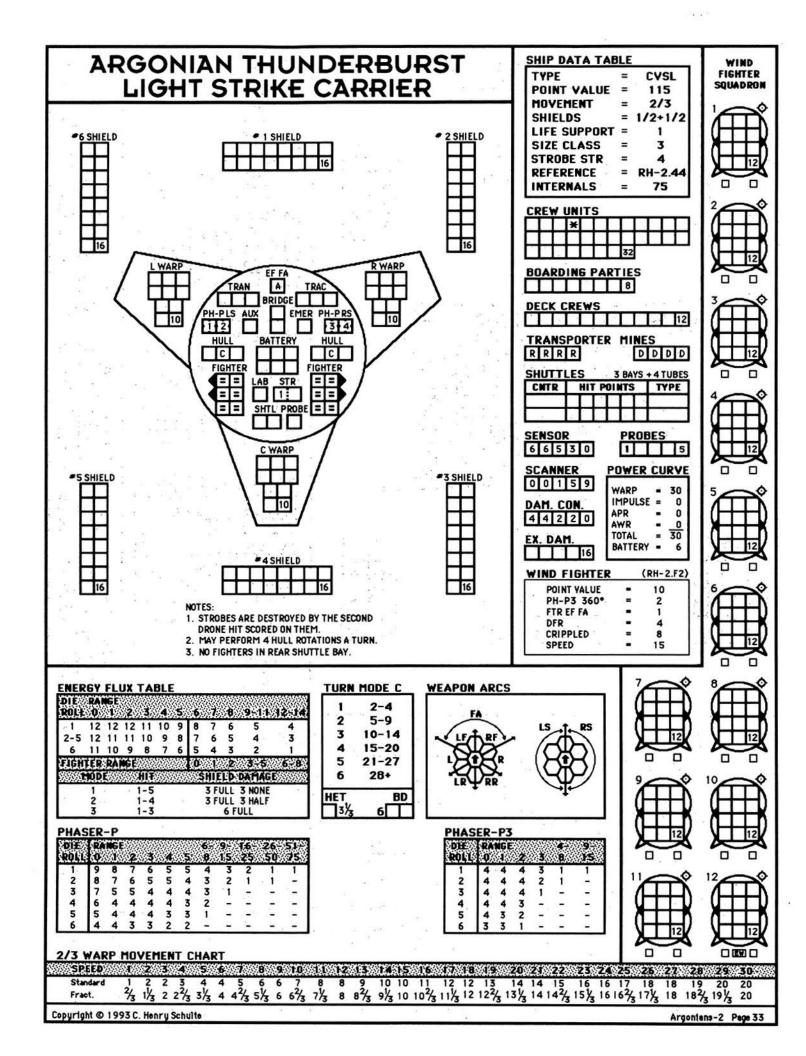
PHAS	ER-	-P3				
DHE ROLL	RA 0	NG E	2	3	4- 8	9- 15
1	4	4	4	3	1	1
2	4	4	4	2	1	-
3	4	4	4	1	-	-
4	4	4	3	-	-	-
5	4	3	2	-	-	-
6	3	3	1	-	-	-

1	4	4	4	3	1	1
2	4	4	4	2	1	_
3	4	4	4	1	-	-
4	4	4	3	-	-	-
5	4	3	2	-	-	-
6	3	3	1	-	-	-

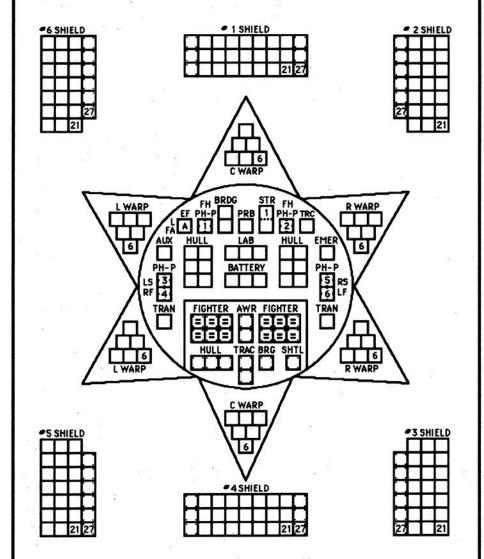
SPEED 1 2 3 4 5 6 1 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 

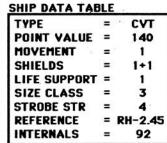
Page 32 Argonians-2

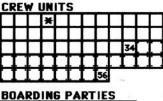
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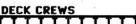


### **ARGONIAN WINDBURST** CARRIER TUG









	+		+	+		.12
TRANSPORTER	H					
RRRR		D	1	М	D	D

	TD	MIT	DOLMTS		TVDE
SH	UTTL	.ES		THRE	E BAYS

SCAL	PO				
0 0	0	1	5	9	Lw.
DAM.	C	ON	١		ir an
4 4	4	2	2	0	AP

SENSOR 666530

EX. DAM.

9	WARP		36
	IMPULSE	-	0
I	APR	=	0
0	AWR	•	2
	TOTAL	-	38
1	BATTERY	=	3

6	UST FIGHTER		(RH-2.	1
	POINT YALUE	=	7	
1	PH-P3 360°	-	1	
	PH-P2 FX	=	1	
1	DFR	-	3	
	CRIPPLED		6	
	SPEED	=	12	

DIE	RAI	NGE				· ////	<b>*</b> **	<b>////</b>			XXXXXX
ROLL	Ò	1	2	3.	4	5	6	1	8	9-11	12-14
1	12	12	12	11	10	9	8	7	6	5	4
2-5	12	11	11	10	9	8	7	6	5	4	3
6	11	10	9	8	7	6	5	4	3	2	1
	IOD	<b>*</b>	***	ĤŰŦ	<b>////</b>	<b>%</b>	S	HIE	LD	DAMAGI	*****
	1			1-5				3 F	JLL	3 NONE	
	2			1-4				3 F	JLL	3 HALF	
	3			1-3					6 FI	11.1	

BOTT DIE	RA U	MG E	2	3	4	5	6- 8	9- 15	16- 25	26- 50	51 75
1	9.	8	. 7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	. 3	2	1	1	-
3 .	7	5	5	4	4	4	3	1	-		-
4	6	4	4	4	4	3	2	-	-,		-
5	5	4	4	4	3	3	1	_	-	'	-
6	4	4	3	3	2	2	-	-	-	-	_

TURN MOD	E D/E	
NO. PODS	0-1	2-3
1	2-4	2-3
2	5-8	4-6
3	9-12	7-10
4	13-17	11-14
5	18-24	15-20
- 6	25+	21-29
7		30+
HET		BD
5		1-6
NOTES		

_	4-6
NO	TES:
1.	STROBES ARE DESTROYED BY THE SECOND
	DRONE HIT SCORED ON THEM.
2.	MAY PERFORM 4 HULL ROTATIONS A TURN.

3. NO FIGHTERS IN REAR SHUTTLE BAY. 4. THIS TUG CANNOT PERFORM HULL ROTATIONS WITH TWO PODS. 5. SHADED BOXES ARE ON THE POD.

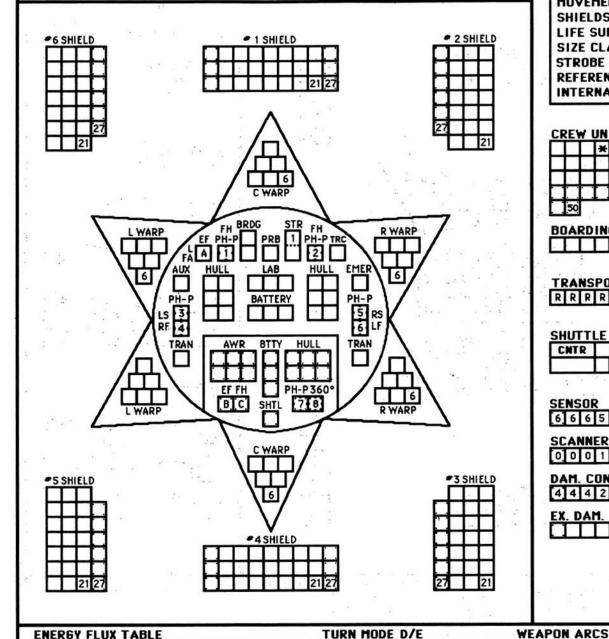
_	WEAPON AR	CS	
	FH RH	LE PRE	

PHASER-P3

ROLL	RA	NGE	2	3	4- 8	9- 15
1	4	4	4	3	1	1
2	4	4	4	2	1	-
3	4	4	4	1	-	-
4	4	4	3	-	-	-
5	4	3	2	-	-	-
6	3	3	1	-	-	-

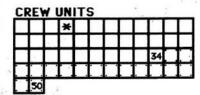
GUST FIGHTER SQUADRON DDDD 1 5 **WER CURVE** 

## **ARGONIAN WINDSTORM** LIGHT BATTLE TUG



#### SHIP DATA TABLE

TYPE	=	BTL
POINT VALUE	=	168
MOVEMENT	=	1
SHIELDS	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
STROBE STR	=	4
REFERENCE	=	RH-2.47
INTERNALS	=	91



## **BOARDING PARTIES**

TRANSPORTER MINES RRRR DDDD

SHUTTL	.E	ONE BAY
CNTR	HIT POINTS	TYPE
	TTTT	

SENSOR 6 6 6 5 3 0



SCANNER 0 0 0 1 5 9

DAM. CON. 4 4 4 2 2 0

EX. DAM.

		-
_		
POWER	CUF	V
	_	_

WARP = 36 IMPULSE - 0 APR - 0 AWR

## TOTAL = 42 BATTERY =

#### **ENERGY FLUX TABLE**

PHASER-P

ROLL

3

4

5

DIE RANGE

3 3 Copyright © 1993 C. Henry Schulte

DIE	RAI	NGE									
RULE					10		-		6	9-11 5	4
2-5								6	5	4	3
6	11	10	9	8	7	6	5	4	3	2	1
<b>/////////////////////////////////////</b>	10 D	E		HIT			5	HIE	LDI	PAMAGE	
	1			1-5		G.		3 FL	JLL	3 NONE	
	2			1-4	- 10			3 FL	JLL	3 HALF	
	*			1 - 3					6 FI	11.1	

1 .	1-5	3 FULL 3 NONE
2	1-4	3 FULL 3 HALF
3	1-3	6 FULL
3	1-3	6 FULL

3

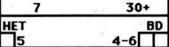
3

## 6- 9- 16- 26-51-8 15-25-50-75

- 1. STROBES ARE DESTROYED BY THE SECOND
- IS A TURN.

#### 2-3 4-6 7-10 13-17 11-14 18-24 15-20

21-29



25+

2-4

5-8

9-12

NO. PODS 0-1

2

3

4

5

PHASER-P3

ROLL

3 4 5

DIE RANGE

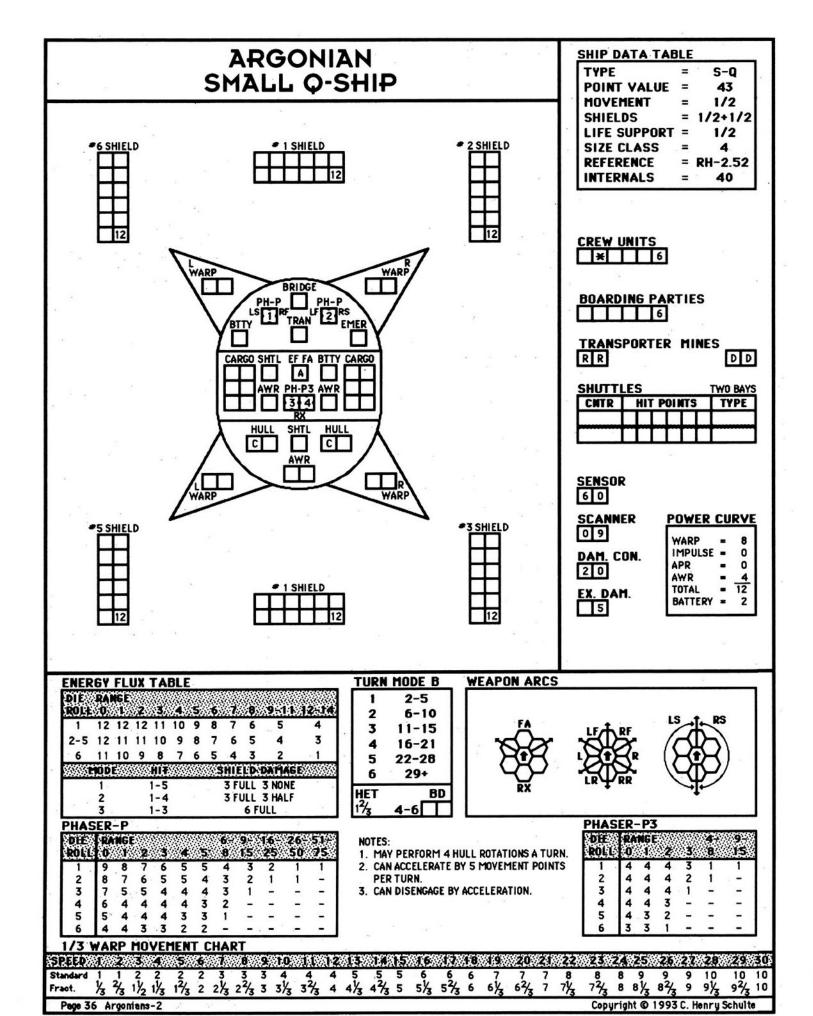
Argonians-2 Page 35

1

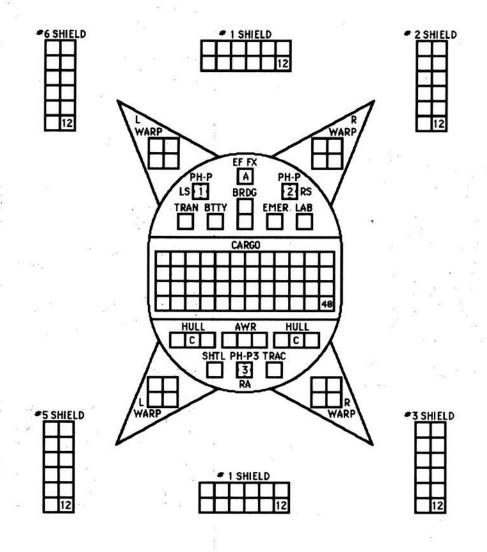
3

15

	DRUNE HIT SCURED ON THEM.
2.	MAY PERFORM 4 HULL ROTATION
3.	THIS TUG CANNOT PERFORM HUL
	ROTATIONS WITH TWO PODS.
4.	SHADED BOXES ARE ON THE POD.

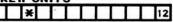






#### SHIP DATA TABLE

TYPE	=	FLEF
POINT VALUE	=	75
MOVEMENT	=	1/2
SHIELDS	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	RH-2.51
INTERNALS	=	85
NON-P PHs	=	-3



## **BOARDING PARTIES**

#### TRANSPORTER MINES RR

SHUTTL	.E	ONE BAY
CNTR	HIT POINTS	TYPE
		1

#### SENSOR 6 3 0

#### SCANNER 0 2 9

#### DAM. CON. 2 2 0

EX	DAM.
	8

#### **POWER CURVE**

DD

WARP	=	16
IMPULSE		0
APR	-	0
		-

#### AWR . TOTAL 19 BATTERY =

#### **ENERGY FLUX TABLE**

PHASER-P

DIE Roll	RAI O	NGE 1	2	3	4	5	6	7	8	9-11	12-14
1	12	12	12	11	10	9	8	7	6	5	4
2-5	12	11	11	10	9	8	7	6	5	4	3
6	11	10	9	8	7	6	5	4	3	2	1
<b>***</b> 1	10 D		W	ĤĺŦ	<b>////</b>		W.S	HIE	LDI	MHAGI	XXXX
,	1	6		1-5	į.			3 FL	JLL :	3 NONE	
	2			1-4				3 FL	JLL :	3 HALF	
	3			1-3					6 FI	11.1	

DIE ROLL	0	NGE	2	3	4	5	6- 8	9- 15	25	26- 50	51 75
1	9	8	7.	6	5	5	4	3	2	1	1.
2	8	7	6	5	5	4	3	2	1	1	-
3	7	. 5	5	4	4	4	3	1	===	-	-
4	6	4	4	4	4	3	2	_	_	_	_
5	5	4	4	4	3	3	1	-	_	-	_
6	4	4	7	7	2	2		-		_	_

#### TURN MODE B

1	2-5
2	6-10
3	11-15
4	16-21
5	22-28
6	29+
HET	· RD

HET 2½

#### **WEAPON ARCS**







#### NOTES:

1. MAY PERFORM 4 HULL ROTATIONS A TURN.

- 2. PH-Ps ARE PH-1s (PH-P3 IS A PH-3) ON NON-ARGONIAN OWNED UNITS OF THIS TYPE (BPY - 3).
- 3. CAN ACCELERATE BY 5 MOVEMENT POINTS PER TURN.
- 4. CAN DISENGAGE BY ACCELERATION.

#### PHASER-P3

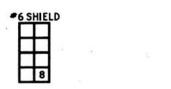
		Mer				
KULL	0	(I)	2		8	15
1	4	4	4	3	1	1
2	4	4	4	2	1	-
3	4	4	4	1	-	-
4	4	4	3	-	-	-
5	4	3	2	-	-	-
6	3	3	1	-	-	-

1/2 WARP MOVEMENT CHART

SP110	5 6 7 8 9 10	1001201390140150016000	17 18 19 20 21 22 23 24 25 26 27 28 29 30
Standard 1 1 2 2	3 3 4 4 5 5	6 6 7 7 8 8 9	9 9 10 10 11 11 12 12 13 13 14 14 15 15
Fract. 1 1 2 2	2½ 3 3½ 4 4½ 5	5½ 6 6½ 7 7½ 8 8	8½ 9 9½ 10 10½ 11 11½ 12 12½ 13 13½ 14 14½ 15

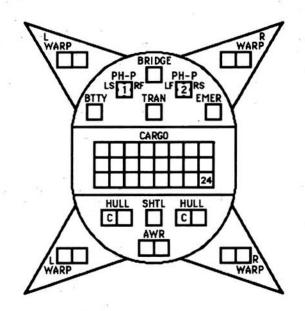
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**WEAPON ARCS** 

#### SHIP DATA TABLE

TYPE	=	F-AS
POINT VALUE	=	36
MOVEMENT	=	1/2
SHIELDS	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	RH-2.52
INTERNALS	=	45
NON-P PHs	Ξ	-2

## CREW UNITS

# BOARDING PARTIES

TRANSPORTER MINES

SHUTTL		ONE BAY
CNTR	HIT POINTS	TYPE
	$\overline{}$	

SENSOR 6 0

SCANNER 0 9

DAM. CON.

EX. DAM.

	<b>POWER</b>	CURVE
--	--------------	-------

DD

WARP = 8 IMPULSE = 0 APR = 0 AWR = 2

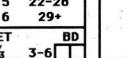
 $\begin{array}{ccc} AWR & = & \underline{2} \\ TOTAL & = & 10 \\ BATTERY & = & 1 \end{array}$ 

ENER	64	FL	UX	TA	BLE				(fo	r refere	nce only
ROLL	0	1	2	3	4	5	6	7	8	9-11	12-14
1	12	12	12	11	10	9	8	7	6	5	4
2-5	12	11	11	10	9	8	7	. 6	5	4	3
6	11	10	9	8	7	6	5	4	3	2	1
	10 D			HIŦ				HIE	LD	DAMAG	*****
	1			1-5				3 FL	JLL	3 NONE	
	2			1-4				3 FL	JLL	3 HALF	
	3			1-3					6 FI	JLL	
DUAG	CD	_D						7			

PHAS	ER	MCE	WW.	www	WW.	XXXX	1000	OL.	16.	264	514
ROLL	õ	ï	2	3	4	5	8	15	25	50	75
1.	9.	8	7	6	5	- 5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	-
3	7	5	5	4	4	4	3	1	-	_	-
4	6	4	4	4	4	3	2	-	-	-	-
5	5	4	4	4	3	3	1	-	-	-	-
6	4	4	3	3	2	2	-	-	-	-	-

#### TURN MODE B

1 2-5 2 6-10 3 11-15 4 16-21 5 22-28 6 29+





#### NOTES:

- 1. MAY PERFORM 4 HULL ROTATIONS A TURN.
- 2. PH-Ps ARE PH-1s ON NON-ARGONIAN
- OWNED UNITS OF THIS TYPE (BPY -2).
- CAN ACCELERATE BY 5 MOVEMENT POINTS PER TURN.
- 4. CAN DISENGAGE BY ACCELERATION.

DHE	RA	NGE	.,		4-	9-
1	4	4	4	3	1	1
2	4	4	4	2	1	
3	4	4	4	1	-	-
4	4	4	3	-	-	-
5	4	3	2	-	-	-
6	3	3	1	-	-	-

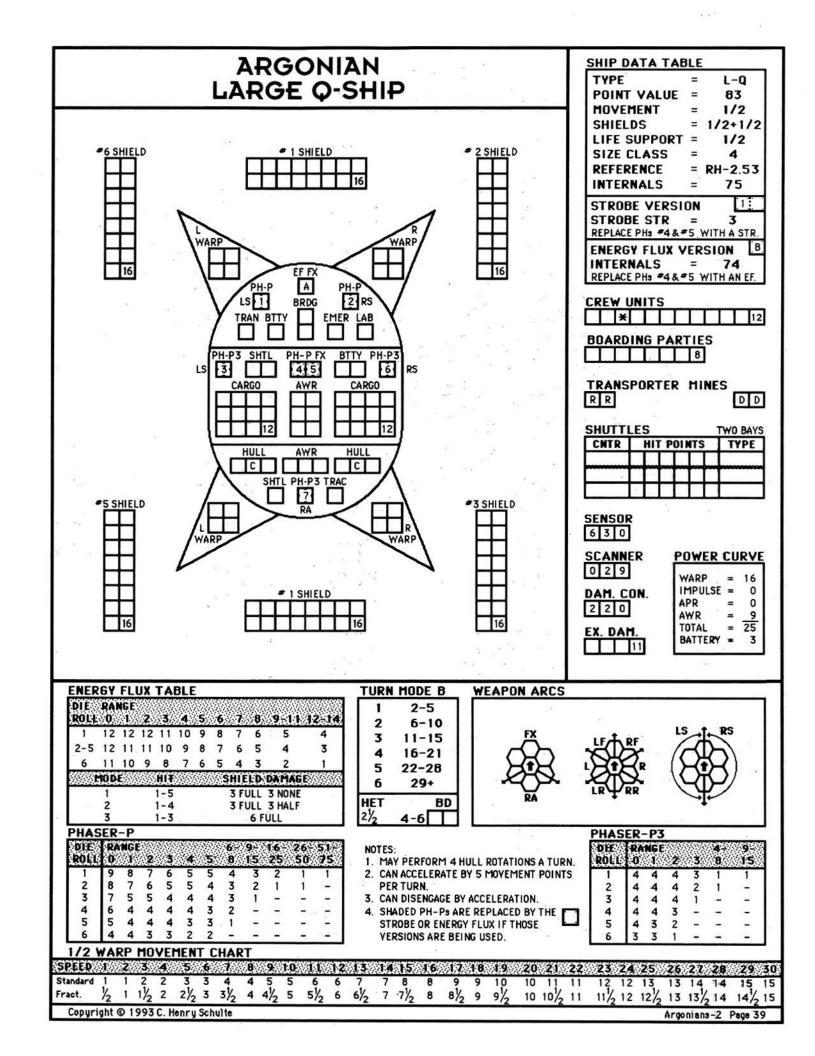
DUACED DY

1/3 WARP MOVEMENT CHART

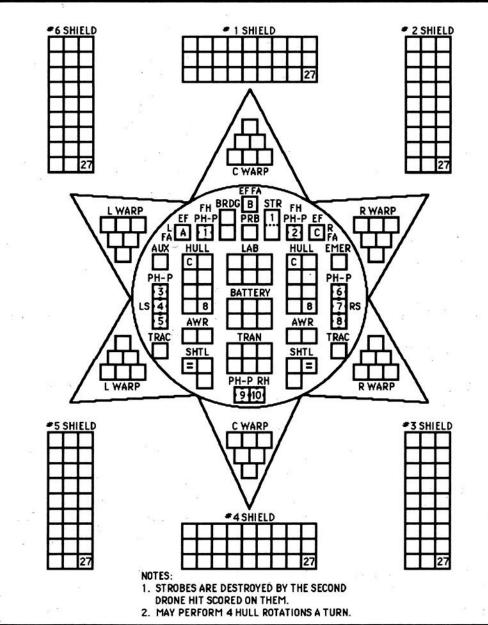
SPEED 1 2 3 4 5 6 1 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 Standard 1 1 2 2 2 2 3 3 3 3 4 4 4 4 5 5 5 6 6 6 7 7 7 8 8 8 8 9 9 9 10 10 10 Fract. \( \lambda\_3 \frac{7}{3} 1 \lambda\_1 1 \lambda\_3 1 \frac{7}{3} 2 2 \lambda\_3 2 \frac{7}{3} 3 \lambda\_3 3 \frac{7}{3} 4 4 \lambda\_3 4 \frac{7}{3} 5 5 \lambda\_3 5 5 \lambda\_3 6 6 \lambda\_3 6 \frac{7}{3} 7 7 \lambda\_3 7 \lambda\_3 8 \lambda\_3 8 \frac{7}{3} 9 9 \lambda\_3 9 \lambda\_3 10 \lambda\_3 10 \lambda\_3 1 \lambda

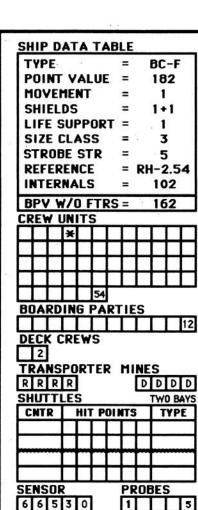
Page 38 Argonians-2

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## ARGONIAN HURRICANE-F FIGHTER ARMED BATTLECRUISER





SC					
0	0	1	5	9	
DA					١
4	4	2	2	0	
EX	. D	Al	٧.		- 1
				19	
W	ME		110	LUT	CC

PUWEK	LU	KYE
WARP		36
IMPULSE	-	0
APR	•	0
AWR	-	4
TOTAL	=	40
BATTERY	=	6

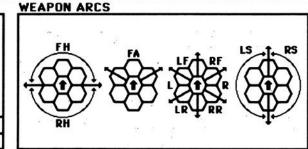
2)

W	IND FIGHTER	(RH-2.F			
	POINT VALUE	-	10.		
	PH-P3 360°	=	2		
	FTR EF FA	=	1		
	DFR	=	4		
	CRIPPLED	=	8		
	SPEED	=	15		

#### **ENERGY FLUX TABLE** DIE RANGE ROLL 0 1 2 3 4 5 6 7 8 9-11 12-14 12 12 12 11 10 9 8 2-5 12 11 11 10 9 8 7 6 5 3 11 10 9 8 7 6 5 FIGHTER RANGE 0 1 2 3-5 6-8 SHIELD DAMAGE HIT 3 FULL 3 NONE 1-5 2 1-4 3 FULL 3 HALF 1-3 6 FULL

DI E Roll	l o	NGE 1	2	3	4	5	6- 8	9- 15	16- 25	26- 50	51 75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	.1	1	-
3	7	5	5	4	4	4	3	1	-	_	-
4	6	4	4	4	4	3	2	-	-	-	-
5	5	4	4	4	3	3	1	-	-	-	_
6	4	4	3	3	2	2	-	-	-	-	-

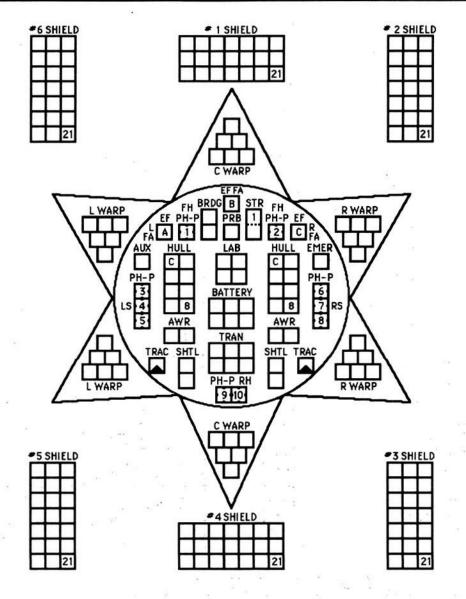
	TURN	MODE D
	1	2-4
9	2	5-8
	3	9-12
1	4	13-17
	5	18-24
	6	25+
	HET	BD
	5	5-6



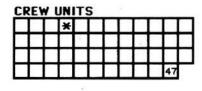
WIND FIGHT	ERS ARE	INCLUDED	IN THE	BPY.

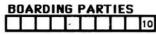
DIE	RA	NĢE			4-	9
ROLL	10	1	2	3	8	15
1	4	4	4	3	1	1
2	4	4	4	2	1	-
3	4	4	4	1	-	-
4	4	4	3	-	-	-
5	4	3	2	_	_	-
6	3	3	1	-	-	-

# ARGONIAN STRONG BREEZE WAR CRUISER



#### SHIP DATA TABLE TYPE CW POINT VALUE = 155 MOVEMENT 1 SHIELDS 1+1 LIFE SUPPORT = 1 SIZE CLASS 3 STROBE STR 4 REFERENCE = RH-2.55INTERNALS 98 = MECH LINKS +2





TRANSPORTER MINES
RRRR DDDD

SHUTTL	.ES			TWO BAYS
CNTR	HIT	TYPE		
			$\Pi$	
	$\perp$	Ш	П	
			П	y
	$\top$	П	П	The state of the s

SI	ENS	0	?	
6	6	5	3	0

PROBES 5

SCANNER 0 0 1 5 9

DAM. CON.

EX.	DAM	
П	$\neg$	19

## POWER CURVE

WARP = 36 IMPULSE = 0 APR = 0 AWR = 4 TOTAL = 40

BATTERY =

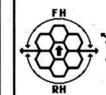
FNFDCV	FI	HY	TA	RI	F

DIE ROLL	RAI	NGE	2	3	4	5	6	7	8	9-11	12-14
1	12	12	12	11	10	9	8	7	6	5	4
2-5	12	11	11	10	9	8	7	6	5	4	3
. 6	11	10	9	8	7	6	5	4	3	2	1
<b>****</b> 0	10 D	E		HIT			<b>S</b>	HIE	LD	DAMAGE	
	1			1-5			_	_		3 NONE	
	2			1-4	Ė			3 FI	JLL	3 HALF	
	3			1-3				-	6 FL	JLL	

#### TURN MODE D

1 2-4 2 5-8 3 9-12 4 13-17 5 18-24 6 25+

5-6



**WEAPON ARCS** 







#### PHASER-P

DIE ROLL	RA O	NGE 1	2	3	4	5	6- 8	9- 15	16- 25	26- 50	51 75
1.	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	-
3	7	5	5	4	4	4	3	1	-	-	-
4	6	4	4	4	4	3	2	-	-	-	_
5	5	4	4	4	3	3	1	-	-	-	-
6	4	4	3	3	2	2	-	-	-	-	-

#### NOTES:

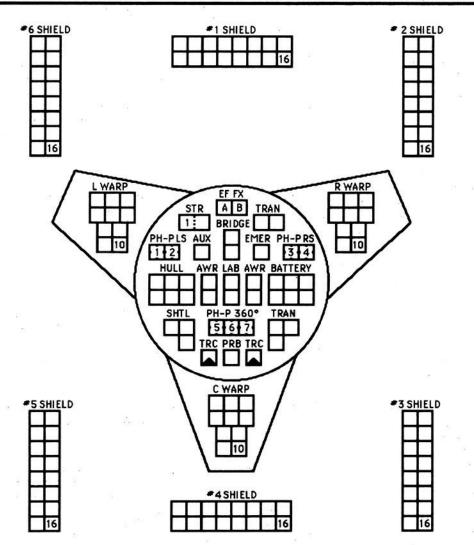
75

- STROBES ARE DESTROYED BY THE SECOND DRONE HIT SCORED ON THEM.
- 2. MAY PERFORM 4 HULL ROTATIONS A TURN.

PHASER-P3									
DIE ROLL	RA 0	NGE	2	3	4- 8	9- 15			
1 .	4	4	4	3	1	1			
2	4	4	4	2	1	-			
3	4	4	4	1	-	-			
4	4	4	3	_	-	-			
5	4	3	2	-	-	-			
6	3	3	1	-	-	-			

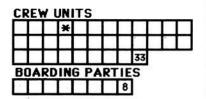
Argonians-2 Page 41





#### SHIP DATA TABLE

TYPE	=	CWL
POINT VALUE	=	117
MOVEMENT	=	2/3
SHIELDS	=	1/2+1/2
LIFE SUPPORT	=	1
SIZE CLASS	=	3
STROBE STR	=	3
REFERENCE	=	RH-2.56
INTERNALS	=	74



TRANSPORTER MINES

RRRR DDDD

HUTTLES							
HIT	TYPE						
П		П					
$\vdash$	+	$\vdash$					
н	+	₩	+				
	HIT	HIT POI	HIT POINTS				

SENSOR 6 6 5 3 0 **PROBES** 

SCANNER 0 0 1 5 9

DAM. CON.

4 4 2 2 0

**POWER CURVE** 

WARP IMPULSE = 0 APR 0 AWR = 34 TOTAL BATTERY =

#### **ENERGY FLUX TABLE**

DIE	RAI O	NGE 1	2	3	4	5	6	7	8	9-11	12-14
1		12								5	4
2-5	12	11	11	10	9	8	7	6	5	4	3
6	11	10	9	8	7	6	5	4	3	2	1
<b>****</b> 1	10 D			HIŦ	<b>////</b>	<b>/////////////////////////////////////</b>	8	HIE	LD	DAMAGE	<b>*</b>
	1			1-5				3 FI	ULL	3 NONE	
	2	100		1-4				3 FI	ULL	3 HALF	
20	3		10	1-3					6 F	ULL	

 _	77777	
 RN	MO	

1	2-4
2	5-9
3	10-14
4	15-20
5	21-27
6	28+
HET	BD
3/3	6

#### **WEAPON ARCS**







#### PHASER-P

DIE ROLL	RA O	NGE 1	2	3	4	5	6- 8	9- 15	16- 25	26- 50	51- 75
1 .	9	8	7	. 6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	. 2	1	1	-
3	7	5	5	4	4	4	3	1	-	-	<u></u>
4	6	4	4	4	4	3	2	-	-	-	= 0
5	5	4	4	4	3	3	1	-	_	_	400
6	4	4	3	. 3	2	2	-	-	-	-	_

#### NOTES:

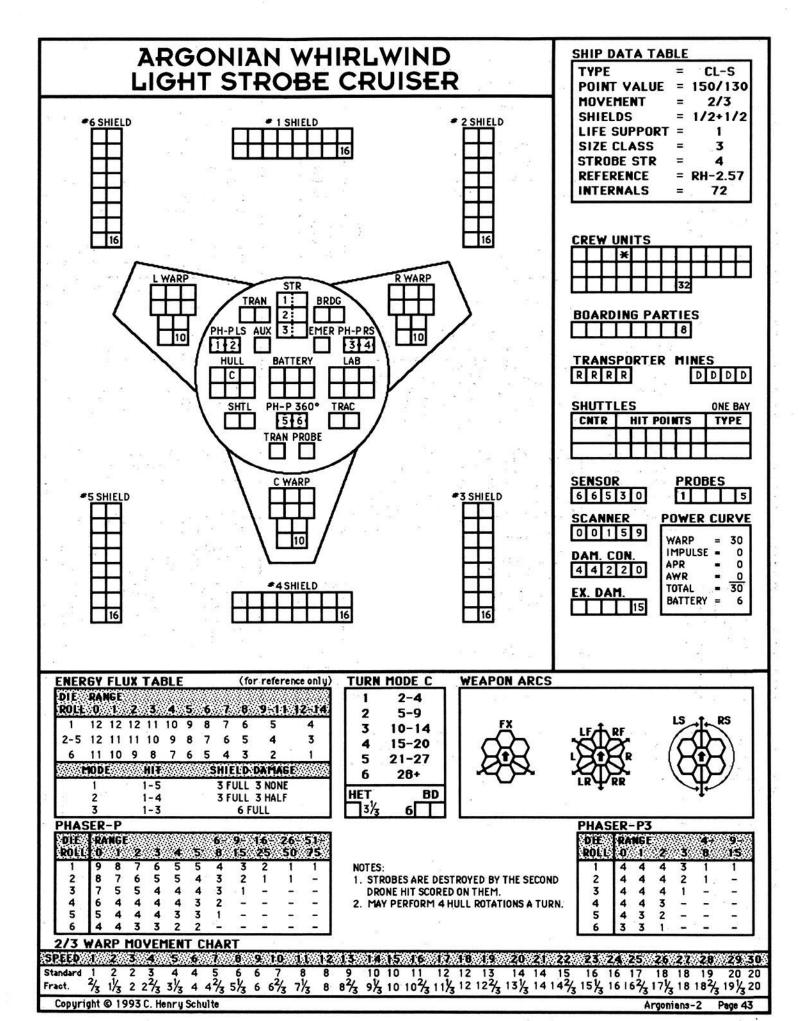
- 1. STROBES ARE DESTROYED BY THE SECOND DRONE HIT SCORED ON THEM.
- 2. MAY PERFORM 4 HULL ROTATIONS A TURN.
- 3. SHADED BOXES ARE THE SHIELD REFIT. SHIELDS COST 1+1 ENERGY WITH THE REFIT.

#### PHASER-P3

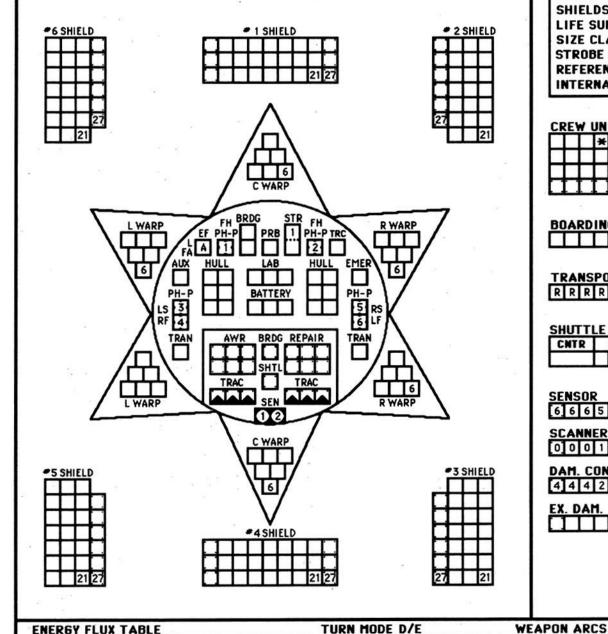
Ì	DHE	RA	NGE			4-	9-
I	ROLL	0	1	2	3	8	15
ı	1 .	4	4	4	3	1	1
ı	2	4	4	4	2	1	-
ı	3	4	4	4	1	-	_
ı	4	4	4	3	-	-	-
ı	5	4	3	2	-	_	_
ı	6	3	3	1	3.7	-	-

2/3 WARP MOVEMENT CHART

SPEED 1 2 5 4 5 6 8 9 10 1 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 

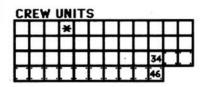


## ARGONIAN THUNDERSHOWER PF TENDER TUG



#### SHIP DATA TABLE

TYPE PFTT POINT VALUE = 160/140 MOVEMENT 1 SHIELDS 1+1 LIFE SUPPORT = 1 SIZE CLASS 3 STROBE STR 3 REFERENCE = RH-2.58 INTERNALS 93 =



#### **BOARDING PARTIES**

TRANSPORTER MINES RRRR DDDD

SHUTTL	.E	ONE BAY
CNTR	HIT POINT	S TYPE
	$\Pi\Pi\Pi$	

6 6 6 5 3 0 SCANNER

SENSOR

0 0 0 1 5 9

DAM. CON. 4 4 4 2 2 0

EX. DAM.

**PROBES** 1 5

WARP = 36 IMPULSE = 0 APR 0

POWER CURVE

AWR 6 TOTAL = 42 BATTERY = 3

### **ENERGY FLUX TABLE**

ROLL	12	12	12	11	10	9	8	7	6	8951/18/ 5	4
2-5		- 6.55	- 1	653			564	- 3	. 55	4	3
6	11	10	9	8	7	6	5	4	3	2	1
<b>***</b> *****	10 D	E///		HIŦ			Ş	HIE	LD	DAMAGE	
	1			1-5				3 FL	JLL	3 NONE	
	2			1-4				3 FL	JLL	3 HALF	
	3			1-3					6 F	JLL	

#### PHASER-P

Page 44 Argonians-2

DIE ROLL	RA O	NG E	2	3	4	5	6- 8	9- 15	16- 25	26- 50	51- 75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1.	1	-
3 -	7	5	5	4	4	4	3	1	-	-	-
4	6	4	4	4	4	3	2	-	-	-	-
5	5	4	4	4	3	3	1	-	-	-	-
6	4	4	3	3	2	2	-	-	-	-	-

#### **5** NOTES:

HET

NO. PODS 0-1

2

3

5

2-4

5-8

25+

9-12 13-17 11-14

1. STROBES ARE DESTROYED BY THE SECOND DRONE HIT SCORED ON THEM.

18-24 15-20

2-3

2-3

4-6 7-10

21-29 30+

4-6

BD

- 2. MAY PERFORM 4 HULL ROTATIONS A TURN.
- 3. THIS TUG CANNOT PERFORM HULL ROTATIONS WITH TWO PODS. 4. SHADED BOXES ARE ON THE POD.
- 5. REPAIR MAY ONLY BE USED ON PFs. SEE G24 FOR RULES ON SPECIAL SENSORS.

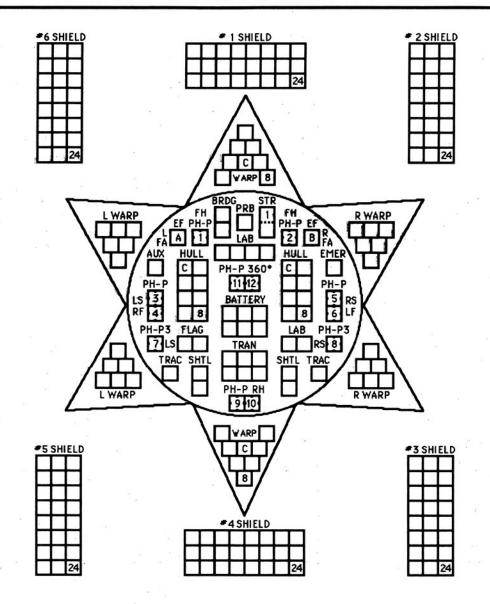
LETTER THE

۲	н	A	5	Ŀ	ĸ	-	۲.	3	
2	•		WD	•	-			-	į

DIE ROLL	RA O	NGE 1	2	3	4- 8	9- 15
1	4	4	4	3	1	1
2	4	4	4	2	1	-
3	4	4	4	1	-	-
4	4	4	3	-	-	-
5	4	3	2	-	-	-
6	3	3	1	-	-	-

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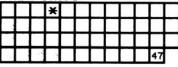
## ARGONIAN INFERNO HEAVY COMMAND CRUISER



#### SHIP DATA TABLE

	TYPE	=	CB
	POINT VALUE	:=	168
	MOVEMENT	=	1
	SHIELDS	=	1+1
	LIFE SUPPORT	=	1
	SIZE CLASS	=	3
Ì	STROBE STR	=	5
į	REFERENCE	=	RH-2.59
	INTERNALS	=	103

#### **CREW UNITS**



## BOARDING PARTIES

#### TRANSPORTER MINES

RRRR

DDDD

SHUTTL	.ES	TWO BAYS
CNTR	HIT POINT	S TYPE

## SENSOR

6 6 5 3 0

**SCANNER** 0 0 1 5 9

DAM. CON. 4 4 2 2 0

EX. DAM.

## PROBES

#### **POWER CURVE**

WARP = 40
IMPULSE = 0
APR = 0
AWR = 0
TOTAL = 40

BATTERY = 6

#### **ENERGY FLUX TABLE**

DIE Roll	O O	1	2	3	4	5	6	7	8	9-11	12-1
1	12									5	4
2-5	12	11	11	10	9	8	7	6	5	4	3
6	11	10	9	8	7	6	5	4	3	2	1
I	10 D	E		HIT			S	HIE	LD	DAMAG	
	1		13	1-5	ě			3 F	JLL	<b>3 NONE</b>	
	2			1-4				3 F	JLL	3 HALF	

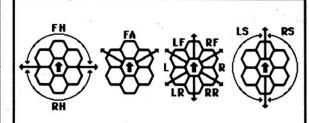
6 FULL

#### TURN MODE D

. 1	2-4
2	5-8
3	9-12
4	13-17
5	18-24
6	25+

HET BD

#### **WEAPON ARCS**



#### PHASER-P

3

DIE ROLL	RA O	NGE	2	3	4	5	6- 8	9- 15	16- 25	26- 50	51 75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	-
3	7	5	5	4	4	4	3	1	-	-	_
4	6	4	4	4	4	3	2	_	_	-	_
5	5	4	4	4	3	3	1		-	-	_
. 6	4	4	3	3	2	2	-	-	-	_	_

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1-3

#### NOTES:

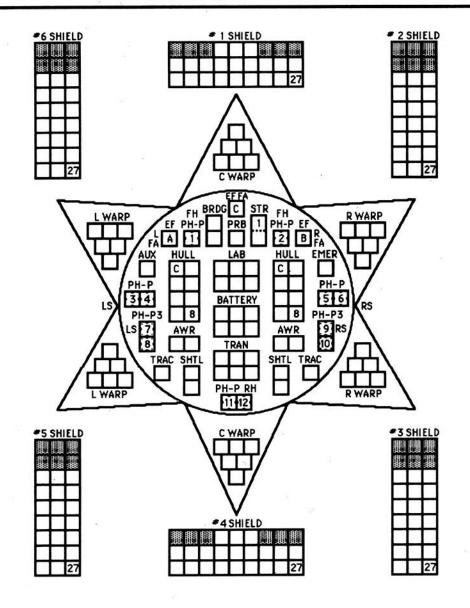
- STROBES ARE DESTROYED BY THE SECOND DRONE HIT SCORED ON THEM.
- 2. MAY PERFORM 4 HULL ROTATIONS A TURN.

#### PHASER-P3

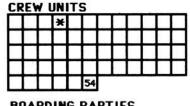
DI <del>I</del> ROLL	RA O	NGE 1	2	3	4- 8	9- 15
1	4	4	4	3	1	1
2	4	4	4	2	1	-
3	4	4	4	1	_	-
4	4	4	3	-	-	-
5	4	3	2	-	-	-
6	3	3	1	-	-	-

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## **ARGONIAN HURRICANE-G** GATLING ARMED BATTLECRUISER



#### SHIP DATA TABLE TYPE BC-G POINT VALUE = 175 MOVEMENT SHIELDS 1+1 LIFE SUPPORT = 1 3 SIZE CLASS STROBE STR REFERENCE = RH-2.60102 INTERNALS SHIELD REFIT = +6 7 PH-6 REFIT = +5



8 THIS REFIT IS CONJECTURAL

			Т	П			12
--	--	--	---	---	--	--	----

MINES
DDDD

CNTR		НΙΊ	P	011	ITS		TYPE
			(*)				
						_	
	Ц	$\perp$	Ц		Ц	Ц	

SENSUR	PRUBES
6 6 5 3 0	1 5
SCANNER	POWER CURVE

PRO	BE	:5	
1			5

0 0 1 5 9

DAM. CO 4 4 2

			<u>on</u>	
4	4	2	2	0

19

WARP	=	36
IMPULSE	=	0
APR		0
AWR	-	4
TOTAL	=	40
BATTERY		6

#### **ENERGY FLUX TABLE** ROLL 0 1 2 3 4 5 6 7 8 9-11 12-14 12 12 12 11 10 9 8 2-5 12 11 11 10 9 8 7 6 11 10 9 8 7 6 5 HIT SHIELD DAMAGE MODE 3 FULL 3 NONE 1-5 2 1-4 3 FULL 3 HALF 6 FULL 1-3 3

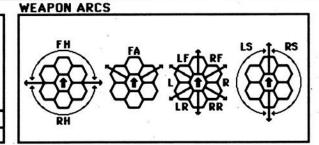
5	5-6
HET	BD
6	25+
5	18-24
4	13-17
3	9-12

NOTES:

TURN MODE D

2-4

5-8



TURN.

<b>B</b> OLF DIE	RA 0	NG E	2	3	4	5	6- 8	9- 15	16- 25	26- 50	51 75
1	9	8	7	6	5	5	4	-3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	-
3	7	5	5	4	4	4	3	1.	-	-	-
4	6	4	4	4	4	3	2	_	-	_	-
5	5	4	4	4	3	3	1	-	-	-	-
61	4	4	3	3	2	2	-	-	-	_	-

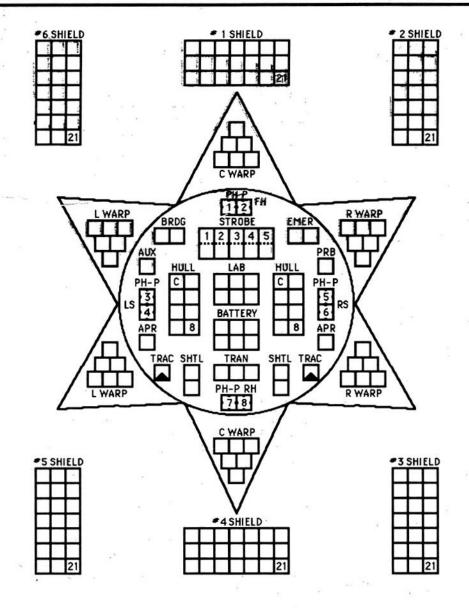
	TLO.
1.	STROBES ARE DESTROYED BY THE SECOND
	DRONE HIT SCORED ON THEM.
2.	MAY PERFORM 4 HULL ROTATIONS A TURN
3.	PH-P3s HAYE AEGIS.
4.	
	REFIT TO HAVE PH-Gs REPLACING THE
	PH-P3. THESE WEDE TO HAVE AFRIS

PH-P3s. THESE WERE TO HAVE AEGIS. THESE WOULD NOT HAVE PH-P FIRE CONTROL

DIE	RA O	NGE	2	3	4- 8	9- 15
1	4	4	4	3	1	1
2	4	4	4	2	1	-
. 3	4	4	4	1	-	-
4	4	4	3	_	-	_
5	4	3	2	-	-	-
6	3	3	1	-	-	-

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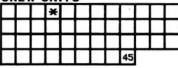
# ARGONIAN TYPHOON STROBE CRUISER



#### SHIP DATA TABLE

TYPE	=	CA-S
POINT VALUE	=	200/170
MOVEMENT	=	1
SHIELDS	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
STROBE STR	<i>,</i> =	5
REFERENCE	=	RH-2.65
INTERNALS	=	99

#### CREW UNITS



## BOARDING PARTIES

## TRANSPORTER MINES

## RRRR DDDD

CNTR	н	TYPE		
	$\perp$		П	
		П	 т	

#### SENSOR 6 6 5 3 0

## SCANNER

0 0 1 5 9 DAM. CON.

4	4	2	2	0
EX	. D	AI	٦.	

1	PR	OL	<u>3E</u> \$	5
١	•			

#### POWER CURVE

WARP = 36 IMPULSE = 0 APR = 0

AWR = 0 TOTAL = 36 BATTERY = 6

CNEDCY	CI	110	T	A DI	_

16	 	-1

DIE ROLL	RAI 0	NGE 1	2	3	4	5	6	7	8	9-11	12-14
1	12	.12	12	11	10	9	8	7	6	5	- 4
2-5	12	11	11	10	9	8	7	6	5	4	3
6	11	10	9	8	7	6	5	4	3	2	1
<b>****</b> (	10 D	E		HIT			S	Ш	LD	DAMAGE	
	1			1-5				3 FI	JLL	3 NONE	
	2			1-4				3 F	JLL	3 HALF	
	3			1-3					6 F	ULL	

PH	A	S	F	R	-	Р

DIE ROLL	RA 0	NGE	2	3	4	5	6- 8	9- 1:5	16- 25	26- 50	51- 75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	-
3-	7	5	5	4	4	4	3	1.	-	_	-
4	6	4	4	4	4	3	2	-		-	-
5	5	4	4	4	3	3	1	-	-	-	-
6	4	4	3	3	2	2	-	_	-	-	_

### TURN MODE D

HET BD

# WEAPON ARCS







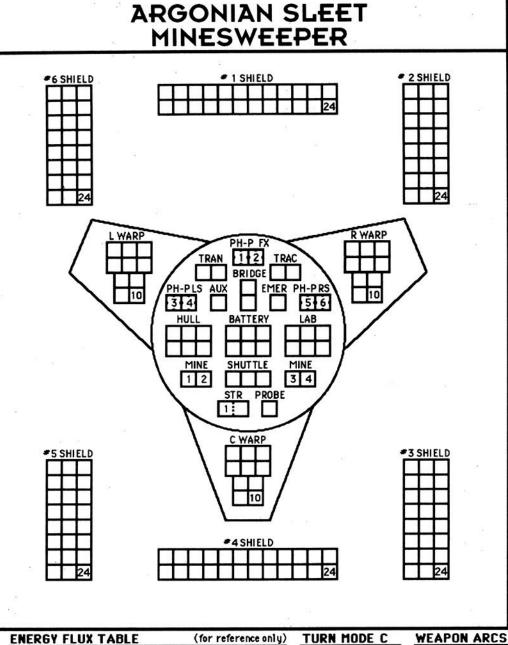
#### NOTES:

- STROBES ARE DESTROYED BY THE SECOND DRONE HIT SCORED ON THEM.
- 2. MAY PERFORM 4 HULL ROTATIONS A TURN.

#### PHASER-P3

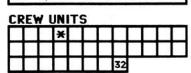
DIE ROLL	RA O	NGE 1	2	3	4- 8	9- 15
1	4	4	4	3	1	1
2	4	4	4	2	1	
3	4	4	4	1	-	-
4	4	4	3	-	-	
5	4	3	2	-	-	-
6	3	3	1	-	-	_

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#### SHIP DATA TABLE TYPE

MS POINT VALUE = 97 MOVEMENT 2/3 SHIELDS 1+1 LIFE SUPPORT = 1 SIZE CLASS 3 STROBE STR REFERENCE = RH-2.67 INTERNALS 72 =



## **BOARDING PARTIES**

TRANSPORTER MINES RRRR DDDD

## MINE RACKS

1		- 1		
2		- 1		
3				
4	- ;		- 1	
	HIT O	SHUTTL	E OR CAR	XGO

SHUTTL	HUTTLES						
CNTR	HIT POIN	TYPE					
			MSS				
	$\Box$		MSS				

SENSOR 6 6 5 3 0

**PROBES** 1 5

## SCANNER

0 0 1 5 9

DAM. CON. 4 4 2 2 0

EX. DAM.

### **POWER CURVE**

WARP 30 IMPULSE = 0 0 30

6

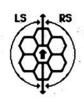
MFK	-
AWR	-
TOTAL	= 3
BATTERY	=

ENER	GY	FL	UX	TA	BLE				(for	refere	nce only
	RAI O					5	6	7	8	9-11	12-14
1	12	1.2	12	11	10	9	8	7	6	5	4
2-5	12	11	11	10	9	8	7	6	5	4	3
6	11	10	9	8	7	6	5	4	3	2	1
<b>****1</b>	10 D	<b>E</b> ///	<b>////</b>	HIŦ	<b>/</b> ////		S	HIE	LD I	MAG	E>>>>>>
18	1			1-5				3 FL	JLL :	3 NONE	
	2			1-4				3 FL	JLL :	3 HALF	
	3			1-3					6 FU	ILL	

HET 31/3	6 BD
6	28+
5	21-27
4	15-20
3	10-14
2	5-9
1 1	2-4







Р	Н	A	S	Ε	R	-	Р

DIE ROLL	RA 0	NGE 1	2	3	4	5	6- 8	9- 15	16- 25	26- 50	51- 75
1.	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	-
3	7	5	5	4	4	4	3	1	-	-	-
-4	6	4	4	4	4	.3	2	-	-	-	-
5	5	4	4	4	3	. 3	1	_	_	-	_
- 6	4	4	3	3	2	2	-	-	-		-

#### NOTES:

- 1. STROBES ARE DESTROYED BY THE SECOND DRONE HIT SCORED ON THEM.
- 2. MAY PERFORM 4 HULL ROTATIONS A TURN.

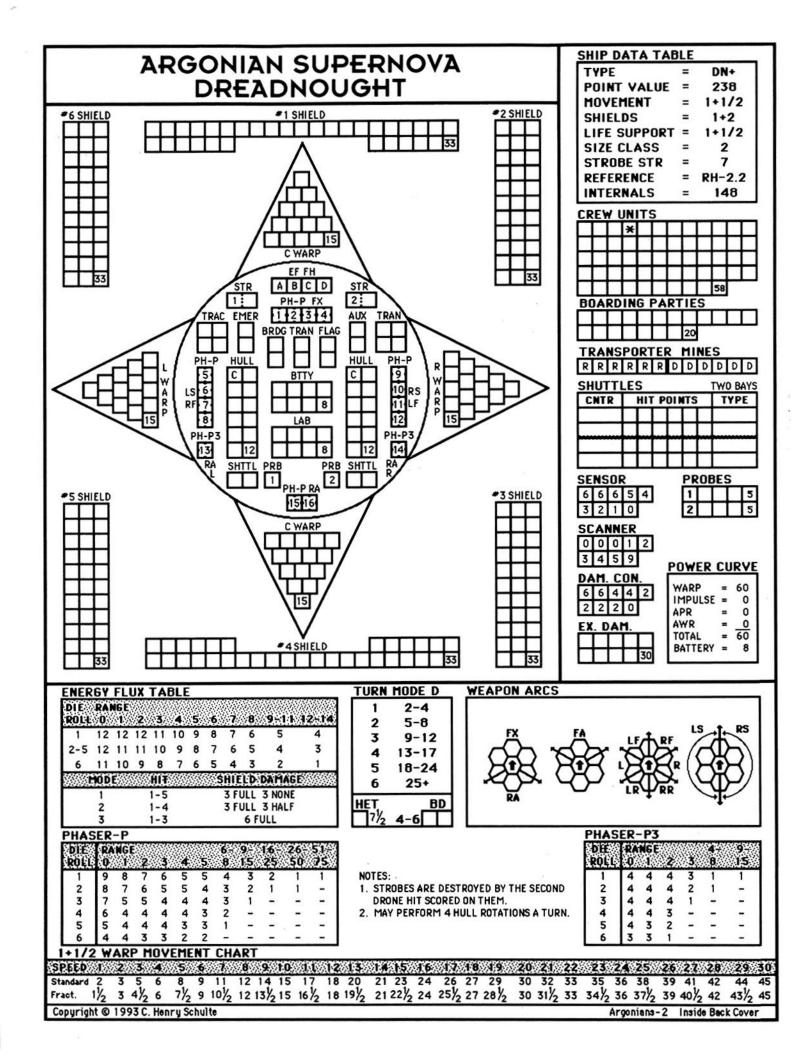
PHASER-P3											
DEE ROLL	RA O	NG E	2	3	4- 8	9- 15					
1	4	.4	4	3	. 1	1					
2	4	4	4	2	1 .	_					
. 3	4	4	. 4	1	·	-					
4	4	4	3	-	-	-					
5	4	3	2	-	-	-					
6	3	3	1	-	-	-					

2/3 WARP MOVEMENT CHART

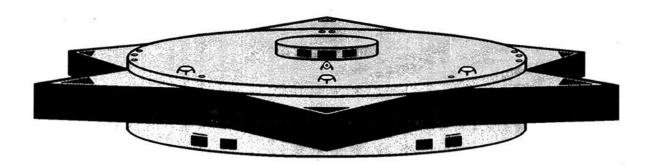
Standard 1 2 2 3 4 4 5 6 6 7 8 8 9 10 10 11 12 12 13 14 14 15 16 16 17 1	
2, 1, 2, 1, 2, 1, 2, 1, 2, 1, 2, 1, 2, 1,,2,,1,,2,,1,,2,	18 18 19 20 20
Fract. 3/3 1/3 2 23/3 3/3 4 43/3 5/3 6 63/3 7/3 8 83/3 9/3 10 103/3 11/3 12 123/3 13/3 14 143/3 15/3 16 163/3 17	17/2 18 182/2 19/2 20

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# **ARGONIANS-2**



#### INCLUDES - THE FOLLOWING ARGONIAN RULES:

THE ARGONIANS: The Argonians are located in a large,1500 parsec, nebula with many scattered asteroid fields. These conditions enabled the Argonians to remain hidden from their neighbors for hundreds of years. This nebula, now called the Argonian Nebula, is the reason that Argonian ships are so different from those of other races. Ships needed to be very versatile and have specialized equipment. In Y134 Argonian scientists made a horrifying discovery: The nebula, their hidden home, would start deteriorating within twenty years and would be completely gone after forty years. They were defenseless, they had no warships, no protection. The Argonians acted fast and approved the construction of a major starfleet. This product defines 70 more Argonian units and provides SSDs for 32 of those units.

THE ARGONIAN FIRST REPUBLIC: This history section explains how the Argonians traversed the galaxy through a stable wormhole, how they established themselves within the Argonian Nebula, which leaked through this wormhole over a period of tens of thousands of years. Additionally, it describes how the Argonians occupied both ends of this wormhole and how their fleet was split in two when the wormhole collapsed. This triggered tremendous political upheaval within the Argonian Republic and one devastating environmental effect: the deterioration of the Argonian Nebula.

**FIGHTER ENERGY FLUX RULES:** This rules section defines how to use Argonian fighters and the powerful fighter energy flux. The carriers arm fighter energy flux charges in freezers located within the fighter bay. These charges are then loaded onto the Wind Tactical Dogfighter and Gale Heavy Fighter by deck crews.



93504

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