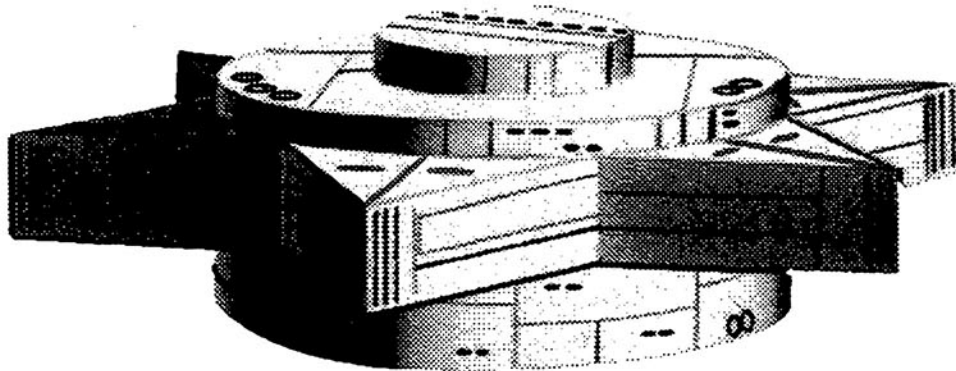


Presents:

# ARGONIANS-3



---

## INCLUDES - THE FOLLOWING RULES:

### ARGONIAN X-1 IMPROVED TECHNOLOGY

- IMPROVED HULL ROTATION
- ADVANCED ENERGY FLUX
- IMPROVED PLASMA PHASERS
- IMPROVED STROBE

## ALSO INCLUDED: 33 COMPANION SSDS

### TWO NEW DREADNOUGHT VARIANTS

- (A CVA-D AND SCS-D)

### TWO BATTLESHIPS

- (A BB AND BBH)

### 7 X-1 SSDS

- (FROM THE FFX TO THE BCX)

### 7 ARGONIAN BASES

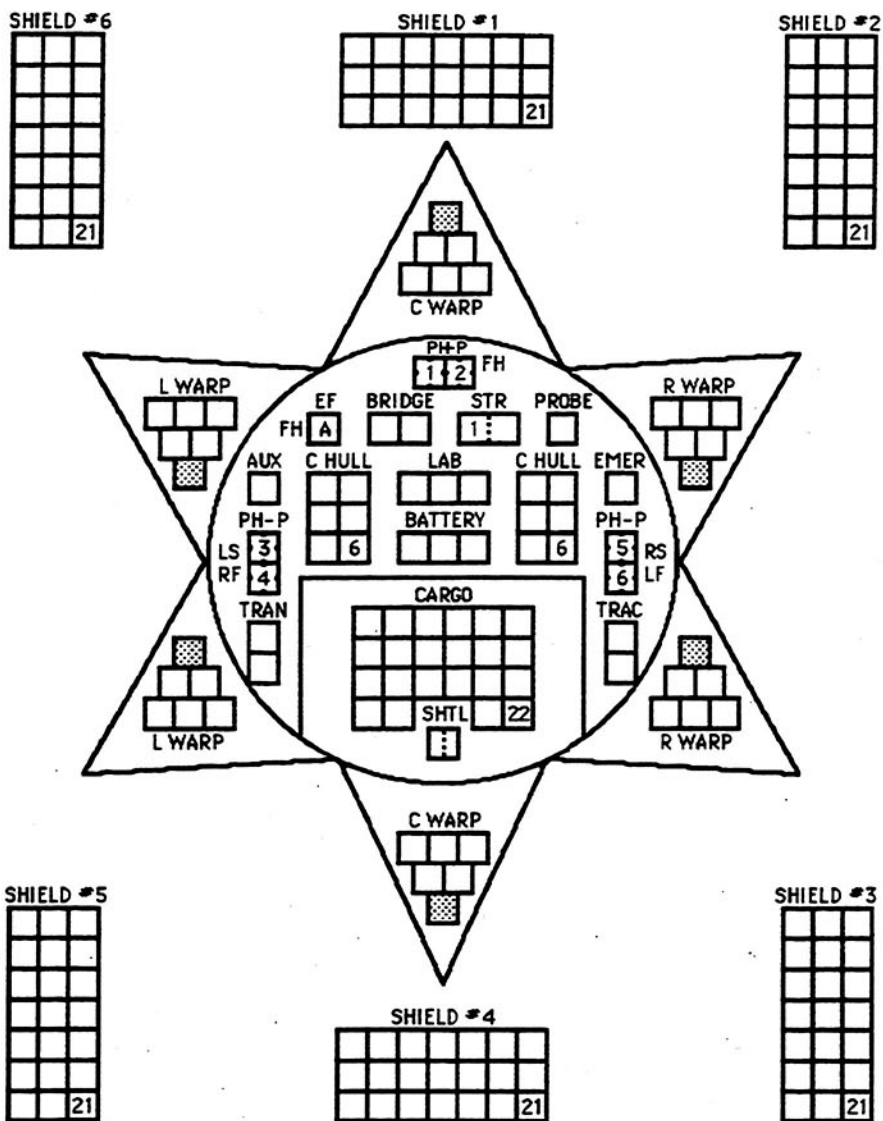
- (FROM GBEF TO SB)

### 4 TUG/POD COMBINATIONS AND MORE...

---

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.

## ARGONIAN TWISTER TUG



### SHIP DATA TABLE

TYPE	=	TT
POINT VALUE	=	110
MOVEMENT	=	1
SHIELDS	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
STROBE STR	=	3
REFERENCE	=	RH-2.16
INTERNALS	=	95
IMPULSE/PH-Is	=	-14
EXTRA POD	=	+12

## CREW UNITS

[illegible]

## BOARDING PARTIES

					6
--	--	--	--	--	---

## TRANSPORTER MINES

R	R	R	R	D	D	D	D
---	---	---	---	---	---	---	---

**SHUTTLES** ONE BAY PER POD

CNTR	HIT POINTS				TYPE

## SENSOR

6	6	5	3	0
---	---	---	---	---

## PROBES

1				5
---	--	--	--	---

## SCANNER

0 0 1 5 9

### POWER CURVE

WARP = 36

**DAM. CON**

4 4 2 2 0

**EX. DAM.**

24

## TOTAL =

BATTERY = 3

**EXTRA  
CARGO  
POD**

CARGO				
		SHTL		22

### ENERGY FLUX TABLE

DIE RANGE													
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		
MODE		HIT		SHIELD DAMAGE									
1		1-5		3 FULL 3 NONE									
2		1-4		3 FULL 3 HALF									
3		1-3		6 FULL									

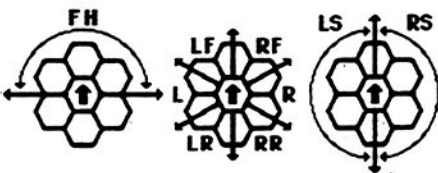
### TURN MODE D/E

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	15-21
6	25+	21-29
7		30+

HET	BD
5	4-6

## WEAPON ARCS



## PHASER-P

DIE ROLL	RANGE						6	9	16	26	51
	0	1	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	-	1	-
4	6	4	4	4	4	3	2	-	-	-	-
5	5	4	4	4	3	3	1	-	-	-	-
6	4	4	3	3	2	2	-	-	-	-	-

### PHASER-P3

DIE ROLL	RANGE				4-	9-
	0	1	2	3		
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	-	-	-

- NOTES:

1. STROBES ARE DESTROYED BY THE SECOND DRONE HIT SCORED ON THEM.
2. MAY PERFORM 4 HULL ROTATIONS A TURN.
3. SHADED WARP BOXES REPRESENT IMPULSE ENGINES ON UNREFITTED SHIPS.  
ALL PH-Ps ARE PH-1s ON THESE SHIPS.
4. THIS TUG CANNOT PERFORM HULL ROTATIONS WITH TWO PODS ATTACHED.
5. PRIOR TO Y180, CARGO PODS HAD TWO EXTRA CARGO BOXES INSTEAD OF THE SHUTTLE BOX.

## 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. 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-2

If a rule is cited somewhere in this product and you cannot locate it, it might be in one of these products.

Most of the SSDs in this product have their ship described in the (RH-2) section of Argonians-2. 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 SFB:

Current products:	Pages	Price
Argonians-1	48	\$8.50
Argonians-2	48	\$8.50
Argonians-3	36	\$8.50
Indirigans-1	48	\$8.50
Indirigans-2**	36	\$8.50
Krebiz-1	48	\$8.50
Krebiz-2	48	\$8.50
Krebiz-3	48	\$8.50
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Far Side-1	48	\$9.95
Mechad-1	48	\$9.95
In-Coming Fire (back issues #1-#20)	8	\$1.50 ea.
Galactic Fire Magazine (bi-monthly)	32	\$4.95 ea.

Shipping & Handling: Free in the U.S., Canada & Mexico add 20%, other countries add 50%.

\* These products are complete but have not gone to print at this time (September 1996). Pre-orders welcome.

\*\*Currently under development. No pre-orders please.

To order any of these products, write to us at:

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STAMFORD, NY 12167

Or call us at 1-607-652-9038 to direct order.

If you have a technical question, we will gladly answer it as long as a self addressed stamped envelope accompanies your question(s).

## 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:

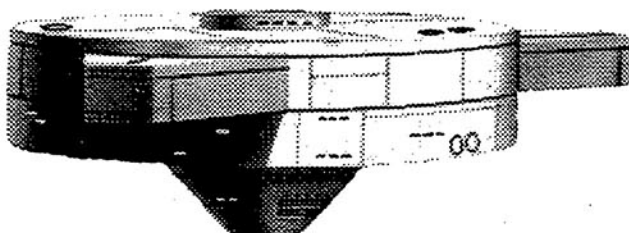
General Contributions: Mark A. Galasso, John M. Hammer, John Rigley Sr., John E. Kasper

Computer Graphics, SSDs and Text: C. Henry Schulte, Eric Johnson.

Editing: George T. Henne Jr.

## COUNTER SHEET UPDATE

A counter sheet is now available. This counter sheet contains 18 counters for each of 10 different Far Side empires (some of which are not yet released) plus another 36 miscellaneous generic ship and terrain counters. The counters are normally found with Galactic Empires: The Board Game but are designed to be compatible with SFB and are made available to our SFB fans for \$3.95 (while supply lasts).



# (XR-2) ARGONIAN IMPROVED TECHNOLOGY (X-1)

What follows is the rules needed for operating Argonian X-1 improved technology starships. All of the rules in the X section of the rulebook apply to Argonian X-1 ships except if defined differently below. If a rule is not modified here or in the X section of the rules then it functions normally. The standard rules modified below use their existing Argonian rule numbers, but are prefixed with an 'XR'. Insert page 2 of this book at the end of the X section of your rulebook.

## (XRMR-1.0) IMPROVED HULL ROTATION

All hull rotation rules function normally with the following exceptions:

### (XRMR-1.1) EARNING HULL ROTATIONS

(XRDW-1.11) An X-1 Argonian ship earns 6 hull rotations each turn, one on impulse 2, 6, 11, 16, 22, and 27. If a hull rotation is not used before the next one is earned then it is lost.

## (XRDW-2.0) ADVANCED ENERGY FLUX

All energy flux rules function normally with the following exceptions: NOTE: The advanced energy flux cannot arm or fire a non-advanced energy flux.

### (XRDW-2.2) ARMING PROCEDURE

(XRDW-2.21) POWER REQUIRED: Advanced energy fluxes can be armed in 2 turns for 10 points of power. They may also be armed in 3 turns by the standard arming procedure. Reserve warp may be used to complete partial arming at any point in the second turn of arming.

(XRDW-2.22) ESCALATED ARMING PROCEDURE: Each consecutive turn of arming of an advanced energy flux must be equal to or greater than the previous turn of arming (as does the non-advanced energy flux). However, the possibility of a two turn arming cycle allows additional arming cycle combinations.

(XRDW-2.221) The following are additional arming cycle combinations: 1-9, 2-8, 3-7, 4-6, 5-5. The are in addition to the possible energy allocations listed in rule (DW-2.221).

### (XRDW-2.3) FIRING PROCEDURE

(XRDW-2.34) ADVANCED ENERGY FLUX TABLE: advanced energy fluxes have an increased range over non-advanced energy fluxes. See the Advanced Energy Flux Table at the bottom of this page.

(XRDW-2.35) MAXIMUM RANGE: The maximum range of the advanced energy flux is 20 hexes.

## ADVANCED ENERGY FLUX TABLE

DIE RANGE				5- 7- 9- 11-									
ROLL	0	1	2	3	4	6	8	10	12	13	15	16	20
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	
MODE		HIT		SHIELD-DAMAGE									
1	1-5		3 FULL 3 NONE										
2	1-4		3 FULL 3 HALF										
3	1-3		6 FULL										

## (XRDW-2.5) FIRING OPTIONS

### (XRDW-2.51) FAST-LOADS:

#### (XRDW-2.511) ARMING:

(XRDW-2.5111) The advanced energy flux can be armed in 1 turn for 6 points of power. They may also be armed in 2 turns by the standard fast load arming procedure.

(XRDW-2.5112) Reserve warp may be used to complete partial arming at any point in the first or second turn of arming.

(XRDW-2.5113) Rule (DW-2.5113) is no longer a consideration for arming fast-loads due to the 1 turn arming of a fast-loaded energy flux and the increase in the maximum energy allowed during a 2 turn arming cycle. However, it is a concern for arming fast-loads as a standard load. See the arming restrictions detailed in rule (XRDW-2.5114).

(XRDW-2.5114) Advanced energy flux fast-loads may not be held. Fast-loads armed during a single turn may not be armed as a standard load due to the escalated arming procedure rule (DW-2.22). Fast-loads armed over two turns (if not fired) may either be armed as a standard load by the use of reserve warp or during the third turn if their first two turns of energy allocation meets the requirements of (DW-2.221).

## (XRDW-3.0) IMPROVED PLASMA PHASERS

An X-1 technology plasma phaser is known as a phaser-PX (or Ph-PX). All plasma phaser rules function normally with the following exceptions:

### (XRDW-3.1) TYPES OF X-1 PLASMA PHASERS

There is one type of improved plasma phaser.

(XRDW-3.11) Type PX: The phaser-PX is defined on the following page.

### (XRDW-3.2) FIRING PROCEDURE

#### (XRDW-3.21) Phaser-PX

(XRDW-3.211) A phaser-PX may be fired as a standard load or an overload.

(XRDW-3.2111) As a standard load it may be fired as a normal Ph-P (1 energy) or twice as a normal Ph-P3 (both shots may not be on the same impulse; 1/2 energy each shot).

(XRDW-3.2112) As an overload it may be fired as an overloaded Ph-P (2 energy) or twice as an overloaded Ph-P3 (both shots may not be on the same impulse; 1 energy each).

(XRDW-3.21121) An overloaded phaser-P (or Ph-P3) functions in the same manner as any other overloaded phaser, i.e. it does 1.5 times the indicated damage.

(XRDW-3.212) Although a Ph-PX may fire more than once per turn (as Ph-3s), it may fire no more than once as a Ph-P or twice as a phaser-P3 within 1/4 of a turn (8 impulses). i.e. If it fired as a Ph-P on the previous turn, it must wait 8 impulses to be able to fire on the current turn. If it fired as a Ph-P3 on the previous turn, it must wait 8 impulses to fire as a Ph-P. It could fire as a Ph-P3 if the Ph-PX was only fired once as a Ph-P3 during the last 8 consecutive impulses (inclusive). There are no pseudo-aegis restrictions on this fire.

## (XRER-2.0) IMPROVED STROBE

All strobe rules function normally with the following exceptions:

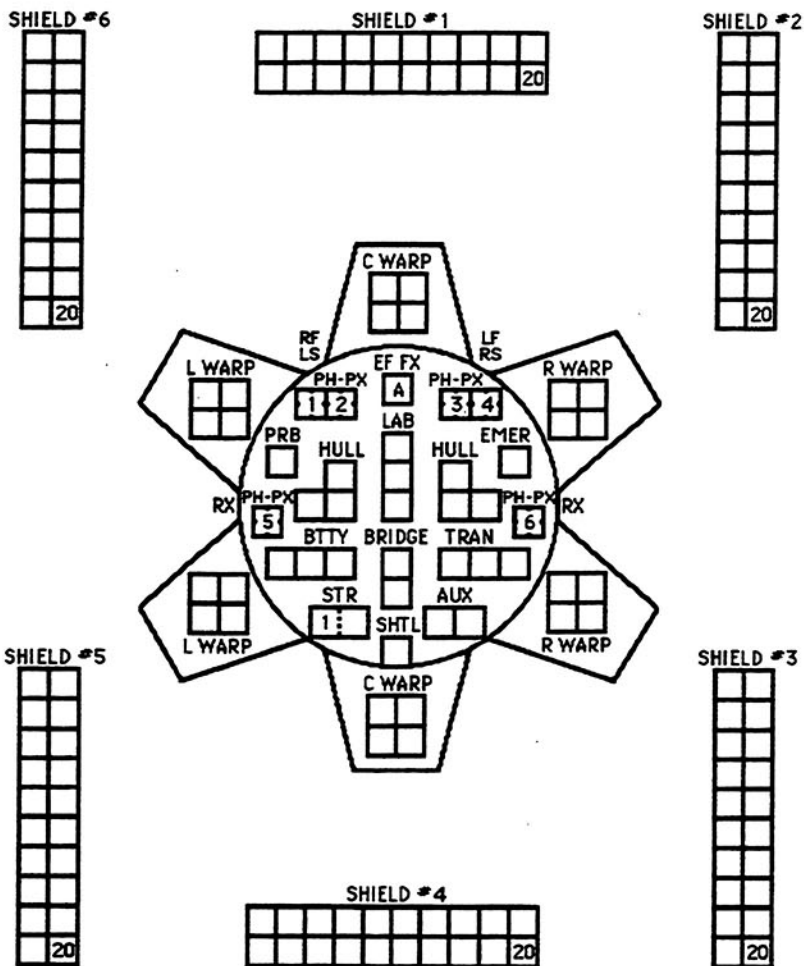
### (XRER-2.2) ARMING PROCEDURE

(XRER-2.23) COOL DOWN: After an improved strobe has fired it cannot be rearmed or have energy allocated to it for one turn. Should energy be allocated during a cool down turn, the strobe will be destroyed. The change from a two turn cool down to a one turn cool down gives the improved strobe a four turn cycle. The example in (ER-2.43) is for a standard strobe.



# ARGONIAN TROPICAL RAIN

## X-1 FRIGATE



### SHIP DATA TABLE

TYPE	=	FFX
POINT VALUE	=	139
MOVEMENT	=	1/3
SHIELDS	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
STROBE STR	=	5
REFERENCE	=	RH-2.61
INTERNALS	=	54

## 1ST GENERATION X-SHIP

## CREW UNITS

						*			
				30					

## BOARDING PARTIES

[illegible]

## TRANSPORTER MINES

R	R	R	R	D	D	D	D
---	---	---	---	---	---	---	---

## SHUTTLE

**ONE BAY**

CNTR	HIT POINTS	TYPE

## SENSOR

6530

## PROBES

1				5
---	--	--	--	---

## SCANNER

0 1 5 9

## POWER CURVE

WARP	=	24
IMPULSE	=	0
APR	=	0
AWR	=	0
TOTAL	=	24
BATTERY	=	9

### EX. DAM

12

### ADVANCED ENERGY FLUX TABLE

DIE RANGE				5-7-9-11-															
ROLL	0	1	2	3	4	6	8	10	12	13	15	16	20						
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								
MODE		HIT				SHIELD DAMAGE													
1	1-5				3 FULL 3 NONE														
2	1-4				3 FULL 3 HALF														
3	1-3				6 FULL														

## PHASER-P

DIE ROLL	RANGE						6	9	16	26	51
	0	1	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	-	-	-	-	-

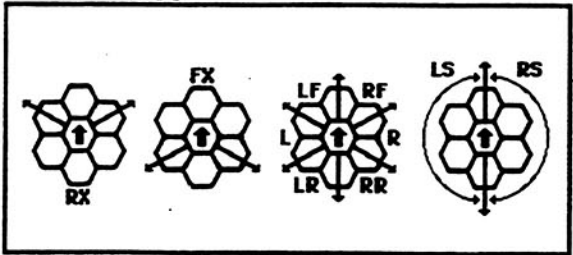
## TURN MODE A

1	2-6
2	7-12
3	13-19
4	20-26
5	27+

HET				BD
		1 <sup>2</sup> / <sub>3</sub>	6	

## WEAPON ARCS



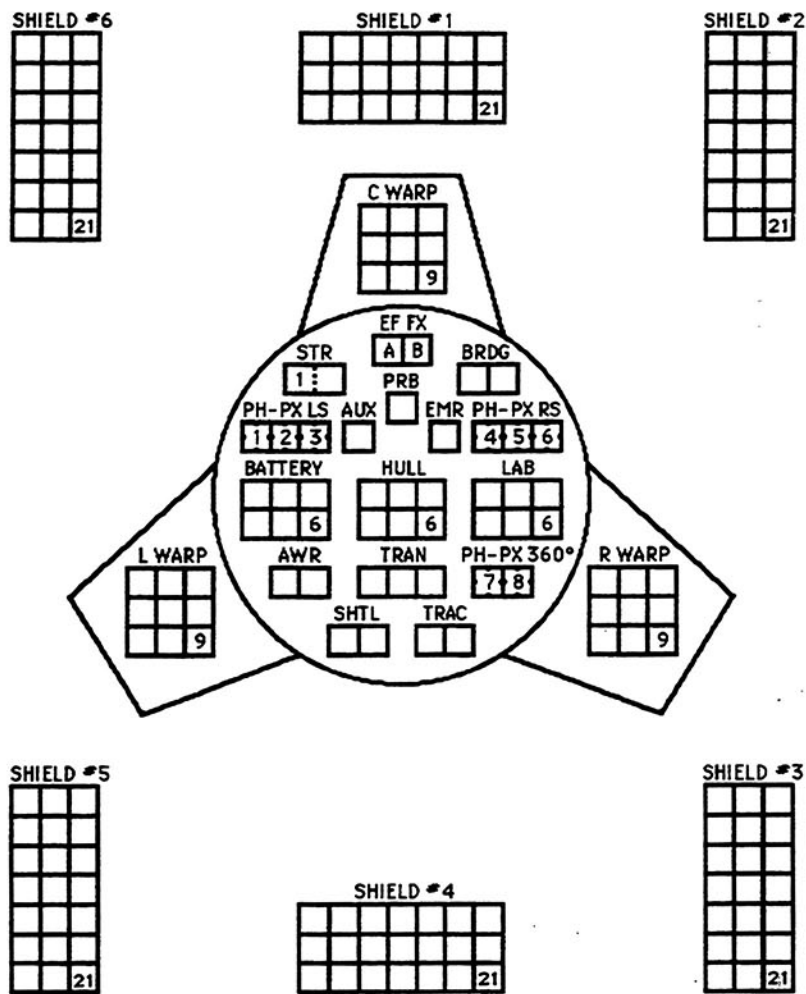
### PHASER-P3

DIE ROLL	RANGE			4-	9-
	0	1	2	3	8
1	4	4	4	3	1
2	4	4	4	2	1
3	4	4	4	1	-
4	4	4	3	-	-
5	4	3	2	-	-
6	3	3	1	-	-

### 1/3 WARP MOVEMENT CHART

SPEED	1	2	3	4	5	6	7	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	4	4	5	5	5	5	6	6	6	7	7	7	8	8	8	9	9	9	10	10	10
Frac.	$\frac{1}{3}$	$\frac{2}{3}$	1	$1\frac{1}{3}$	$1\frac{2}{3}$	2	$2\frac{1}{3}$	$2\frac{2}{3}$	3	$3\frac{1}{3}$	$3\frac{2}{3}$	4	$4\frac{1}{3}$	$4\frac{2}{3}$	5	$5\frac{1}{3}$	$5\frac{2}{3}$	6	$6\frac{1}{3}$	$6\frac{2}{3}$	7	$7\frac{1}{3}$	$7\frac{2}{3}$	8	$8\frac{1}{3}$	$8\frac{2}{3}$	9	$9\frac{1}{3}$	$9\frac{2}{3}$	10

# ARGONIAN TROPICAL GUST X-1 DESTROYER



### SHIP DATA TABLE

TYPE	=	DDX
POINT VALUE	=	165
MOVEMENT	=	1/2
SHIELDS	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
STROBE STR	=	5
REFERENCE	=	RH-2.66
INTERNALS	=	71

## 1ST GENERATION X-SHIP

CREW UNITS							
				*			
							36

## BOARDING PARTIES

[illegible]

## TRANSPORTER MINES

R	R	R	R	D	D	D	D
---	---	---	---	---	---	---	---

## SHUTTLES

**ONE BAY**

CNTR	HIT POINTS					TYPE

## SENSOR

6	6	5	3	0
---	---	---	---	---

## PROBES

1				5
---	--	--	--	---

## SCANNER

00159

### POWER CURVE

WARP	=	27
IMPULSE	=	0
APR	=	0
AWR	=	<u>2</u>
TOTAL	=	29
BATTERY	=	18

### ADVANCED ENERGY FLUX TABLE

DIE RANGE				5-7-9-11-															
ROLL	0	1	2	3	4	6	8	10	12	13	15	16	20						
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								
MODE		HIT		SHIELD DAMAGE															
1		1-5		3 FULL 3 NONE															
2		1-4		3 FULL 3 HALF															
3		1-3		6 FULL															

**PHASER-P**

DIE ROLL	RANGE					6	9	16	26	51	
	0	1	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	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	-	-	-	-	-

### 1/2 WARP MOVEMENT CHART

SPEED	1	2	3	4	5	6	7	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	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
Frac.	$\frac{1}{2}$	1	$1\frac{1}{2}$	2	$2\frac{1}{2}$	3	$3\frac{1}{2}$	4	$4\frac{1}{2}$	5	$5\frac{1}{2}$	6	$6\frac{1}{2}$	7	$7\frac{1}{2}$	8	$8\frac{1}{2}$	9	$9\frac{1}{2}$	10	$10\frac{1}{2}$	11	$11\frac{1}{2}$	12	$12\frac{1}{2}$	13	$13\frac{1}{2}$	14	$14\frac{1}{2}$	15

## TURN MODE A

1	2-6
2	7-12
3	13-19
4	20-26
5	27+

HET		BD
	2½	6

## WEAPON ARCS



### PHASER-P3

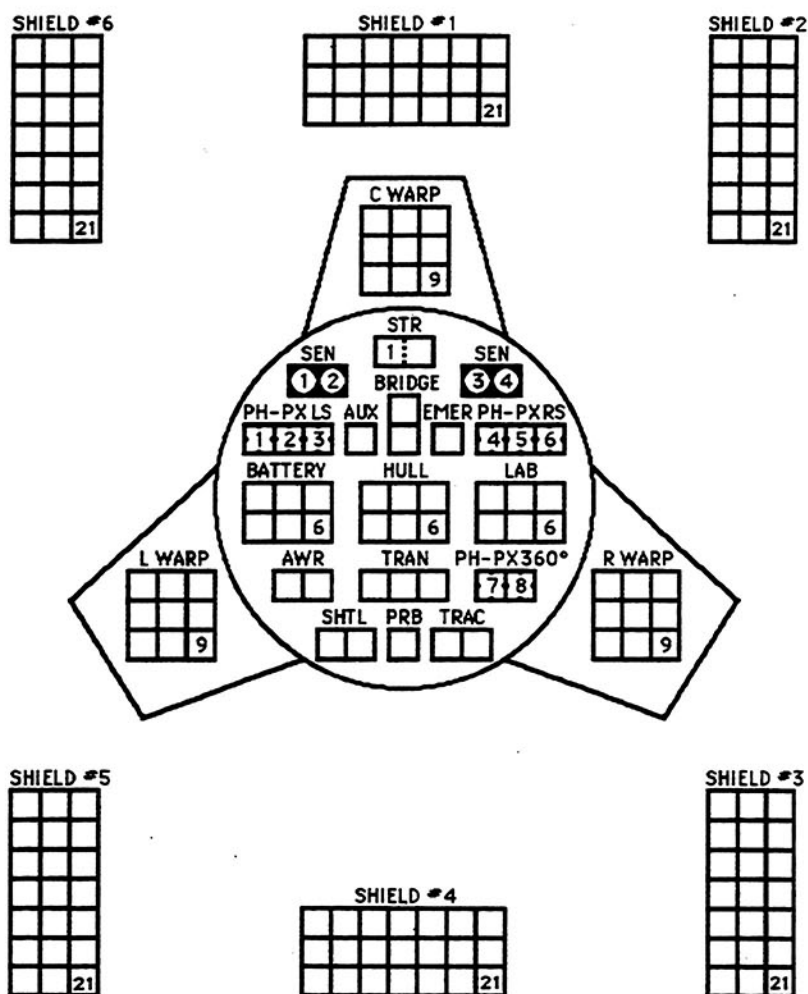
DIE ROLL	RANGE			4-	9-
	0	1	2	3	8
1	4	4	4	3	1
2	4	4	4	2	1
3	4	4	4	1	-
4	4	4	3	-	-
5	4	3	2	-	-
6	3	3	1	-	-

**NOTES:**

1. STROBES ARE DESTROYED BY THE SECOND DRONE HIT SCORED ON THEM.
2. MAY PERFORM 6 HULL ROTATIONS A TURN.
3. X-1 BATTERIES HOLD 3 POWER EACH.

# ARGONIAN TROPICAL FRONT

## X-1 SCOUT



### SHIP DATA TABLE

TYPE	=	SCX
POINT VALUE	=	185/125
MOVEMENT	=	1/2
SHIELDS	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
STROBE STR	=	5
REFERENCE	=	RH-2.76
INTERNALS	=	73

## 1ST GENERATION X-SHIP

CREW UNITS							
				*			
							35

## BOARDING PARTIES

[illegible]

## TRANSPORTER MINES

R	R	R	R	D	D	D	D
---	---	---	---	---	---	---	---

## SHUTTLES

CNTR	HIT POINTS					TYPE

**ONE BAY**

**SENSOR**  
6 6 5 3 0

## PROBES

1				5
---	--	--	--	---

## SCANNER

00159

### POWER CURVE

WARP	=	27
IMPULSE	=	0
APR	=	0
AWR	=	<u>2</u>
TOTAL	=	29
BATTERY	=	18

**DAM. CON.**

4	2	2	0
---	---	---	---

**EX. DAM.**

17

## SPECIAL SENSORS

**See (624.0) for rules on special sensors**

## TURN MODE A

1	2-6
2	7-12
3	13-19
4	20-26
5	27+

HET		BD	
	2½	6	

## WEAPON ARCS



## PHASER-P

DIE ROLL	RANGE						6-	9-	16-	26-	51-
	0	1	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	-	-	-	-	-

**NOTES:**

1. STROBES ARE DESTROYED BY THE SECOND DRONE HIT SCORED ON THEM.
2. MAY PERFORM 6 HULL ROTATIONS A TURN.
3. X-1 BATTERIES HOLD 3 POWER EACH.

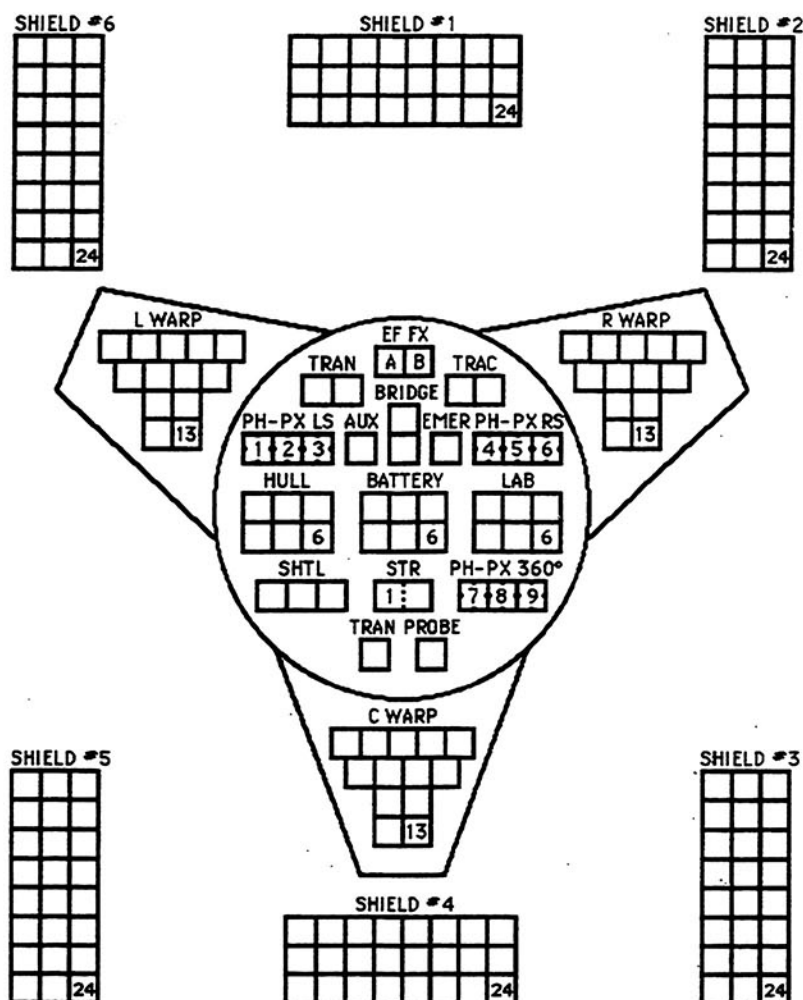
### PHASER-P3

DIE ROLL	RANGE				4-	9-
	0	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	-	-	-

### 1/2 WARP MOVEMENT CHART

SPEED	1	2	3	4	5	6	7	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	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
Frac.	$\frac{1}{2}$	1	$1\frac{1}{2}$	2	$2\frac{1}{2}$	3	$3\frac{1}{2}$	4	$4\frac{1}{2}$	5	$5\frac{1}{2}$	6	$6\frac{1}{2}$	7	$7\frac{1}{2}$	8	$8\frac{1}{2}$	9	$9\frac{1}{2}$	10	$10\frac{1}{2}$	11	$11\frac{1}{2}$	12	$12\frac{1}{2}$	13	$13\frac{1}{2}$	14	$14\frac{1}{2}$	15

## ARGONIAN TROPICAL HAIL X-1 LIGHT CRUISER



### SHIP DATA TABLE

TYPE	=	CLX
POINT VALUE	=	180
MOVEMENT	=	2/3
SHIELDS	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
STROBE STR	=	5
REFERENCE	=	RH-2.74
INTERNALS	=	83

### 1ST GENERATION X-SHIP

CREW UNITS							
					*		
							36

## BOARDING PARTIES

[illegible]

## TRANSPORTER MINES

R	R	R	R	R	R	D	D	D	D	D	D
---	---	---	---	---	---	---	---	---	---	---	---

## SHUTTLES

CNTR	HIT POINTS					TYPE

**ONE BAY**

**SENSOR**  
6 6 5 3 0

**PROBES**

1				5
---	--	--	--	---

**SCANNER**

0	0	1	5	9
---	---	---	---	---

### POWER CURVE

WARP	=	39
IMPULSE	=	0
APR	=	0
AWR	=	0
TOTAL	=	39
BATTERY	=	18

**DAM. CON.**

44220

**EX. DAM.**

20

### ADVANCED ENERGY FLUX TABLE

DIE RANGE				5- 7- 9- 11-															
ROLL	0	1	2	3	4	6	8	10	12	13	15	16	20						
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								
MODE		HIT		SHIELD DAMAGE															
1	1-5		3 FULL 3 NONE																
2	1-4		3 FULL 3 HALF																
3	1-3		6 FULL																

**TURN MODE A**

1	2-6
2	7-12
3	13-19
4	20-26
5	27+
HET	BD
<input type="checkbox"/>	<input type="checkbox"/>

## WEAPON ARCS



### PHASER-P

DIE ROLL	RANGE						6- 9-		16- 26-		51-	
	0	1	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	-	-	-	-	-	

**NOTES:**

1. STROBES ARE DESTROYED BY THE SECOND DRONE HIT SCORED ON THEM.
2. MAY PERFORM 6 HULL ROTATIONS A TURN.
3. X-1 BATTERIES HOLD 3 POWER EACH.

### PHASER-P3

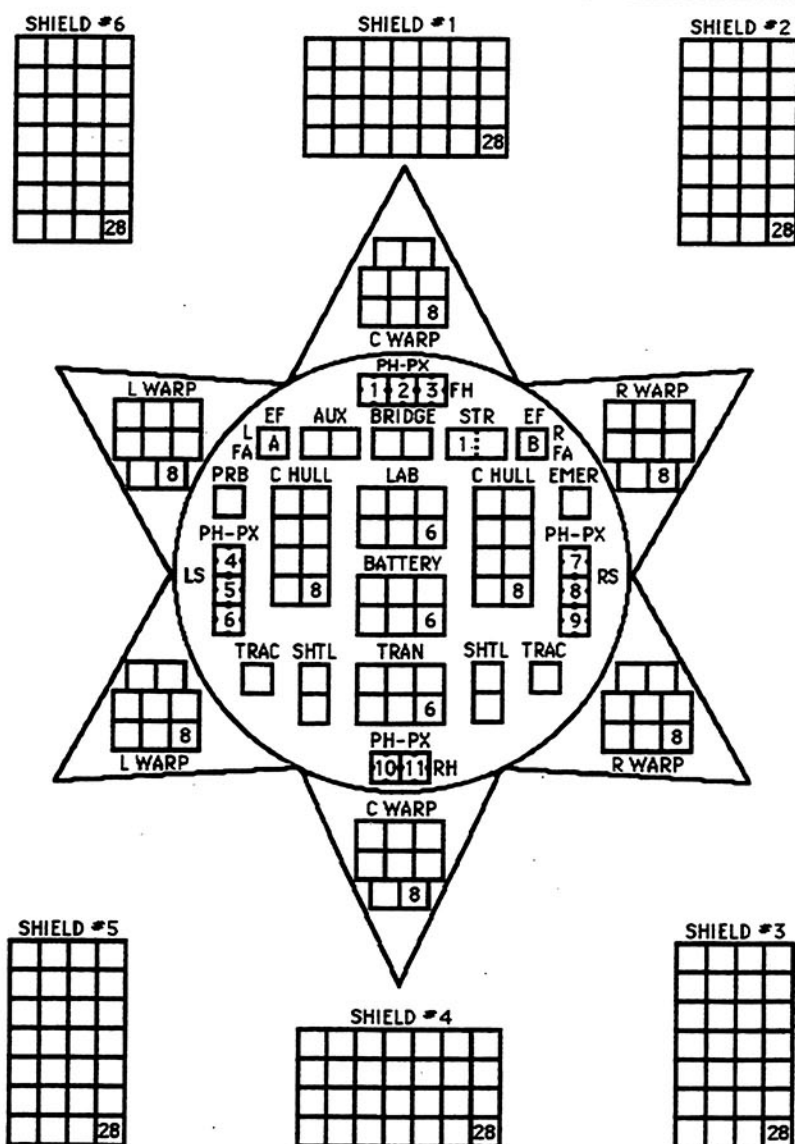
DIE ROLL	RANGE				4-	9-
	0	1	2	3	8	15
1	4	4	4	3	1	1
2	4	4	4	2	1	-
3	4	4	4	1	-	-
4	4	4	3	-	-	-
5	4	3	2	-	-	-
6	3	3	1	-	-	-

## 2/3 WARP MOVEMENT CHART

SPEED	1	2	3	4	5	6	7	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
Frac.	$\frac{2}{3}$	$\frac{1}{3}$	2	$2\frac{2}{3}$	$3\frac{1}{3}$	4	$4\frac{2}{3}$	$5\frac{1}{3}$	6	$6\frac{2}{3}$	$7\frac{1}{3}$	8	$8\frac{2}{3}$	$9\frac{1}{3}$	10	$10\frac{2}{3}$	$11\frac{1}{3}$	12	$12\frac{2}{3}$	$13\frac{1}{3}$	14	$14\frac{2}{3}$	$15\frac{1}{3}$	16	$16\frac{2}{3}$	$17\frac{1}{3}$	18	$18\frac{2}{3}$	$19\frac{1}{3}$	20



# ARGONIAN TROPICAL WIND X-1 HEAVY CRUISER



### SHIP DATA TABLE

TYPE	=	CAX
POINT VALUE	=	199
MOVEMENT	=	1
SHIELDS	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
STROBE STR	=	6
REFERENCE	=	RH-2.64
INTERNAL	=	109

### 1ST GENERATION X-SHIP

## CREW UNITS

				*					
					45				

## BOARDING PARTIES

[illegible]

## TRANSPORTER MINES

R	R	R	R	R	R	D	D	D	D	D
---	---	---	---	---	---	---	---	---	---	---

## SHUTTLES

CNTR	HIT POINTS					TYPE

## SENSOR

6	6	5	3	0
---	---	---	---	---

## PROBES

1				5
---	--	--	--	---

## SCANNER

0	0	1	5	9
---	---	---	---	---

### POWER CURVE

WARP	=	48
IMPULSE	=	0
APR	=	0
AWR	=	0
TOTAL	=	48
BATTERY	=	18

### ADVANCED ENERGY FLUX TABLE

DIE RANGE		5-7-9-11															
ROLL	0	1	2	3	4	6	8	10	12	13	15	16	20				
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						
MODE		HIT		SHIELD DAMAGE													
1	1-5		3 FULL 3 NONE														
2	1-4		3 FULL 3 HALF														
3	1-3		6 FULL														

## PHASER-P

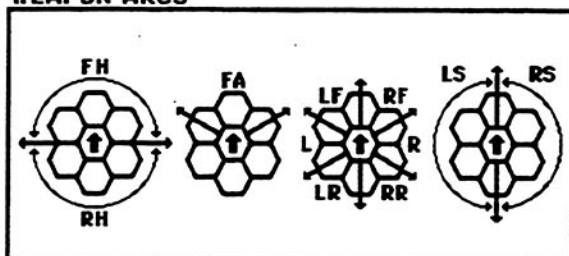
DIE ROLL	RANGE						6	9	16	26	51
	0	1	2	3	4	5	8	15	25	50	75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	-
3	7	5	5	4	4	4	3	1	-	-	-
4	6	4	4	4	4	3	2	-	-	-	-
5	5	4	4	4	3	3	1	-	-	-	-
6	4	4	3	3	2	2	-	-	-	-	-

**TURN MODE B**

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

HET		BD	
	5	5-6	

## WEAPON ARCS

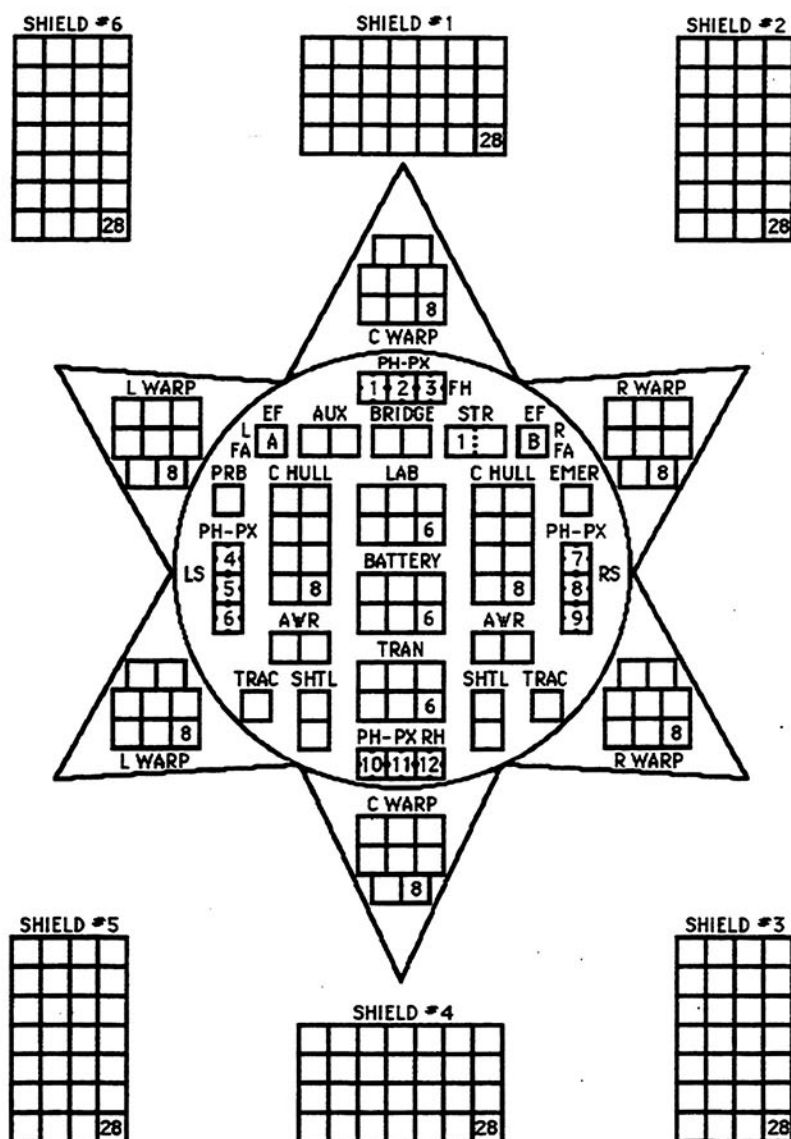
**PHASER-P3**

DIE ROLL	RANGE				4-	9-
	0	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	-	-	-

**NOTES:**

1. STROBES ARE DESTROYED BY THE SECOND DRONE HIT SCORED ON THEM.
2. MAY PERFORM 6 HULL ROTATIONS A TURN.
3. X-1 BATTERIES HOLD 3 POWER EACH.

## ARGONIAN TROPICAL BREEZE X-1 COMMAND CRUISER



### SHIP DATA TABLE

TYPE	=	CCX
POINT VALUE	=	233
MOVEMENT	=	1
SHIELDS	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
STROBE STR	=	6
REFERENCE	=	RH-2.63
INTERNALS	=	113

### 1ST GENERATION X-SHIP

## CREW UNITS

				*			
							47

## BOARDING PARTIES

[illegible]

## TRANSPORTER MINES

R	R	R	R	R	R	D	D	D	D	D	D
---	---	---	---	---	---	---	---	---	---	---	---

## SHUTTLES

## TWO BAYS

CNTR	HIT POINTS	TYPE

## SENSOR

6	6	5	3	0
---	---	---	---	---

## PROBES

1				5
---	--	--	--	---

**SCANNER**00159

## POWER CURVE

WARP	=	48
IMPULSE	=	0
APR	=	0
AWR	=	4
TOTAL	=	<u>52</u>
BATTERY	=	18

**EX. DAM.**

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### ADVANCED ENERGY FLUX TABLE

DIE RANGE		5- 7- 9- 11-															
ROLL	0	1	2	3	4	6	8	10	12	13	15	16	20				
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						
MODE		HIT		SHIELD DAMAGE													
1	1-5		3 FULL 3 NONE														
2	1-4		3 FULL 3 HALF														
3	1-3		6 FULL														

## PHASER-P

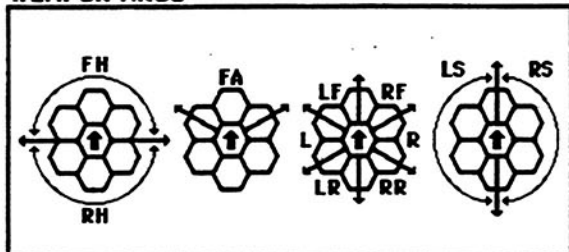
DIE ROLL	RANGE					6-8	9-12	13-16	17-20	21-24	25-28
	0	1	2	3	4	5	6	7	8	9	10
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	-
3	7	5	5	4	4	3	2	1	-	-	-
4	6	4	4	4	4	3	2	-	-	-	-
5	5	4	4	4	3	3	1	-	-	-	-
6	4	4	3	3	2	2	-	-	-	-	-

**TURN MODE B**

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

HET						BD
		5	5-6			

## WEAPON ARCS



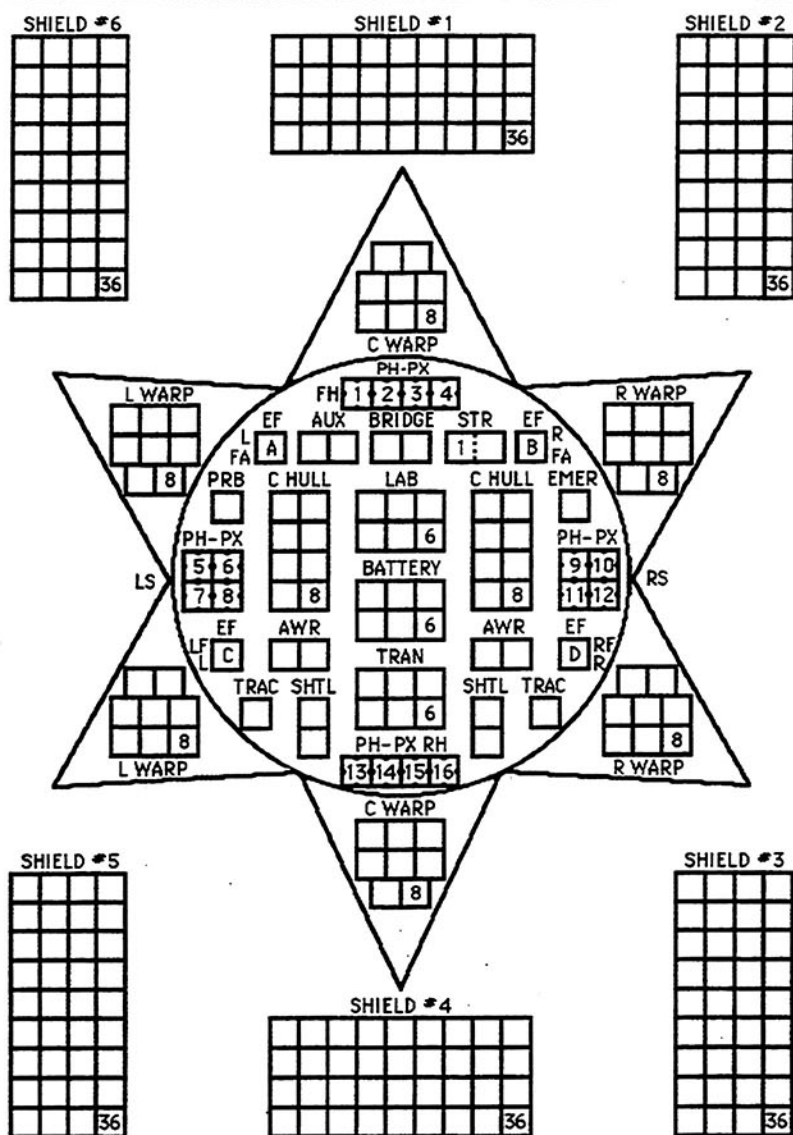
### PHASER-P3

DIE ROLL	RANGE				4-	9-
	0	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	-	-	-

**NOTES:**

1. STROBES ARE DESTROYED BY THE SECOND DRONE HIT SCORED ON THEM.
2. MAY PERFORM 6 HULL ROTATIONS A TURN.
3. X-1 BATTERIES HOLD 3 POWER EACH.

# ARGONIAN TROPICAL STORM X-1 BATTLECRUISER



## SHIP DATA TABLE

TYPE	=	BCX
POINT VALUE	=	268
MOVEMENT	=	1
SHIELDS	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
STROBE STR	=	6
REFERENCE	=	RH-2.62
INTERNALS	=	120

### 1ST GENERATION X-SHIP

## CREW UNITS

[illegible]

## BOARDING PARTIES

						20				

## TRANSPORTER MINES

R	R	R	R	R	R	D	D	D	D	D	D
---	---	---	---	---	---	---	---	---	---	---	---

## SHUTTLES

## TWO BAYS

CNTR	HIT POINTS					TYPE

## SENSOR

6	6	5	3	0
---	---	---	---	---

## PROBES

1				5
---	--	--	--	---

**SCANNER**

0	0	1	5	9
---	---	---	---	---

### POWER CURVE

WARP	=	48
IMPULSE	=	0
APR	=	0
AWR	=	4
TOTAL	=	<u>52</u>
BATTERY	=	18

### ADVANCED ENERGY FLUX TABLE

DIE	RANGE																				
ROLL	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
1	12	12	12	12	11	10	9	8	7	6	5	4	3	2	1	0	0	0	0	0	0
2-5	12	11	11	11	10	9	8	7	6	5	4	3	2	1	0	0	0	0	0	0	0
6	11	10	9	8	7	6	5	4	3	2	1	0	0	0	0	0	0	0	0	0	0
MODE	HIT										SHIELD DAMAGE										
1	1-5										3 FULL 3 NONE										
2	1-4										3 FULL 3 HALF										
3	1-3										6 FULL										

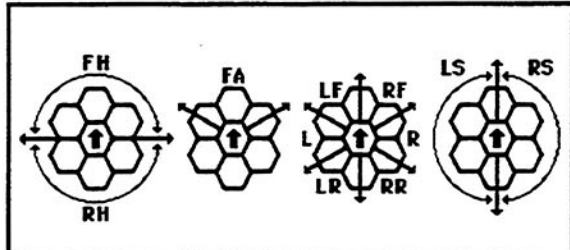
## PHASER-P

DIE ROLL	RANGE					6-9		16		26-51	
	0	1	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	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+
HET	BD
5	5-6

## WEAPON ARCS



### PHASER-P3

DIE ROLL	RANGE				4-	9-
	0	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	-	-	-

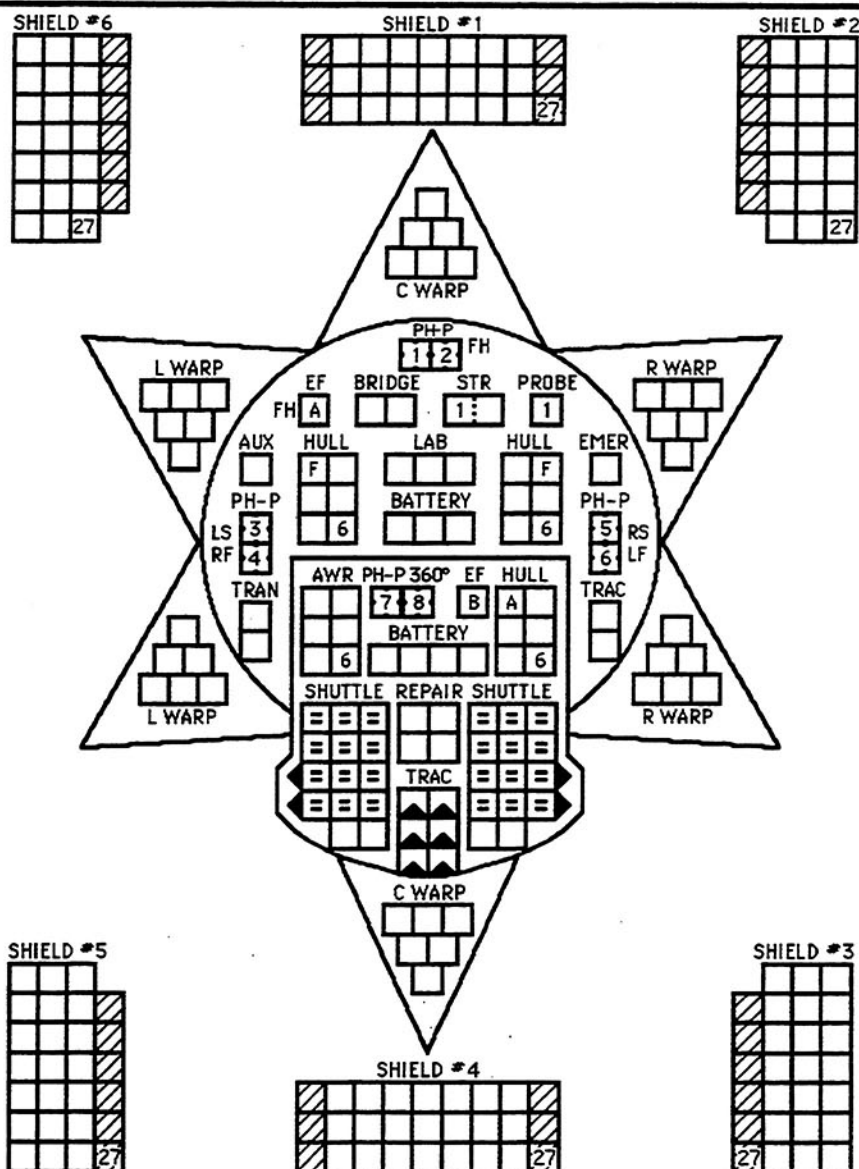
**NOTES:**

1. STROBES ARE DESTROYED BY THE SECOND DRONE HIT SCORED ON THEM.
2. MAY PERFORM 6 HULL ROTATIONS A TURN.
3. X-1 BATTERIES HOLD 3 POWER EACH.

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# ARGONIAN CYCLONE BATTLE CONTROL TUG



## SHIP DATA TABLE

TYPE	=	BCT
POINT VALUE	=	205/190
MOVEMENT	=	1+1/2
SHIELDS	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
STROBE STR	=	4
REFERENCE	=	RH-2.82
INTERNALS	=	129

## CREW UNITS

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# ARGONIAN GROUND BASED ENERGY FLUXES

## BASE DATA TABLE

TYPE	=	GBEF
POINT VALUE	=	14
SHIELDS	=	1/2+1/2
LIFE SUPPORT	=	0
SIZE CLASS	=	5
REFERENCE	=	RH-2.71
INTERNALS	=	16

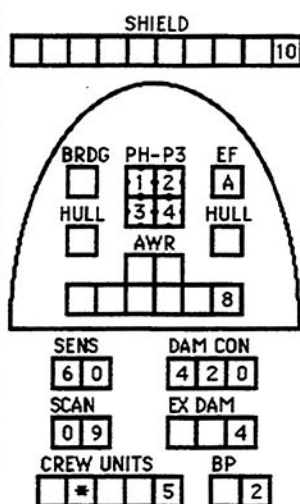
## NOTES:

1. THESE BASES DO NOT PAY FOR LIFE SUPPORT OR FIRE CONTROL.
2. SEE (R1.14) FOR ADDITIONAL RULES.
3. ALL WEAPONS ARE 180° UNLESS THE BASES IS ON AN ASTEROID, THEN THEY ARE 360°. ON PLANETS, ONE BASE FACES EACH DIRECTION.
4. ALL HULL ARE CENTER HULL.
5. THE VALUES ON THE BASE DATA TABLE ARE FOR ONE BASE OF THIS TYPE.

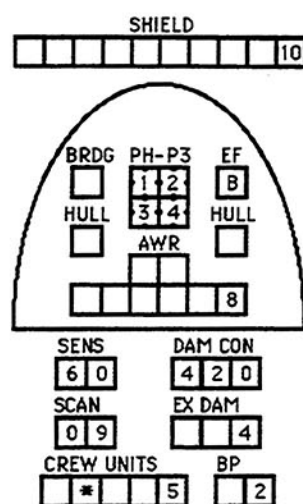
## POWER CURVE

WARP	=	0
IMPULSE	=	0
APR	=	0
AWR	=	8
TOTAL	=	8
BATTERY	=	0

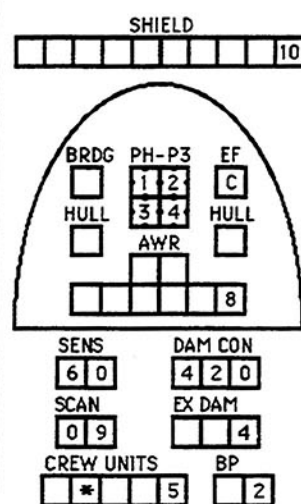
**A**



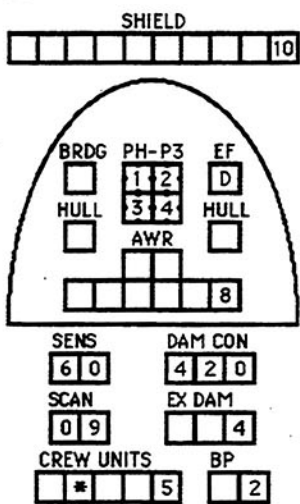
**B**



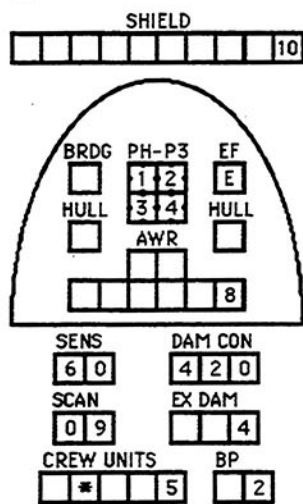
**C**



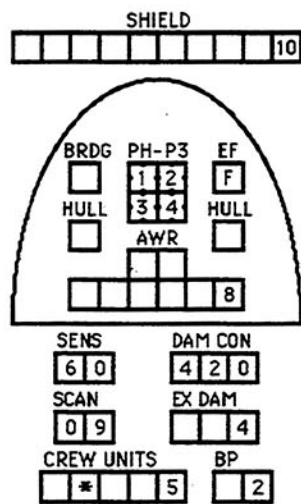
**D**



**E**



**F**



## ENERGY FLUX TABLE

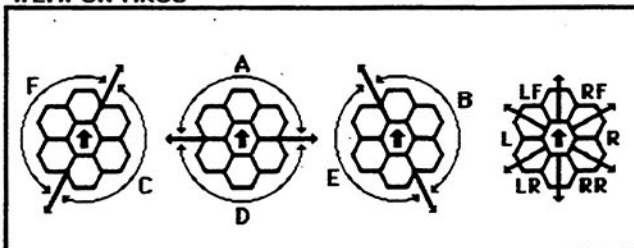
DIE RANGE	ROLL	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14
1	12	12	12	11	10	9	8	7	6	5	4	3	2	1	0	0
2-5	12	11	11	10	9	8	7	6	5	4	3	2	1	0	0	0
6	11	10	9	8	7	6	5	4	3	2	1	0	0	0	0	0
MODE	HIT	SHIELD	DAMAGE													
1	1-5	3 FULL	3 NONE													
2	1-4	3 FULL	3 HALF													
3	1-3	6 FULL														

## PHASER-P

(for reference only)

DIE RANGE	ROLL	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14
1	9	8	7	6	5	4	3	2	1	0	0	0	0	0	0	0
2	8	7	6	5	4	3	2	1	0	0	0	0	0	0	0	0
3	7	5	5	4	4	3	2	1	0	0	0	0	0	0	0	0
4	6	4	4	4	3	2	1	0	0	0	0	0	0	0	0	0
5	5	4	4	3	3	2	1	0	0	0	0	0	0	0	0	0
6	4	4	3	3	2	2	1	0	0	0	0	0	0	0	0	0

## WEAPON ARCS



## PHASER-P3

DIE RANGE	ROLL	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14
1	4	4	4	3	1	1	0	0	0	0	0	0	0	0	0	0
2	4	4	4	2	1	0	0	0	0	0	0	0	0	0	0	0
3	4	4	4	1	0	0	0	0	0	0	0	0	0	0	0	0
4	4	4	3	0	0	0	0	0	0	0	0	0	0	0	0	0
5	4	3	2	0	0	0	0	0	0	0	0	0	0	0	0	0
6	3	3	1	0	0	0	0	0	0	0	0	0	0	0	0	0

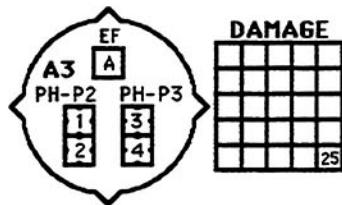
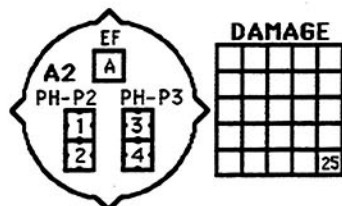
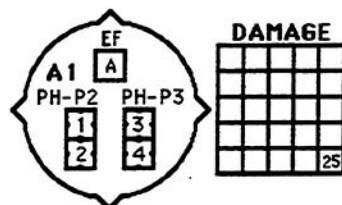
# ARGONIAN DEFENSE SATELLITES

## UNIT DATA TABLE

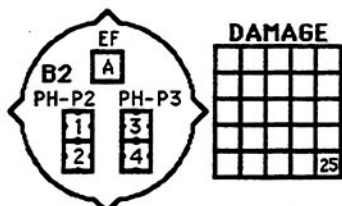
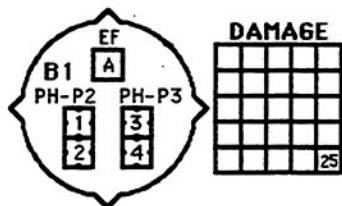
TYPE	=	DEFSAT
POINT VALUE	=	20
REFERENCE	=	RH-2.70

### DEFSAT RING #1

#### A- LOW ORBIT

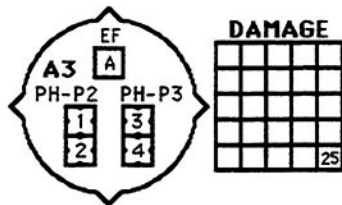
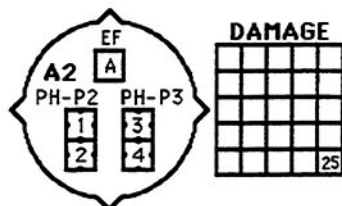
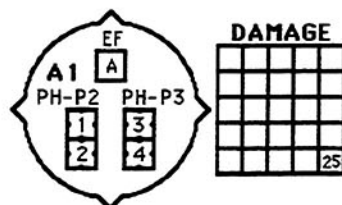


#### B- HIGH ORBIT

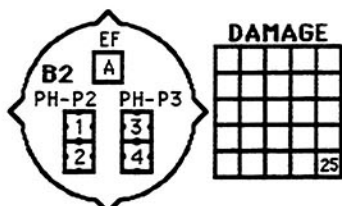
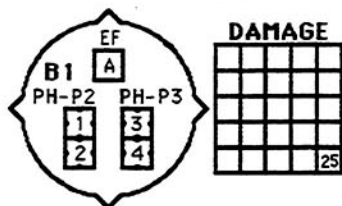


### DEFSAT RING #2

#### A- LOW ORBIT

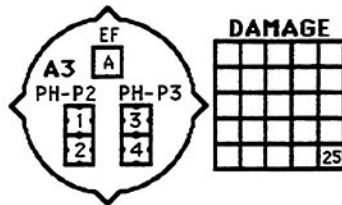
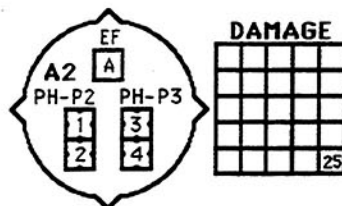
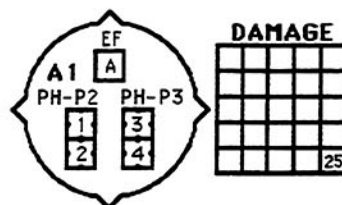


#### B- HIGH ORBIT

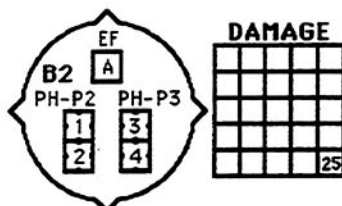
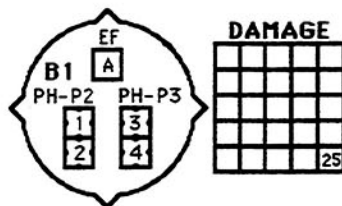


### DEFSAT RING #3

#### A- LOW ORBIT



#### B- HIGH ORBIT



#### NOTES:

1. SEE (R1.15) FOR GENERAL RULES ON DEFSATS.
2. ENERGY FLUXES FIRE ONCE EVERY THREE TURNS.
3. THIS SSD SHOWS THREE RINGS OF DEFSATS, USUALLY ONLY ONE RING (5 SATELLITES) IS PRESENT.

4. BPY COST IS PER SATELLITE, A RING COSTS 100 BPY POINTS.
5. ALL WEAPONS ARE 360°.

#### WEAPON ARCS



#### ENERGY FLUX TABLE

DIE	RANGE	ROLL	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14
1	12	12	12	11	10	9	8	7	6	5	4	3	2	1	0	0	0
2-5	12	11	11	10	9	8	7	6	5	4	3	2	1	0	0	0	0
6	11	10	9	8	7	6	5	4	3	2	1	0	0	0	0	0	0
MODE	HIT	SHIELD	DAMAGE														
1	1-5	3 FULL	3 NONE														
2	1-4	3 FULL	3 HALF														
3	1-3	6 FULL															

#### PHASER-P2

DIE	RANGE	ROLL	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14
1	6	5	5	4	3	2	1	1	1	1	1	1	1	1	1	1	1
2	6	5	4	4	2	1	1	1	1	1	1	1	1	1	1	1	1
3	6	4	4	4	1	1	1	1	1	1	1	1	1	1	1	1	1
4	5	4	4	3	1	1	1	1	1	1	1	1	1	1	1	1	1
5	5	4	3	3	1	1	1	1	1	1	1	1	1	1	1	1	1
6	5	3	3	3	1	1	1	1	1	1	1	1	1	1	1	1	1

#### PHASER-P3

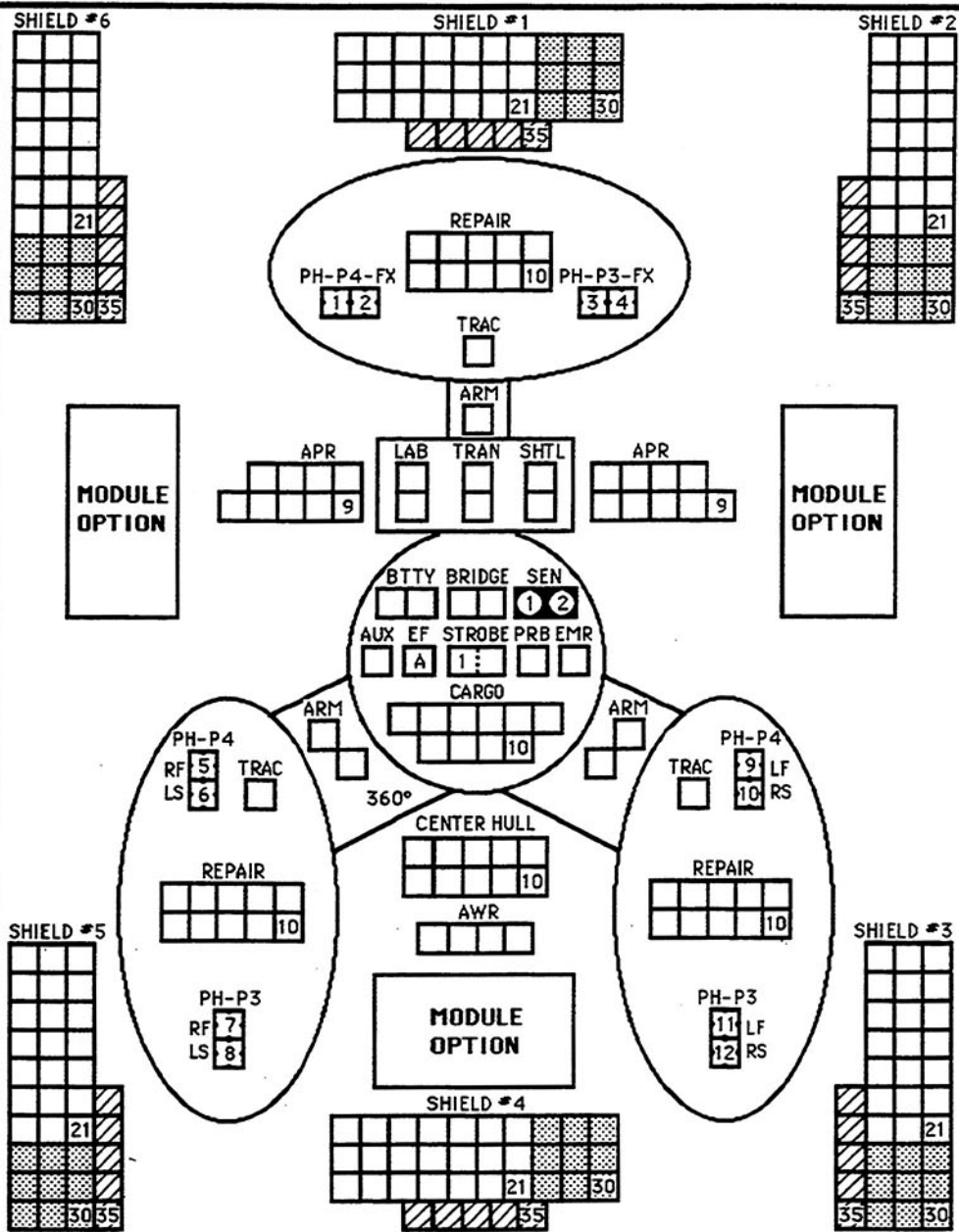
DIE	RANGE	ROLL	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14
1	4	4	4	3	1	1	1	1	1	1	1	1	1	1	1	1	1
2	4	4	4	2	1	1	1	1	1	1	1	1	1	1	1	1	1
3	4	4	4	1	1	1	1	1	1	1	1	1	1	1	1	1	1
4	4	4	3	1	1	1	1	1	1	1	1	1	1	1	1	1	1
5	4	3	2	1	1	1	1	1	1	1	1	1	1	1	1	1	1
6	3	3	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1







## ARGONIAN BASE STATION



### BASE DATA TABLE

TYPE	=	BS
POINT VALUE	=	120
SHIELDS	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
STROBE STR	=	5
REFERENCE	=	RH-2.72A
INTERNALS	=	101
Y170 REFIT	=	+18
Y180 REFIT	=	+15
NON-P PHASERS	=	-12

## CREW UNITS

[illegible]

## **BOARDING PARTIES**

12

## TRANSPORTER MINES

R	R	R	R	D	D	D	D
---	---	---	---	---	---	---	---

## SHUTTLES

CNTR	HIT POINTS					TYPE

## SENSOR

6	6	5	3	1	0
---	---	---	---	---	---

## PROBES

1				5
---	--	--	--	---

**SCANNER**

0	0	1	3	5	9
---	---	---	---	---	---

**DAM. CON.**

4	4	2	2	2	0
---	---	---	---	---	---

### POWER CURVE

APR = 18

**EX. DAM.**

11

TOTAL	=	$\overline{22}$
-------	---	-----------------

BATTERY = 2

### ENERGY FLUX TABLE

DIE RANGE													
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		
MODE		HIT			SHIELD DAMAGE								
1		1-5			3 FULL 3 NONE								
2		1-4			3 FULL 3 HALF								
3		1-3			6 FULL								

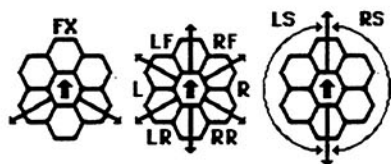
**PHASER-P4**

DIE ROLL	RANGE										11-13	14-17	18-25	26-40	41-71
	0-3	4-5	6-7	8-9	10-11	12-13	14-15	16-17	18-19	20-25	26-30	31-40	41-50	51-71	
1	20	20	20	15	12	10	8	6	5	4	3	2	1		
2	20	20	15	12	11	9	8	6	4	3	2	1	-		
3	20	15	12	11	10	8	7	5	4	2	1	-	-		
4	20	15	11	10	9	8	6	4	3	1	-	-	-		
5	15	12	10	9	8	7	5	3	2	-	-	-	-		
6	15	10	9	8	7	6	5	3	1	-	-	-	-		

**NOTES:**

1. PRIOR TO Y165, ALL PHASERS ARE STANDARD TYPES (NON-P). -12 BPY.
2. SPECIAL SENSORS ARE DESTROYED ON PHASERS HITS.
3. AWR IS DESTROYED ON ANY WARP ENGINE HITS.
4. SHADED BOXES ARE THE Y170 REFIT.
5. STRIPED BOXES ARE THE Y180 REFIT.
6. STROBES ARE DESTROYED ON THE SECOND DRONE HIT SCORED ON THEM.

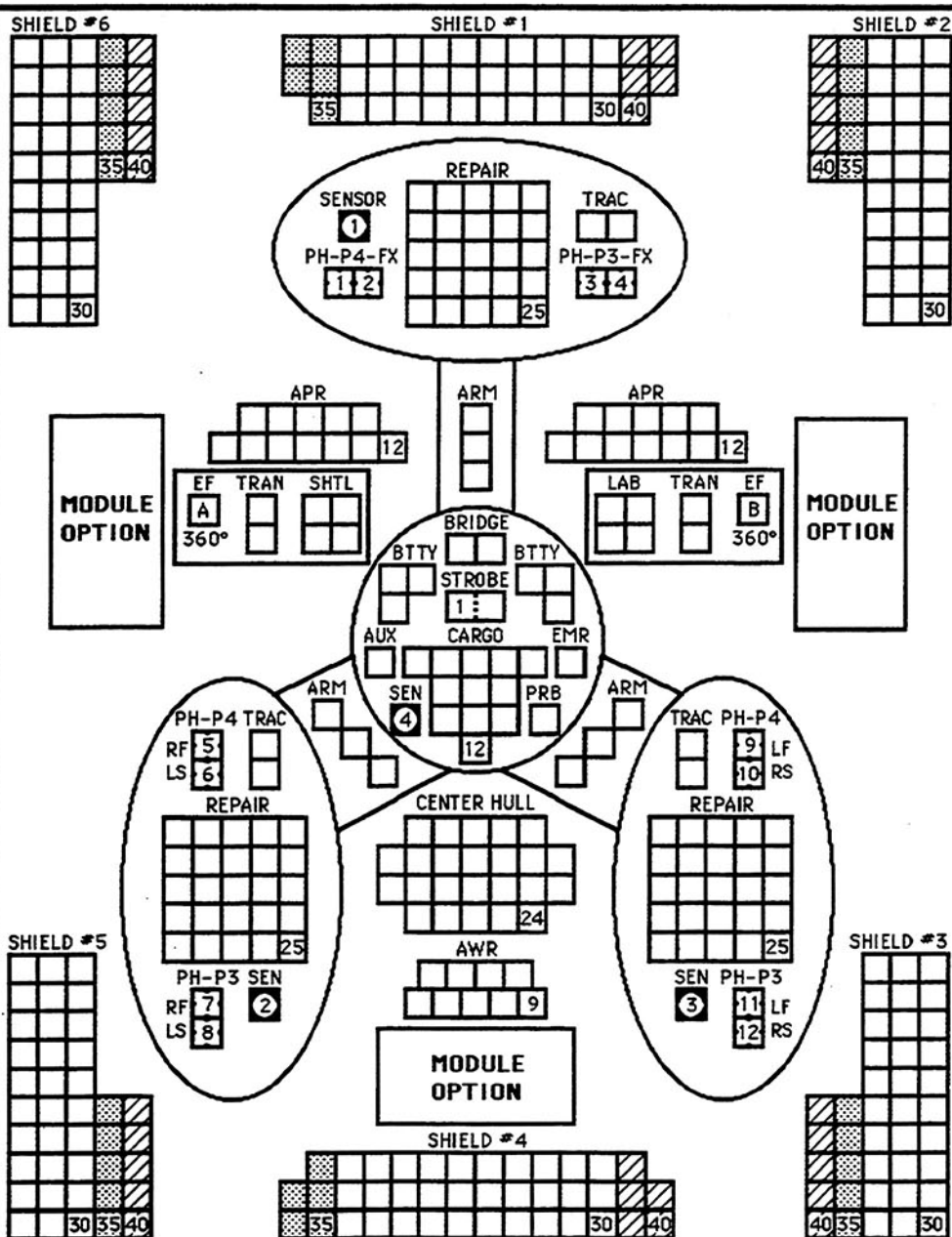
## WEAPON ARCS



**PHASER-P3**

DIE ROLL	RANGE				4-	9-
	0	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 BATTLESTATION



## BASE DATA TABLE

TYPE	=	BATS
POINT VALUE	=	200
SHIELDS	=	1+3
LIFE SUPPORT	=	1+1/2
SIZE CLASS	=	2
STROBE STR	=	5
REFERENCE	=	RH-2.72
INTERNALS	=	202
Y170 REFIT	=	+15
Y180 REFIT	=	+15
NON-P PHASERS	=	-12

## CREW UNITS

100
-----

## BOARDING PARTIES

24
----

## TRANSPORTER MINES

R R R R R R R D D D D D D D
-----------------------------

## SHUTTLES

CNTR	HIT POINTS	TYPE

## SENSOR

6	6	6	5
3	1	0	

## PROBES

1			5
---	--	--	---

## SCANNER

0	0	0	1
3	5	9	

## POWER CURVE

APR	=	24
AWR	=	9
TOTAL	=	33
BATTERY	=	6

## DAM. CON.

6	4	4	2
2	2	0	

## EX. DAM.

			18
--	--	--	----

## ENERGY FLUX TABLE

DIE RANGE													
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		
MODE		HIT				SHIELD DAMAGE							
1		1-5				3 FULL				3 NONE			
2		1-4				3 FULL				3 HALF			
3		1-3				6 FULL							

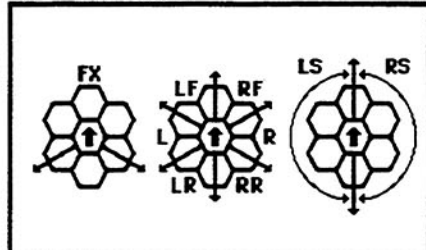
## NOTES:

1. PRIOR TO Y165, ALL PHASERS ARE STANDARD TYPES (NON-P). -12 BPV.
2. SPECIAL SENSORS ARE DESTROYED ON PHASERS HITS.
3. AWR IS DESTROYED ON ANY WARP ENGINE HITS.
4. SHADED BOXES ARE THE Y170 REFIT.
5. STRIPED BOXES ARE THE Y180 REFIT.
6. STROBES ARE DESTROYED ON THE SECOND DRONE HIT SCORED ON THEM.

## PHASER-P4

DIE	RANGE	11-14	18-26	41-71
ROLL	0 3 4 5 6 7 8 9 10 13 17 25 40 70 100			
1	20	20	15	12
2	20	20	15	12
3	20	15	12	11
4	20	15	11	10
5	15	12	10	9
6	15	10	9	8

## WEAPON ARCS

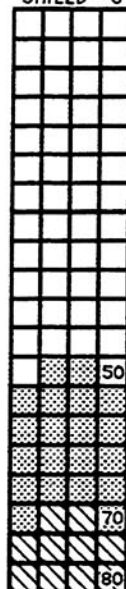


## PHASER-P3

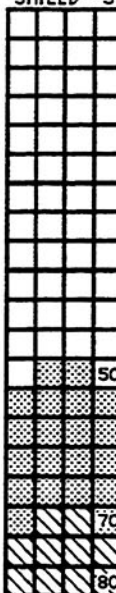
DIE	RANGE	4-9
ROLL	0 1 2 3 8 15	
1	4	4
2	4	4
3	4	4
4	4	4
5	4	3
6	3	3

# ARGONIAN STARBASE

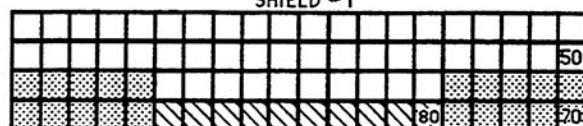
SHIELD #6



SHIELD #5

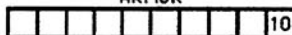


SHIELD #1

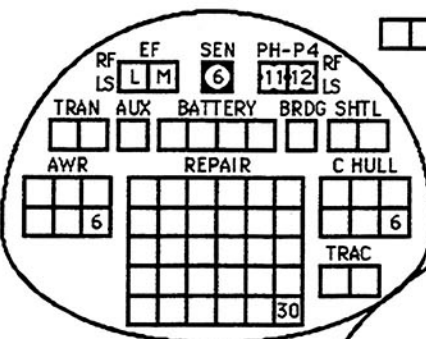


MODULE  
OPTION

ARMOR

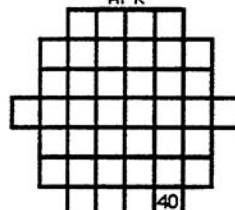


PH-P3  
23 24 RF  
LS

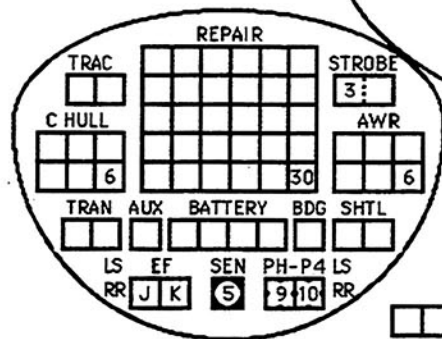


MODULE  
OPTION

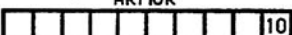
APR



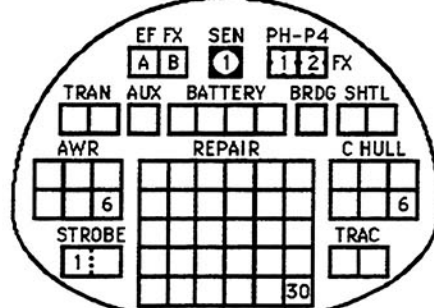
PH-P3  
21 22 LS  
RR



ARMOR



MODULE  
OPTION



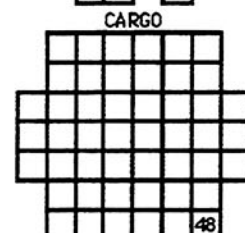
LAB



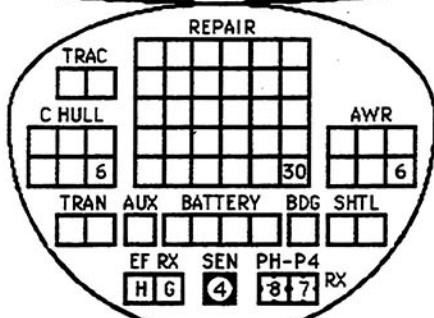
PH-P3  
13 14 FX

PH-P3  
15 16 RX

PH-P3  
17 18 RX



PH-P3 360°  
25 26 27



SHIELD #4



## PHASER-P4

DIE	RANGE										11	14	18	26	41	71
ROLL	0-3	4-5	6	7	8	9	10	13	17	25	40	70	100			
1	20	20	20	15	12	10	8	6	5	4	3	2	1			
2	20	20	15	12	11	9	8	6	4	3	2	1	-			
3	20	15	12	11	10	8	7	5	4	2	1	-	-			
4	20	15	11	10	9	8	6	4	3	1	-	-	-			
5	15	12	10	9	8	7	5	3	2	-	-	-	-			
6	15	10	9	8	7	6	5	3	1	-	-	-	-			

## PHASER-P3

DIE	RANGE	4	9
ROLL	0-1	2-3	8-15
1	4	4	3
2	4	4	2
3	4	4	1
4	4	4	3
5	4	3	2
6	3	3	1



# MODULE OPTION

ARMOR 10

PH-P3  
LF 17 18  
RS

CENTER HULL

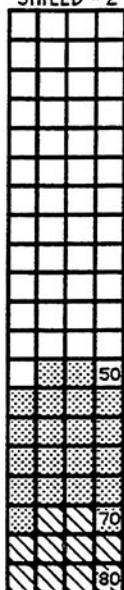
# MODULE OPTION

PH-P3  
LR 19 20  
RS

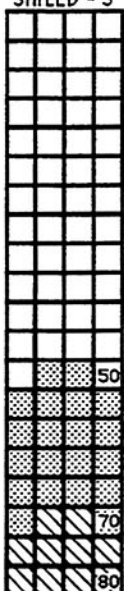
ARMOR 10

# MODULE OPTION

SHIELD #2



SHIELD #3



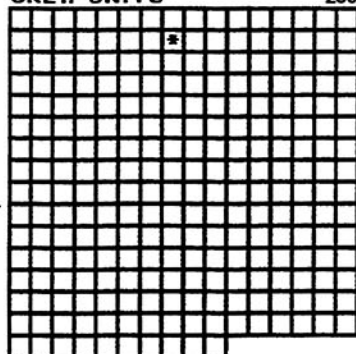
## BASE DATA TABLE

TYPE = SB  
POINT VALUE = 600  
SHIELDS = 2+5  
LIFE SUPPORT = 3  
SIZE CLASS = 1  
STROBE STR = 7  
REFERENCE = RH-2.73  
INTERNALS = 575/615

SHIELD REFIT 1 = +50  
SHIELD REFIT 2 = +25

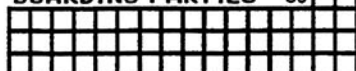
## CREW UNITS

250



## BOARDING PARTIES

50



## TRANSPORTER MINES



## SHUTTLES

SIX BAYS

CNTR	HIT POINTS	TYPE
A		
B		
C		
D		
E		
F		

## SENSOR

6 6 6 6 5 5 4 4 3 2 1 0

## SCANNER

0 0 0 0 1 1 1 2 3 5 7 9

## DAM. CON.

12 12 12 10 10 10 8 8  
8 6 6 4 4 2 2 0

## EX. DAM.

54

## PROBES

1										10
2										10
3										10
4										10

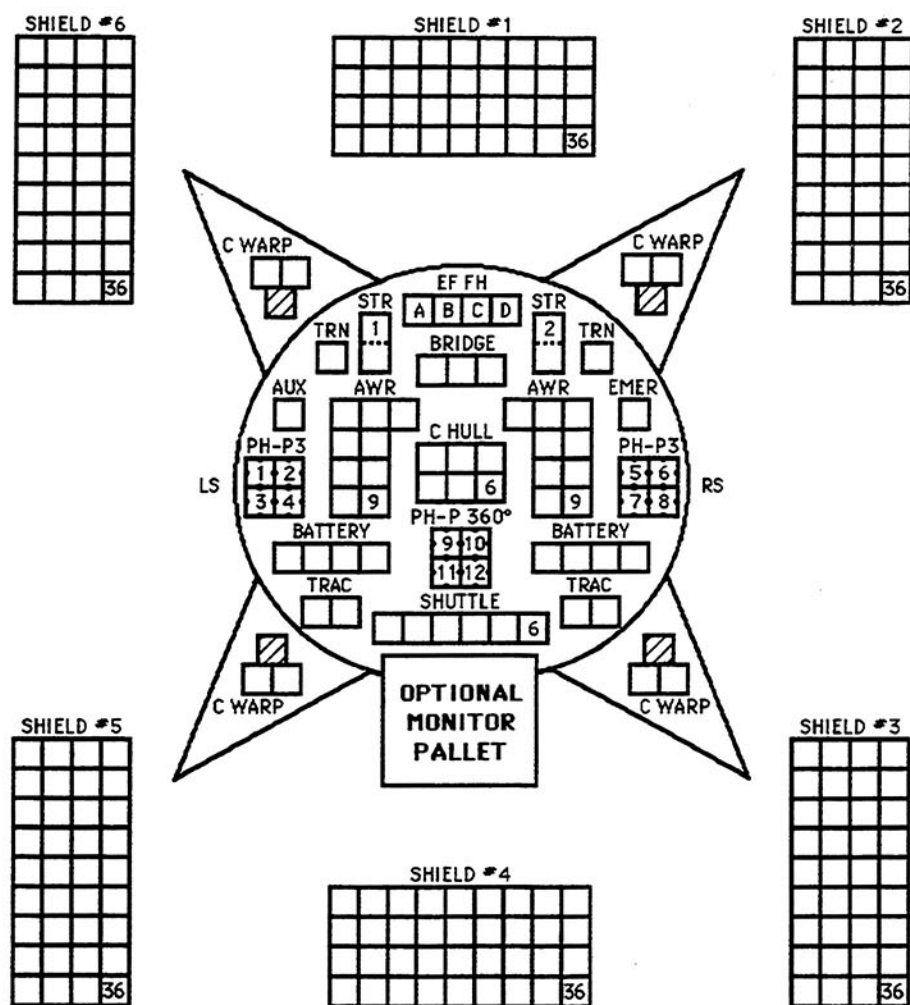
## NOTES:

1. PRIOR TO Y165, ALL PHASERS ARE STANDARD TYPES (NON-P). -27 BPV.
2. SPECIAL SENSORS ARE DESTROYED ON PHASER HITS. SEE (G24.0) FOR RULES.
3. AWR IS DESTROYED ON ANY WARP ENGINE HITS.
4. STROBES ARE DESTROYED ON THE SECOND DRONE HIT SCORED ON THEM.
5. SHADED BOXES ARE THE Y170 REFIT; STRIPED BOXES ARE THE Y180 REFIT.
6. SEE (R1.1D) FOR SPECIAL DAMAGE RULES; SEE (D4.12) FOR ARMOR.
7. MODULES ADDED MAY ADD VARIOUS SYSTEMS TO THE STARBASE.
8. "EXTERNAL" PH-P3s ARE LOCATED IN THE SDM WITH THE SAME FIRING ARCS.

## POWER CURVE

WARP = 0  
IMPULSE = 0  
APR = 40  
AWR = 36  
TOTAL = 76  
BATTERY = 44

## ARGONIAN STATIONARY FRONT MONITOR



## SHIP DATA TABLE

TYPE	=	MON
POINT VALUE	=	100/160
MOVEMENT	=	1/2
SHIELDS	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
STROBE STR	=	4
REFERENCE	=	RH-2.49
INTERNALS	=	81
IMPULSE/PH-1s	=	-16

## CREW UNITS

		*							
			30						

## BOARDING PARTIES

			.							
		15								

## TRANSPORTER MINES

R	R	R	R	D	D	D	D
---	---	---	---	---	---	---	---

## SHUTTLES

[illegible]

## SENSOR

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

## SCANNER

0059

**DAM CON**

4	2	2	0
---	---	---	---

### POWER CURVE

WARP	=	8
IMPULSE	=	3
APR	=	0
AWR	=	18
TOTAL	=	29
BATTERY	=	8

### ENERGY FLUX TABLE

DIE RANGE													
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		
MODE		HIT		SHIELD DAMAGE									
1		1-5		3 FULL 3 NONE									
2		1-4		3 FULL 3 HALF									
3		1-3		6 FULL									

## PHASER-P

DIE ROLL	RANGE						6-	9-	16-	26-	51-
	0	1	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	3	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	-	-	-	-	-

### 1/2 WARP MOVEMENT CHART

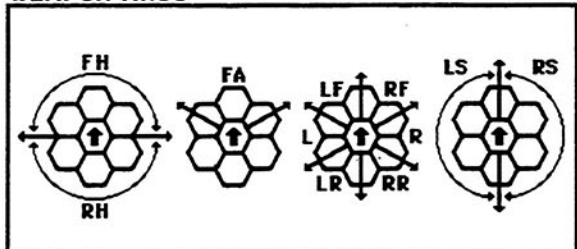
SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	2	2	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10	10	11	11	12	12	13	13	14	14	15	15
Fract.	$\frac{1}{2}$	1	$1\frac{1}{2}$	2	$2\frac{1}{2}$	3	$3\frac{1}{2}$	4	$4\frac{1}{2}$	5	$5\frac{1}{2}$	6	$6\frac{1}{2}$	7	$7\frac{1}{2}$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

**TURN MODE D**

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

HET	BD
$2\frac{1}{2}$	5-6

## WEAPON ARCS



**PHASER-P3**

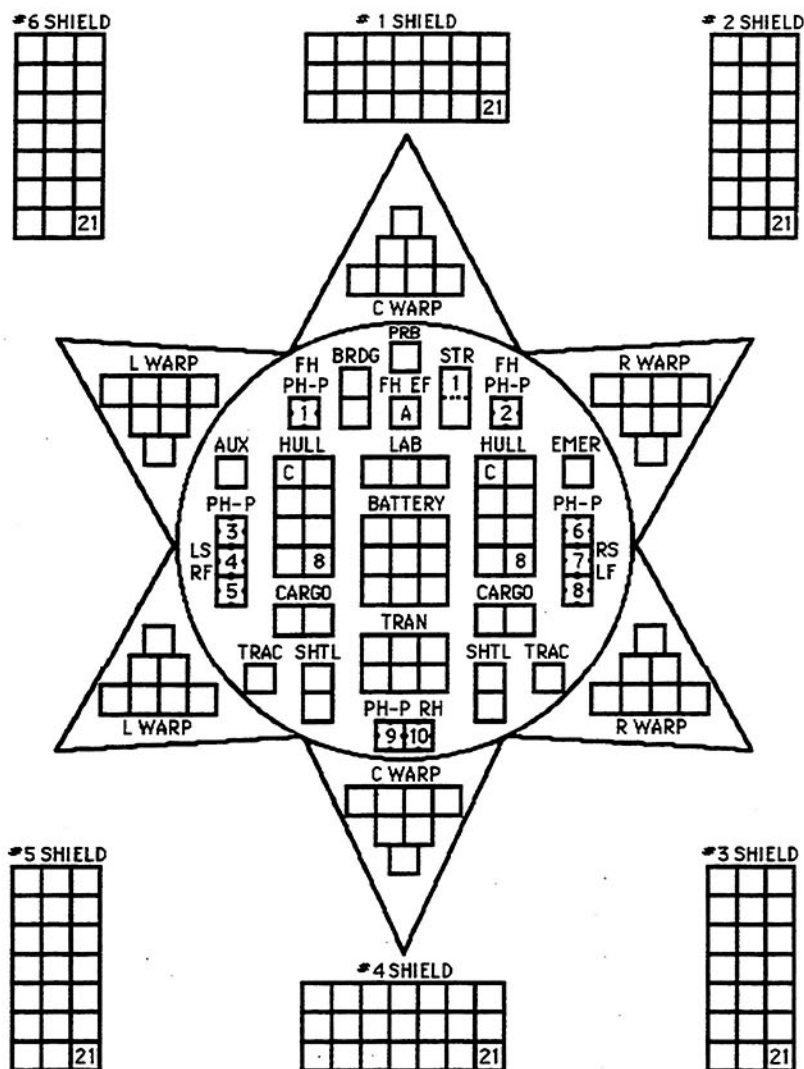
DIE ROLL	RANGE				4-	9-
	0	1	2	3	8	15
1	4	4	4	3	1	1
2	4	4	4	2	1	-
3	4	4	4	1	-	-
4	4	4	3	-	-	-
5	4	3	2	-	-	-
6	3	3	1	-	-	-

**NOTES:**

1. STROBES ARE DESTROYED BY THE SECOND DRONE HIT SCORED ON THEM.
2. MAY PERFORM 4 HULL ROTATIONS A TURN.
3. SHADED WARP BOXES REPRESENT IMPULSE ENGINES ON UNREFITTED SHIPS.  
ALL PH-PS ARE PH-1s ON THESE SHIPS.
4. CANNOT PERFORM HULL ROTATIONS WITH A PALLET ATTACHED.



## ARGONIAN SOLAR WIND FAST CRUISER



### SHIP DATA TABLE

TYPE	=	CF
POINT VALUE	=	160
MOVEMENT	=	1
SHIELDS	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
STROBE STR	=	4
REFERENCE	=	RH-2.92
INTERNALS	=	104
STROBE REFIT	=	+2
STROBE STR	=	5

### CREW UNITS

[illegible]

## BOARDING PARTIES

[illegible]

## TRANSPORTER MINES

R	R	R	R	D	D	D	D
---	---	---	---	---	---	---	---

## SHUTTLES

## TWO BAYS

CNTR	HIT POINTS				TYPE

## SENSOR

6	6	5	3	0
---	---	---	---	---

## PROBES

1				5
---	--	--	--	---

**SCANNER**

0	0	1	5	9
---	---	---	---	---

## POWER CURVE

0	0	1	5	9	WARP	=	42
DAM. CON.					IMPULSE	=	0
4	4	2	2	0	APR	=	0
EX. DAM.					AWR	=	0
				17	TOTAL	=	42
					BATTERY	=	9

### ENERGY FLUX TABLE

DIE RANGE													
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		
MODE		HIT		SHIELD DAMAGE									
1		1-5		3 FULL 3 NONE									
2		1-4		3 FULL 3 HALF									
3		1-3		6 FULL									

## PHASER-P

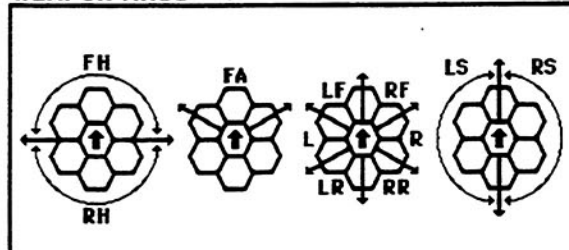
DIE ROLL	RANGE						6	9	16	26	51
	0	1	2	3	4	5	8	15	25	50	75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	-
3	7	5	5	4	4	4	3	1	-	-	-
4	6	4	4	4	4	3	2	-	-	-	-
5	5	4	4	4	3	3	1	-	-	-	-
6	4	4	3	3	2	2	-	-	-	-	-

**TURN MODE D**

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

HET		BD
5	5-6	

## WEAPON ARCS



**PHASER-P3**

DTE	RANGE				4-	9-
ROLL	0	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	-	-	-

NOTES:

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





# ARGONIAN RAIN SHOWER HOSPITAL SHIP

The diagram shows the layout of the Argonian Rain Shower Hospital Ship. The ship is composed of a central circular core and a triangular hull. Six shields are positioned around the ship, each with a '16' in the bottom-right cell. The central core contains various rooms and areas, each represented by a grid of squares. The rooms and their grid sizes are as follows:

- SHIELD #6 (Top Left): 10x1 grid, 16 in bottom-right.
- SHIELD #1 (Top): 10x2 grid, 16 in bottom-right.
- SHIELD #2 (Top Right): 10x1 grid, 16 in bottom-right.
- SHIELD #3 (Bottom Right): 10x1 grid, 16 in bottom-right.
- SHIELD #4 (Bottom): 10x2 grid, 16 in bottom-right.
- SHIELD #5 (Bottom Left): 10x1 grid, 16 in bottom-right.
- C WARP: 2x2 grid, 7 in bottom-right.
- PH-P FX: 1x2 grid, 1 in left, 2 in right.
- STR: 1x1 grid, 1 in center.
- PROBE: 1x2 grid, 1 in left, 2 in right.
- PH-P3 LS: 1x2 grid, 3 in left, 4 in right.
- AUX: 1x1 grid, empty.
- EMER: 1x1 grid, empty.
- PH-P3 RS: 1x2 grid, 5 in left, 6 in right.
- LAB (Left): 2x2 grid, 8 in bottom-right.
- C HULL: 2x2 grid, 6 in bottom-right.
- LAB (Right): 2x2 grid, 8 in bottom-right.
- L WARP: 2x2 grid, 7 in bottom-right.
- TRAN (Left): 2x2 grid, empty.
- BATTERY: 2x2 grid, empty.
- TRAN (Right): 2x2 grid, empty.
- SHTL: 2x2 grid, empty.
- TRAC: 2x2 grid, empty.

TYPE	=	HS
POINT VALUE	=	100/70
MOVEMENT	=	1/2
SHIELDS	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
STROBE STR	=	4
REFERENCE	=	RH-2.84
INTERNALS	=	71

[illegible][illegible]

R	R	D	D
---	---	---	---

CNTR	HIT POINTS					TYPE

1				5
2				5

6	6	5	3	0
---	---	---	---	---

0	0	1	5	9
---	---	---	---	---

2	2	2	0
---	---	---	---

17

WARP	=	21
IMPULSE	=	0
APR	=	0
AWR	=	<u>0</u>
TOTAL	=	21
BATTERY	=	4

DIE RANGE													
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		
MODE		HIT			SHIELD DAMAGE								
1	1-5			3 FULL 3 NONE									
2	1-4			3 FULL 3 HALF									
3	1-3			6 FULL									

DIE ROLL	RANGE					6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	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	-	-	-	-

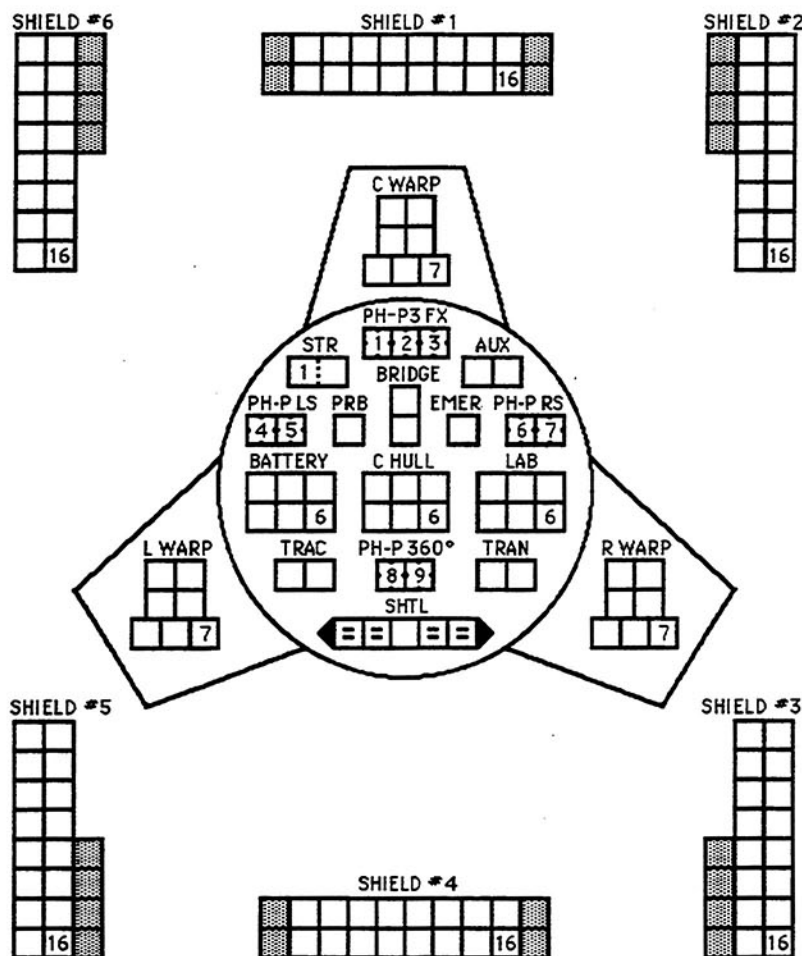
1	2-4
2	5-9
3	10-14
4	15-20
5	21-27
6	28+

HET	BD
2½	6

DIE ROLL	RANGE			4-	9-
	0	1	2	3	8
1	4	4	4	3	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	7	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	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
Fract.	$\frac{1}{2}$	1	$1\frac{1}{2}$	2	$2\frac{1}{2}$	3	$3\frac{1}{2}$	4	$4\frac{1}{2}$	5	$5\frac{1}{2}$	6	$6\frac{1}{2}$	7	$7\frac{1}{2}$	8	$8\frac{1}{2}$	9	$9\frac{1}{2}$	10	$10\frac{1}{2}$	11	$11\frac{1}{2}$	12	$12\frac{1}{2}$	13	$13\frac{1}{2}$	14	$14\frac{1}{2}$	15

# ARGONIAN COMET ESCORT CARRIER



## SHIP DATA TABLE

TYPE	=	CVE
POINT VALUE	=	112
MOVEMENT	=	1/2
SHIELDS	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
STROBE STR	=	4
REFERENCE	=	RH-2.75
INTERNALS	=	65
SHIELD REFIT	=	+4

## CREW UNITS

38
----

## BOARDING PARTIES

12
----

## DECK CREWS

4
---

## TRANSPORTER MINES

R R	D D
-----	-----

## SHUTTLE 1 BAY+2 TUBES

CNTR	HIT POINTS	TYPE

## SENSOR

6 6 5 3 0
-----------

## SCANNER

0 0 1 5 9
-----------

## DAM. CON.

2 2 2 0
---------

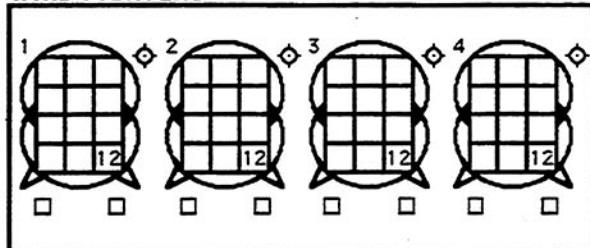
## EX. DAM.

19
----

## WIND FIGHTER (RH-2.F2)

POINT VALUE	=	10
PH-P3 360°	=	2
FTR EF FA	=	1
DFR	=	4
CRIPPLED	=	8
SPEED	=	15

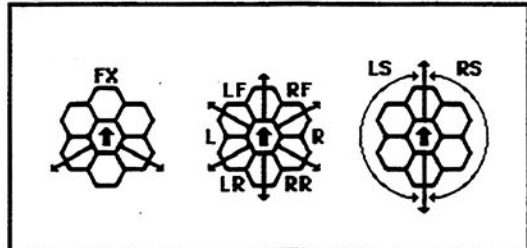
## WIND FIGHTERS



## TURN MODE C

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

## WEAPON ARCS



## PHASER-P

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

DIE	RANGE	4-9
ROLL	0 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 - - -	

## 1/2 WARP MOVEMENT CHART

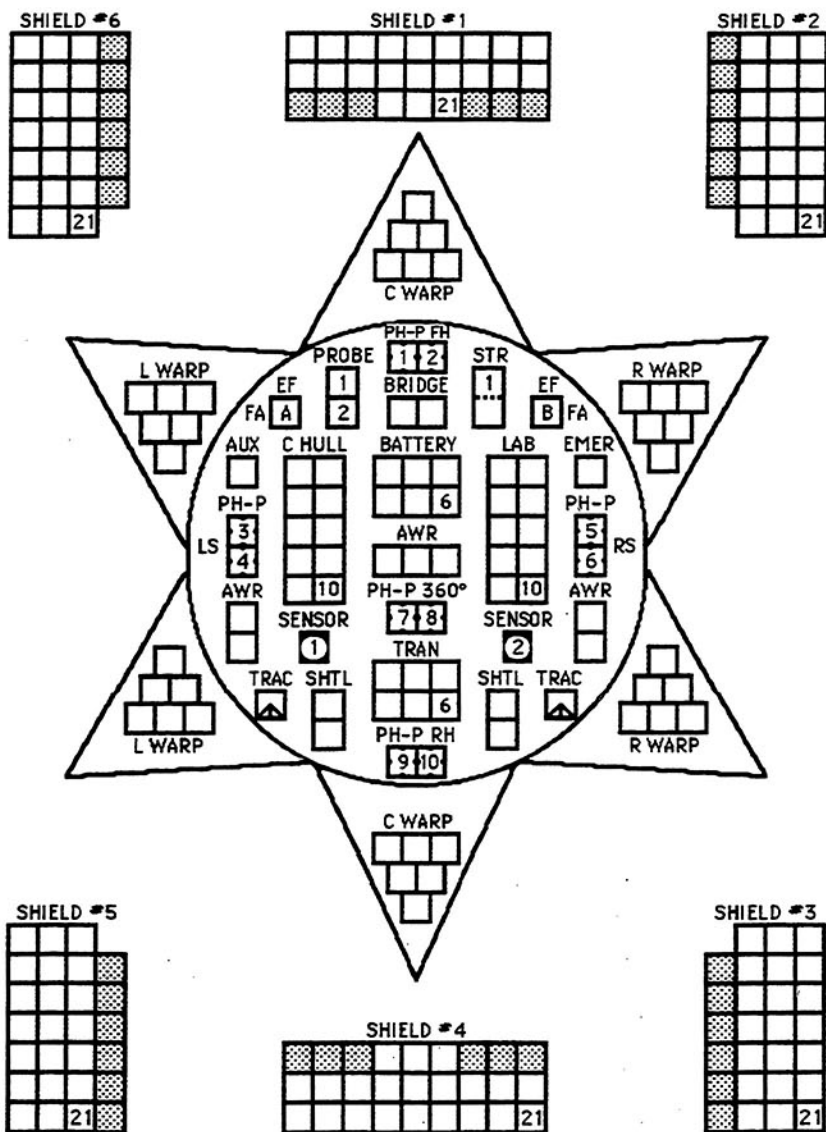
SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	2	2	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10	10	11	11	12	12	13	13	14	14	15	15
Fract.	1/2	1	1 1/2	2	2 1/2	3	3 1/2	4	4 1/2	5	5 1/2	6	6 1/2	7	7 1/2	8	8 1/2	9	9 1/2	10	10 1/2	11	11 1/2	12	12 1/2	13	13 1/2	14	14 1/2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







# ARGONIAN WORMHOLE SPY CRUISER



### SHIP DATA TABLE

TYPE	=	SPY
POINT VALUE	=	185/165
MOVEMENT	=	1
SHIELDS	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
STROBE STR	=	6
REFERENCE	=	RH-2.90
INTERNALS	=	103
SHIELD REFIT	=	+6
MRS	=	+8ea.

## CREW UNITS

[illegible]

## BOARDING PARTIES

			16							

## TRANSPORTER MINES

R	R	R	R	D	D	D	D
---	---	---	---	---	---	---	---

**SHUTTLES** 2 BAYS + 2 M. LINKS

[illegible]

## PROBES

1								10
2								10

## SENSOR

6	6	6	5	3	0
---	---	---	---	---	---

**SCANNER**

0	0	0	1	5	9	WAPP - 36
---	---	---	---	---	---	-----------

**DAM. CON.**

6	4	4	2	2	0	APR	=	0
						AWP	=	7

**EX. DAM.**

17	BATTERY = 6
----	-------------

### POWER CURVE

WARP	=	36
IMPULSE	=	0
APR	=	0
AWR	=	7
TOTAL	=	<u>43</u>
BATTERY	=	6

### ENERGY FLUX TABLE

DIE RANGE													
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		
MODE		HIT			SHIELD DAMAGE								
1		1-5			3 FULL 3 NONE								
2		1-4			3 FULL 3 HALF								
3		1-3			6 FULL								

## PHASER-P

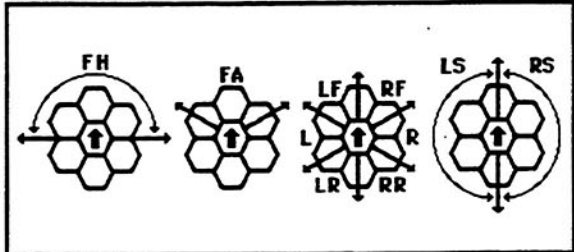
DIE ROLL	RANGE					6	9	16	26	51	
	0	1	2	3	4	5	8	15	25	50	75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	-
3	7	5	5	4	4	4	3	1	-	-	-
4	6	4	4	4	4	3	2	-	-	-	-
5	5	4	4	4	3	3	1	-	-	-	-
6	4	4	3	3	2	2	-	-	-	-	-

## TURN MODE D

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

HET		BD
5	5-6	

## WEAPON ARCS



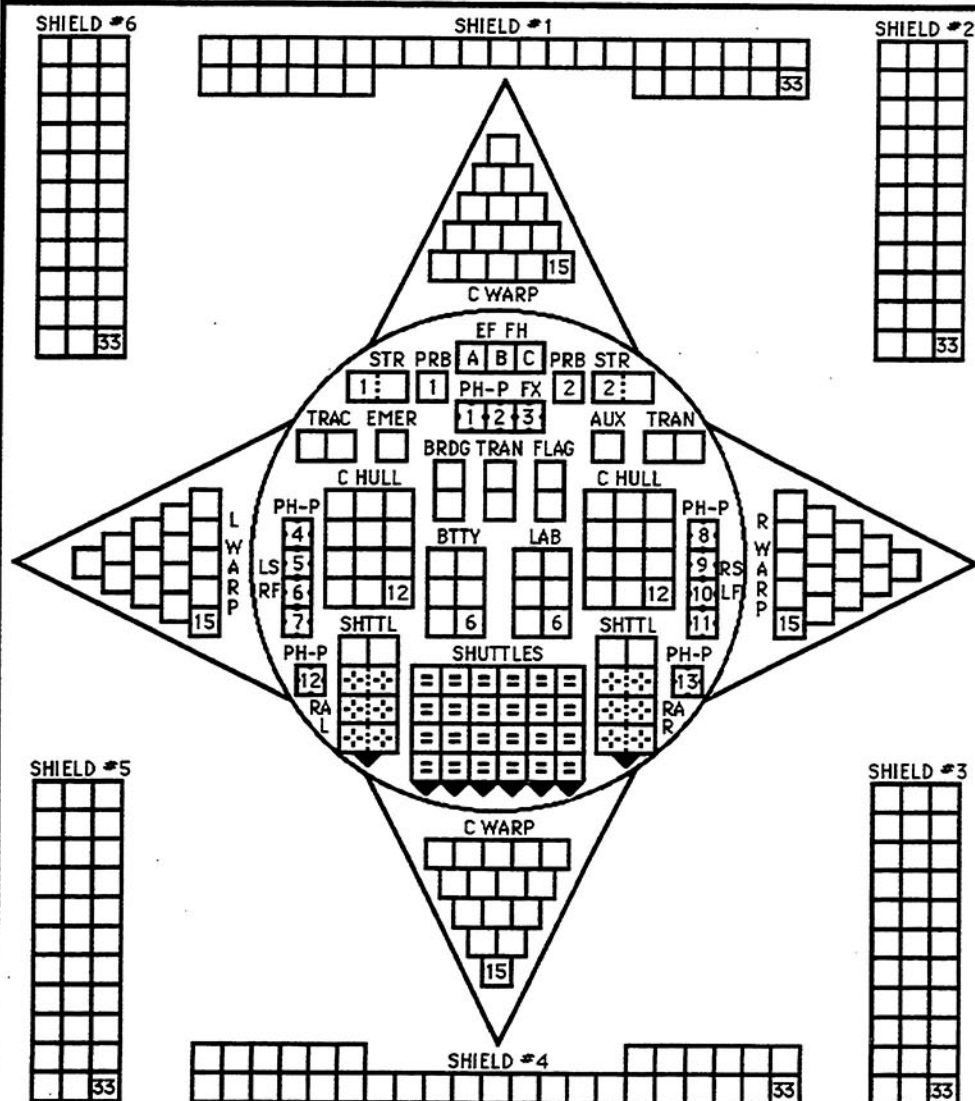
**PHASER-P3**

DIE ROLL	RANGE				4	9
	0	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	-	-	-

**NOTES:**

1. STROBES ARE DESTROYED BY THE SECOND DRONE HIT SCORED ON THEM.
2. MAY PERFORM 4 HULL ROTATIONS A TURN.
3. SPECIAL SENSORS ARE DESTROYED ON TORPEDO HITS; SEE (G24.0) FOR RULES ON SENSORS.

## ARGONIAN STARBURST DREADNOUGHT HEAVY CARRIER




## SHIP DATA TABLE

TYPE	=	CVA-D
POINT VALUE	=	210/190
MOVEMENT	=	1+1/2
SHIELDS	=	1+2
LIFE SUPPORT	=	1+1/2
SIZE CLASS	=	2
STROBE STR	=	7
REFERENCE	=	RH-2.80
INTERNALS	=	176

### CREW UNITS

[illegible]

## BOARDING PARTIES



## DECK CREWS

[illegible]

## TRANSPORTER MINES

R	R	R	R	R	R	D	D	D	D	D	D
---	---	---	---	---	---	---	---	---	---	---	---

## SHUTTLES

CNTR	HIT POINTS	TYPE

## SENSOR

6	6	6	5	4
3	2	1	0	

## PROBES

1				5
2				5

**SCANNER**

0	0	0	1	2
3	4	5	9	

**DAM CON**

6	6	4	4	2
2	2	2	0	

EX DAM

			30	

### POWER CURVE

WARP	=	60
IMPULSE	=	0
APR	=	0
AWR	=	0
TOTAL	=	60
BATTERY	=	6

### ENERGY FLUX TABLE

DIE RANGE													
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		
FIGHTER RANGE							0	1	2	3-5	6-8		
MODE		HIT		SHIELD DAMAGE									
1		1-5		3 FULL 3 NONE									
2		1-4		3 FULL 3 HALF									
3		1-3		6 FULL									

**PHASER-P**

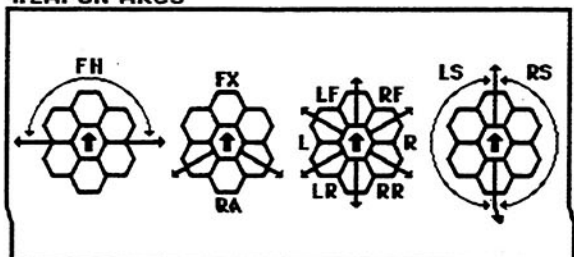
DIE ROLL	RANGE						6-9		16-26		51	
	0	1	2	3	4	5	8	15	25	50	75	
1	9	8	7	6	5	5	4	3	2	1	1	
2	8	7	6	5	5	4	3	2	1	1	-	
3	7	5	5	4	4	4	3	1	-	-	-	
4	6	4	4	4	4	3	2	-	-	-	-	
5	5	4	4	4	3	3	1	-	-	-	-	
6	4	4	3	3	2	2	-	-	-	-	-	

**TURN MODE D**

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

HET	BD
7½	4-6

## WEAPON ARCS



**PHASER-P3**

DIE ROLL	RANGE				4-	9-
	0	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	-	-	-

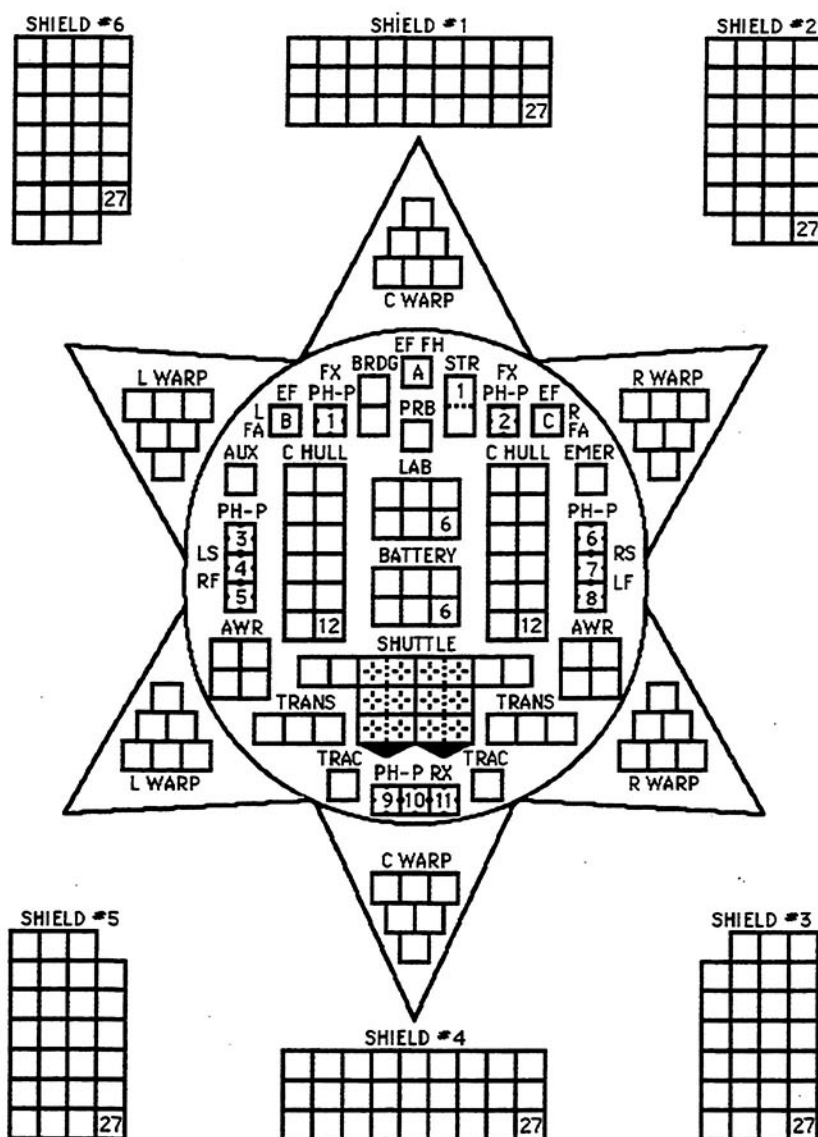
**NOTES:**

1. STROBES ARE DESTROYED BY THE SECOND DRONE HIT SCORED ON THEM.
2. MAY PERFORM 4 HULL ROTATIONS A TURN.
3. GALE FIGHTERS CANNOT BE TRANSFERRED TO THE CENTER SHUTTLE BAY.

### 1+1/2 WARP MOVEMENT CHART

SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	2	3	5	6	8	9	11	12	14	15	17	18	20	21	23	24	26	27	29	30	32	33	35	36	38	39	41	42	44	45
Fractions	$1\frac{1}{2}$	3	$4\frac{1}{2}$	6	$7\frac{1}{2}$	9	$10\frac{1}{2}$	12	$13\frac{1}{2}$	15	$16\frac{1}{2}$	18	$19\frac{1}{2}$	21	$22\frac{1}{2}$	24	$25\frac{1}{2}$	27	$28\frac{1}{2}$	30	$31\frac{1}{2}$	33	$34\frac{1}{2}$	36	$37\frac{1}{2}$	39	$40\frac{1}{2}$	42	$43\frac{1}{2}$	45

## ARGONIAN HURRICANE BATTLE CARRIER



### SHIP DATA TABLE

TYPE	=	BC-V
POINT VALUE	=	200
MOVEMENT	=	1
SHIELDS	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
STROBE STR	=	5
REFERENCE	=	RH-2.86
INTERNALS	=	125

### CREW UNITS

		*								
		52								

## BOARDING PARTIES

[illegible]

## DECK CREWS

[illegible]

## TRANSPORTER MINES

R	R	R	R	D	D	D	D
---	---	---	---	---	---	---	---

**SHUTTLES TWO BAYS+TWO TUBES**

CNTR	HIT POINTS					TYPE

## SENSOR

6	6	5	3	1	0
---	---	---	---	---	---

## PROBES

1				5
---	--	--	--	---

**SCANNER**

0	0	1	3	5	9
---	---	---	---	---	---

**DAM. CON.**

6	4	4
2	2	0

### POWER CURVE

WARP	=	36
IMPULSE	=	0
APR	=	0
AWR	=	8
TOTAL	=	<u>44</u>
BATTERY	=	6

### ENERGY FLUX TABLE

DIE RANGE													
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		
FIGHTER RANGE							0	1	2	3-5	6-8		
MODE		HIT		SHIELD DAMAGE									
1		1-5		3 FULL 3 NONE									
2		1-4		3 FULL 3 HALF									
3		1-3		6 FULL									

**PHASER-P**

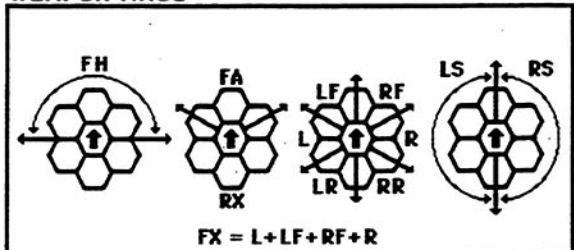
DIE ROLL	RANGE						6	9	16	26	51
	0	1	2	3	4	5	8	15	25	50	75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	-
3	7	5	5	4	4	3	1	-	-	-	-
4	6	4	4	4	4	3	2	-	-	-	-
5	5	4	4	4	3	3	1	-	-	-	-
6	4	4	3	3	2	2	-	-	-	-	-

**TURN MODE D**

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

HET		BD
5	5-6	

## WEAPON ARCS



### PHASER-P3

DIE ROLL	RANGE			4-	9-	
	0	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	-	-	-

NOTES:

1. STROBES ARE DESTROYED BY THE SECOND DRONE HIT SCORED ON THEM.
2. MAY PERFORM 4 HULL ROTATIONS A TURN.
3. CARRIED 6 GALE FIGHTERS.



### SHIP DATA TABLE

TYPE	=	BC-P
POINT VALUE	=	205
MOVEMENT	=	1
SHIELDS	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
STROBE STR	=	5
REFERENCE	=	RH-2.88
INTERNALS	=	131

## CREW UNITS

[illegible]

## BOARDING PARTIES

[illegible]

## TRANSPORTER MINES

R	R	R	R	D	D	D	D
---	---	---	---	---	---	---	---

## SHUTTLES

CNTR	HIT POINTS	TYPE

## TWO BAYS

## SENSOR

6	6	5	3	1	0
---	---	---	---	---	---

## PROBES

1				5
---	--	--	--	---

## SCANNER

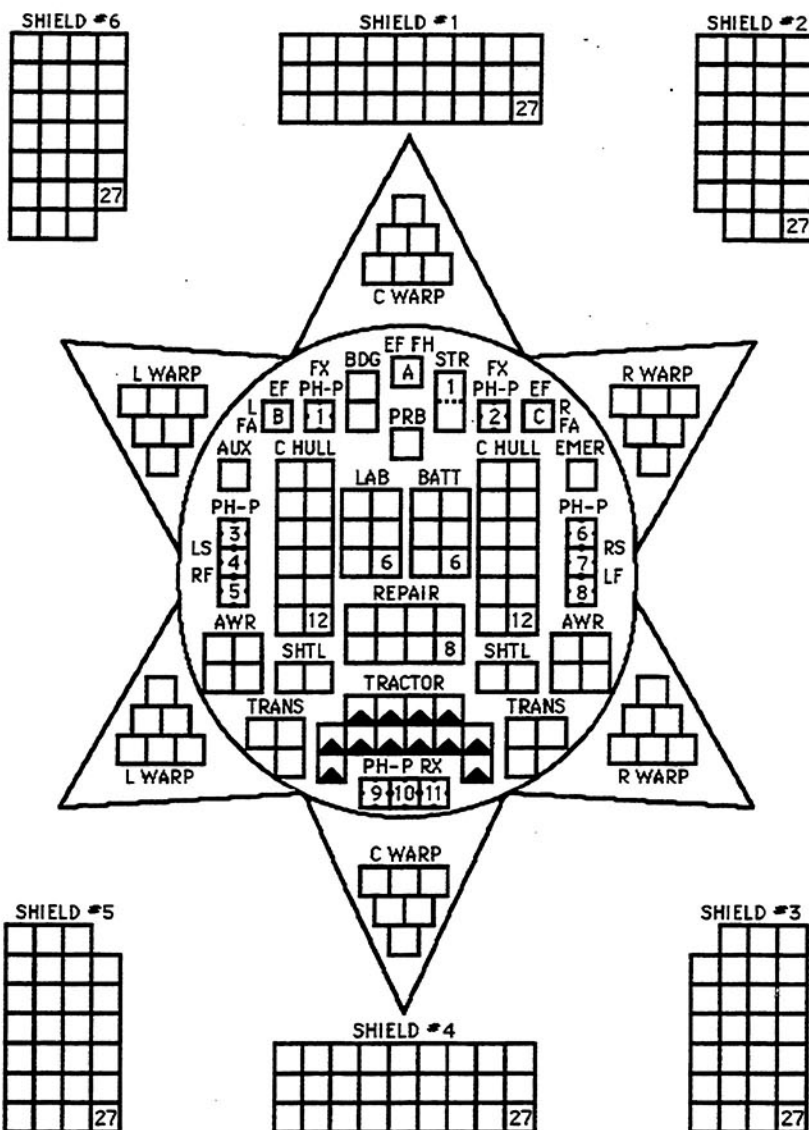
0	0	1	3	5	9
---	---	---	---	---	---

**DAM. CON.**

6	4	4
2	2	0

## POWER CURVE

WARP	=	36
IMPULSE	=	0
APR	=	0
AWR	=	8
TOTAL	=	<u>44</u>
BATTERY	=	6



### ENERGY FLUX TABLE

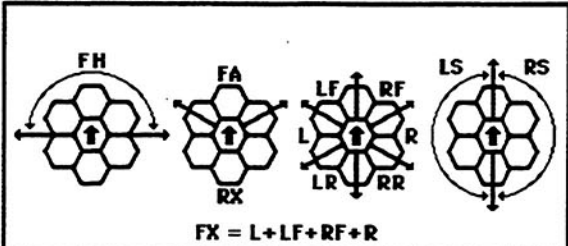
DIE RANGE													
ROLL	0	1	2	3	4	5	6	7	8	9	10	11	12-14
1	12	12	12	11	10	9	8	7	6	5			4
2-5	12	11	11	10	9	8	7	6	5	4			3
6	11	10	9	8	7	6	5	4	3	2			1
MODE		HIT		SHIELD DAMAGE									
1		1-5		3 FULL 3 NONE									
2		1-4		3 FULL 3 HALF									
3		1-3		6 FULL									

**TURN MODE D**

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

HET		BD
5	5-6	

## WEAPON ARCS



## PHASER-P

DIE ROLL	RANGE						6-	9-	16-	26-	51-
	0	1	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	-	-	-	-	-

## PHASER-P3

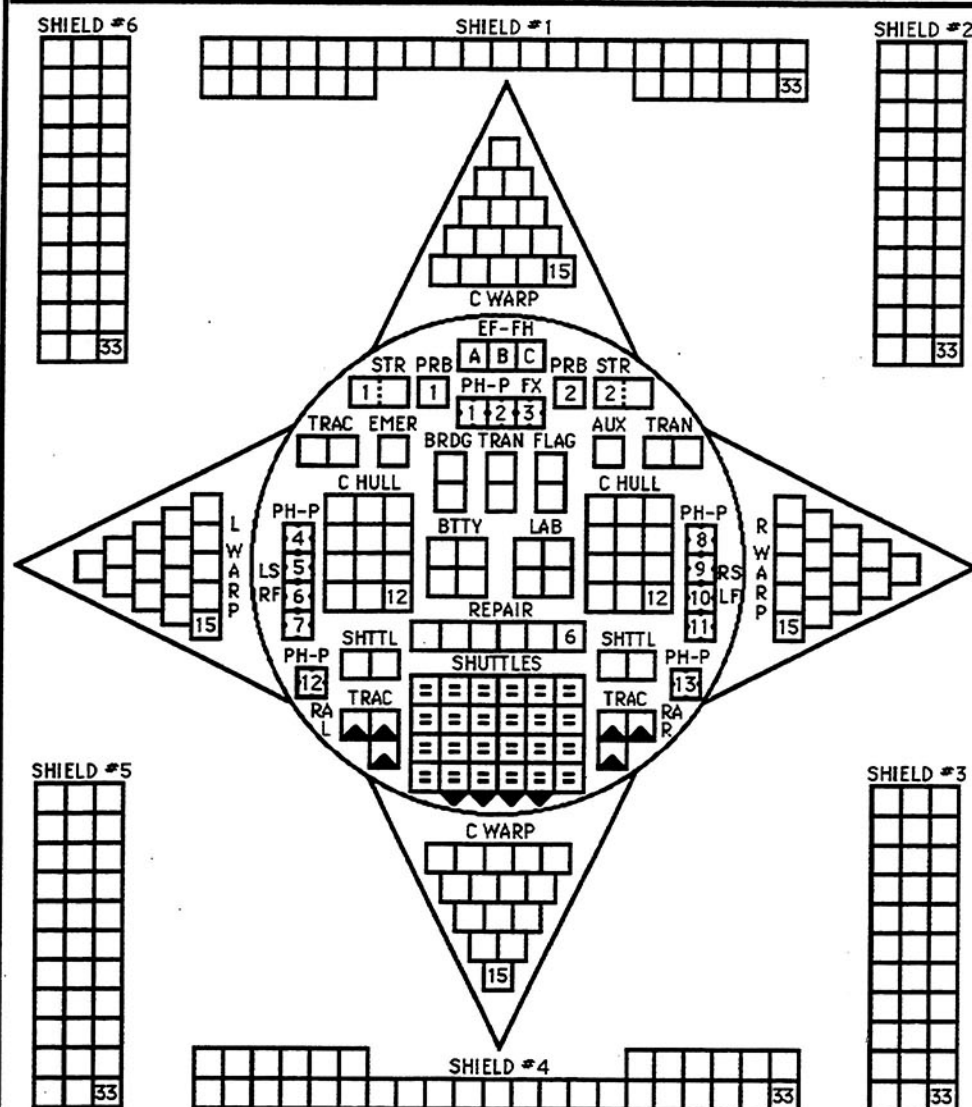
DIE ROLL	RANGE				4-	9-
	0	1	2	3	8	15
1	4	4	4	3	1	1
2	4	4	4	2	1	-
3	4	4	4	1	-	-
4	4	4	3	-	-	-
5	4	3	2	-	-	-
6	3	3	1	-	-	-

NOTES:

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



# ARGONIAN STARBURST DREADNOUGHT SPACE CONTROL SHIP



## SHIP DATA TABLE

TYPE	=	SCS-D
POINT VALUE	=	215/195
MOVEMENT	=	1+1/2
SHIELDS	=	1+2
LIFE SUPPORT	=	1+1/2
SIZE CLASS	=	2
STROBE STR	=	7
REFERENCE	=	RH-2.79
INTERNALS	=	166

## CREW UNITS

60
----

## BOARDING PARTIES

16
----

## DECK CREWS

24
----

## TRANSPORTER MINES

R R R R R R R D D D D D D D
-----------------------------

## SHUTTLES

3 BAYS+4 TUBES
----------------

CNTR	HIT POINTS	TYPE

## SENSOR

6	6	6	5	4
3	2	1	0	

## PROBES

1			5
2			5

## SCANNER

0	0	0	1	2
3	4	5	9	

## DAM. CON.

6	6	4	4	2
2	2	2	0	

## EX. DAM.

				30

## POWER CURVE

WARP	=	60
IMPULSE	=	0
APR	=	0
AWR	=	0
TOTAL	=	60
BATTERY	=	4

## ENERGY FLUX TABLE

DIE RANGE												
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	
FIGHTER RANGE							0	1	2	3-5	6-8	
MODE		HIT					SHIELD DAMAGE					
1		1-5					3 FULL 3 NONE					
2		1-4					3 FULL 3 HALF					
3		1-3					6 FULL					

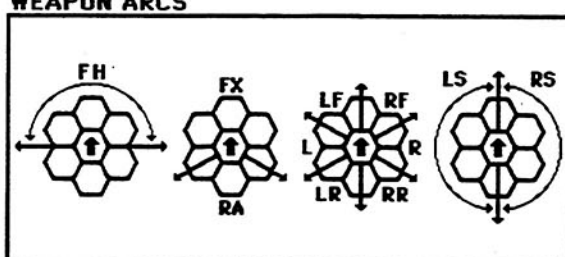
## PHASER-P3

DIE	RANGE
ROLL	0 1 2 3 4 5 6 7 8 9-15 16-25 26-51
1	9 8 7 6 5 4 3 2 1 1
2	8 7 6 5 4 3 2 1 1
3	7 5 5 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
2	5-8
3	9-12
4	13-17
5	18-24
6	25+
HET	7/2 4-6
BD	

## WEAPON ARCS



## NOTES:

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

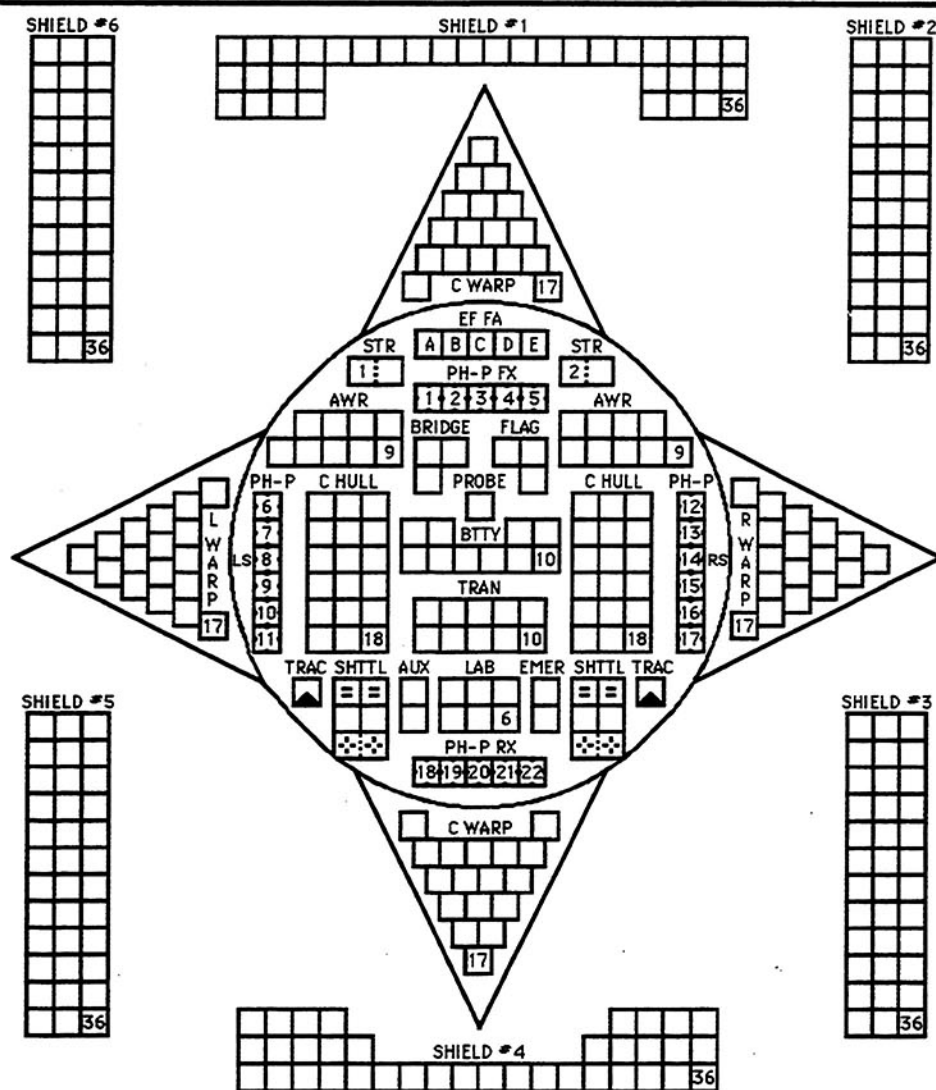
## PHASER-P3

DIE	RANGE
ROLL	0 1 2 3 4 5 6 7 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+1/2 WARP MOVEMENT CHART

SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	2	3	5	6	8	9	11	12	14	15	17	18	20	21	23	24	26	27	29	30	32	33	35	36	38	39	41	42	44	45
Fractions	1/2	3	4 1/2	6	7 1/2	9	10 1/2	12	13 1/2	15	16 1/2	18	19 1/2	21	22 1/2	24	25 1/2	27	28 1/2	30	31 1/2	33	34 1/2	36	37 1/2	39	40 1/2	42	43 1/2	45

# ARGONIAN STAR CLUSTER BATTLESHIP



## SHIP DATA TABLE

TYPE	=	BB
POINT VALUE	=	330
MOVEMENT	=	2
SHIELDS	=	1+3
LIFE SUPPORT	=	1+1/2
SIZE CLASS	=	2
STROBE STR	=	7
REFERENCE	=	RH-2.77
INTERNALS	=	204

## CREW UNITS

80
----

## BOARDING PARTIES

30
----

## DECK CREWS

8
---

## TRANSPORTER MINES

R R R R R R D D D D D D D
---------------------------

## SHUTTLES

TWO BAYS
----------

CNTR	HIT POINTS	TYPE

## SENSOR

6 6 6 6 5
4 3 2 1 0

## PROBES

1 1 1 5
---------

## SCANNER

0 0 0 1 2
3 4 5 7 9

## DAM. CON.

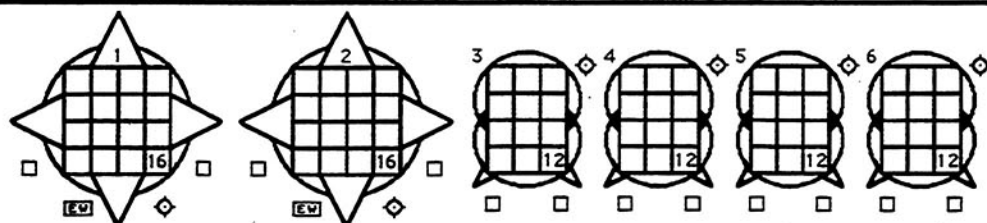
8 8 6 6 4
4 2 2 2 0

## EX. DAM.

40
----

## POWER CURVE

WARP	=	68
IMPULSE	=	0
APR	=	0
AWR	=	18
TOTAL	=	86
BATTERY	=	10



## GALE FIGHTER

POINT VALUE	=	16
PH-P3 360°	=	2
FTR EF FA	=	2
DFR	=	1
CRIPPLED	=	10
SPEED	=	10

## WIND FIGHTER

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	10	11	12	13	14
1	12	12	12	11	10	9	8	7	6	5	4	3	2	1	0	
2-5	12	11	11	10	9	8	7	6	5	4	3	2	1	0		
6	11	10	9	8	7	6	5	4	3	2	1	0				
FIGHTER RANGE	MODE	HIT	SHIELD DAMAGE													
1	1-5	3 FULL	3 NONE													
2	1-4	3 FULL	3 HALF													
3	1-3	6 FULL														

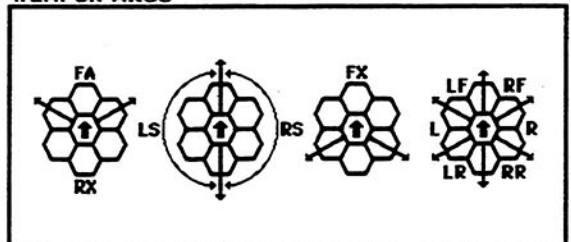
## PHASER-P

DIE RANGE	ROLL	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14
1	9	8	7	6	5	4	3	2	1	0						
2	8	7	6	5	4	3	2	1	0							
3	7	6	5	4	3	2	1	0								
4	6	5	4	3	2	1	0									
5	5	4	3	2	1	0										
6	4	3	2	1	0											

## TURN MODE E

1	2-3
2	4-6
3	7-10
4	11-14
5	15-20
6	21-29
7	30+
HET	BD
10	4-6

## WEAPON ARCS



## PHASER-P3

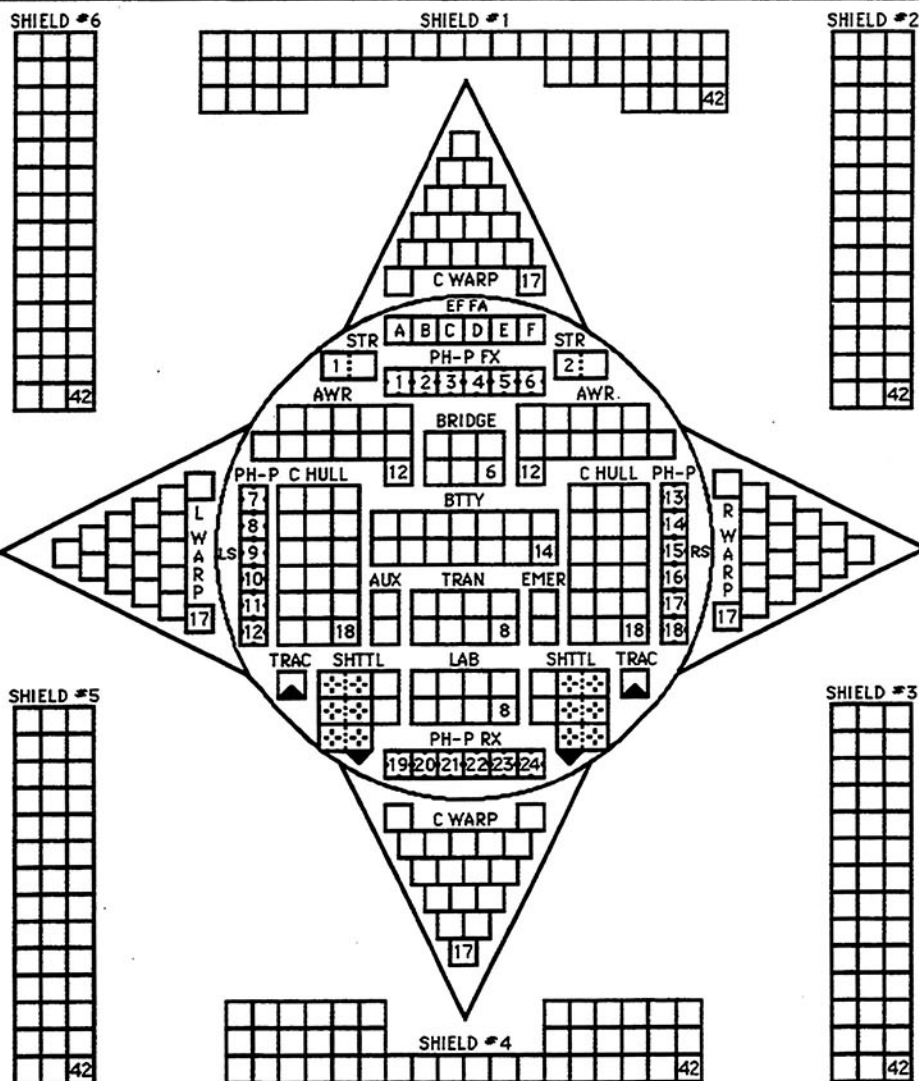
DIE RANGE	ROLL	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14
1	4	4	4	3	1	1										
2	4	4	4	2	1											
3	4	4	4	1												
4	4	4	3													
5	4	4	2													
6	3	3	1													

## NOTES:

1. STROBES ARE DESTROYED BY THE SECOND DRONE HIT SCORED ON THEM.
2. MAY PERFORM 4 HULL ROTATIONS A TURN.
3. ◇ = FIGHTER EF CHARGE.



# ARGONIAN STAR CLUSTER HEAVY BATTLESHIP



## SHIP DATA TABLE

TYPE	=	BBH
POINT VALUE	=	380
MOVEMENT	=	2
SHIELDS	=	1+3
LIFE SUPPORT	=	1+1/2
SIZE CLASS	=	2
STROBE STR	=	7
REFERENCE	=	RH-2.85
INTERNALS	=	220

## CREW UNITS

80
----

## BOARDING PARTIES

30
----

## DECK CREWS

12
----

## TRANSPORTER MINES

D D D D D D D
---------------

## SHUTTLES TWO BAYS+TWO TUBES

CNTR	HIT POINTS	TYPE
------	------------	------


## SENSOR

6	6	6	6	5
4	3	2	1	0

## SCANNER

0	0	0	1	2
3	4	5	7	9

## DAM. CON.

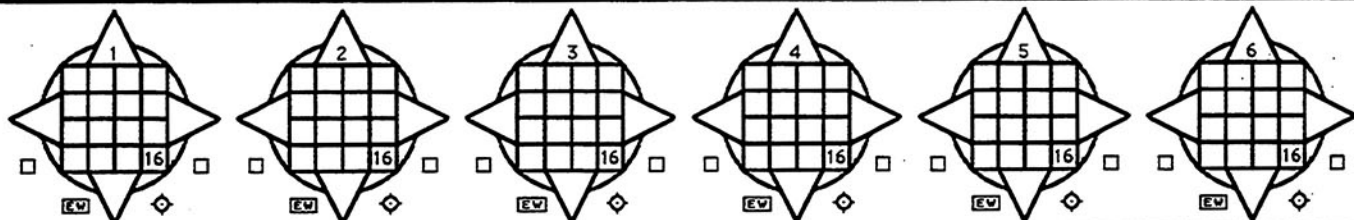
8	8	6	6	4	4	2	2	2	0
---	---	---	---	---	---	---	---	---	---

## EX. DAM.

42
----

## GALE FIGHTER (RH-2.F3)

POINT VALUE	=	16
PH-P3 360°	=	2
FTR EF FA	=	2
DFR	=	1
CRIPPLED	=	10
SPEED	=	10



## ENERGY FLUX TABLE

DIE RANGE															
ROLL	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14
1	12	12	12	11	10	9	8	7	6	5	4	3	2	1	0
2-5	12	11	11	10	9	8	7	6	5	4	3	2	1	0	
6	11	10	9	8	7	6	5	4	3	2	1	0			
FIGHTER RANGE											0	1	2	3-5	6-8
MODE	HIT					SHIELD DAMAGE									
1	1-5					3 FULL 3 NONE									
2	1-4					3 FULL 3 HALF									
3	1-3					6 FULL									

## PHASER-P

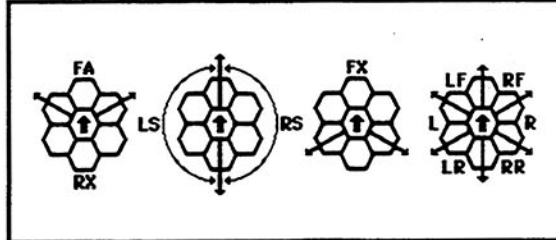
DIE RANGE	ROLL	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	26	51
1	9	8	7	6	5	5	4	3	2	1	1	1	1	1	1	1	1	1	1	1
2	8	7	6	5	5	4	3	2	1	1	1	1	1	1	1	1	1	1	1	1
3	7	5	5	4	4	4	3	1	1	1	1	1	1	1	1	1	1	1	1	1
4	6	4	4	4	4	3	2	1	1	1	1	1	1	1	1	1	1	1	1	1
5	5	4	4	4	3	3	1	1	1	1	1	1	1	1	1	1	1	1	1	1
6	4	4	3	3	2	2	1	1	1	1	1	1	1	1	1	1	1	1	1	1

## TURN MODE E

1	2-3
2	4-6
3	7-10
4	11-14
5	15-20
6	21-29
7	30+

HET	BD
10	4-6

## WEAPON ARCS



## PHASER-P3

DIE RANGE	ROLL	0	1	2	3	8	15
1	4	4	4	3	1	1	1
2	4	4	4	2	1	1	1
3	4	4	4	1	1	1	1
4	4	4	3	1	1	1	1
5	4	3	2	1	1	1	1
6	3	3	1	1	1	1	1

## NOTES:

- STROBES ARE DESTROYED BY THE SECOND DRONE HIT SCORED ON THEM.
- MAY PERFORM 4 HULL ROTATIONS A TURN.
- ◇ = GALE FIGHTER EF CHARGE.

## ARGONIAN THUNDERDRUM INTERCEPTOR SQUADRON

Diagram 1 shows the layout of the ship's deck, divided into two main sections: SHIELD #1 (top) and SHIELD #2 (bottom). The layout includes various rooms and equipment, with some rooms containing numbered or lettered boxes.

**SHIELD #1 (Top Section):**

- Top row: SHIELD #1
- Rooms/Equipment: WB, PH-P, BRDG, PH-P, RS, AWR, BATT, HULL, C WARP.
- Central area: EF FA, A.
- Bottom row: SHIELD #2

**SHIELD #2 (Bottom Section):**

- Top row: SHIELD #1
- Rooms/Equipment: WB, PH-P, BRDG, PH-P, RS, AWR, BATT, HULL, C WARP.
- Central area: EF FA, A.
- Bottom row: SHIELD #2

The diagram is labeled '1' on the left side.

SENSOR  
6  
0

SCANNER  
0  
9

DAM CON  
2  
0

EX DAM  
5

HET

BD  
6

SHIELD #2

8

2

WBP

EF FA

A

PH-P BRDG PH-P

RS 1 2 LS

AWR BATT HULL

C

C WARP

SHIELD #2

8

SENSOR  
6  
0

SCANNER  
0  
9

DAM CON  
2  
0

EX DAM  
5

HET

BD  
6

Diagram of the Starship Enterprise showing shield status and component locations:

- SHIELD #1** (Top): A row of 10 boxes, with the 10th box containing the number 8.
- 3** (Left): A large number indicating the ship's status.
- WBP** (Top Center): A cross-shaped arrangement of 5 boxes.
- EF FA** (Center): A box labeled 'A'.
- PH-P** (Left and Right): Two boxes labeled 'PH-P'.
- BRDG** (Center): A box labeled 'BRDG'.
- RS** (Left): A box labeled 'RS'.
- LS** (Right): A box labeled 'LS'.
- AWR** (Bottom Left): A box labeled 'AWR'.
- BATT** (Bottom Center): A box labeled 'BATT'.
- HULL** (Bottom Right): A box labeled 'HULL'.
- C** (Bottom Right): A box labeled 'C'.
- C WARP** (Bottom Center): A cross-shaped arrangement of 5 boxes.
- SHIELD #2** (Bottom): A row of 10 boxes, with the 10th box containing the number 8.

SENSOR  
6  
0

SCANNER  
0  
9

DAM CON  
2  
0

EX DAM  
5

HET  
☐

BD  
6  
☐

SHIELD #1

8

4

WBP

EF FA

A

PH-P BRDG PH-P

RS 1 2 LS

AWR BATT HULL

C

C WARP

SHIELD #2

8

SENSOR  
6  
0

SCANNER  
0  
9

DAM CON  
2  
0

EX DAM  
5

HET

BD  
6

Diagram of the ship **5**. The ship is oriented vertically with its bow at the top. The layout is as follows:

- Top (Bow):** A horizontal row of 10 shield segments. The 10th segment (rightmost) contains the number **8**. Above this row is the label **SHIELD #1**.
- Upper Section:** A vertical column of 4 squares. The top square is empty, the second square contains a cross, the third square is empty, and the fourth square is empty. Below this column is the label **WBP**.
- Central Section (Enclosed in a circle):**
  - Top: A horizontal row of 3 squares. The middle square contains the letter **A**. Above this row is the label **EF FA**.
  - Second Row: Three labels: **PH-P**, **BRDG**, and **PH-P**.
  - Third Row: Three labels: **RS**, **1** (in a square), and **2** (in a square). To the right of the **2** is the label **LS**.
  - Fourth Row: Three labels: **AWR**, **BATT**, and **HULL**.
  - Fifth Row: Three vertical columns of 2 squares each. The middle column is empty. The right column contains the letter **C** in its top square.
- Lower Section:** A vertical column of 4 squares. The top square is empty, the second square contains a cross, the third square is empty, and the fourth square is empty. Below this column is the label **C WARP**.
- Bottom (Stern):** A horizontal row of 10 shield segments. The 10th segment (rightmost) contains the number **8**. Above this row is the label **SHIELD #2**.

SENSOR  
6  
0

SCANNER  
0  
9

DAM CON  
2  
0

EX DAM  
5

HET

BD  
6

SENSOR  
6  
0

SCANNER  
0  
9

DAM CON  
2  
0

EX DAM  
5

HET

BD  
6

### SHIP DATA TABLE

TYPE	=	INT
POINT VALUE	=	15/22
MOVEMENT	=	1/6
SHIELDS	=	0
LIFE SUPPORT	=	0
SIZE CLASS	=	5
REFERENCE	=	RH-2.PFO
INTERNALS	=	25

**TURN MODE AA**

1	2-8
2	9-16
3	17-24
4	25+

## NIMBLE SHIPS

HET BD  
SEE PF3 ABOVE

NOTES:

1. MAY PERFORM 4 HULL ROTATIONS A TURN.
2. CANNOT PERFORM HULL ROTATIONS WITHOUT WBP.

### POWER CURVE

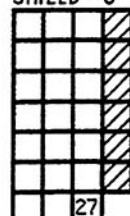
WARP	=	4/8
IMPULSE	=	0
APR	=	0
AWR	=	<u>2</u>
TOTAL	=	6/10
BATTERY	=	1

## WEAPON ARCS

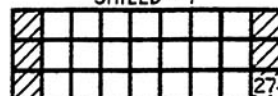


# ARGONIAN CYCLONE BATTLE TUG

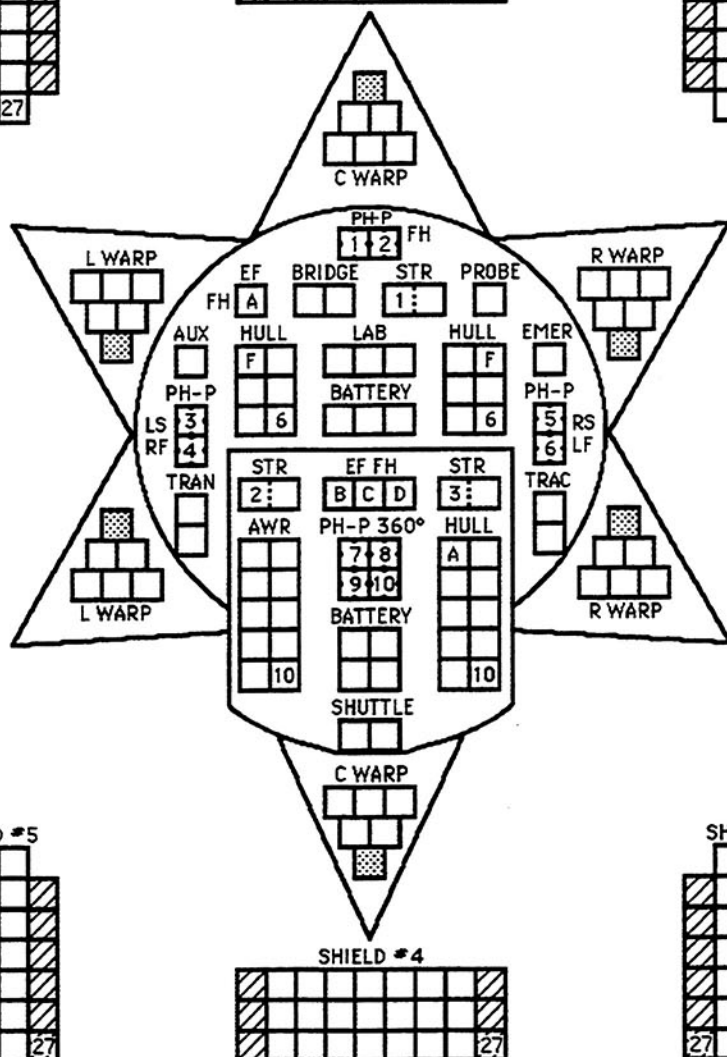
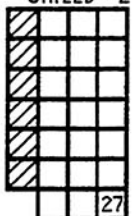
SHIELD #6



SHIELD #1



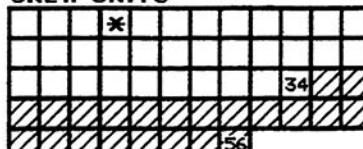
SHIELD #2



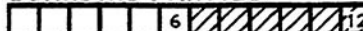
## SHIP DATA TABLE

TYPE	=	BT
POINT VALUE	=	215
MOVEMENT	=	1+1/2
SHIELDS	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	2
STROBE STR	=	3
REFERENCE	=	RH-2.17
INTERNALS	=	109
IMPULSE/PH-Is	=	-18

## CREW UNITS



## BOARDING PARTIES



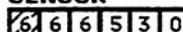
## TRANSPORTER MINES



## SHUTTLES 2 BAYS + 4 TUBES

CNTR	HIT POINTS	TYPE

## SENSOR



## PROBES



## SCANNER



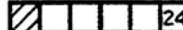
## POWER CURVE

WARP	=	36
IMPULSE	=	0
APR	=	0
AWR	=	10
TOTAL	=	46
BATTERY	=	7

## DAM. CON.



## EX. DAM.



## ENERGY FLUX TABLE

DIE RANGE	ROLL	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14
1	12	12	12	11	10	9	8	7	6	5	4	3	2	1	0	0
2-5	12	11	11	10	9	8	7	6	5	4	3	2	1	0	0	0
6	11	10	9	8	7	6	5	4	3	2	1	0	0	0	0	0
MODE	HIT	SHIELD DAMAGE														
1	1-5	3 FULL 3 NONE														
2	1-4	3 FULL 3 HALF														
3	1-3	6 FULL														

## PHASER-P

DIE RANGE	ROLL	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14
1	9	8	7	6	5	4	3	2	1	0	0	0	0	0	0	0
2	8	7	6	5	4	3	2	1	0	0	0	0	0	0	0	0
3	7	5	4	3	2	1	0	0	0	0	0	0	0	0	0	0
4	6	4	3	2	1	0	0	0	0	0	0	0	0	0	0	0
5	5	4	3	2	1	0	0	0	0	0	0	0	0	0	0	0
6	4	3	2	1	0	0	0	0	0	0	0	0	0	0	0	0

## 1+1/2 WARP MOVEMENT CHART

SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	2	3	5	6	8	9	11	12	14	15	17	18	20	21	23	24	26	27	29	30	32	33	35	36	38	39	41	42	44	45
Fract.	1 1/2	3	4 1/2	6	7 1/2	9	10 1/2	12	13 1/2	15	16 1/2	18	19 1/2	21	22 1/2	24	25 1/2	27	28 1/2	30	31 1/2	33	34 1/2	36	37 1/2	39	40 1/2	42	43 1/2	45

## TURN MODE 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	15-21
6	25+	21-29
7		30+

## HET



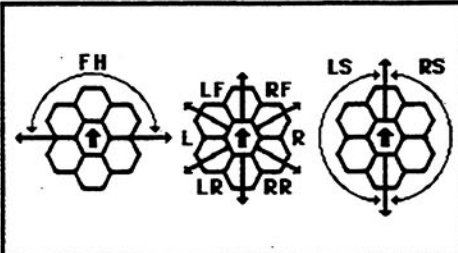
## BD



## NOTES:

- STROBES ARE DESTROYED BY THE SECOND DRONE HIT SCORED ON THEM.
- THIS TUG CANNOT PERFORM HULL ROTATIONS.
- SHADED WARP BOXES REPRESENT IMPULSE ENGINES ON UNREFITTED SHIPS.
- ALL PH-Ps ARE PH-1s ON THESE SHIPS.

## WEAPON ARCS

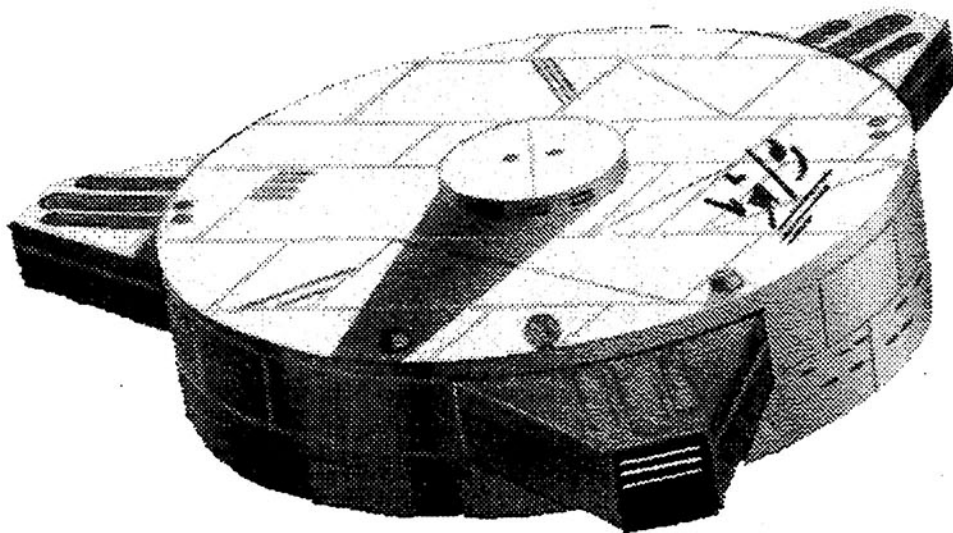


## PHASER-P3

DIE RANGE	ROLL	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14
1	4	4	4	3	1	1	0	0	0	0	0	0	0	0	0	0
2	4	4	4	2	1	0	0	0	0	0	0	0	0	0	0	0
3	4	4	4	1	0	0	0	0	0	0	0	0	0	0	0	0
4	4	4	3	0	0	0	0	0	0	0	0	0	0	0	0	0
5	4	3	2	0	0	0	0	0	0	0	0	0	0	0	0	0
6	3	3	1	0	0	0	0	0	0	0	0	0	0	0	0	0

# ARGONIANS-3

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## INCLUDES THE FOLLOWING:

**ARGONIAN X-1 RULES:** The Argonians employed a variety of advanced technology in their first generation X-1 units. The increase in the frequency of their hull rotations greatly enhanced the ability of their improved plasma phasers to be brought into arc, enabling rapid phaser fire against close range targets. The advanced energy flux proves to be much more versatile in arming, allowing the Argonians to activate their energy flux at the most opportune moment. An improvement of the strobe allows it to be more readily available, turning the strobe from a fire and forget weapon into a more dynamic tool when confronting the empires of the Far Side.

**NEW ARGONIAN SSDS:** The Argonian fleet fills out with the addition of various units such as their spy cruiser, interceptor squadron and battle control ship. Prototype X-1 technology allowed a whirlwind light cruiser hull to be used to create the starstorm, a new heavy cruiser for the Argonian fleet. Due to the decrease in size, this ships comparable armament has improved firing arcs over the hull design used in the large cruisers. Two new dreadnought variants are introduced, including the starburst dreadnought heavy carrier, with its 6 gale fighters and 24 wind fighters. This ship is well complemented by the comet escort carrier with its 4 wind fighters.

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