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STARFLEET WARS

SUPERGALACTIC DREADNOUGHTS,
TRANSPORTS, STARBOMBERS,
STAR ARMORED PURSUIT SHIPS,
CAPTacs, STARFORTRESS

Book 2

TWO NEW ADVANCED RULES,
■ SPECIAL DAMAGE
■ DAMAGE CONTROL
VALUES FOR NEW STARSHIPS

Introduction

This rulebook includes the rules for using Starfortresses, Super Galactic Dreadnoughts, Transports, Starbombers, Star Armored Pursuit Ships (SAPS) and CapTacs in your space battles. In addition it contains two new advanced rules for *Starfleet Wars*, Special Damage and Damage Control. Values for several new starships that are to be released by Superior Models are included as well. These many additions of models and rules are designed for your enjoyment and use. Addition of these new rules may enhance your enjoyment of the game but may require a longer playing time. They are suggested as optional rules and may be used or modified for your tactical and strategical requirements.

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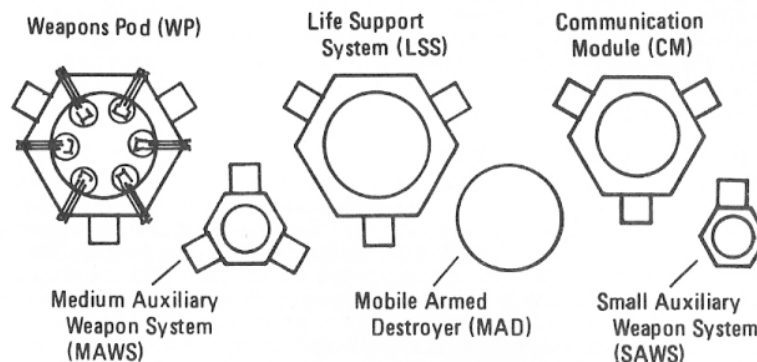
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STAR FORTRESS



Easy to assemble modular system

A Starfortress may be assembled in any number of ways with any number of different modules. Your mix of different modules and the way that they are assembled will determine the ultimate fighting power of your fortress. Each Empires' Starfortresses modules will have the same values but the modules will be unique to differentiate the different Empires construction techniques and weapons systems.

Rules and values for Starfleet Wars and Maatac

Name	Power Units	Max Off. Factor	Max Def. Factor	CIDS	Attack Craft	Particle Weapons Launchers	Weapons Reloads
Weapons Pod (WP)	60	6	*	100%	4	6	18
Life Support System (LSS)	100	0	*	0	2	0	0
Communication Module (CM)	50	0	*	0	2	0	0
Mobile Armed Destroyer (MAD)	30	3	5	60%	0	0	0
Medium Auxiliary Weapon System (MAWS)	30	2	*	20%	0	2	4
Small Auxiliary Weapon System (SAWS)	20	2	*	10%	0	2	2

Power Units

With the exception of the MAD, the power units (PU) listed on the above table are not the power units that each module produces for its weapon systems and shielding. Instead, they represent the number of power units damage that is

needed to knock out or destroy that module. Power units may be developed by the fortress only by the LSS. Each LSS produces 100 power units. If your Starfortress contains 3 LSS, it has a total of 300 PU available to devote to weapon systems or shields. The MAD generates its own offensive and defensive factors with its 30 PU. The MADs maximum offensive factors may never exceed 3 and its defensive factors are limited to 5 ($5 \times 5 = 25$ which is less than the 30 PU generated by the MAD).

Offensive and Defensive Factors

OF and DF are calculated in exactly the same manner as starships as outlined in "Starfleet Wars". You may not exceed the total available power units at any time. Your offensive factors may not exceed the sum total of OF on your weapons modules (ex. We have 3 LSS, 2 WP and a SAWS in our fortress. The total OF available are $6 + 6 + 2 = 14$). Your 300 PU on your LSS could generate enough power for 17 factors but only 14 are available from your weapon modules.

Defensive Factors (shields) are also generated by the LSS. There is no maximum limit to the number of factors that can be generated for the shields (the lone exception is the MAD). Shielding is considered to equally protect every section of the Starfortress; the LSS generate the shielding for the whole station not by separate module. (ex. In our example with 3 LSS, 2 WP and a SAWS we have 300 PU and 14 OF. This leaves 104 PU to be devoted to the shields. A defensive factor of 10 could be used with the 104 PU. No matter which module your opponent attacks it is considered to have a DF of 10.)

The MAD is treated as if it were a separate ship when calculating its OF and DF. It does not utilize any PU for movement but it cannot use more than 30 PU for its OF and DF. (ex. A MAD could have a DF of 5 and an OF of 2 costing 29 power units but could not have a DF of 5 and an OF of 3 because they would cost 34 power units and only 30 PU are available.)

Speed

A Starfortress has a combat or tactical speed of 1; it may not exceed this speed during the course of a game. The MAD is an exception to this movement limitation. It may move from one module to an adjacent module to increase a modules CIDS strength. It may only move to an adjacent module; no other movement is allowed because of its limited engineering facilities.

CIDS

Not every module has a CIDS. The LSS and CM must be supported by other weapon modules CIDS or they can be easily destroyed by starfighters. LSS and CMs may be supported by any weapons module (Pod, MAWS, SAWS) that is adjacent to the LSS or CM. The supporting weapons system may loan some or all of its 10 CIDS die rolls to the threatened module. If the supporting weapons system is attacked by starfighters it may only fire at them with the die rolls that were not loaned to the adjacent module (ex. A WP loans 6 CIDS die rolls to an adjacent LSS. If the WP is attacked by attack craft it may roll only 4 CIDS die rolls against them).

Weapons systems may support other weapon systems with CIDS die rolls. This is particularly useful if weapon systems are damaged. However, at no time may a module have more than 10 CIDS die rolls. If more than 10 rolls have been allocated to one module the *attacker* has the choice of which ones are eliminated (he should choose the strongest die rolls to be eliminated). Eliminated die rolls may *not* be allocated to other modules.

Attack Craft and Particle Weapons

Attack craft and particle weapons are launched, fired or attacked within the same manner as starships as outlined in "Starfleet Wars". No more than 12 attack craft may assault one particular module per turn.

Attacking a Starfortress

When firing particle weapons or offensive factors at a starfortress, you may choose what type of module you will direct your fire against. A penalty is assessed for this attempt to fire your weapons with pinpoint accuracy. You must add 10 to your firing die rolls to determine if any hits have been made on the modules that you wished to attack. If hits are achieved, the defending player allocates damage among those type modules that the attacker specified.

If you do not specify which type modules you are attacking, there is no firing penalty and hits are determined in the exact same way as against any starship in "Starfleet Wars". However, the defending player may allocate damage to any module that he wishes. Once a module is destroyed the defending player must immediately allocate any remaining damage to another module and not apply the damage to the destroyed module. A module is considered destroyed when it has taken damage equal to its power unit rating. Any weapons (OF, CIDS, or PWs) in the destroyed module may not be fired. Attack craft may not be launched. CMs and LSS that are destroyed critically affect the operation of the fortress. CMs contain the major fire control sensors for directing the weapons. If a starfortress has no remaining CM, the player with the starfortress must add 10 to his die rolls to reflect his decreased chance of obtaining a hit.

LSS that are knocked out lose their ability to generate power for the fortress. Each LSS generates 100 power units and must take 100 power units in damage to destroy it. For each power unit damage that a LSS receives it loses the ability to generate that power unit (ex. On turn 1 an LSS takes 29 power units damage. On turn 2 it may only generate 71 power units). If a starfortress has no LSS remaining and therefore can generate no power units, it is considered to be knocked out of action and may be boarded and captured or destroyed by one additional hit. (Note that even if a MAD still exists it may not provide power for the starfortress, only for its own use.)

Fortresses in MAATAC

These modules may also be constructed on a planet and used against MA-ATACs. As such these fortresses are considered to be considerably smaller than a starfortress. Their characteristics are given below:

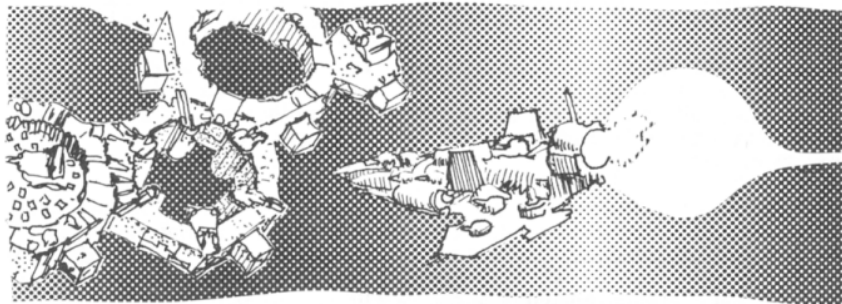
Type Module	Armor	Speed	Mobility Factor	Energy Weapons			Particle Weapons	
				Heavy	Medium	Light	Launchers	ROB
WP	A	0	0	0	6	6	6	24
LSS	A	0	0	0	0	0	0	0
CM	B	0	0	0	0	0	0	0
MAD	C	2	1	1	2	6	0	0
MAWS	D	0	0	1	1	6	2	10
SAWS	E	0	0	0	2	2	2	8

These fortresses are immobile with the exception of the MAD. A fortress must have at least one LSS in order to fire its weapons. If all the LSS are destroyed, none of the fortresses weapons may fire. Fortresses without CMs must subtract one from their firing die rolls.

When firing at a fortress, you must decide which module you are going to fire against. You may *not* fire at a module that is behind another module (hull-down) until the blocking module is destroyed. This enables a player to protect LSS and CM with WPs. MAWS and SAWS will not protect a module from incoming fire: they are too small for a module to be hull-down behind them. MADs that are located on top of a module may always be attacked. Any MAD located on a module that is hit and destroyed is also considered destroyed. MADs may move using their movement factors in the exact manner that MA-

ATACs move or they may move to an adjacent module. If they are hit and lose their mobility factor, they may not move under any circumstances.

Fortress damage die rolls are assessed under the Fortification Hit Section of the Damage Table. Modules are destroyed when penetration occurs by any weapon. Infantry units and RAATACS may be placed in any module with a maximum of 5 units (IUs, RAATACs and/or both) in any one module.



SUPER GALACTIC DREADNOUGHT

Several new models of the Five Powers starships have been made available by Superior Models. The values for these models as well as one change in the table on page 8 of rulebook #1 are given in the Table on page 6. These values will enable you to place these new models on the wargame table using the rules for *Starfleet Wars*.

The Super Galactic Dreadnoughts (SGD) are fought just like other ships in *Starfleet Wars* with one small change. Using the available power units calculate your factors for offense, defense and speed (Page 5 of the rulebook). Remember, at no time may you use more than your available power units or exceed your maximum offensive and defensive factors. The highest speed these ships may travel is a factor of 5. After you have calculated your factors you then add the additional offensive factor to the calculated offensive factor and the additional defensive factor to the calculated defensive factor. (These additional factors are found in the Data Table on page 6.) These totals are your factors used to engage your opponent's ship for that turn.

ex. An undamaged VICTORY elects to travel at a speed of 3 (using 9 power units), has an offensive factor of 18 (using 324 power units) and a defensive factor of 12 (using 144 power units) for a total of 477 power units used. Note that this is less than the maximum of 480 available power units. The additional offensive factor of 7 is added to the calculated offensive factor of 18 giving a total of 25 offensive factors. In the same manner the defensive factor is boosted from 12 to 19 ($12 + 7 = 19$).

The additional offensive and defensive factors reflect the increased capabilities of these super dreadnoughts over earlier ships. The additional factors cease to be added when a ship suffers a loss of 75% of her power units.

We suggest limiting each power to a maximum of two SGD in any one battle in the interest of playability. More than this number may dominate the battle and decrease your enjoyment of the game.

A new Galactic Dreadnought has been added to the Entomalian Fleet. It has replaced the earlier dreadnought MANTIS but will still be known by that code-name. Its values are also given in the Data Table. The GAC STINGRAY has been reevaluated. In addition a new GAC, the BEHEMOTH has been added to the Aquarian Fleet. Both of these sets of values are given below. Values for the new transports have been included as well. Please refer to the note at the bottom of the Data Table on page 6.

STARBOMBERS

The Starbombers' role in the galactic fleets is primarily offensive in that they are most useful escorting strike forces of starfighters or destroyers against enemy positions. Defensively, they can be used like an AA cruiser to keep starfighters from mounting a concentrated attack on capital units or provide close coverage to convoys. Their primary weapon is the particle weapon to deal with capital units supplemented with light lasers to stave off starfighters. While some approach a destroyer in size, they are too lightly constructed to mount heavy lasers or thick shielding. This results in the paradox that they are too small to be invulnerable to starfighter's lasers but not small enough to avoid particle weapons or capital units heavy lasers.

A Starbombers' particle weapons are fixed exactly like any other ships in *Starfleet Wars*. These rules are found on page 11 in the rulebook. In the following table the number found under the category "factors" is the number of particle weapons that can be launched each turn. The number under the category reloads is the total number of particle weapons carried on board that can be fired in the course of the game.

A Starbombers' light lasers can be fired at starfighters, transports or other starbombers. They may *not* fire at starships destroyer size or larger. Each light laser factor that a starbomber carries may be fired once per turn. Light lasers are fired exactly like starfighters lasers except that they have a range of 12 inches. These rules are found on page 14 of the rulebook under the category "Attack Craft". Unlike Attack Craft (Starfighters) the Starbomber may fire as often as it wishes only being subject to the limitation of one shot per laser factor per turn.

Starbombers may be fired at with the Offensive Factor of capital ships, the CIDS of capital ships, particle weapons of all starships or light lasers from starfighters, starbombers or transports. If they are hit once from the offensive factors or particle weapons from any ship they are destroyed. If hit by CIDS or light lasers, a total of four hits is needed to destroy them. All Starbombers may travel up to a speed of 5 factors per turn.

EXAMPLE OF PLAY

Two Sting SB patrolling a trade route at a speed of 3 are surprised at a range of 12" by a Pirahna SD and 8 Wahoo SF (outfitted as interceptors) travelling at 4 speed factors. The SB's split their light laser fire against the Wahoo's firing two factors at each starfighter thus firing at a total of 4 SF's. The die roll needed to shoot down the SF's as given in the firing table is from 0 to 29. Three SF's fall! Each SB fires 4 particle weapons at the Pirahna achieving a total of 2 hits causing 20 power units damage. The Wahoo's may not fire since they are out of range. The Pirahna fires two offensive factors and two particle weapons at one SB and its CIDS at the other. The offensive factors miss but one PW hit is achieved destroying one Sting SB. The CIDS makes two hits on the other SB, not enough to destroy her.

On turn 2 the SB and surviving SF's increase speed to five factors. The Pirahna with only 10 power units devotes 4 to speed (2 speed factors), 4 to offensive factors (2 factors) and only has enough left to have a defensive factor of 1 (1 power unit). There are not enough power units left to reload the particle weapons. The range between the Pirahna and the Sting has opened to 19". The Wahoo's have closed to 8 inches. The Starbomber fires 4 more particle weapons at the Pirahna leaving only two reloads on board. One hit is achieved causing the total damage to be 30 power units, enough to disable the SD and kill the entire crew. The Sting fires one laser at four different Wahoo's, shooting down two of them. The SD fires with its offensive factors but misses. Its CIDS is out of range and may not fire. The Starfighters shoot at the SB with their light lasers scoring two more hits. The SB has now taken four hits and is destroyed.

(continued on page 8)

Order No.	Type Ship	Class	No. in Class	Power Units	Max. Off. Fac.	Add'l. Off. Fac.	Max. Def. Fac.	Add'l. Def. Fac.	CIDS Factor	Attack Craft	Particle Weapons	Factor	Reloads
Terran Federation													
TS-01	*GD	INVINCIBLE	16	240	14	—	14	—	76% (24)	4	Neutron Torpedoes:	2	10
TS-02	GAC	CONSTELLATION	18	120	4	—	7	—	60% (12)	40		2	6
TS-03	GB	FORMIDABLE	28	90	8	—	8	—	52% (9)	15		2	10
TS-04	SC	RANGER	48	60	5	—	7	—	32% (6)	0		2	8
TS-05	SD	SWIFTSURE	196	30	2	—	2	—	24% (3)	0		2	8
TS-06	SGD	VICTORY	—	480	21	7	21	7	100% (60)	30		6	30
TS-07	GTP	HAVOC	—	21	1	—	1	—	12% (2)	—		1	2
TS-08	SS	MORNING STAR	—	—	—	—	—	—	—	—		—	—
TS-09	SS	STAR FORTRESS	—	—	—	—	—	—	—	—		—	—
TS-10	SD	SAMURAI	—	38	5	—	3	—	24% (4)	0		3	8
Entomalian Empire													
ES-20	GD	NEW MANTIS	30	235	18	—	13	—	55% (24)	6	Thermonuclear Dart	2	10
ES-21	GAC	HIVE	8	104	2	—	5	—	40% (11)	27		2	4
ES-22	GB	SCORPION	42	80	6	—	7	—	32% (8)	0		2	8
ES-23	SC	HORNET	37	50	3	—	5	—	20% (5)	0		2	6
ES-24	SD	WASP	234	29	2	—	2	—	16% (3)	0		2	6
ES-25	GTP	LOCUST	—	20	1	—	1	—	10% (2)	—		—	—
ES-26	SGD	SWARM	—	420	20	5	20	5	100% (42)	15		6	28
ES-27	SS	WEB	—	—	—	—	—	—	—	—		—	—
ES-28	GB	ROACH	—	56	4	—	6	—	28% (6)	0		2	6
Avorian United Worlds													
AS-40	GD	CONDOR	5	257	14	—	15	—	76% (26)	4	Proximity Fused	2	10
AS-41	GAC	NEST	12	125	5	—	9	—	54% (13)	36		2	6
AS-42	GB	EAGLE	32	156	10	—	12	—	44% (16)	0	Anti-Matter Missile:	2	10
AS-43	SC	FALCON	29	65	6	—	7	—	54% (7)	0		2	6
AS-44	SD	HAWK	98	31	2	—	3	—	16% (3)	0		2	6
AS-45	GTP	TURKEY	—	21	0	—	1	—	13% (2)	—		1	1
AS-46	SGD	GRYPHON	—	475	21	7	21	8	100% (50)	28		7	33
AS-47	GAC	VULTURE	—	130	7	—	9	—	54% (13)	36		2	8
Aquarian Alliance													
WS-60	GD	LEVIATHAN	10	230	9	—	15	—	60% (23)	4	Radon Bomb Catapult:	2	10
WS-61	GAC	STINGRAY	9	115	7	—	9	—	40% (12)	30		2	6
WS-62	GB	SHARK	23	85	5	—	9	—	30% (9)	0		2	8
WS-63	SC	BARRACUDA	29	58	4	—	7	—	25% (6)	0		2	6
WS-64	SD	PIRAHNA	87	30	2	—	4	—	20% (3)	0		2	6
WS-65	GAC	BEHEMOTH	—	130	7	—	9	—	50% (13)	22		2	8
WS-66	SGD	TYPHOON	—	460	21	4	21	5	100% (46)	20		5	26
WS-67	GTP	SEA HORSE	—	19	0	—	1	—	10% (2)	—		0	0
WS-68	SD	TIGERSHARK	—	30	2	—	4	—	20% (3)	0		2	6
Carnivoran Republic													
CS-80	GD	TIGER	11	221	8	—	13	—	60% (22)	4	High Velocity Implosion Weapon:	6	16
CS-81	GAC	DEN	6	110	4	—	6	—	45% (11)	34		4	10
CS-82	GB	LION	26	85	6	—	7	—	38% (9)	0		6	12
CS-83	SC	PANTHER	34	57	4	—	6	—	25% (6)	0		4	10
CS-84	SC	CHEETAH	81	30	2	—	2	—	16% (3)	0		4	10
CS-85	SGD	POLECAT	—	450	21	5	21	3	100% (40)	18		12	34
CS-86	GTP	CUB	—	19	1	—	0	—	9% (2)	—		2	2
CS-87	GD	HELLCAT	—	225	9	—	13	—	60% (23)	4		6	16
CS-88	GB	TOMCAT	—	110	7	—	8	—	40% (11)	0		6	12
Transports													
ES-25	**GTP	LOCUST	—	20	1	—	1	—	10% (2)	—	Launchers	ROB	—
AS-45	**GTP	TURKEY	—	21	0	—	1	—	13% (2)	—	—	—	—
TS-07	**GTP	HAVOC	—	21	1	—	1	—	12% (2)	—	1	1	2
WS-67	**GTP	SEA HORSE	—	19	0	—	1	—	10% (2)	—	0	0	0
CS-86	**GTP	CUB	—	19	1	—	0	—	9% (2)	—	2	2	2

**Galactic Transports. Maximum speed factor of 4. Capable of light speed, transports may be fired at by attack craft lasers. Each hit does 5 points damage. Transports fire at attack craft with CID's.

STAR FIGHTER ATTACK CRAFT

Terran	SF-01	COMET	SF-02	METEOR
Entomalian	SF-20	MOSQUITO	SF-21	GNAT
Avorians	SF-40	RAVEN	SF-41	BLUEJAY
Aquarians	SF-60	PIKE	SF-61	EEL
Carnivore	SF-80	BOBCAT	SF-81	LEOPARD

*GD Galactic Dreadnought
 GAC Galactic Attack Carrier
 GB Galactic Battlecruiser
 SC Stellar Cruiser
 SD Stellar Destroyer
 SGD Super Galactic Dreadnoughts
 GTP Galactic Transports
 SS Space Station

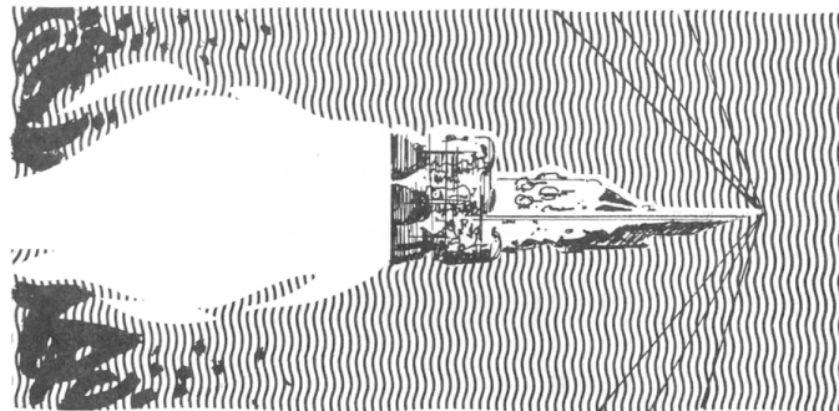
DATA TABLE

The Aquarians have lost 5 Starfighters and must leave their destroyer drift in space without power or crew. The remaining Starfighters can't tow it and they don't have any particle weapons to fire to destroy it. When last seen the Pirahna was still drifting, a memorial to a short, savage action.

STARBOMBER CHARACTERISTICS

NUMBER	NAME	LIGHT LASER FACTORS	PARTICLE WEAPONS FACTORS	RELOADS	SPEED
SB01	MARS	6	4	8	5
SB20	STING	4	4	10	5
SB40	BUZZARD	5	5	9	5
SB60	WAHOO	5	4	9	5
SB80	SNARL	4	6	12	5

STAR ARMORED PURSUIT SHIPS (SAPS)



SAPS are the gunned version of the Starbomber. Similar in size, speed and capabilities they sacrifice particle weapons for additional light lasers. This makes them very effective escorts as "flak" ships against starbombers and starfighters. SAPS require one hit from offensive factors or particle weapons OR a total of four hits from light lasers or CIDS to be destroyed. SAPS may not fire their light lasers at destroyer size and larger. Their specifications are:

Number	Name	Light Lasers	Speed	Particle Weapons
SAPS 01	Dauntless	10	5	0
SAPS 20	Louse	11	5	0
SAPS 40	Sparrow	10	5	0
SAPS 60	Dolphin	9	5	0
SAPS 80	Kitten	8	5	0

CAPTIVE TOWED TACTICAL MISSILE (CAP TAC)

The CapTac is an immense weapon system designed to inflict crippling damage on any target with one hit. These immense weapons (larger than a starfighter) are not launched in the conventional manner but are towed into position and remotely activated against the selected target.

CapTacs must be towed by a starship using a tractor beam or held in place around a starfortress with a tractor beam. They are subject to the tractor beam limitations (i.e. they cannot be towed faster than two speed factors) and a ship may use only one tractor beam to tow CapTacs. Two CapTacs may be towed with one tractor beam.

CapTacs have a range of 18". If a ship that is towing a CapTac is within 18" of a target, he may fire the CapTac during the firing phase of his turn. It is fired in the exact same manner as any other weapon using the Firing Table, Table #2 of the *Starfleet Wars* game. The CapTac is considered to have a speed of 5 factors for firing purposes. A hit by a CapTac inflicts 40 power units damage. In addition, roll two die and consult the Special Damage Table found in this rulebook to see if any additional damage has been inflicted. (Note: Normally you must be damaged beyond 20% to use the Special Damage Table but CapTacs require a Special Damage Die roll regardless of the previous level of damage inflicted on the target ship.)

CapTacs are vulnerable to CIDS because of their large size. CIDS are fired in the same manner as one would fire at starfighters. One hit destroys the CapTac. Starfighters may fire at the CapTac with their light lasers. One hit is sufficient to destroy the CapTac. CapTacs in tow may be fired at by CIDS or Starfighters. Destruction of a CapTac in tow causes 25 power units damage to the towing ship (the Tractor Beam generators were blown out). CapTacs are fired upon by CIDS and starfighters before the CapTacs are launched in order that they may be destroyed before they hit their targets. Surviving CapTacs may then be launched against their targets.

CapTacs may be towed into a battle area and then left to drift in space. They may be activated at any time by any friendly ship within 30" of the CapTac. This allows a ship to release her CapTacs and utilize her power units for lasers, shields and speed rather than the tractor beam. This is very important for the smaller warships.

CapTacs are extremely useful in assaulting Starfortresses, SGD and even planets. Because of the overwhelming number of CIDS mounts on these choice targets, CapTacs must be used in sufficient numbers to assure hits. Unlike starfighters any number of CapTacs may be launched at one target.

SPECIAL DAMAGE TABLE for STARFLEET WARS®

Every ship has a limited capacity to absorb damage and cope with its effects. This threshold is defined as 20% of the original number of power units. When a ship has lost more than 20% of its power units, there is a chance that the damage it has suffered may cause additional equipment and instruments to malfunction. The Special Damage Table reflects this aspect of advanced technological warfare.

For each turn that your ship remains more than 20% damaged, roll two twenty-sided die. When you roll the die, do not let your opponent know what your die roll is or the damage it causes, if any! After all, he isn't on board your ship to see what damage is being inflicted! Compare the die roll to the table

below. In most cases, no additional damage is inflicted but there is always the chance you may suffer crippling damage that you don't want anybody to know about.

Die Roll	Special Damage Inflicted
0-82	No additional damage
83-85	Main sensors damaged. Auxiliary sensors can be used but are limited to 36" range. You may not fire beyond sensor range.
86	Reduce calculated Offensive Factors by two factors until repaired.
87	Particle weapon launchers destroyed. No particle weapons may be launched for the duration of the game.
88-89	Engines damaged — Reduce calculated speed by two factors until repaired.
90-91	Lose launch and recovery ability of attack craft for four turns.
92-93	CIDS System damaged. Lose two die rolls permanently.
94	Laser dynamo hit. Lose use of offensive factors for two turns. CIDS and particle weapons may still fire.
95-96	Shields buckle. Subtract two factors from calculated Defensive Factors for four turns.
97-98	Stardrive crippled. Ship no longer capable of traveling faster than light.
99	Reactors go critical! Starship blows up.

Note: The Special Damage die roll takes place before the repair phase or as step 9 in the Outline of Tactical Play on page 4 of the rule book.

If the table indicates that you must subtract two or more factors from calculated factors, it means that your systems are not functioning as efficiently as before. Power is being lost before it can be delivered to the weapons, shields or engines.

ex. Your flagship INVINCIBLE lost 50 power units on turn three. Since her original power units totaled 240, she has suffered a loss of 20.8% ($50 \div 240 = 20.8\%$), you must roll the two twenty-sided die to see if your ship has received any special damage. You are unfortunate and roll an 86. You must reduce your calculated Offensive Factors by two factors for three turns. On turn four you decide to allocate 121 power units to Offensive Factors for a total of 11 factors. This must be reduced to nine factors because of your special damage (reduce calculated Offensive Factors by two factors). You will use 9 factors for firing purposes during the firing phase of that turn. Note that it has effectively cost you 121 power units to fire nine factors instead of the normal 81 power units.

Note: Starfortresses do not have to roll the special damage die until they have lost 20% of their LSS's power units. Losses of other modules power units do not affect the starfortress for special damage. Starfortresses may repair other ships as outlined in the Starfortress rules in addition to repairing themselves with DCT.

DAMAGE CONTROL RULES

This new rule will enable you to attempt to repair a damaged starship on each turn. The repair phase is conducted as step 10 in the Outline of Tactical Play on page 4 of the rule book. It is suggested that this rule be used in conjunction with the new Special Damage rules found in this rulebook.

Each major starship has Damage Control Teams (DCT) on board to affect repairs of battle damage. Repair Table #1 indicates the number of DCT available on each major type starship. There are no differences between the Five Powers starships (i.e. All GD's have 3 DCT). Teams are lost when power units are lost in excess of the number in the column 'Number of power units lost/ 1 DCT lost'. (e.g. INVINCIBLE takes 90 power units damage. She loses one DCT. If she takes 30 more power units damage, a second DCT is lost.) Once lost, a DCT may not be regained even if damage is repaired above the level needed to lose a DCT. (e.g. INVINCIBLE has 90 power units damage. She manages to repair 34 power units returning damage to 56 power units. Although this is less than the 60 power units needed to neutralize a DCT, the DCT is already considered dead.

Table #2 indicates the type of damage that can be repaired by the DCT. First, declare what type damage each DCT will attempt to repair. Each DCT may attempt to repair different types of damage or they may concentrate their efforts on one type of damage. For each DCT attempting to repair damage, roll two twenty-sided die and consult Table #2. Locate your die roll under the column containing the type damage you wished to repair. If you have been successful, that damage is considered repaired immediately. Note that some of the die rolls are not favorable. You do not have to attempt repairs but it is advisable in most circumstances.

If you are successful in your attempts to repair power units, you may NOT accumulate more power units than the maximum power units given in the Data Tables in the rulebook. If your ship repairs damage such that you have no longer lost more than 20% of your original power units, you are no longer required to roll for special Damage. (ex. INVINCIBLE lost 50 power units or 20.8% ($50/240$). She manages to repair 6 power units bringing her damage to 44 power units or 18.3% ($44/240$). You no longer have to make Special Damage die rolls because you are less than 20% damaged.)

DAMAGE CONTROL TABLE #1

Starship Type	Number of DCT Available	Number of PU needed to damage to disable one DCT	Maximum number of PU individual ships may repair during battle
Starfortress	1 DCT per LSS	70 PU on an LSS	No Maximum
SGD	4	80	40
GD	3	60	20
GAC	3	30	15
GB	2	30	10
SC	1	30	5
SD	1	15	3
SB, SAPS, GTP, SF	0	0	0

DAMAGE CONTROL TABLE #2

Type Damage	Die Roll	Effect
Offensive Factors	00-87	No Effect
	88-94	One Factor repaired
	95-98	Two Factors repaired
	99	Laser Dynamo explodes! All offensive factors lost permanently.
Defensive Factors	00-84	No effect
	85-93	One Factor repaired
	94-97	Two Factors repaired
	98-99	Field Generators short out! Lose all defensive factors permanently.
Speed	00-85	No effect
	86-90	One factor repaired
	91-96	Two factors repaired
	97-99	Reactors go critical! Starship explodes!
Power Units	00-78	No effect
	79-89	Two power units repaired
	90-94	Three power units repaired
	95-98	Four power units repaired
	99	Six power units repaired
Turn Reduction	00-88	No effect
	89-97	Damage duration reduced by one turn
	98-99	Damage Duration reduced by two turns