

## Appendix A – Sequence of Play Extract

Phase	Description
1. Income Phase	Income is calculated and added treasury. If BO PERM is on, 200 EPs are subtracted during this phase.
2. Ship Movement Phase	Ship shields are brought back to full levels. Legendary Engineers make ship repairs. During each pulse, certain actions take place as listed below: <ol style="list-style-type: none"> <li>a. Movement. Ships make their moves and issue their orders. Movement and orders are issued in sequence, oldest ships first.</li> <li>b. Link resolutions. Andromedan satellites linked to a mothership are moved to the location of mothership.</li> <li>c. Combat. Battles (if any) are resolved.</li> <li>d. Resupply.</li> </ol> After one pulse is over, the next one occurs until all six pulses are complete. Orders which take the entire turn are resolved during pulse 1 regardless of the speed of the ship.
3. Miscellaneous Orders Phase	Miscellaneous orders are issued (in sequence, one at a time). (If Reversed Orders is ON, this phase occurs before the Movement Phase.)
4. Random Event Phase	Random events (if any) are issued.
5. Post-Turn Status Phase	Report of your treasury at the end of the turn, number of unassigned optional items and officers and other details. Bases perform scans.
6. Announcement Phase	Announcements of available new orders, suggestions on game play and other hints. Stock list of the top 20 Corporations. (After Y171, more lists of other categories.) Random ship advertisements. "Heard in Sub-Space"

## Appendix B – Major Sites

Type	Description	Entry Effects	Combat Effects	Prospecting
<b>PL</b> <i>Planet</i>	The most basic site. Produces an average amount of each of the four resource types.	None	None	None
<b>GG</b> <i>Gas Giant</i>	A site which produces normal levels of people and food, double ores and no dilithium. Gas giants can have more moons than any other site.	None	None	Low (20-30)
<b>PG</b> <i>Planet at Gas Giant</i>	This terrain occurs when one of the moons of a gas giant is a habitable world in its own right. These sites produce normal people and ores, double food and no dilithium.	None	None	Low (20-30)
<b>DP</b> <i>Dual Planet</i>	A rarer site which consists of two worlds orbiting each other. Produces normal food and triple people, but no other resources.	None	None	None
<b>DA</b> <i>Dilithium Asteroid</i>	A very rare type of site, these planetoids are literally covered with dilithium crystals, the mineral that makes warp travel possible. Dilithium Asteroids produce quadruple normal levels of dilithium, but no other resource types.	None	None	Low (20-30)
<b>CO</b> <i>Comet</i>	Comets are fairly common, occurring about as often as a standard planet. They produce standard ores and food plus double normal dilithium, but no people.	None	None	Low (20-30)
<b>MO</b> <i>Molten Ores</i>	Usually located near a large red giant sun, these are the remains of once- rich planets now melted into a soft mass of triple the standard ores level, plus the standard amount of dilithium.	Same as the Heat Zone area terrain-any ship without shields, or any Andromedan ship, will take 5-20 damage upon entry. Andromedans lose all shields before taking this damage! Crew-8 ships are completely immune. Also, repair ships restock.	Ships Without shields and Andromedan ships take 1 point of extra damage each combat round. Crew-8 ships are immune. commandos do not function in molten ores hexes.	Low (20-30)
<b>WP</b> <i>Wandering Planetoid</i>	These asteroids are found in open space, and are populated by travelers between star systems. They typically have double the normal amounts of people and food but little else. Note: Despite the name, wandering planetoids will not move during the game. They do not travel at warp speeds.	None	None	Medium (40-60)

## Appendix B – Major Sites

Type	Description	Entry Effects	Combat Effects	Prospecting
<b>BP</b> <i>Bizarre Planetoid</i>	Similar to planets, but unpredictable, these planetoids produce random amounts of resources. In their basic form, they produce approximately what a planet would, but this can fluctuate greatly from turn to turn.	None	None	None

## Appendix C – Minor Sites

Type	Description	Entry Effects	Combat Effects	Prospecting
<b>AC</b> <i>Academy Center</i>	Produces from 1-5 points of each type of resource, along with one random legendary officer each turn. Ships can also use the GLOx and FLOx orders.	None	None	None
<b>CS</b> <i>Cold Star</i>	The star in this hex produces a deadly form of radiation which will kill most or all of the crew on a ship. However, cold stars often have planets orbiting them, and the inhabitants of these worlds are resistant to the radiation. Cold stars are thus minor sites which produce a small amount of People resources each turn..	Crews are reduced to level 1. If already at 1, it is reduced to zero, and the ship can no longer move! WYN ships, hospital ships, and ships with Legendary Doctors are immune	None	None
<b>GP</b> <i>Gas Pocket</i>	Essentially a small cloud of gas, this minor site provides a few units of Dilithium in gaseous form. The vapors can be explosive, but this is only dangerous in combat. Long-range bombardment attacks against gas pockets gain a 10% bonus.	None	The attacker gains a 10% bonus to each ship's base attack factor due to explosive pockets. Defender has no bonus or penalty.	Excellent (80-120)
<b>NS</b> <i>Neutron Star</i>	These dangerous suns can drain the engines of any starship. However, food seems to grow better nearby. Neutron stars are minor sites which produce Food resources only. Cloaking devices and scans will not work.	Ship speeds are reduced to 1 when they enter this terrain. Crew-9 ships, ships with Legendary Engineers, and repair ships with at least one repair point are immune.	None	None
<b>RP</b> <i>Repair Planetoid</i>	These planetoids produce Ores and contain pre-placed spare parts for repairs. Ships can use them for repairs and restocking of repair points without requiring a base on the site.	Repair ships automatically restock themselves with repair points upon entry.	None	None

## Appendix D – Point Terrain

Type	Description	Entry Effects	Combat Effects	Prospecting
<b>ES</b> <i>Empty Space</i>	This simply means no point terrain is present.	None	None	None
<b>BH</b> <i>Black Hole</i>	These were once the worst known hazard in space, but with the advent of warp drive, they have become little more than a minor distraction. However, seriously damaged ships can still have trouble escaping from them.	If heavily damaged or crippled ship enters this hex (even if this damage is caused by area terrain in the same hex) it is destroyed.	If a ship is damaged to heavy or crippled levels during combat, it is destroyed.	None
<b>VP</b> <i>Variable Pulsar</i>	Pulsars are one of the most dangerous kinds of terrain in the GMC. They can cause enough damage to destroy most frigates and cripple or kill cruisers! However, the prospecting value of such terrain is usually high, due to the vast amounts of chopped-up planets and asteroids in the vicinity. Pulsars are worth visiting for this reason-but be sure you use a large ship with good shields, or it'll be destroyed on the way in.	Causes 50 to 100 points of damage to any ships entering the hex! Crew-8 ships are immune. The following will halve this damage (these are cumulative): Legendary Navigators, maulers, and exploration ships.	None	Outstanding (150-200)
<b>WD</b> <i>White Dwarf</i>	These are essentially black holes within radiation zones, which combine the effects of both these kinds of terrain.	Same as a black hole and radiation zone.	Same as a black hole and radiation zone.	None
<b>WH</b> <i>White Hole</i>	These odd "reverse black holes" spew out matter and radiation instead of sucking it in. In addition, the collection of matter can often build up a substantial prospecting value over time.	Drains 1 level of crew when the hex is entered (same as a Radiation Zone). WYN ships, hospital ships, and ships with Legendary Doctors are immune.	The attacker suffers a 25% penalty to each ship's base attack factor due to sensor disruptions. Defender is not penalized.	None initially, but will build up over time at a rate of 10 EPs per turn.
<b>NO</b> <i>Nova</i>	This is one of the most deadly terrains in the GMC. Any ship entering such a hex will be destroyed. Consider yourself warned! Scans cannot be made within this terrain.	Ships entering these hexes are destroyed! Crew-9 ships are immune.	Optional Items do not function in this terrain.	None
<b>SN</b> <i>Supernova</i>	Stay away from these. The difference is that novas occupy only a single hex, while supernovas usually appear in a group-sometimes as many as seven hexes at a time! Scans cannot be made within this terrain.	Ships entering these hexes are destroyed! Crew-9 ships are immune.	Optional Items do not function in this terrain.	100 EPs; cannot be modified up or down by any bonuses or penalties.

## Appendix E – Area Terrain

Type	Description	Entry Effects	Combat Effects	Prospecting
<b>ES</b> <i>Empty Space</i>	This simply means no point terrain is present.	None	None	None
<b>AF</b> <i>Asteroid Field</i>	Perhaps the most common kind of area terrain, asteroid fields are well known for their high prospecting value and the small amount of damage they cause to ships entering them.	Causes 5-10 points of damage when entered. Ships with crew-5, Legendary Navigators, maulers, or exploration abilities are immune.	All ships take 1-3 extra damage each round of combat. Also, ships receive a 10% bonus to their defense factor (not hit points). Tholian ships have a 25% bonus to defense (instead of 10%). Web caster ships also have a 25% bonus to their attack factor.	Very Good (60-100)
<b>AZ</b> <i>Antimatter Zone</i>	These hexes are filled with gaseous antimatter. Shields will protect against this, but if a ship enters an antimatter zone with its shields down, it will be destroyed. Andromedans are not protected no matter how high their shield factor is! Long-range bombardment cannot be used against a site in this terrain.	Ships without shields, and all Andromedan ships, are annihilated in this terrain.	If a ship's shields are reduced to zero during battle, it is instantly destroyed. Damage to fortifications is increased by 25%. Fighters, drones, commandos, T-bombs, and MRSs will not function.	None
<b>CC</b> <i>Cloak Cloud</i>	One of the few beneficial terrain types, cloak clouds cause any ship entering them to be treated as if it were cloaked. Long-range bombardment attacks have a 10% bonus against sites in cloak clouds.	Any ship in cloak clouds (including those built at Warp Gates located in this terrain) will not show up on enemy ship scans.	Same as a cloaked ship: Defenders take 25% less damage on the first round of combat.	None
<b>DC</b> <i>Dust Cloud</i>	The second most frequently encountered terrain. Causes a very small amount of damage, much less than an asteroid field would, and is less prospectable. Cloaking devices will not work.	Causes 1 point of damage when entered. Ships with Crew-5, Legendary Navigators, maulers, or exploration abilities are immune.	None	Average (40-60)
<b>DS</b> <i>Dust Storm</i>	A dust cloud and radiation zone combination. Cloaking devices will not work.	Same as dust clouds and radiation zones.	None	Average (40-60)
<b>GW</b> <i>Gravity Well</i>	These are areas of powerful gravitational flux. Most ships will be unaffected, but you wouldn't want to take a damaged ships through one of these hexes!	Any ship with greater than light damage is destroyed in this terrain, even if this damage is caused by point terrain in the hex.	If a ship takes greater than light damage during battle, it is destroyed immediately.	None
<b>HZ</b> <i>Heat Zone</i>	This is a zone of intense heat. Shields (other than Andromedan) will protect against this, but if a ship enters a heat zone with its shields down, it will take a serious amount of damage.	Any ship with its shields down, and any Andromedan ship, will take 5 to 20 points of damage. Andros lose all shields before taking this damage! Crew-8 ships are immune.	Ships with no shields and all Andromedans take 1 point of damage each round of combat. Crew-8 ships are immune. commandos do not function in heat zones.	None

## Appendix E – Area Terrain

Type	Description	Entry Effects	Combat Effects	Prospecting
<b>IS</b> <i>Ion Storm</i>	These hexes contain permanent storms of violent electrical energy. This has a degrading effect on a ship's engines, causing it to lose speed until repaired. Cloaking devices and scans will not work.	Ships entering these hexes lose one point of speed; ships already at speed 1 are unaffected. Crew-7 ships, ships with Legendary Engineers, and repair ships with at least one repair point are immune.	The base attack and defense factors of ALL ships are reduced by 50% (hit points are unaffected). Fighters, T-bombs and MRSs do not work.	None
<b>MM</b> <i>Magnetic Meteors</i>	A very rare terrain which never appears in home sectors (only in "wild" sectors), these cause serious amounts of damage but are worth entering for their prospecting value.	Causes 40-60 points of damage. Ships with aegis abilities are immune. Ships with Crew-7, Legendary Navigators, or exploration abilities halve damage (these benefits are cumulative).	Ships Take 2 to 4 extra points of damage each combat round. Aegis ships are immune.	Excellent (80-120)
<b>MS</b> <i>Meteor Swarm</i>	Essentially a dust cloud and asteroid field combination, this terrain causes more damage than both, sometimes enough to penetrate the shields of a frigate. Avoid entering more than one meteor swarm hex during a turn! Cloaking devices will not work.	Causes 1 to 15 points of damage upon entry. Ships with Crew-5, Legendary Navigators, maulers, or exploration abilities are immune.	None	Good (60-80)
<b>NE</b> <i>Nebula</i>	Usually clustered in a large group of hexes, nebulae have the annoying effect of draining the shields of any non-Andromedan ship that enters them. Scans will not function. Long-range drone bombardment attacks into nebulae suffer a 50% penalty.	Ship shields are reduced to zero. Andromedans are not affected. Ships with Legendary Engineers lose all but 1 point of shields, unless shields were already zero.	Shields are useless in a nebula. Exception: Andromedan shields function normally. Fighters, T-bombs, MRSs, and commandos do not function. Heavy drones are ½ effective.	Medium (30-50)
<b>NF</b> <i>Negative Energy Field</i>	These zones are negatively charged and have a degrading effect on dilithium, sufficient to drain a ship's engines completely. Cloaking devices and scans will not work. Long-range bombardment cannot be used against a site in this terrain.	Ships entering these hexes have their speeds reduced to 1; speed-1 ships are unaffected. Crew-9 ships, ships with Legendary Engineers, and repair ships with at least one repair point are immune.	The base attack and defense factors of ALL ships are reduced by 50% (hit points are unaffected). Fighters, PFs, drones, and MRSs will not work.	Excellent (80-120)
<b>OM</b> <i>Old Minefield</i>	This is a large area of unexploded mines (origins unknown). These zones are very dangerous and can destroy unwary frigates and seriously damage cruisers. Minesweepers are immune to this effect-plus, they can clear temporary paths for non-minesweepers by using the SWPx order (see <b>Chapter 4.9</b> ).	Ships take 25 to 50 points of damage when they enter unswept old mine-fields. Minesweepers and crew-7 ships are immune. Legendary navigators, maulers, and exploration abilities halve damage; these effects are cumulative.	None	No EPs, but the ship will be filled with T-bombs to its maximum limit (can be repeated as often as desired).

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Type	Description	Entry Effects	Combat Effects	Prospecting
<b>RZ</b> <i>Radiation Zone</i>	These hexes contain deadly radiation that can kill some of the crew of any ship entering them. Definitely an area to avoid!	Reduce a ship's crew by 1 level when entered (but not below level 1). WYN ships, hospital ships, and ships with Legendary Doctors are immune.	None	None
<b>SC</b> <i>Star Cluster</i>	These hexes are crowded with stars, making them regions of violent stellar activity. This has no effect on movement, but in a combat situation, ships can often take damage from surprise stellar outbursts. Battles in such hexes may often turn out differently than you might expect. Scans will not function.	None	Ships in battle in these hexes can occasionally take extra volleys of damage-up to 100 points extra-unless the attacker has at least a 3 to 1 advantage in total combat strength. Fortifications will not be affected.	Low (20-40)
<b>SG</b> <i>Stargate</i>	These rare wonders teleport ships to another hex in the same sector (before any other terrain effects occur). Unlike the random weak space effect, SGs always move your ship to the same place! The only way to find out the destination of a Stargate is to fly through it.	Teleports any ship entering the hex to another hex in the same sector. This destination hex is fixed and unchanging, and the teleportation effect cannot be resisted.	Not applicable, as it is not possible for a ship to occupy one of these hexes.	None
<b>SZ</b> <i>Stasis Zone</i>	These very rare terrains contain bubbles of stasis which can temporarily freeze an unwary ship. Stasis zones are found only in "wild" sectors, never in player-owned sectors.	Ships lose all movement and orders for the rest of the turn, and lose 1 movement on their next turn. This effect is not "damage" and cannot be repaired in any way. Crew-8 ships are immune.	Combat tactics do not function; both sides are treated as using the Basic tactic (see <b>Chapter 10.1</b> ).	Low (20-40)
<b>TZ</b> <i>Toll Zone</i>	The ISC operates these zones as a way to finance its effort to transform the GMC into a nature preserve. A non-ISC ship entering this terrain must pay a fee in economic points. This will be subtracted from your treasury automatically (whether you like it or not). There is no way to recover this money!	You must pay 10 EPs every time one of your ships enters this terrain. (This could reduce our treasury to a negative value.) ISC ships will not be charged. The fee is decreased by 1 per crew level above 3.	None	None
<b>WS</b> <i>Weak Space</i>	The fabric of space in these areas has been weakened by some unknown phenomena. Ships entering such hexes will often find themselves flying through rips in space and emerging elsewhere. There is no way to control this effect, although there are ways to avoid it.	Any ship entering this terrain has a 50% chance of being transported to a random hex elsewhere in the sector. Tholians (whose home territory is near weak space), Crew-7 ships and ships with Legendary Navigators are immune.	None	None

## Appendix F – Ship Variant Ability List

Variant	Description
<b>A</b> <i>Aegis</i>	This defensive ability usually means the ship has a higher defense factor than normal ship of their class. The already substantial DF is then given a bonus of 25% whenever the aegis ship defends a site from attack! Hit points are not improved by this bonus. The site does not have to be fortified in any way for the aegis ship to gain this ability. Most ships with aegis become available around Y175, although there are some exceptions. Aegis ships are immune to magnetic meteor terrains.
<b>B</b> <i>Battle</i>	These ships have any of several combat improvements (additional heavy phasers, better control abilities, etc.) which result in a higher AF, DF and/or SF than the basic ship of its class. For example, the Federation CC is an improvement over the basic CA, so it has the "B" variant letter.
<b>C</b> <i>Cloak</i>	These ships have a cloaking device installed. All Romulan ships have the cloak, and Orions can purchase the device, but no other race uses it. Cloaking devices allow a ship to make itself harder to detect by enemy scans-see the description of the CLOA order ( <b>Chapter 4.9</b> ) for more on how to use the device. Note: Because all Romulan ships (except the SNP) possess the cloak automatically, the "C" variant letter is not listed on their Ship List to avoid needlessly cluttering up the chart.
<b>D</b> <i>Defense</i>	Defensive ships have some sort of defensive improvement (additional light phasers, anti-drones, etc.) which give them a higher DF than the basic ship of their class. This is similar to aegis (above), except that there is no site-defense bonus or MM immunity. Defensive ships are usually available earlier than aegis variants. Defensive ships have no other special abilities.
<b>E</b> <i>Exploration</i>	Exploration ships are rare; only the Civilian FEL and Federation GSC+ have these abilities, although generic ships can switch to this mission. Any exploration ship has the ability to "look ahead" at the terrain in hexes ahead of it. As a result, it will never enter any deadly terrain as long as that terrain would automatically destroy the ship before any damage was rolled. Therefore, if an exploration ship attempted to enter a supernova hex, it would "bounce" and retreat back to its previous location, but if it attempted to enter a variable pulsar hex, it would still make the move even if its shields were down and it had no internals left! Be sure you understand how this works. Some examples of terrains that the ship will retreat from include novas and supernovas (if less than crew-9), gravity wells and black holes (if already severely damaged), and antimatter zones (if shields are down). In addition to the above, exploration ships are completely immune to dust clouds, dust storms (dust damage only), asteroids, and meteor swarms, and suffer only half damage from variable pulsars, magnetic meteors and minefields.
<b>F</b> <i>Facilities</i>	Facilities ships are the rarest and most difficult type of ship to acquire. Only the Civilian FTF specialty ship (which you can only buy once) is normally available-the only other way to get one is to create it by switching a generic ship to the "F" mission (but this requires a crew of 9!). The special ability of a facilities ship is quite useful, however. When one of these ships uses the GIVE order, all ships in its hex can collect whatever optional items they need from your Home Office's stockpiles, even if they are not in the same hex as a base! This makes a facilities ship capable of keeping a fleet supplied or restocked as necessary, saving you the trouble of building bases for that purpose.
<b>G</b> <i>Generic</i>	Generic ships have the ability to change missions, making them essentially another type of ship entirely (until the mission is changed to something else). Generic ships are usually tugs, modular ships or Orion pirates, and are the most versatile vessels in the game (and far more versatile in the tri-video series than they actually are in Star Fleet Battles). Generic ships are so important that they are described in their own section, which follows this one.
<b>H</b> <i>Hospital</i>	These very rare ships carry the facilities or healing wounded or dying crews back up to their previously achieved maximum levels. For example, if a ship with crew level 7 had been reduced to 1 by a cold star, a hospital ship could bring it back up to 7 without re-training. To do this, the hospital ship merely issues the CURE order while in the same hex as any number of afflicted ships. (Note that it is the hospital ship which issues this order, NOT the ship needing help.) The CURE order is the only way to rescue a ship whose crew has dropped to zero (i.e., from a cold star), since ships with crew-0 cannot issue orders for themselves. Hospital ships are immune to the effects of all crew-draining terrains such as radiation zones and cold stars.
<b>I</b> <i>Integration</i>	These useful ships allow other craft in the same hex to briefly link up directly with the Home Office in a limited fashion, allowing access to the TRNG, MSNx, GLOx, and FLOx orders even if no base is present. (Integration Ships are almost always former VIP, diplomatic, and transport ships converted to this far more useful role. The diplomatic facilities have been replaced with integration machinery, giving these otherwise useless vessels a new purpose in life, and making them much different from their SFB counterparts.) The combat factors of integration ships are often rather weak, but the true usefulness of this variant is in its support role.
<b>J</b> <i>Displacement Device</i>	The displacement device is used by Andromedan heavy ships to teleport Displacement between Starbases. See the description of the Andromedan race for more on how this is accomplished (in <b>Chapter 4.9</b> ). Displacement devices do not provide any modification to combat or other statistics.

## Appendix F – Ship Variant Ability List

Variant	Description
<b>K</b> <i>Strike Carrier</i>	Advanced version of the standard carrier (see the "V" variant letter). Strike carriers do not normally carry more or less fighters than a V-variant of the same class, but the fighters they do carry are better or possess the ability to get into battle faster and more effectively. Therefore, fighters on strike carriers have +1 to their combat abilities (i.e., an AF and DF of 5 instead of 4, or 6 instead of 5 if a Legendary Ace is aboard.) Strike carriers are otherwise the same as standard V-variant carriers.
<b>L</b> <i>Launch</i>	This sort of ship as extra drone racks or more advance rack designs), meaning the ship usually has a higher capacity to carry heavy drones. You'll find that the drone carriage of such ships is larger than the standard vessel in this class. Launch variants are also given a range bonus when using the BOMB order (see <b>Chapter 4.9</b> ).
<b>M</b> <i>Minesweeper</i>	These units are optimized for use in the Old Minefield terrain. The primary use of such a ship is to sweep a temporary path for other ships to pass through. To do this they use an order, SWPx, described in <b>Chapter 4.9</b> . If the minesweeper is a cruiser or larger, it can make a path for 5 other ships to pass through; smaller minesweepers can only make room for 3 ships. These numbers are increased by 1 if the ship has a crew level of 6 or more and by a further 2 more if the ship is crew level 9! The SWPx can be used multiple times by the same ship in the same turn, too. In addition to this, minesweepers carry a larger amount of T-bombs than other ships of their class, and generally have a higher shield factor. Minesweepers are immune to the effects of old minefields, and do not count against the number of ships that can pass through a mineswept hex.
<b>N</b> <i>Notification</i>	There are no notification ships on the Ship List - this variant letter is only provided in the event you switch one of your generic ships into the "N" mission, which can only be done if the ship is of crew level 8 or 9 The resulting "notification ship" will be treated in all ways as a survey ship (Y-variant), but with the following extra abilities. First, it will report the base prospecting value of any hex it passes through, automatically and with no effort on your part. Also, when a notification ship is used to prospect, a 10% bonus amount of resources will be earned in the resource type you are lowest in at the time. This bonus is based on the base (unmodified) prospecting value of the hex, before that value is improved by crew or survey bonuses. For example, if a hex worth 100 EPs is prospected by a notification ship with crew level 8, and the player currently possesses less dilithium than any other resource, the total amount gained will be 175 EPs [100 base value +75% (50% for crew, 25% for survey bonus)], plus an additional 10 dilithium (10% of the base value of 100). If two or more resource levels are currently tied for the lowest level, the computer will choose one of them at random for this enhancement. Notification ships are considered survey ships (Y-variants) for ALL purposes, giving them a 25% bonus to prospecting and allowing them to use the SRVY order. See the description of the Y- variant.
<b>O</b> <i>Obsolete</i>	A few ships are really old. Lacking warp drive, they can only move at a speed of 0 or 1 (depending on which particular ship you are talking about). Several Romulan ship types are obsolete-their old sub-light variants, which have a speed of 1-and one Warp Gate type is available (the C-WGO), which is speed-O. Note: While inexpensive, the slow speed of obsolete ships restricts their tactical and strategic use. They are really only useful as guards or prospecting platforms-or, in the case of the WGO, a stationary ship receptor.
<b>P</b> <i>Fast Patrol Ship Tender (PFT)</i>	These ships are dedicated to the role of carrying fast patrol ships (PFs) into combat. Many PF tenders (often abbreviated PFTs) are also scouts (S-variants) as well, as the sensors used for supporting a PF flotilla can also be used for scanning purposes. PFTs with scout abilities will possess the US" variant letter in addition to the "P"-these are usually called "true" PFTs, while others, such as most Lyran ships, are referred to as "casual" tenders. Standard PFTs carry 6 PFs, although some will have more or less than this amount.
<b>Q</b> <i>Stasis Field Generators</i>	This variant is available only on certain Klingon hulls; there is no corresponding generic mission available. Stasis Field Generators (SFGs) are basically defensive weapons which have the ability to negate the attack tactics of an attacking fleet (see <b>Chapter 2.11</b> ). The SFG is of no use when attacking, however-only when you are on the defense. Stasis Field Generator ships have a higher DF than normal ships of their class, but have no other abilities or immunities.
<b>R</b> <i>Repair</i>	These utility vessels can repair other ships. Any damaged ship need only fly to the hex of a repair ship and issue the REPR order, or else the repair ship can use the FIX order to accomplish the same thing. Other ships can also use a repair ship for upgrades by using the UPGR while in the repair ship's hex. Note, however, that repair ships can only do these things a limited number of times (as indicated by their repair capacity statistic) before they must return to a base, molten ores hex, or repair planetoid to gather more spare parts. (See the description of the REPR order in <b>Chapter 4.9</b> for more information on this.) Repair ships with at least one repair point are immune to the effects of warp-draining terrain such as ion storms, negative energy fields and neutron stars. One repair point is automatically subtracted when these terrains are entered.

## Appendix F – Ship Variant Ability List

Variant	Description
<b>S</b> <i>Scout</i>	This is one of the most important special abilities a ship can have. A scout has the ability to make scans of its sector by using the SCAN order once per turn (note that this order will take the entire turn to use, as described in <b>Chapter 4.9</b> ). A scout must be in the sector being scanned-it cannot gain any information about any other sectors, even if it is just across the border. This means that your scout will have to brave unknown territory before it can make any scans! For this reason, many players use picket ships to probe adjacent sectors one turn before sending a scout across, while others assign Legendary Navigators to scouts in an attempt to protect them. The other option is to just take your chances! If a Legendary Science Officer is assigned to an S-variant ship, it is treated as a Heavy Scout (Z-variant). Scouts have no other special abilities. They tend to have a high DF and low AF, but have no other combat abilities.
<b>T</b> <i>Troop Transport</i>	Troop transports carry commandos and are designed to attack sites. Whenever a troop ship is part of a fleet attacking a site, it gains a 25% bonus to its attack factor (plus the combat abilities of any commandos, of course). This same bonus also applies when the ship raids a site, improving its chances of success.
<b>U</b> <i>Mauler</i>	The mauler is a specialized weapon which operates using a huge array of batteries, which provides the ship with a storehouse of reserve power for shield reinforcement. To simulate this, the shield factor of these ships is higher than any other comparable ship of their class. Since the mauler is literally built into the ship, no "U" generic mission is possible. Maulers are immune to the damaging effects of dust clouds, asteroids, and meteor swarms, and take only half damage from variable pulsars or old minefields. They gain no protection from other terrain, however (including magnetic meteors).
<b>V</b> <i>Carrier</i>	Carriers have the ability to carry fighters into combat, usually in squadrons of 8 or 12, but sometimes in other amounts. Fighters add substantially to the combat values of their carrier and its fleet, as described in the section on optional items earlier in this chapter. Most races carry fighters only on their "V" and "K" variant ships, although most Hydrans and a few others have fighters available on certain other ship types. These are often referred to as "casual carriers," although the combat abilities of fighters they carry are not affected in any way.
<b>W</b> <i>Web Caster</i>	Some Tholian ships use this weapon, giving them a higher attack factor than any other ship of that race. This already high AF is increased by a further 25% if the ship makes an attack against a target located in asteroids, simulating the extreme usefulness of web casters in that sort of terrain. Web casters also cancel the defense tactic (see <b>Chapter 10.1</b> ) of any fleet they attack-this benefit applies even if only one W-variant is in the attacking fleet. No benefit is gained if the W-variant ship is on the defensive. Note that the web caster is somewhat rare, and hence no generic "W" mission is available, even for G-variant Tholian ships.
<b>X</b> <i>Advanced Technology</i>	Advanced technology becomes available somewhere around Y181 (depending on what race you are looking at). Ships which possess it are referred to as "X-ships", and tend to be extremely powerful - in fact, they are some of the best ships in <b>Star Fleet Warlord!</b> Unfortunately, they are rather expensive (and their popularity tends to increase their price), but that is to be expected. X-ships have +1 to their speed compared to other ships of their class - for example, an X-cruiser would have a speed of 5 where normal cruisers have a speed of only 4. The combat factors of X-ships are also incredibly high, and all X-ships are considered minesweepers (M-variants) at no additional cost-including a larger capacity for carrying transporter bombs. Because they are considered minesweepers, X-ships are immune to old minefields and may use the SWPx order just like an M-variant can.
<b>Y</b> <i>Survey</i>	Survey ships are designed for locating and enhancing the economic value of moons and prospecting, and for helping get devastated sites back to normal production levels. First and foremost, survey ships gain a 25% bonus when using the PRSP order, in addition to any bonus provided by high crew levels. Survey ships have access to the SRVY order to activate a site's moons, and the ASSA order to determine a hex's prospecting value (these orders are described in <b>Chapter 4.9</b> ). Finally, survey ships pay only half the normal cost when using the RESTore order to eliminate the effects of devastation on a site.
<b>Z</b> <i>Heavy Scout</i>	Heavy scouts are an improvement over the basic scout (S-variant), with more powerful scanning abilities. Normally, a scout can make either a terrain or ship scan during a turn, but not both. Heavy scouts, however, will automatically make a ship scan at the same time they make a terrain scan - saving you an entire turn, or another scout dedicated to making the ship scan! In addition to this feature, heavy scouts also have another special ability, the passive scan. Each turn a heavy scout will, without any special orders or other effort on your part, report any enemy ship scans which detected that ship. It does this by putting a number after the letters HSC (which stand for Heavy Scout) on your orders sheet. For example, if you saw "HSC : 1" on your orders sheet, you would know that one enemy ship scan detected your ship since your previous turn was run-and therefore, someone knows your ship is there! Note: Cloaked heavy scouts will report only on scans which actually detected them-thus, a standard scan for ships, such as those generated automatically by bases, will not be noticed, whereas a cloak scan will be reported. Note that if you assign a Legendary Science Officer to a heavy scout, that ship gains the ability to make an automatic Proximity Scan each turn. This is described further under the Legendary Science Officer description in <b>Chapter 8.3</b> .

## Appendix F – Ship Variant Ability List

Variant	Description
* <i>Specialty</i>	Specialty ships are usually unique or conjectural ships which were built so rarely that the Galactic Council only offers them in limited numbers - or, possibly, they are ships so powerful the Council simply wants to regulate their availability! If a ship possesses the "*" variant code, marking it as a specialty ship, you will only be allowed to purchase it ONCE during the game! Since specialty ships are available only in such limited quantities, their prices will not change due to standard supply and demand price shifts. This means you can usually be assured of getting one at the listed price - however, if it is not from one of your primary races, you will be charged the standard non-primary penalty (see <b>Chapter 2.2</b> for more on primary races).
** <i>Sector Special</i>	A Sector Special is required to purchase this ship.
& <i>Penal Ship</i>	The Klingons assign their troublemakers, dissidents and other undesirables to these ship variants. You can buy penal ships if you like-they have higher combat factors than standard ships of their class, and since the crew is skilled at stealth and guile, the ship gains a bonus of 50% to its AF when attempting to raid a site. As an added bonus, one of the officers aboard will be legendary (you won't know which until you actually buy the ship - it won't be the Captain, though). Now the bad news: The crew has such a bad reputation that no one will train them, and no legendary officer or Prime Team will willingly let himself be assigned to one. You also can't trust them with EPs, so they can't prospect. In other words, penal ships cannot use the TRNG, GLOx, FLOx, or PRSP orders.

## Appendix G – Limited Ship Variant Ability List

Variant	Description
<b>g</b> <i>Limited Generic</i>	Found on the new Heavy War Destroyer ship type, this variant can use the mission change order (MSNx) like any other mission ship, but can only access the following missions: “B” (the default), “R” (adds four repair), “T” (adds troop bonus and the ability to carry four commandos), “V” (adds the ability to carry four fighters), and “L” (adds the ability to carry 12 heavy drones). Changing out of the “B” mission costs the ship 4 AF, not 10 as with a standard generic ship.
<b>m</b> <i>Limited Minesweeper</i>	Found on Police Flagships, the “little m” provides the ability to move safely through OM (Old Minefield) terrain, but does NOT allow the ship to utilize the “SWPx” minesweeping order. Any attempt to use the SWPx order will fail.
<b>s</b> <i>Limited Scout</i>	Also appears on Police Flagships. Limited Scout allows the ship to use the SCAN SHIP order, but no other type of scan—so scanning for terrain, cloak, etc. is not possible with these ships. If the ship has a crew of 5 or better, it will be able to see the quantity of uncloaked ships in each hex of the sector scanned, just as a normal scout would.
<b>h</b> <i>Limited Hospital</i>	Used by Fast Resupply Ships to replace lost crew. Ships with a lowercase “h” do not have hospital facilities, so they cannot avoid the debilitating effects of radiation zones and similar terrain (as well as certain monsters). However, they can use the CURE order to replace crew losses, as a hospital ship would. This order is not available if the h-ship does not have at least a crew of 3. It CAN cure itself (so long as its crew is 3 or more) by issuing a CURE order.

## Appendix H – Generic Mission Variant Ability List

Mission	Description														
<b>B</b> <i>Battle</i>	Battle mission provides the ship with 10 extra attack factors. This AF is included in the stats of generic ships when they are initially bought (except for the C-MON, which arrives in Defense mission). 10 AF is subtracted when the ship changes out of Battle mission. This actually changes the base attack factor of the ship, which affects such things as crew and officer bonuses in combat and improvements gained by various ship upgrades!														
<b>D</b> <i>Defense</i>	This is the same as Battle except that the 10 points are DF, not AF. Unlike many other ship enhancements, Defense mission actually improves the base DF of the ship and therefore also adds hit points. Ships in "D" mission are also considered to have aegis (see the "A" variant description) so long as it is Y175 or later, which is when aegis historically becomes available. Before Y175, the aegis bonus will not be applied in combat, but during and after that year, it will be automatically used. There is no need to switch out of "D" mission and back in again to take advantage of this.														
<b>E</b> <i>Exploration</i>	Provides the same benefits as a standard Exploration variant. This is the preferred method for acquiring an exploration ship since E-variants are so rare.														
<b>F</b> <i>Facilities</i>	Provides the same benefit as a standard facilities variant. Ships cannot change the F mission unless they have a crew level of 9.														
<b>H</b> <i>Hospital</i>	Provides the same benefits as the standard Hospital variant. Since H-variants are so rare, it this is one of the better ways (along with the Legendary Doctor) of acquiring a hospital ship.														
<b>I</b> <i>Integration</i>	Provides the same benefits as the standard Integration variant. Note that since integration ships allow access to the MSNx (mission-change) order, a generic ship in the I mission can use itself to change missions. However, once it is no longer an integration ship, it will be stuck until it visits another base or I-ship. (This is why the O-SLV, the only generic integration ship, is so popular in the initial build. It can change its own mission any time it likes!)														
<b>K</b> <i>Strike Carrier</i>	This is the same as the V (carrier) mission except that the ships fighters gain the strike carrier bonus. Only ships of crew 7 or higher can switch to this mission.														
<b>L</b> <i>Launch</i>	Provides additional drone capacity and the drone bombardment range bonus (like the L variant does). The number of drones added is based on the ship class, as listed below:														
	<table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th style="width: 20%;">Ship Class -</th> <th style="width: 10%;">PC</th> <th style="width: 10%;">FF</th> <th style="width: 10%;">DD or DW</th> <th style="width: 10%;">CL or CW</th> <th style="width: 10%;">CA and up</th> <th style="width: 10%;"></th> </tr> </thead> <tbody> <tr> <td>Number of Drones -</td> <td style="text-align: center;">4</td> <td style="text-align: center;">8</td> <td style="text-align: center;">12</td> <td style="text-align: center;">16</td> <td style="text-align: center;">24</td> <td></td> </tr> </tbody> </table>	Ship Class -	PC	FF	DD or DW	CL or CW	CA and up		Number of Drones -	4	8	12	16	24	
Ship Class -	PC	FF	DD or DW	CL or CW	CA and up										
Number of Drones -	4	8	12	16	24										
<b>M</b> <i>Minesweeper</i>	Provides the minesweeping abilities and minefield Immunities of the M variant, as well as the following added transporter bomb capacity:														
	<table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th style="width: 20%;">Ship Class -</th> <th style="width: 20%;">PC, FF, DD or DW</th> <th style="width: 20%;">CL, CW, CA or BCH</th> <th style="width: 20%;">DN or BB</th> <th style="width: 20%;"></th> </tr> </thead> <tbody> <tr> <td>Number of T-bombs -</td> <td style="text-align: center;">4</td> <td style="text-align: center;">6</td> <td style="text-align: center;">10</td> <td></td> </tr> </tbody> </table>	Ship Class -	PC, FF, DD or DW	CL, CW, CA or BCH	DN or BB		Number of T-bombs -	4	6	10					
Ship Class -	PC, FF, DD or DW	CL, CW, CA or BCH	DN or BB												
Number of T-bombs -	4	6	10												
<b>N</b> <i>Notification</i>	Provides the same abilities as the standard Notification variant. A ship cannot change to this mission unless it is of crew level 8 or 9 (Orions cannot use it in any case). Note that since "N" mission provides survey abilities as well as notification features, there is no point to switching a ship to "Y" mission if of a high enough crew level to use "N".														
<b>P</b> <i>PF Tender</i>	Adds a PF carrying capacity to the ship. This turns it into a casual tender (it does not gain any scout abilities). The PF capacity added is based on the ship class, as listed below:														
	<table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th style="width: 20%;">Ship Class -</th> <th style="width: 10%;">PC</th> <th style="width: 10%;">FF</th> <th style="width: 10%;">DD or DW</th> <th style="width: 10%;">CL and up</th> <th style="width: 10%;"></th> </tr> </thead> <tbody> <tr> <td>Number of PFs -</td> <td style="text-align: center;">1</td> <td style="text-align: center;">2</td> <td style="text-align: center;">4</td> <td style="text-align: center;">6</td> <td></td> </tr> </tbody> </table>	Ship Class -	PC	FF	DD or DW	CL and up		Number of PFs -	1	2	4	6			
Ship Class -	PC	FF	DD or DW	CL and up											
Number of PFs -	1	2	4	6											
<b>R</b> <i>Repair</i>	Adds repair capacity to the ship. When you switch a ship into this mission, this repair capability is at its maximum, and depends on the class of the ship:														
	<table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th style="width: 20%;">Ship Class -</th> <th style="width: 10%;">PC</th> <th style="width: 10%;">FF</th> <th style="width: 10%;">DD or DW</th> <th style="width: 10%;">CL or CW</th> <th style="width: 10%;">CA and up</th> <th style="width: 10%;"></th> </tr> </thead> <tbody> <tr> <td>Repair Capacity -</td> <td style="text-align: center;">3</td> <td style="text-align: center;">4</td> <td style="text-align: center;">6</td> <td style="text-align: center;">8</td> <td style="text-align: center;">10</td> <td></td> </tr> </tbody> </table>	Ship Class -	PC	FF	DD or DW	CL or CW	CA and up		Repair Capacity -	3	4	6	8	10	
Ship Class -	PC	FF	DD or DW	CL or CW	CA and up										
Repair Capacity -	3	4	6	8	10										
<b>S</b> <i>Scout</i>	Provides the abilities of the standard scout (S-variant). If a Legendary Science Officer is aboard, the ship will be considered a heavy scout (even though the mission letter will still be "S").														

## Appendix H – Generic Mission Variant Ability List

Mission	Description						
<b>T</b> <i>Troop Transport</i>	The ship is considered to be a troop transport, gaining the 25% bonus when attacking a site, and adding extra commando capacity depending on the ship class:						
	Ship Class -	PC	FF	DD or DW	CL or CW	CA and up	
	Number of commandos -	2	3	4	6	8	
<b>V</b> <i>Carrier</i>	This ship becomes a carrier, capable of toting an additional number of fighters into combat based on the ship class:						
	Ship Class -	PC	FF	DD or DW	CL and up		
	Number of Fighters -	2	4	6	12		
<b>Y</b> <i>Survey</i>	Provides the standard abilities of a survey ship (Y-variant). Orion ships may not use this mission (no self-respecting Orion would be caught dead on a survey ship). WYN ships (including those built on Orion hulls, like the W-ORL) are not restricted.						
<b>Z</b> <i>Heavy Scout</i>	The ship becomes a heavy scout, With all the benefits thereof. This mission may only be used by ships with a crew of 7 or higher and cannot be used by Orions (WYN ships, including those built on Orion hulls, are not restricted). If a Legendary Science Officer is on the ship, it earns a Proximity Scan (see the description of the Science Officer later in this chapter).						

## Appendix J – List of Space Monsters

Monster	Description and Special Abilities	Progeny
<b>SC</b> <i>Star Crusher</i> 950 EPs	The nastiest of all monsters, these ancient war machines are known for their penchant for devastating planets. Star Crushers and their smaller cousins, Planet Crushers, will often spend their first pulse of movement issuing the NUKE order, but only if they begin their turn on a site. The chance of choosing to devastate a planet in this way is not as high for Planet Crushers. Moon Crushers, the smallest monster in this family, do not nuke planets but instead eat moons using the same rule as above. Player-owned MCs do not have this ability.	<b>PC</b> <i>Planet Crusher</i> (225 EPs) <b>MC</b> <i>Moon Crusher</i> (115 EPs)
<b>EVD</b> <i>Emperor Void Demon</i> 900 EPs	This huge spirit-like cloud of living plasma is extraordinarily fast. Most monsters can only move at a speed of 4 hexes per turn, but EVDs can move 5, along with the smaller versions listed to the right. Their high speed makes Void Demons very hard to track down. Player-bought Demons retain this ability.	<b>KVD</b> <i>King Void Demon</i> (400 EPs) <b>LVD</b> <i>Large Void Demon</i> (210 EPs) <b>MVD</b> <i>Medium Void Demon</i> (140 EPs) <b>VD</b> <i>Small Void Demon</i> (110 EPs)
<b>SD</b> <i>Soul Devourer</i> 750 EPs	This is the largest of a class of psionic mind-draining creatures which includes the progeny listed at right. These monsters have the annoying ability to drain the crew levels of any ship which does battle with them, even as low as crew level zero! There is a chance each round per ship that crew will be drained, the chance being higher depending on the size of the monster (100% for Soul Devourers). Player-owned creatures of this family lose these abilities.	<b>GSB</b> <i>Great Space Brain</i> (350 EPs) <b>MM</b> <i>Mind Monster</i> (170 EPs) <b>RC</b> <i>Radiation Creature</i> (130 EPs)
<b>GS</b> <i>Ghost Ship</i> 750 EPs	These are Immense computerized starships from a race long dead. Smaller versions, the Wraith Ship and Phantom Ship, exist. They have no special powers per se, but are known to operate fighters, drones and PFs. If you buy one you will be able to supply these "ship monsters" with these types of items, resulting in a very powerful vessel.	<b>WS</b> <i>Wraith Ship</i> (250 EPs) <b>PS</b> <i>Phantom Ship</i> (165 EPs)
<b>EB</b> <i>Entropy Beast</i> 600 EPs	The larger cousins of Energy Monsters, Entropy Beasts are chaotic, random energy patterns with some unknown form of higher intelligence. The fact that they are entirely composed of energy allows them to fully repair any physical damage they previously suffered. This repair takes place at the start of the turn and costs nothing. Player-owned EBs and EMs retain this benefit. If you want to take out one of these creatures, you'd better do it right the first time!	<b>EM</b> <i>Energy Monster</i> (135 EPs)
<b>ASD</b> <i>Ancient Space Dragon</i> 500 EPs	Perhaps the best-known space monster, the dragon family is known for its enjoyment of raiding and ravaging. Any monster can use the RADx order, but they will do so very infrequently - the space dragons like to do it far more often, however. If they choose to do this, they will NOT turn towards the site they raided, which can confuse your efforts to predict its movements. If you buy a space dragon, it gains a bonus (equivalent to that gained by Orions) when attempting to use the RADx order.	<b>OSD</b> <i>Old Space Dragon</i> (300 EPs) <b>MSD</b> <i>Mature Space Dragon</i> (200 EPs) <b>YSD</b> <i>Young Space Dragon</i> (100 EPs)
<b>BL</b> <i>Banshee Lord</i> 450 EPs	The Banshees are a form of "swarm creature" which attack in large numbers, usually to mate and reproduce in the hulls of starships and bases. Because they are adept at attacking bases, all Banshees (even those owned by players) gain a 25% bonus when attacking a site which has a base present.	<b>LBS</b> <i>Large Banshee Swarm</i> (175 EPs) <b>SBS</b> <i>Small Banshee Swarm</i> (125 EPs)
<b>SSRP</b> <i>Star Serpent</i> 300 EPs	These odd creatures are at home in the hearts of suns, traveling between them to feed on different sun types on an agenda only they can know. Star Serpents and their progeny, Sun Snakes, can enter supernovas and novas and not be destroyed (player-owned serpents retain this ability).	<b>SSNK</b> <i>Sun Snake</i> (125 EPs)

## Appendix J – List of Space Monsters

Monster	Description and Special Abilities	Progeny
<b>PSS</b> <i>Phase Space Spider</i> 180 EPs	Space Spiders, including the smaller versions, are very similar to Terran arachnids. They travel through space by a form of "ballooning" through subspace, looking for a spot to settle and lay web to trap prey. Space spiders are known to spew webs similar to Tholian web, giving them the same abilities as web caster ships. Spiders owned by players retain this feature, but have no other special abilities.	<b>LSS</b> <i>Large Space Spider</i> (155 EPs) <b>HSS</b> <i>Hatchling Space Spider</i> (125 EPs)
<b>REP</b> <i>Replicator</i> 160 EPs	These are gelatinous, amoebic life forms which ooze through the void of space, dividing frequently to spread through the galaxy. Replicators seem to be the "parents" of the very similar Gerrymander amoeba type. Both of these have a greater likelihood of dividing and can do so earlier than other monsters (minimum age 3 instead of 4 turns). A sector with one of these operating unchecked can quickly become swarmed with amoebic life! Player-owned Replicators and Gerrymanders can issue a special Duplicate order to divide themselves, the syntax and cost of which will be explained to you at the proper time.	<b>GER</b> <i>Gerrymander</i> (150 EPs)
<b>LIC</b> <i>Living Ion Cloud</i> 150 EPs	These clouds, along with a denser type known as the Cosmic Cloud, are perhaps the largest known living creatures. Because of their size, 25% of all damage they take in combat will be dispersed through their vaporous forms, doing nothing whatsoever. This ability is retained if one of these monsters is owned by your Corporation!	<b>CC</b> <i>Cosmic Cloud</i> (110 EPs)
<b>MIR</b> <i>Mirrorodon</i> 100 EPs	This monster is unique in that it mimics a ship type, possessing the AF, DF, SF, and HP of a randomly selected ship. When a MIR appears in the galaxy, a random ship will be selected (from one of the other races) and give the MIR that ship's statistics. It will only receive the attack, defense, shields and hit points of that ship, no extra items or special abilities. Upon meeting such a monster in battle, you won't know exactly what you're facing. If you attack and destroy one, your bounty will be calculated based on the monster's statistics (thus each different MIR will have a different bounty value). If you get the chance to buy a monster and select a Mirrorodon, the computer will pick a standard ship at random from one of your primary races (or, if you haven't selected a primary race, a random one). You'll pay the base EP cost of that ship, and get its AF, DF, SF and HP (but no other abilities). If you can't afford the cost, then your purchase order will be canceled. You can select a maximum price (as with any PS order) but the Purchase Percentage (P%) you've set will not apply.	None

## Appendix K – Alphabetical Ship Orders Summary

Order	Notes	Description
<b>ASSA</b>		Check hex for prospecting value without activating moons (survey ships only).
<b>BOMB</b>	1	Must be followed by a hex# in the same sector. Fires drone bombardment at that site.
<b>CLOA</b>		The ship hides and will be harder to detect on enemy scans.
<b>COLL</b>		Collect decoys for re-use.
<b>CURE</b>		Heals lost crews on ships in the same hex (hospital ships only).
<b>DECC</b>		Drops a cloaked decoy.
<b>DECY</b>		Drops a decoy.
<b>DISP</b>	1, 2	Displaces from the Starbase in the current hex to another Starbase at a specified location. Andros only.
<b>FIX</b>		Repairs damage to other ships in its hex by spending Ores resources.
<b>FLOx</b>	3	Pays food resources to pick up an officer of type "x".
<b>GARR</b>		Transfers fighters/PFs to a site's garrison.
<b>GARX</b>		Extracts fighters/PFs from a site's garrison for use on the ship.
<b>GETC</b>	2	Buys a cloak (Orions only).
<b>GIVE</b>		Gives away optional items to other ships in the same hex.
<b>GLOx</b>	3	Pays People resources to pick up an officer of type "x".
<b>LINK</b>	1	Causes small Andros to move with the mothership you specify.

<b>LOGB</b>	6	Places a Logistics Base in the hex. Requires 2 repair points and costs 100 EP.
<b>MSNx</b>	3	Change missions (generic ships only) to mission "x".
<b>NUKE</b>		Devastates the site in the ship's hex.
<b>PRSP</b>	1	Prospects the ship's hex for hidden EPs.
<b>RADx</b>		Raids hex in direction "x" (1-6).
<b>REFT</b>	5	Refit ship to move 1 hex faster per turn. Available in Y175 and later. Once per ship only.
<b>REPR</b>	4	Repairs damage to the ship by spending Ores resources.
<b>REST</b>		Restores devastated site to full production; cost is equal to site's production level.
<b>SCAN</b>	1	Scans a sector. Must be followed by either TERR, SHIP or CLOA.
<b>SCRAP</b>		Scrap the ship.
<b>SRVY</b>		Activate moons and Check hex for prospecting value (survey ships only).
<b>SWPx</b>		Replace "x" with direction# (0-6). Temporarily sweeps old minefield in that direction. Minesweepers only.
<b>TRNG</b>	3	Train crew up one level by spending People. Max improvement is to level 6.
<b>UPGR</b>	4	Upgrade ship (must be 5 turns of age or older). Once per ship only.

**Notes:**

1. This order takes the entire turn, and a ship can do nothing else while issuing it.
2. This order can only be used at a base.
3. This order can only be used at either an integration ship or a base.
4. This order can only be used at a repair ship or a base.
5. This order can only be used at an FRD or base.
6. This order can only be used by a repair ship.

<b>Appendix L – Legendary Officers at Sites</b>		
<b>Officer Type</b>	<b>Cost</b>	<b>Effect</b>
<b>A</b> <i>Ace Pilot</i>	100 DC and FP	Fighters and PFs at the site gain additional combat bonuses (+1 per fighter, +3 per PF), and their effectiveness in defending against long-range drone bombardment is improved by 50% (i.e., fighters apply a 1.5% penalty against each drone wave instead of 1%, and PFs cause a 3% penalty instead of 2%). See <b>Chapter 4.9</b> for more on drone bombardment.
<b>W</b> <i>Weapons Officer</i>	100 PE and DC	The defense factor of the fortifications (but not fighters or PFs) is increased by 20%, and drone bombardment attacks are reduced in effectiveness by 10%.
<b>N</b> <i>Navigator</i>	100 PE and DC	If the site is in weak space, minefields, asteroids, dust, meteor swarms, or magnetic meteors, ships entering the hex are unaffected by that terrain. Also helps detect enemy Starbase Orders, such as SH, used on the site.
<b>E</b> <i>Engineer</i>	100 DC and OR	Repairs any damage ship (but not crew) entering the hex without requiring a REPR order (this still costs ores).
<b>D</b> <i>Doctor</i>	100 PE and FP	Heals any lost crew on ships entering the hex; if the hex contains radiation, ships entering it are unaffected.
<b>S</b> <i>Science Officer</i>	100 PE and OR	Increases the number of Starbase Orders provided by the base. If the base is a Battle Station, one such order is earned; if a Warbase, two orders are gained; and Megabases provide three. This effect is instead of, not in addition to, the normal awarding of Starbase Orders.
<b>M</b> <i>Marine Major</i>	100 OR and FP	Provides the same abilities as a Weapons Officer. These bonuses are cumulative if both officers are present at the site.

## Appendix M – Combat Tactics List

Attack Tactic				Defense Tactics			
Tactic # and Name	Tactic Description	Best For	Worst For	Tactic # and Name	Tactic Description	Best For	Worst For
<b>1</b> <i>Overrun</i>	Run right over the enemy with guns blazing	D, L, O	K, I, T, S	<b>1</b> <i>Retrograde</i>	Fire weapons at enemy while retreating	F	L, D
<b>2</b> <i>Knife-Fighting</i>	Stay at medium range, putting up a constant barrage of fire	K	W	<b>2</b> <i>Sit &amp; Spin</i>	Sit in place spinning on ship's axis	W	F, A, X
<b>3</b> <i>Sniping</i>	Sit at long range firing heavy weapons	F	R	<b>3</b> <i>Minelaying</i>	Sow mines around yourself for protection (or threaten to do so)	R	Z
<b>4</b> <i>Echelon</i>	A formation placing heavy ships in the rear with light ships forward	I	Z, X	<b>4</b> <i>Overrun</i>	The classic counterattack: wait for fire, then run over your opponent	D, H, O	K, T, S
<b>5</b> <i>Oblique</i>	A battle pass from short to medium range, firing and then moving away	R, X	L, D	<b>5</b> <i>In &amp; Out</i>	An oblique defense: Move to short or medium range, fire, and leave	L, A, S	I

<b>6</b> <i>Ballet</i>	An oblique attack from longer ranges using seeking weapons	G	F	<b>6</b> <i>Station Keeping</i>	Stay at the same distance from your enemy (the best range for your weapons)	K, X	O
<b>7</b> <i>Minelaying</i>	An attempt to sow a minefield near the enemy, or threaten to do so	A	G	<b>7</b> <i>Wagon Train</i>	The "circle the wagons" technique: each ship helps defend the others	I, T	H
<b>8</b> <i>Cautious</i>	Stay back while lobbing seeking weapons (as applicable) and looking for an enemy error	Z, T	H, O	<b>8</b> <i>Ballet</i>	A long-range oblique defense: fire seeking weapons and keep away	G	W
<b>9</b> <i>Mizia</i>	Fire weapons in single bursts for quality damage instead of quantity	W, H, S	A	<b>9</b> <i>Directed Damage</i>	Target all weapons on critical command ships to disrupt fleet coordination	Z	R, G

## Appendix N – Alphabetical Extra Orders Summary

Code	Parameters	Description
<b>A%</b>	[amount]	Sets amount to be your Corp's attack percentage.
<b>AA</b>	[race letter] [class]	Request advertisement(stats & current price) of ship type.
<b>AC</b>	[corp#]	Declare corp# as your ally: Use AC 0 to cancel.
<b>AF</b>	[sector] [hex] [fighters] [PFs]	Assigns fighters and/or PFs to a specified site. Use a negative number to remove them from the garrison.
<b>AL</b>	[sector] [hex] [officer type]	Assigns a legendary officer of type to the specified site.
<b>BC</b>	[EP amount]	Buys commandos.
<b>BD</b>	[EP amount]	Buys heavy drones.
<b>BF</b>	[EP amount]	Buys fighters.
<b>BM</b>	[EP amount]	Buys MRS shuttles.
<b>BO</b>	[# of orders] or [PERM] or [OFF]	Buys up to 10 additional orders: Costs 24 EPs per order or 200 for 10 orders. BO PERM turns on automatic purchasing of 10 orders; BO OFF deactivates this.
<b>BP</b>	[EP amount]	Buys PFs.
<b>BT</b>	[EP amount]	Buys transporter bombs.
<b>BY</b>	[EP amount]	Buys decoys.

## Appendix N – Alphabetical Extra Orders Summary

Code	Parameters	Description
<b>CM</b>	[motto]	Sets your motto.
<b>CP</b>	[old race] [new race]	Change old race primary to new race. Available every 12 turns (Y177, Y189, etc.) ONLY.
<b>CT</b>	[Attack tactic] [def. tactic]	Declares attack and defense tactics for your Corporation.
<b>DC</b>	[corp#]	Defend against corp#. DC 0 cancels this setting.
<b>DS</b>	[sector] [hex]	Drops control of the site. Fortifications are stripped and officers return home.
<b>EC</b>		Counter-espionage. Blocks all Espionage attempts. Costs 20% of your current stock value at the time it is issued. Once set, it remains active until your next turn runs, then it is turned off. Must be used each turn to be effective.
<b>ES</b>	[corp#] [order#]	Targets enemy Corp for Espionage type indicated. Cost is percentage of stock value for the Espionage type used. Blocked by an issued EC order.
<b>EV</b>	[event #]	Request a random event this turn. In an Event Game, event# requests the specific event. Requesting the same event twice gives a true random event on the second request.
<b>FA</b>	[EP amount] [option] [MAX amt] [MAJOR / MINOR]	Fortifies all sites you own by an EP-amount. Option can be SECT sector#, BASES or TERR terrain-type. Won't fortify above a max amount if specified. Can also be limited to MAJOR or MINOR sites.
<b>FS</b>	[sector] [hex] [EP amount] [fighters] [PFs]	Fortifies the specified site by an EP-amount and can assign fighters and PFs at the garrison if desired.
<b>LB</b>	[sector] [hex]	Guarantees receiving battle reports from sector.
<b>ME</b>	[Destination] [KNOWN or RSVP] [message]	Sends message to destination (CORP corp#, SECT sector#, SHIP sector#, TEAM team#, or ALL). Can be anonymous or KNOWN. Max 90 characters.
<b>NA</b>	[object] [name]	Names object (CORP, a site, or a ship race-class-number). Max 20 characters. Must use SFW Aide program to issue.
<b>NE</b>		Request no random event this turn.
<b>NH</b>	[header]	Defines automatic header for your ship names.
<b>PH</b>	[ON / OFF] [phone#]	Sets or changes your phone# and specifies whether or not you want other players to see it. Include area code please.
<b>PI</b>	[text]	Specifies up to 90 characters of text for personal information.
<b>PL</b>	[EP amount]	Pays back an amount on your loan.
<b>PR</b>	[race letter]	Sets one primary race.
<b>PS</b>	[Race letter] [class of ship] [Maximum EPs] [CLOA] [WG number] [name]	Purchases a ship or the race and class at your HO or a WG. Maximum price you'll pay is MAX-EPs. Orions can request the CLOA. The ship will be named if you wish.
<b>RA</b>	[race letter] or [PRIMARY] or [ALL]	Requests that free ads come from specified race, your PRIMARY races, or ALL races.
<b>RL</b>	[EP amount]	Requests a loan or EP amount. Max loan is 5 times current stock.
<b>RM</b>	[ON / OFF]	Sets Reversed Moves ON or OFF.

## Appendix N – Alphabetical Extra Orders Summary

Code	Parameters	Description
<b>RO</b>	[ON / OFF]	Sets Reversed Orders ON or OFF.
<b>US</b>	[sector] [hex]	Strips all fortifications of the site but leaves you in control.
<b>VT</b>	[ON / OFF]	Turns Veteran Mode ON or OFF.
Starbase Orders		
<b>SC</b>	[sector] [hex]	Starbase in hex makes a scan for cloaked ships.
<b>SE</b>	[sector] [hex]	Requires a Warbase to use. Warbase in hex reports prospecting value of all hexes in its sector. Requires three Starbase Order lines and 100 EPs to work.
<b>SF</b>	[sector] [hex]	Scans hex for complete fleet contents. Uses two Starbase Order lines.
<b>SH</b>	[sector] [hex]	Scans hex for terrain type and defenses.
<b>SJ</b>	[sector] [hex]	Defends hex from scans by SH, SV or SF.
<b>SL</b>	[sector] [hex] [target hex] [# of drones]	Makes drone bombardment attack on target hex by launching number of drones from the Starbase specified in the first two parameters.
<b>SM</b>	[sector] [hex]	Starbase in hex makes scan for monsters in its sector.
<b>SP</b>	[sector] [hex]	Starbase in hex earns passive defense bonus of 20% to its DF.
<b>SV</b>	[sector] [hex]	Scans hex for value and owner.
<b>SX</b>	[sector]	Makes a ship scan of any sector. Requires three Starbase Order lines.

## Appendix P – Sector Special List

Type	Number	Description
<b>Academy Capital</b>		This is similar to the Academy Center minor site that sometimes appears in wild sectors and provides a random legendary officer each turn to its owner. The Academy Capital, however, provides a Legendary Captain each turn, at a cost of 25 PE from the site's original value (the amount will already have been subtracted when you look at the site, so you don't actually have to do any math).
<b>Advanced Notifier</b>	19	This causes all your survey ships (including ships in survey mission) to act as notification ships (N-variants) as well.
<b>Advanced Scanner</b>	6	This Sector Special improves the power of your SH orders. SH will no longer be blocked by Scan Jamming, and will produce the same information that SV does. As a bonus, if you scan a Stargate, you will learn its destination.
<b>Advanced Refitter</b>	25	This gives you access to the XFIT order as explained in the Die-Hard Game rules.
<b>Advertising Agent</b>	36	Provides at least three bonus ship ads every turn, all of which will be for ships which have already become available.
<b>Auto-Cloaker</b>		If you have this Special, all your ships with the cloaking device will cloak out at the end of their turn, without having to use the CLOA order. However, you will be charged 1 point of Dilithium for each ship which does this (of course, you won't be billed if your ship is already cloaked or has a hidden cloak, when that technology becomes available), assuming it is not in cloak-disrupting terrain.
<b>Battle Training Enhancer</b>		While you own this Special, all your ships are assumed to have a crew level 1 point higher (max 9) for purposes of attacking only. This doesn't help your defense and won't give you access to any other special crew abilities.
<b>Bombardment Targeter</b>		This nifty Special eliminates all range penalties associated with long-range drone bombardment! However, BOMB orders can still be issued only in the same sector as your target.

## Appendix P – Sector Special List

Type	Number	Description
<b>C&amp;C Facility</b>	23	This site provides one bonus order to your Corporation every turn (giving you 11 orders) at no cost. If you then buy more orders (with BO) you get 21. If you use BO PERM, you gain a second bonus order for a total of 22. Note: You cannot buy more than 20 ships in any turn, no matter how many orders you have.
<b>Cloak Black Market</b>	22	This Special allows you to put cloaking devices on any ship you buy, regardless of race, just by adding the CLOA parameter to the PS order as explained in the rulebook. The usual cost is still charged for this (it isn't free).
<b>Cloak Penetrator</b>	33	This causes all your scouts to act as though they were crew level 9 when issuing the SCAN CLOA order.
<b>Combat Supercomputer</b>		This makes your Combat Tactics settings unnecessary, as all your ships are assumed to be using the best tactics for their race (even in mixed fleets).
<b>Commando Support Facility</b>	37	This Special is a centralized management operation for ground operations. While you control this site, none of your commandos cost anything to support. In addition, they gain +1 on all their combat abilities. You can also purchase them for only 2 EPs apiece. (Note: This sector special's abilities do not include Prime Teams.)
<b>Corporate Spy</b>		This gives you all 12 "Best Corps" lists every turn at no cost (after those lists normally appear) and also gives a list of all primary races in use by players (if applicable) every turn.
<b>Council Trading Official</b>		This Special allows you to issue the TE order every turn (for the usual 10% trading fee, of course).
<b>Counterespionage Unit</b>	10	This gives you an automatic Espionage Countermeasures every turn, without the need to issue the EC order. The cost is one-tenth of your stock value.
<b>Dragon Hatchery</b>	4	While you own this site, you can purchase one space dragon each turn (of any size you choose) exactly as if it were a regular ship. Should you get the "buy any monster" event, it supersedes this Special for that turn only, allowing you to buy as many as you want.
<b>Facilitator</b>	35	This allows your generic ships to switch to the F mission regardless of their crew level.
<b>Fighter Academy</b>	27	This gives all your fighters a +1 combat bonus when attacking (but not when defending). This is cumulative with the effects of legendary officers.
<b>Fighter Merchant Connection</b>	2	You gain a connection with a fighter provider, and all fighters you buy while you own this site will cost only 4 EPs, not 5. The random variation in cost disappears (while you won't see the occasional 3-EP fighter, you also don't take the risk of getting them at 6 or 7 EPs, either).
<b>Fleet Training Center</b>	29	This gives you access to improved training methods, allowing your ships to train up to level 7 (for 60% of the ship's base cost, paid in PE). If you have a Prime Team on a ship, you can train all the way up to level 8!
<b>Fortification Hardener</b>	1	All FS orders (but not FA orders) you issue add a bonus 10%. Thus, FS 00 0101 200 would add 220 points of fortifications, not 200.
<b>Heavy Scout Channels</b>	32	This causes all of your scouts to act as heavy scouts for all purposes.
<b>Industrial Center</b>		These sites create miscellaneous items for you automatically each turn, during the Income Phase. You will receive 1-4 fighters, 2-5 commandos, 2-5 T-bombs, and 2-12 heavy drones, plus a decoy every other year (on odd-numbered years). In Y180 and after, you will receive 1-2 PFs as well.
<b>Integration Center</b>	31	This allows your generic ships to change missions at will, without the need for a base or integration ship.

## Appendix P – Sector Special List

Type	Number	Description
<b>Mega-Battleship Producer</b>	40	This permits your Corporation access to a special super-ship known as the C-MBB (Mega-Battleship). While you own this site, you can issue the BB order to start production on one of these monstrosities, which has AF 200, DF 200, SF 150, and HP 250. It also carries a space control ship's worth of optional items and comes fully loaded, and sports aegis defenses and a speed of 4. Plus, it even includes a displacement device so you can get it to your front lines quickly. The only problem is, the ship is so huge it takes four turns to build one! When you issue BB, you begin a 4-turn cycle in which you spend 300 EPs every turn (at the beginning of the turn, before all orders are issued) towards construction. After the last turn is complete, the ship appears at your Home Office. Note: You can buy more than one C-MBB with this Sector Special, but can only have one in production at a time. Issuing the BB order again while another is in process will have no effect. Also, if you lose this Sector Special while a C-MBB is in process, it will not be lost (once you start it, you don't need to own the site to finish it).
<b>Mine Warfare Center</b>	38	This automatically provides all your ships with free T-bombs when you buy them (i.e., it has the same effect as the FT order). If you already have FT activated, your Corporation will be provided with bonus T-bombs when you buy a new ship. The amount of extras gained will be equal to one-half the number the new ship normally carries (double this for Andro ships).
<b>MRS Development Center</b>	14	This gives free MRSs to any ships you buy which are capable of carrying one. In addition, the 15% bonus they usually provide for defense now also applies toward offense.
<b>PF Academy</b>	28	As the Fighter Academy, with respect to PFs.
<b>PF Merchant Connection</b>	3	You connect with a PF merchant, who can supply you with PFs while you own the site. Even if it is not yet Y180, you can buy PFs (at a cost of 25 EPs each, though). The cost drops to 20 EPs in Y180 and 18 EPs in Y181 and thereafter. You never need worry about random variations in cost.
<b>Orbital Casino</b>	42	This is an immense structure dedicated to the art of risking money to make money. At the end of every turn in which you own one of these Sector Specials, you will automatically gamble your remaining EPs at the Casino. The results are unpredictable, but range from losing everything to doubling or even tripling your total. If you do not wish to gamble your resources, either arrange to have none left over, or drop/devastate the site. Gambling takes place after all purchases and expenditures but before a Resource Equalizer takes effect. The in-game text refers to "your highest resource", but this is incorrect, it gambles your remaining EPs.
<b>Orion Pirate Association</b>	13	This useful Special gives you the ability to buy Orion ships (even if Orions aren't one of your primary races, if applicable) at a 10% discount. In addition, they automatically receive free cloaking devices!
<b>Raider Patron</b>	34	He adds a bonus of 10% to all raiding you perform provided the site you raid is owned by a Corporation other than yours (uncontrolled sites don't count).
<b>Resource Equalizer</b>	41	This is a team of merchants working to keep your funds better organized. So long as you own this site, at the end of every turn your remaining resources will be redistributed evenly amongst each other. There is no fee for this service, but any fractional remainders are dropped. (For example, if you had 103 PE and 0 of everything else, the Equalizer would change this into 25 of each resource.) There is no way to deactivate this automatic service without dropping or devastating the site. (Note: In games where players are allowed to select their own sector specials, the Resource Equalizer is not available.)
<b>Refit Center</b>	26	This allows your ships to use REFT without the need for a base (and XFIT too, if you're in a DH-game or have the previously listed Sector Special).
<b>Site Deactivator</b>	15	This gives you access to one Deactivate Hex (DH) order every turn for 50 EPs (paid when you issue the order, if you choose to do so). DH deactivates the terrain's movement-entry effects only for the duration of the game.
<b>Ship Ager</b>	24	This Special causes all your ships to age 2 years every turn instead of 1. This allows you to use upgrades sooner and increases the rate at which 15-turn improvements occur. If you own a Replicator monster, it can divide all the faster!

## Appendix P – Sector Special List

Type	Number	Description																																																												
<b>Ship Broker</b>	9	This allows you to buy any one ship of a year of availability up to 5 years ahead of time. This must be the first ship you buy, and doesn't eliminate any other penalties such as primary race restrictions and the like.																																																												
<b>Ship Upgrader</b>	16	This improves your UPGR orders, doubling the increase in ship combat factors. It does not improve the number of optional items or other benefits of UPGR, however.																																																												
<b>Site Restorer</b>	17	During Income Phase of any turn, all your devastated sites are automatically restored (for free), though they won't produce income on that turn. While handy, this Special has limited utility if you aren't facing opponents who choose to devastate your sites.																																																												
<b>Spy Ring</b>	30	This Special allows you to use one Espionage order for free each turn (the first ES order you issue). This order will penetrate any countermeasures, but you must then pay a cost of one-half the usual fee.																																																												
<b>Stellar Domination Ship Broker (**)</b>	39	<p>Provides your Corporation limited access to these powerful battleship variants. Stellar Domination Ships are available for purchase so long as you own this site, subject to the usual racial and year of availability restrictions. All are Specialty Ships, so you can only buy one per game, and are treated as K-variants. They share the same combat statistics as their race's battleships except as noted on the table below:</p> <table border="1" style="margin-left: auto; margin-right: auto;"> <thead> <tr> <th style="text-align: center;">Class</th> <th style="text-align: center;">Cost</th> <th style="text-align: center;">Year</th> <th style="text-align: center;">Ftrs</th> <th style="text-align: center;">PFs</th> <th style="text-align: center;">HD</th> </tr> </thead> <tbody> <tr> <td>F-SDS</td> <td style="text-align: center;">358</td> <td style="text-align: center;">180</td> <td style="text-align: center;">36</td> <td style="text-align: center;">0</td> <td style="text-align: center;">12</td> </tr> <tr> <td>G-SDS</td> <td style="text-align: center;">392</td> <td style="text-align: center;">182</td> <td style="text-align: center;">12</td> <td style="text-align: center;">6</td> <td style="text-align: center;">0</td> </tr> <tr> <td>H-MNS</td> <td style="text-align: center;">402</td> <td style="text-align: center;">180</td> <td style="text-align: center;">18</td> <td style="text-align: center;">6</td> <td style="text-align: center;">0</td> </tr> <tr> <td>I-SDS</td> <td style="text-align: center;">375</td> <td style="text-align: center;">183</td> <td style="text-align: center;">12</td> <td style="text-align: center;">6</td> <td style="text-align: center;">0</td> </tr> <tr> <td>K-B11S</td> <td style="text-align: center;">400</td> <td style="text-align: center;">181</td> <td style="text-align: center;">12</td> <td style="text-align: center;">6</td> <td style="text-align: center;">24</td> </tr> <tr> <td>L-SDS</td> <td style="text-align: center;">350</td> <td style="text-align: center;">178</td> <td style="text-align: center;">12</td> <td style="text-align: center;">6</td> <td style="text-align: center;">0</td> </tr> <tr> <td>R-TCS</td> <td style="text-align: center;">430</td> <td style="text-align: center;">182</td> <td style="text-align: center;">12</td> <td style="text-align: center;">6</td> <td style="text-align: center;">0</td> </tr> <tr> <td>T-NBS</td> <td style="text-align: center;">392</td> <td style="text-align: center;">180</td> <td style="text-align: center;">12</td> <td style="text-align: center;">6</td> <td style="text-align: center;">0</td> </tr> <tr> <td>Z-SDS</td> <td style="text-align: center;">360</td> <td style="text-align: center;">181</td> <td style="text-align: center;">12</td> <td style="text-align: center;">6</td> <td style="text-align: center;">56</td> </tr> </tbody> </table>	Class	Cost	Year	Ftrs	PFs	HD	F-SDS	358	180	36	0	12	G-SDS	392	182	12	6	0	H-MNS	402	180	18	6	0	I-SDS	375	183	12	6	0	K-B11S	400	181	12	6	24	L-SDS	350	178	12	6	0	R-TCS	430	182	12	6	0	T-NBS	392	180	12	6	0	Z-SDS	360	181	12	6	56
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00	10	20	30	40	50	60	70	80	90
01	11	21	31	41	51	61	71	81	91
02	12	22	32	42	52	62	72	82	92
03	13	23	33	43	53	63	73	83	93
04	14	24	34	44	54	64	74	84	94
05	15	25	35	45	55	65	75	85	95
06	16	26	36	46	56	66	76	86	96
07	17	27	37	47	57	67	77	87	97
08	18	28	38	48	58	68	78	88	98
09	19	29	39	49	59	69	79	89	99