Section 7: Building the B-10

V7.00　　The Klingon B-10 Battleship

V7.01　　In Y169, the Klingon Empire undertook the construction of the largest warship ever built - the B-10 battlecruiser. The original estimate was that it would take four to five years to complete and would cost as much as five heavy cruisers. In reality, the B-10 remained uncompleted by the end of the War in Y185. There has been no serious attempt to calculate the cost overruns that resulted from an unending succession of design changes, errors, experiments and "disciplinary actions". Much to the Klingon Empire's chagrin, the B-10 was known as "the battlenaught".

V7.02　　There was considerable debate as to the military and economic effectiveness of the B-10. While it would be the most powerful warship aspace, it would also be a juicy target. Damage to it would be expensive to repair, and the ship impossible to replace.

V7.03　　It is possible, although not necessarily likely, that the Coalition may be able to bring the B-10 to the border well before its appearance as predicted by the optimistic Klingon war planners. The following rules detail the procedure.

V7.10　　Special Rules for the B-10

V7.11　　The B-10 is not built and delivered to the border, as are other units [V4.40]. Instead, V7.20 is used.

V7.12　　If built and brought to the border, the B-10 may only be modified at a Coalition Starbase. However, it may be repaired at any location as per V4.60. See V7.14 and V7.15.

V7.13　　The B-10 **must**, if applicable to the variant, be purchased with a normal complement of Fighters and/or PFs, which must be paid for as per V7.20. The variant being constructed must be stated **before** construction begins and may not be altered after that point.

V7.14　　Weapons modifications (including drone and mine loads) to the B-10 cost **twice** normal cost. The cost of power system modifications is **three** times normal. All other modifications are one-and-a-half times normal cost as per Annex #6.

V7.15　　When repairing the B-10, **two** boxes of Repair must be allocated for each box to be repaired on the B-10. See V4.50.

V7.16　　If the B-10 is destroyed in combat (or lost *via* V7.32), it cannot be replaced.

V7.17　　Because the B-10 is essentially a one-of-a-kind ship built at the center of the Empire, it is possible, depending on the variant built, for the B-10 to

have technologies built into it that are not otherwise available to the Coalition. The Historical Availability rules [V0.80] do not apply to the B-10.

V7.18   Fighters and PFs purchased with a B-10 are specifically designed to work with the B-10. These modifications, which do not affect combat performance, render those units unable to be reassigned to other Carriers or Bases should the B-10 be destroyed. In such a circumstance, any such units are also removed from play.

V7.20   B-10 Construction Rules

V7.21   The B-10 is constructed at the Vekah Shipyards in orbit about the Klingon Homeworld of Klinzhai. If it is completed and brought to the border, it will be as a fully equipped and operational unit.

V7.22   Economic Points are not directly allocated towards construction of the B-10. Instead, during each Turn's Initial Activities Phase (1C2), the Coalition Team-Commander may allocate Economic Points, in multiples of ten (10), towards B-10 construction efforts.

V7.23   The Coalition Team-Commander does not **have** to allocate Economic Points on any given Turn, even if Economic Points were allocated the previous Turn.

V7.24   For every ten (10) points allocated, 1d6 is rolled during the Economic Expenditure Phase (5A2) (5A3) of the Turn, and that number of points is actually put into the B-10.

EXAMPLE

During a Turn, thirty (3 * 10 = 30) Economic Points are allocated to B-10 construction. The Coalition Team-Commander rolls 3d6. The result is 11, therefore 11 BPV is applied towards the B-10's cost.

V7.25   Once the **total** B-10 construction cost [V7.13] has been paid, the B-10 has been completed. The next Turn, the Coalition Team-Commander must roll (1C1) as per V7.30 to determine when, and if, the B-10 will arrive on the border.

V7.30   Appearance of the B-10

V7.31   During the Initial Activities Phase (1C1) of the Turn, the Coalition Team-Commander rolls 2d6. The result is checked against the table in V7.32 to determine what happens to the B-10.

V7.32   Table - B-10 Appearance:

Die Roll	Result
2	The B-10 will arrive next Turn.
3	The B-10 will arrive next Turn.
4	In a sudden political power struggle, your B-10 is re-assigned to the Home Fleet! All points spent are lost (you may not attempt to build another B-10).
5	The Captain's *klin'zha* board is still not working! Roll again next Turn.
6	Engineering personnel discover that the sanitation facilities were connected to the food preparation areas. Departure is delayed while the plumbing is corrected. Roll again next Turn.
7	Klingon High Command orders a last-minute inspection of the B-10 to "insure political reliability". Departure is delayed while the Empire Security Service completes its review. Roll again next Turn.
8	Ship's thrusters are too weak to safely move it from spacedock. Wait while newer, more powerful units are attached. Roll again next Turn.
9	Last-minute menu changes to suit the Captain hold up provisioning the ship. Roll again next Turn.
10	The warp engines are on backwards!! Your B-10 returns to spacedock. Due to "disciplinary actions" against the engineering personnel, one-half (round up) of all points allocated are lost (you may resume construction).
11	The B-10 will arrive next Turn.
12	The B-10 will arrive next Turn.

V7.33   If the Coalition successfully builds the B-10, then it appears on the Strategic Map during the B-10 Arrival Segment of the Material Construction Phase (6E) of the Turn.

End of Section 7: Building the B-10