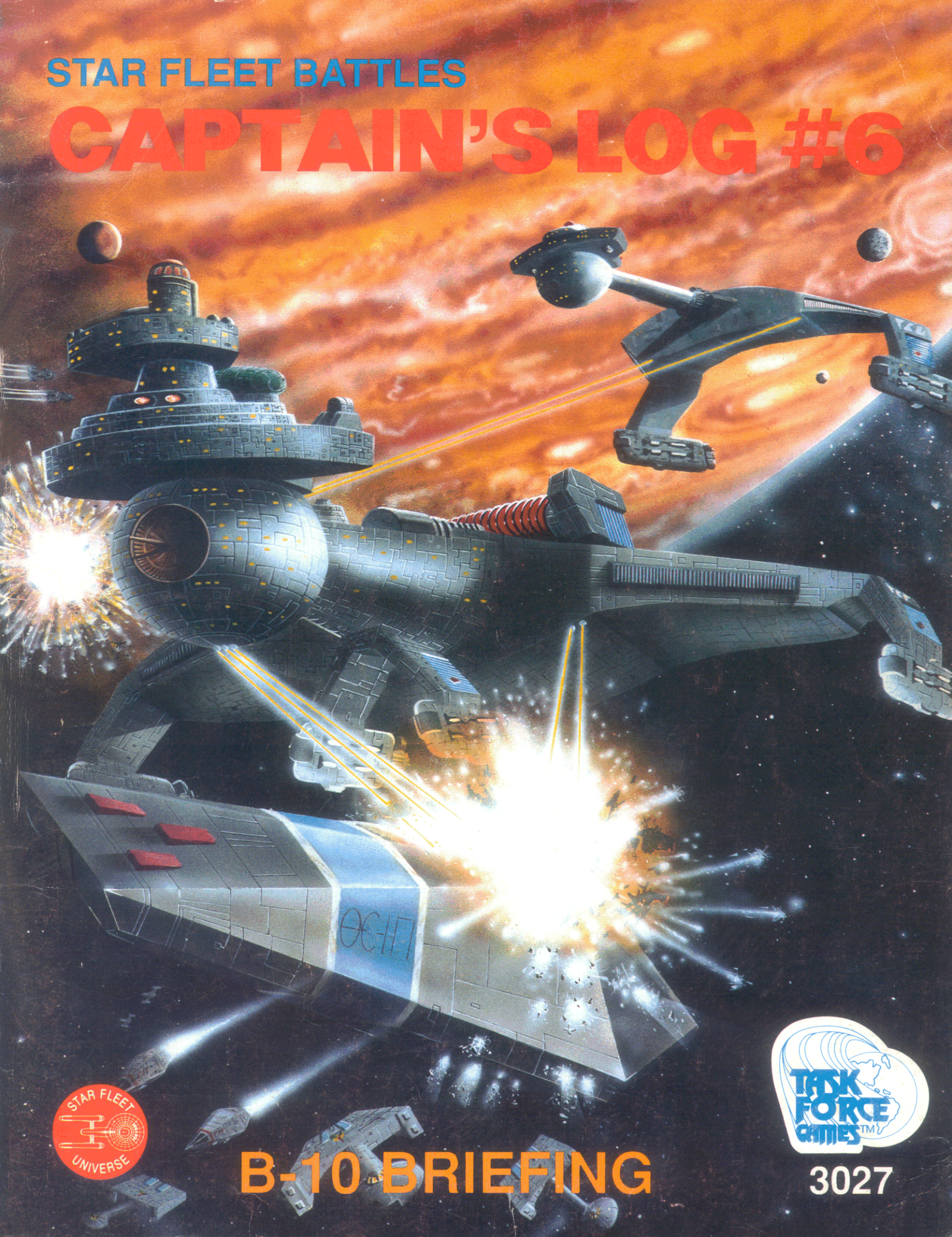
STAR FLEET BATTLES

CAPTAIN'S LOG #6



STAR FLEET UNIVERSE

TASK FORCE GAMES™

B-10 BRIEFING

3027

WELCOME TO THE *NEW* CAPTAIN'S LOG

This is the first issue of the "new" Captain's Log, combining the traditional Log features with the best of the regular articles from the former Nexus magazine. The basic formula will be a major fiction story, the Star Fleet Database section (with the articles from Nexus), a selection of scenarios (usually including one mini-campaign), the Academy (our SFB tactics department), a section on F&E (usually with a scenario and/or article, maybe a preview from Total War, plus tactical notes and questions), a section of Addenda, and sometimes a Special Feature or two.

If, by chance, you have not heard that Nexus ceased publication with issue #18, you should check that issue for details. (All subscribers were offered refunds in a variety of options.) In a nutshell, you the players decided that you'd rather have a single 100% SFB magazine than a sporadically-appearing Captain's Log and a regularly appearing Nexus that was 33% SFB.

We're going to try to keep the format loose enough to give us the flexibility to respond to what material you'd like to see and what is available.

Variations from the formula will be the rule, rather than the exception. The size of the Star Fleet Database section will vary with available space and material, and not all of the features will appear in each issue. The fiction story will be as long as it takes to tell the tale. The scenario section will vary considerably. Special Features will vary the most of all and won't appear in every issue.

This issue varies from the formula in two major respects. Most of the fiction section has been replaced by the long-awaited B–10 BRIEFING. This gives you more than the usual number of scenarios. The second variation is that there is relatively little addenda in this issue; the single page being "emergency addenda" needed for the Origins tournaments. That's not because there wasn't more addenda available; it's because we plan to concentrate this material in a future issue to reduce the number of "places to look" for obscure rules.

One oft-asked question should be answered. Captain's Log will not be available by subscription. It's a product (i.e. the back issues stay on the shelves indefinitely), not a magazine. Those players who do not have a local store can simply place an advance order for the next issue from a mail order dealer and repeat the process when that issue arrives.

We had originally intended to include the revised J-section of the Doomsday Rulebook in this issue of Captain's Log, but later decided to include the Tournament Book instead. We have been running (and refining) this tournament for five years now, and the rules and ships published here should be stable enough to last for a while. With this publication, ADB and TFG have discontinued sales of the Tournament Book and Convention Pack. Any orders for those products will be returned unfilled.

THE *NEW* TASK FORCE GAMES

By now you have doubtless heard that Task Force Games is under new ownership. More details are provided in a special article on pages 34-35. The change in ownership and related matters resulted in a six-month delay in the publication of this issue of Captain's Log, for which ADB and TFG express their profound regret. The new TFG, and a rejuvenated ADB, will strive to avoid such disruptions in the future.

TABLE OF CONTENTS

B-10 BRIEFING
B–10 Technical Drawings 2
History of the B–10 Battleships 3
B–10 Shuttle Bay diagram 4
Rules for B–10, B–10V, B–10S, KB-10R 6
SL93: Leader of the Pack 6
SL94: World Killer 7
SL95: Get the *Invincible!* 8
SL96: *Inviolable* in Action 10
SL97: *Invulnerable* for the Defense 11
Fiction: A Meeting of Giants 12
SL98: A Meeting of Giants 15
SL99: Sibling Rivalry 16
SSD for the B–10V Super Carrier 17
SSD for the B–10S Space Control Ship 18

SPECIAL FEATURE
Star Fleet Battles Tournament Book 19-32

STAR FLEET DATABASE
Origins 1988 Information 33
Phaser–G (Questions & Answers) 33
Meet the *New* Task Force Games 34
Miniatures Workshop: B–10 35
Command the Future (Schedule updates) 36
Star Fleet Communications Center (Conventions) 37
To Ask the Question *Why?* 38
Could You Give Me An Example? 38
How Would You Handle? 38
Urgent Addenda 39

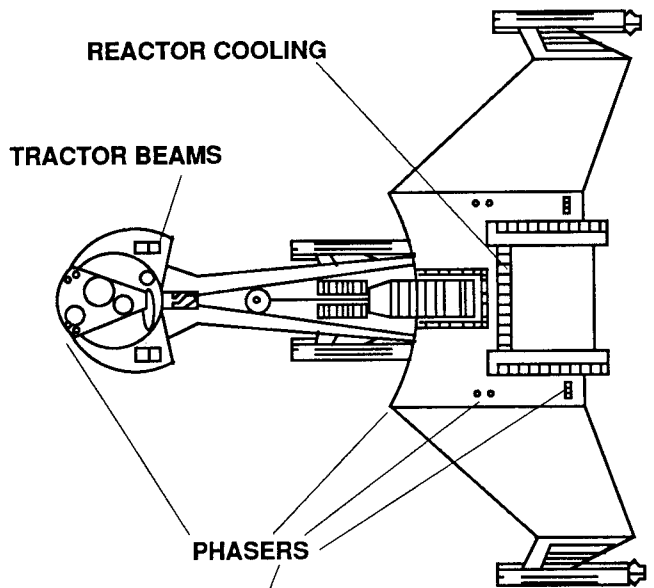
THE ACADEMY
The Tactics Board 40
Term Papers 41
Ask Uncle Ardak about *Wild Weasel Explosions* 41

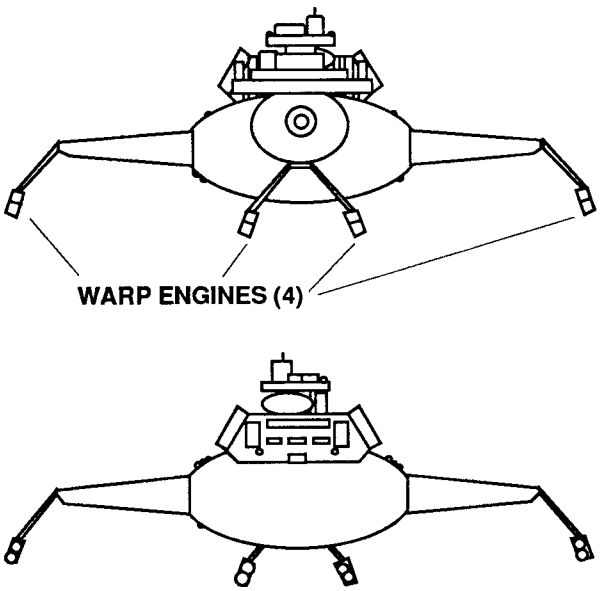
SCENARIOS
SL100: The Graveyard of Ships; Part 1 42
SL101: The Graveyard of Ships; Part 2 42
SL102: The Wreck of the *Rex* 43
SL103: My Brother; My Enemy 44
Playtesters 44

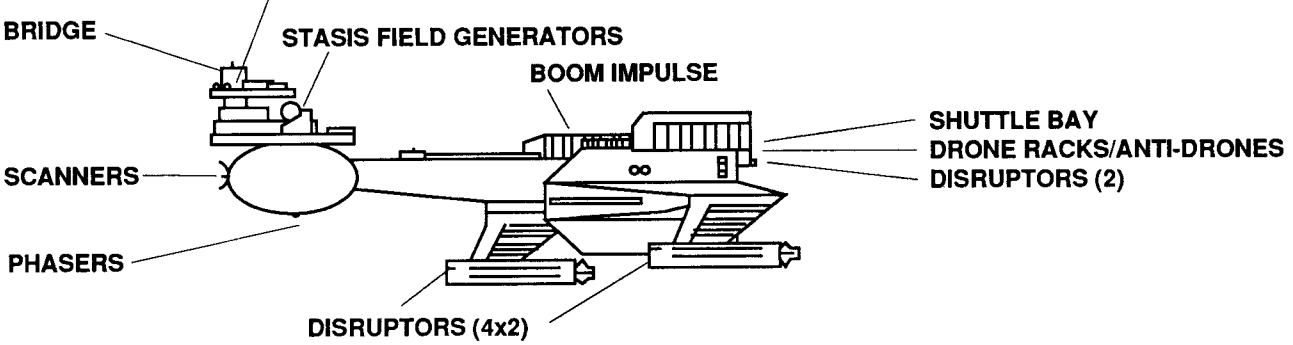
FEDERATION & EMPIRE
Tactical Notes 45
Federation & Enquire 45
Using Directed Damage 46

PUBLISHER'S INFORMATION 48

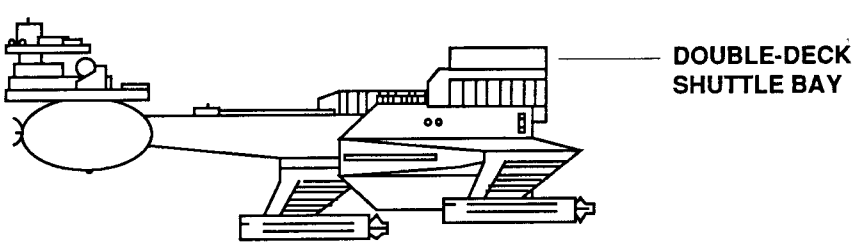
KLINGON B-10 BATTLESHIP

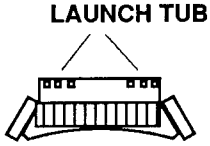




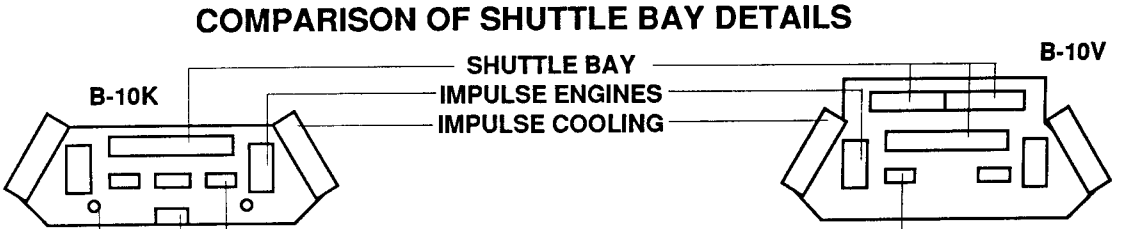


B-10V CARRIER AND B–10S SPACE CONTROL SHIP





COMPARISON OF SHUTTLE BAY DETAILS



B-10S IS SIMILAR BUT
LOWER BAY IS PF DOCK

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KLINGON B-10 BATTLESHIP

The B–10 battleships were certainly the most famous and impressive of all Klingon designs, although this reputation is based more on fear of what they could do in combat than on their actual combat records.

The B–10 design originated from the Kareli Design Bureau, which produced the D–6/D–7 battlecruiser design. Some sources within the Klingon Empire suspect that the B–10 was authorized as compensation to the Kareli Bureau when the Kozenko Design Bureau's D–5 was selected over the competing Kareli design for wartime production. The B–10 was more than simply an enlarged D–7 or C–8. It was, more properly, a new design using some standard components (e.g. warp engines).

B–10 GENERAL DATA

Deadweight tonnage (metric)	332,500
Length overall (meters)	363
Beam overall (meters)	345
Height overall (meters)	132
Crew (total)	812
Disruptors	10
Stasis Field Generators	2
Phasers (primary)	15
Phasers (point defense)	6
Drone Racks	8
Anti-Drone Systems	2
Shuttlecraft (Administrative, operational)	4
Fighters (type Z-Y standard, operational)	8

B-10-1 *INVINCIBLE*

This was the original ship of the class. The keel was laid in the Fall of Y169. Construction was slowed by redesign efforts after Y173, and the work proceeded only at a slow rate from that time onward. The design was constantly being changed, a situation made worse as the Klingons attempted to incorporate refits then being added to fleet ships. At one point in Y175 the engines were completely dismantled to allow replacement of the disruptors with hellbores, then the engines were rebuilt to the original design when tests on captured hellbores failed to produce the expected results. The same thing happened in Y178 when the Klingons decided to arm it with photons. When the Alliance forces threatened Klinshai in Y184, the incomplete *Invincible* was towed to another location for safety and all worked halted. The ship finally entered service in a very limited capacity in Y187 but was not fully complete until Y195 when it became fleet flagship and served against the Andromedans. It did not, however, take part in Operation Unity due to the difficulty in supporting such a large vessel over extended distances.

B-10-2 *INSATIABLE*

Construction of this ship began in Y170. It progressed somewhat more slowly at first as all effort was concentrated on *Invincible,* then moved ahead more quickly after Y173 when the Klingons realized several fundamental flaws in the *Invincible's* design and transferred primary construction effort to the *Insatiable* while large sections of the *Invincible* were rebuilt. Construction proceeded until Y176 when it was decided to convert the ship into a super carrier. Otherwise it might have been completed as early as Y177.

It was nearly completed as a carrier in Y183, but the Klingons then decided to convert it into a Space Control Ship. This involved a reduction of fighter strength and the provision of PFs. It was expected that this work would take only a few months, but it was interrupted by the final battles of the General War and the ship was not completed as a B–10S until Y189. It could have been in service as a B–10V in Y184, and might have made a difference in the outcome of the War.

B-10-3 *INVIOLABLE*

This ship was to have been completed as a standard B–10K (the refits being added during the design stage). Construction began in Y172 and proceeded slowly. The hull was completed by Y178, but many internal systems were never completed. The ship fought (in an incomplete state) during the Alliance offensive of Y184 and was so heavily damaged that construction work was never resumed.

B-10-4 *INVULNERABLE*

Construction of the fourth battleship began in Y174 and proceeded at a lower rate than *Inviolable.* In Y183 priority was given to the boom section so that it could be made operational to help defend the capital should the Alliance manage to break through; the boom section was completed by Y185 and was on defensive patrol when the war ended. During the Andromedan raid on Klinshai in Y188, the boom section of *Invulnerable* was destroyed in combat. The aft section, which had never been completed, was scrapped in Y192 after some consideration had been given to cannibalizing both *Inviolable* and *Invulnerable* to produce a single complete ship. The new X-ships had made the B–10 obsolescent.

B-10-5 *INSEPARABLE*

Construction of this ship was never begun. Indeed, some sources doubt that construction was ever intended, despite the fact that a formal contract order was issued.

The Klingon naval historian Komark felt that this ship was intended for the Romulans. According to his theory, the Romulans requested the ship and the Klingons, knowing that construction of a fifth unit was out of the question and that export of the design was unthinkable, issued a contract only as a means of showing good faith to the Romulans. The fact that the contract for *Inseparable* was different from that of the previous ships (in that no heavy weapons were specified) could have indicated a plan to export the ship. Alternatively, the continued experimentation with different weapons on the previous ships may have made such clauses embarrassing. The name is cited by some Federation sources as an allusion to the "inseparable" alliance of the Klingons and Romulans. Certainly no funds were ever appropriated or paid for the construction of this unit.

B-10-6 INCOMPARABLE **B-10-7 INDISPUTABLE**
B-10-8 INEVITABLE **B-10-9 INSUFFERABLE**

These names appear in Klingon records, but no evidence indicates that any plans were ever made to produce them. One set of design studies indicates that these may have been intended as a "B–11" class with more power and weapons, but it is unclear if the names were selected before or after this design study. It seems mostly likely that the Klingons originally envisioned a production run of up to 9 ships, providing one for the command of each fleet, plus an export copy for the Romulans, and one or two spares(?!). Later, when production of the first four ships proved to be much more difficult than envisioned, the previously selected names were transfered to the "improved" design.

B–10V GENERAL DATA (Where different from B–10)

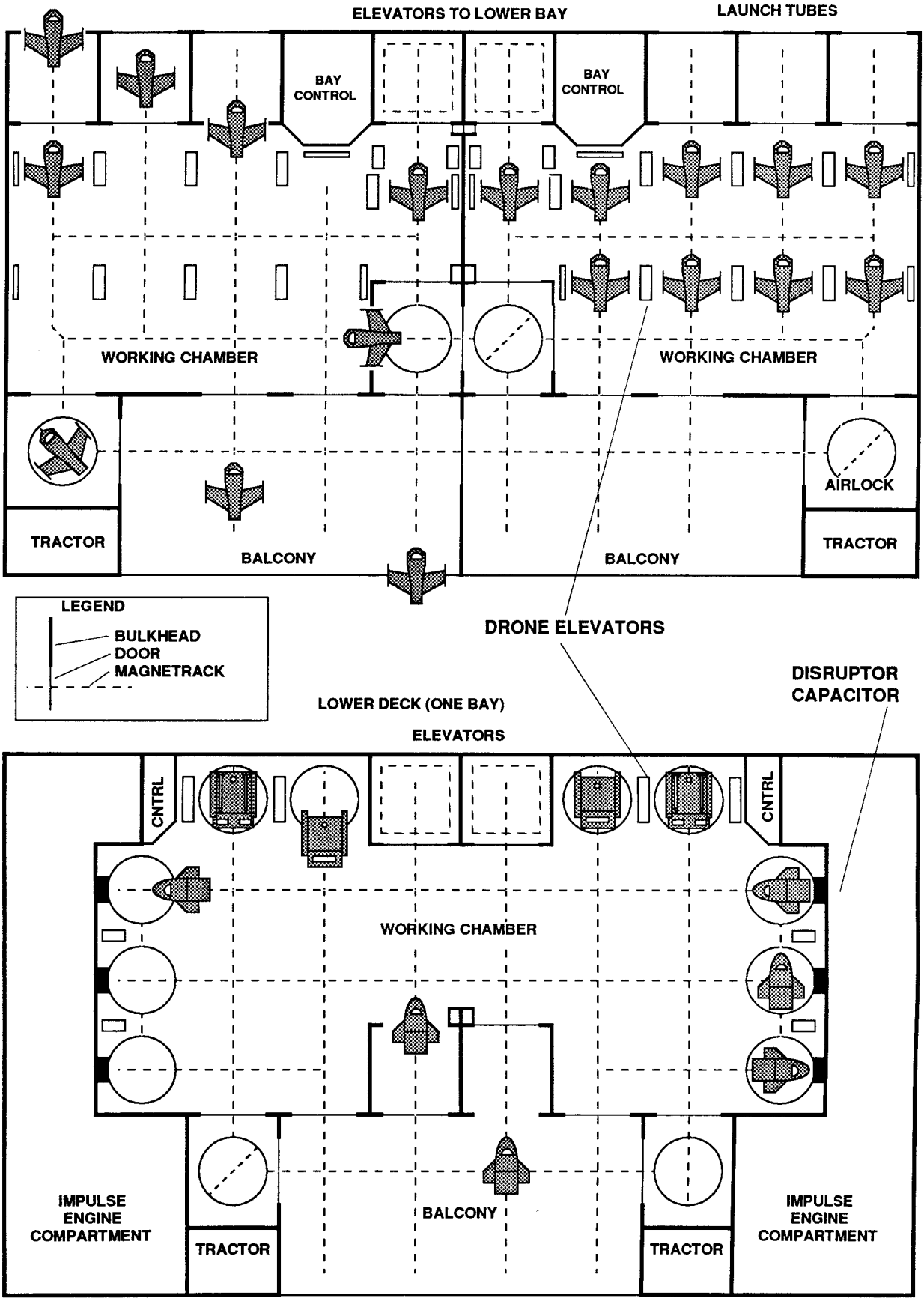
Deadweight tonnage (metric)	346,750
Crew (total)	863
Disruptors	8
Anti-Drone Systems	(2)
Fighters (type Z-Y, operational)	18
Fighters (type Z-D, operational)	6

B–10SCS GENERAL DATA (Where different from V)

Deadweight tonnage (metric)	347,250
Crew (total)	871
Fighters (type Z-Y standard, operational)	12
PFs (type G–1 including G–1L and G–1S)	6

B-10V SHUTTLE BAYS

UPPER DECK (Two bays)



EXPLANATION OF SHUTTLE BAY DIAGRAM

The diagrams at left depict the upper and lower shuttle bays of the B–10V. The top of the page is forward on the ship itself.

The starboard (right) upper bay shows all nine of its fighters being prepared for a strike mission. Normally the leftmost position is used for repairs and the position just aft of the Bay Control station is used to service the EW fighter. In continuous operations, only the six reload positions directly behind the three launch tubes would be used as they are more efficient.

The port upper bay shows its nine fighters conducting continuous operations. Four fighters are in the process of launching to assume combat space patrol duties. One is just leaving the #1 launch tube, another is cycling through #2, a third is just entering #3, and the fourth is waiting to enter tube #1. Four fighters are in the process of landing after their turn on patrol. One of these is just crossing the outer deck line, another is parked on the balcony, a third is in the outboard airlock being rotated to face the bay, while the fourth is just leaving the inboard airlock. The ninth fighter for this bay is in the repair position just aft of the elevator. While fighters can be repaired in any of the reload positions, this location is less in the way of continuous operations. As spare shuttles are held on the storage deck below the lower hangar deck, these would be moved from the elevator directly into the repair position to be serviced and made ready for flight.

The dotted lines are tracks in the floor fitted with magnetic power grids. A tow-link is included on the forward landing skid of each fighter; this tow-link is inserted into the track and used to pull the fighter into position. Fighters can make right-angle turns by means of the tow-links, but these are time consuming and take extra space, so turntables are used in areas such as airlocks where space is restricted and speed important.

Note that several small elevators are provided for lifting drones to the fighters. The ready racks are contained inside these elevators, allowing fighters to drive over them if necessary while getting into position. There is a drone handling deck between the two flight decks; drones for the upper bay are handled there. Drones for the lower bay are handled on a deck between the lower flight deck and the storage deck.

The two upper bays are connected by a personnel airlock just aft of the elevators. There are personnel elevators on the centerline just forward of the inboard airlocks. Fighters can be moved between bays through the inboard airlocks (note the airlock door connecting them). Another cross-transfer door is provided on the balcony and can be used whether or not the balconies are pressurized.

The normal procedure for the upper bays is to land the shuttles on the balcony, move them into the working chamber through the two airlocks, repair and rearm them, then launch them through the forward launch tubes. Fighters can, however, be launched from the balcony. In a maximum effort, fighters would be launched from both the launch tubes and the balcony simultaneously. It would also be possible to recover three fighters on either or both of the two upper balconies, then close the outer doors and pressurize the area. This might be done for the last fighters of a returning strike. In such a case, the entire balcony would function as a huge airlock, and the fighters could move forward into the working chamber through the doors.

The lower bay is somewhat less crowded. This is a matter of necessity more than convenience. Without launch tubes (the APR compartment is directly forward of the bay, and impulse engine compartments are on either side), the fighters must launch and land from the same deck and through the same airlocks. Without the "flow through" system of the upper bays, the fighters must be moved out of the way to be serviced. The recharge capacitors for the Z–D fighters are shown.

In this case, three of the Z–D fighters are just returning from a mission (one on the balcony, one entering the working chamber from the airlock, and the third just entering its reload position). The other three fighters have just completed loading their disruptors and are preparing to move into launch positions as part of the strike being prepared in the starboard upper bay. Note that all 10 repair/rearm stations on this deck are equipped with turntables. These are not necessary on the upper deck as the fighters normally move generally forward after landing.

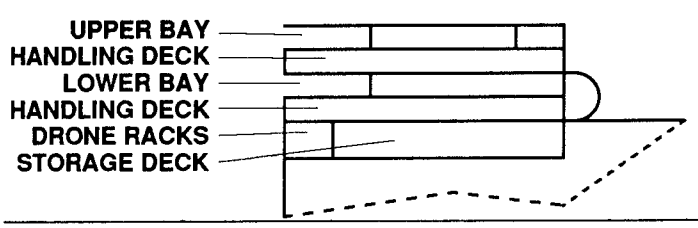
Note the four admin shuttle positions in the forward part of the bay. Two of these (#1 and #4) are wider and equipped with drone handling equipment for the MRS shuttles. Other gear (cargo, mines, etc.) is stored below and can be lifted into this bay (or the upper bay) through the elevators.

The working compartments are almost always pressurized; the use of airlocks between them is intended to prevent the spread of fires, explosions, and toxic gases. The elevator shafts have blow-off panels on top. If an explosion in any bay penetrates into the elevator, it will blow out into space before it will penetrate the elevator doors into another compartment. This is hard on the crew in the compartment on fire, but could save the ship, and explains why chain reactions are restricted to one bay. It is designed into the system and is not a voluntary action. On the storage deck below the lower hangar deck and on the drone handling deck (not shown), an airlock is positioned outside of the elevator, allowing the elevators to be used if pressure has been lost in one or both elevator shafts.

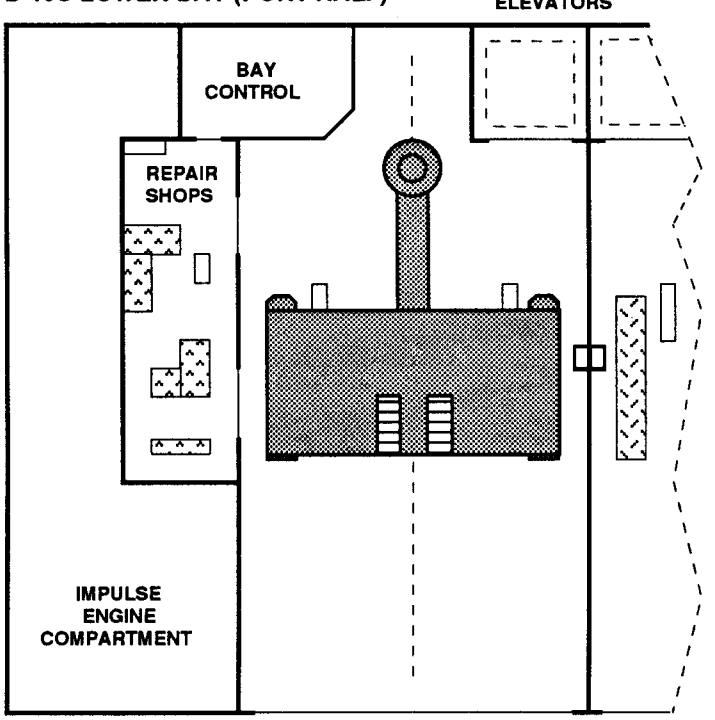
The bay of the standard B–10 is very similar to the lower bay of the B–10V except that the outboard airlocks (those with the turntables) are not airlocks but reload positions for the other two fighters and the reload positions have drone elevators instead of capacitors.

The bay of the B–10S is effectively identical to the upper bay of the B–10V, but operates only six fighters and two shuttles. (The larger area required for the MRS and a need for more efficient operations reduced bay capacity from nine to eight.) The lower bay on the B–10S is used to repair PFs as shown below.

CROSS SECTION OF B–10V HANGAR DECKS



B-10S LOWER BAY (PORT HALF)



RULES UPDATE

(R3.17) B-10 BATTLESHIP

The following additional information (i.e. addenda) has been developed for the B–10 as part of this briefing.

- The shuttle bay has a four-position balcony. Note that if all four positions are occupied no shuttles can be launched or land.
- The B–10 (and variants) are CVA/SCS ships for (FD10.6).
- The B–10B refit added a spare UIM module; the B–10K refit added a second spare. The B–10V/S has two spares.
- During the K-refit, the disruptor arcs were improved using some of the technology from the C7 design. (In fact, the engines were entirely replaced, and in a campaign where a B–10 has been completed it cannot be converted to this technology.) Aft disruptor arcs should be FA+L or FA+R. Boom disr arcs are FH+L and FH+R. Rear disruptor arc is RH.
- The K-refit on the B–10 included an increase in ADD ammunition to 12 rounds and the installation of a limited (D-5 type) aegis system to control the ADDs and phaser–3s.

The firing arcs on the original SSD were based on data prior to the completion of the two ships. Analysis of later data requires the following phaser firing arc changes (no change in BPV):

- The three forward ph–1s should be FX rather than FA. These phasers cannot fire directly to the rear because they are not low enough to fire under the main hull.
- The ph–2s on the sides of the boom should be RF+LS and LF+RS rather than the current FA+L or FA+R. These phasers are mounted high enough to fire over the rear hull.
- The wing phasers (original FA+L and FA+R) can fire directly to the rear (D2.33 rear arcs).

(R3.105) B-10V SUPER CARRIER

As noted in the technical readouts, *Insatiable,* the second B–10, was nearly completed as a carrier. An SSD is provided in this issue of Captain's Log for this variant of the B–10. Conversion included a reduction in drone capacity, deletion of the rear-firing disruptors, and the addition of two additional levels (one for drone handling, the other a flight deck) on the rear deckhouse.

There are three shuttle bays. The upper left bay holds nine Z–Y fighters, one of which is an EWF. The bay has three launch tubes and a three-position balcony. The upper right bay is identical to the upper left (simply a mirror image). The lower bay holds six Z-D fighters, two administrative shuttles, and two MRS shuttles; it has a four-position balcony but no launch tubes. The B–10V has 600 points of drone storage. There are two spare admin shuttles, four spare Z–Ys, and two spare Z–Ds. The two fighter squadrons each consist of eight Z–Ys, one Z–YE, and three Z–Ds, but players can reorganize the two squadrons as they wish.

The B and K refits would have been installed whenever the ship was completed and are assumed in the SSD. This includes the aegis rig, which controlled the #5 and #6 drone racks (which were type–G). As the Klingons rarely used type–G technology before the Federation-Klingon alliance (against the Andromedans), these are 12-round anti-drones if the ship is completed during the War. (Note that the SSD is designed to facilitate this.)

The two phasers on either side of the boom (marked FA+LS and FA+RS) cannot fire directly to the rear due to the higher shuttle bay structure on this variant.

(R3.106) B-10S SPACE CONTROL SHIP

Before the *Insatiable* could be completed as a carrier, the admiralty ordered it converted to a Space Control Ship design. This involved only changes to the shuttle bay structure, changes that should have been relatively simple but which, in practice, were not nearly so. There are two shuttle bays, each of which holds six Z-Y fighters, one admin shuttle, and one MRS. Each bay has three launch tubes and a three-position balcony. There is 1 EWF among the 12 Z–Ys; it can be serviced in either bay.

There are six PFs; note that two of the six mech links are on the boom portion, allowing the boom to carry PFs for self-defense if operating detached. There are two internal repair bays for PFs (on the lower deck). In rare cases two additional PFs might be carried there; these would be commando or other special types.

There are 600 spaces of drone storage. There are two spare admin shuttles and four spare Z-Ys.

The B–10S is otherwise identical to the B–10V, including the boom phaser firing arc restrictions and the anti-drone racks.

(R4.109) ROMULAN KB10R

This design information is purely conjectural as no such ship was ever completed, and plans to build one were nebulous at best. It is based on a B–10K; no V or S variants were likely.

No SSD is provided at this time; make the following changes:

Replace the four boom disruptors with two plasma–Rs (FA). Replace the two disruptors in the left rear engine with: plas–F–LP, plas-S–LP. Replace the two disruptors in the right rear engine with plas–F–RP, plas–S–RP. Replace the two rear-firing disruptors with plas–D–RH.

Replace the two stasis field generators with 1xplas–D-LS and 1xplas-D-RS. The Klingons would never export SFGs.

Replace forward security with flag bridge. Replace aft security with aft hull. Replace the Klingon fighters with Romulan G–SF fighters. Replace the boom impulse engines with APR.

Replace the two forward drone racks with forward hull. Replace the six rear drone racks with APR.

Cloak cost is 60. Crew 84. Boarding parties 30. BPV 400.

(SL93.0) LEADER OF THE PACK

by Ardak Kumerian, Klinshai

The B-10 was intended as the ultimate fleet flagship. This scenario depicts a typical fleet action led by the B-10.

(SL93.1) NUMBER OF PLAYERS: 2; the Klingon player and an enemy. Teams are appropriate for this huge scenario.

(SL93.2) INITIAL SET-UP:

KLINGON: B-10K (Z-Y fighters, 2 MRS, 2 G1 PFs) in 1220, other ships within 3 hexes: D7L (+MRS), D7K, D5K, D5D, F6, E5, D5S, D5V (Z-Y fighters), D5E, D5P (4xG1, G1L, G1S). All ships are facing B, speed max, WS–III.

Select ONE of the following enemy fleets. Set up within 3 hexes of 3711, facing E, Speed max, WS–III.

FEDERATION #1: DNG, CC, CA, NCL, NCS, FFB, FFG, NSC, NVS (F-18 fighters), NAC, GSC (F-18 fighters).

FEDERATION #2: DNG, CC, CA, NCL, NCS, FFG, NSC, CVA (F-14s and A-10s), NAC, 2xDEA.

KZINTI: DN, CC, BC, CM, MDC, DWL, DW, CVS (TAAS), MAC, MPFT (4xN, 1xNL, 1xNS), DF.

HYDRAN: Paladin, Lord Marshal, Ranger, Mongol, Tartar, Crusader, Horseman-Scout, Uhlan, Aegis-Lancer, Horseman-PF tender. Fighters for the entire fleet are Stinger–2 except for six Stinger-H and two Stinger-E.

ISC: DN, CA, CVS, CL, PFT (4xPF, 1xPFL, 1xPFS), DDL, 2xDD, 3xFF.

(SL93.3) LENGTH OF SCENARIO: Until all of the forces belonging to one fleet have been destroyed or captured or have disengaged.

(SL93.4) SPECIAL RULES

(SL93.41) Use a floating map.

(SL93.42) All fighters and PFs have warp booster packs. Fighters

are specified for each carrier listed above; each includes one EWF (except Hydrans). MRS shuttles are listed for the Klingons. For others, assume CV, DN, CC have one each.
(SL93.43) All drones are Fast speed. Allow selection of advanced drones within racial limits.
(SL93.44) Federation and Hydran ships have Plus refits. Fed ships will have the AWR refit; CA has rear phaser refit.

(SL93.5) VICTORY CONDITIONS: Use the Standard Victory Conditions.

(SL93.6) VARIATIONS: The scenario can be played again under different conditions by one or more of the following changes:
(SL93.61) The Federation could use the conjectural PFs and PFT instead of the GSC. Alternatively, a PFT with mech links for heavy fighters could be used. Or replace the PFTs in other fleets with standard war cruisers for a pre-178 scenario.
(SL93.62) CVAs could replace the DNs and a B–10V could replace the B–10K. In this case replace the originally assigned carriers with equivalent cruisers.
(SL93.63) One space control ship could replace a DN plus a CV, and the B–10S could replace the B–10.
(SL93.64) The SFB game system includes hundreds of ships allowing extensive substitution for the OBs given. Use equal BPVs and the F&E command limits (11 ships total). If not using EW, replace the scout with a war cruiser.
(SL93.65) Replacing the Kzinti DN with an SSCS (TAAS, 6xN, 6xMRN) and the DF with an FFK would produce a fairly even battle and the first meeting of the galaxy's two largest ships.

(SL93.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:
(SL93.71) Change one ship to the next larger or smaller class.
(SL93.72) Delete one ship from either side.
(SL93.73) Delete some of the fighters or PFs, or replace some of them with fighters of lower classes.
(SL93.74) Give the non-Klingon forces 2-3 legendary officers, 1-2 elite crews, and/or replace one ship with an equal X-ship.

(SL93.8) TACTICS: See pages 32-34 of the Tactics Manual.

(SL93.9) PLAYTESTER COMMENTS: A truly savage fleet battle. This scenario is the first "modern" fleet battle scenario published after the SFB Tactics Manual caused a revolution in how to deploy fleets.

(SL94.0) WORLD KILLER

(Y176) *by Ardak Kumerian, Klinshai*

When the Hydrans recaptured their capital in Y176, the Klingons considered sending one of the B-10 battleships with a fleet to devastate it again. While no battleships were available, this scenario reflects what could have happened if one had been.

(SL94.1) NUMBER OF PLAYERS: 2; the Klingon player and the Hydran player.

(SL94.2) INITIAL SET-UP:
There is a gas giant (5 hex diameter) centered in 2215.
KLINGON: B-10K, D7L, D7K, D7B, D5L, 2xD5K, D5S, D5V, D5E, F5E; enter on any map edge, speed max, WS–III.
HYDRAN: Battlestation (2 fighter, 1 barracks, 3 cargo modules) in 1212, mobile base (power module, fighter module, two cargo modules) in 2719; Lord Marshal, Mongol, Crusader, Uhlan, Horseman-Scout, anywhere within 10 hexes of planet, facing optional, speed max, WS–III.
Defsats (H) in: 2212, 2514, 2517, 2218, 1917, 1914.
Deploy anywhere on planet: three ground-based phasers, three small fighter bases. All Hydrans deploy first.

(SL94.3) LENGTH OF SCENARIO: The scenario continues until all Klingon forces have been destroyed or captured or have disengaged, or until the Klingons have scored 2,000 points of damage on the planet's surface, or until the end of turn 25.

(SL94.4) SPECIAL RULES
(SL94.41) Use a floating map. If available, set up two maps and have the Klingons enter as far from the planet as possible. If not, have the Klingons start 66 hexes from the center of the planet.
(SL94.42) No fighters have warp booster packs. There are no PFs in this scenario.
(SL94.43) All Hydran fighters are Stinger-2 except for one St-E on one of the planetary bases and one Stinger-E on the Uhlan. All Klingon fighters are Z–Y (first prototypes) with one Z–YE on the B–10 and D5V. The B–10 has two MRS shuttles. The D7C, LM, and UH have one each.
(SL94.44) All drones are medium speed; the Klingons may select special drones up to racial limits.

(SL94.5) VICTORY CONDITIONS: Use the Standard Victory Conditions. The Klingons receive a 1 point bonus for every damage point that they score on the planet's surface. The Hydrans do not receive disengagement points for Klingon ships.

(SL94.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:
(SL94.61) Assume that the scenario takes place after PFs are introduced. Add a Harrier PF flotilla and a PF ground base to the Hydrans and change the B–10K to a B–10S (or change one of the D5s to a D5P) with a standard G1 flotilla, or perhaps G1Ps.
(SL94.62) Assume that the Lyrans are attacking. Replace the Klingons with: DN, BC, CC, BT, CWL, 2xCW, CWS, DWL, 2xDW (assume all shield and phaser refits).
(SL94.63) Replace some of the Klingons with equivalent Lyrans.
(SL94.64) The Klingons considered replacing the eight fighters on the B–10 with bay-mounted drone racks, but decided that these were inefficient for planetary bombardment. You may wish to experiment and see if they were right.

(SL94.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:
(SL94.71) Change one ship to the next larger or smaller class. Replace the Lord Marshal with a Lord Bishop to give the Hydrans more long-range firepower.
(SL94.72) Replace the fighters with lower-quality types. Give the Hydrans more Sting–Hs to improve their chances.
(SL94.73) Delete one ship from either side.
(SL94.74) Transporter-bombs will tend to favor the Klingons; the new "standard" T-bomb rules on page 39 less so.

(SL94.8) TACTICS: The Klingons should start the battle at long range and kill as many fighters (and anything else) as possible before moving within range of the planetary defenses. Destroy the bases and the Uhlan to eliminate off-planet repair and reload capabilities. Use massed drone attacks on the planet to divert the fighters.

The Hydrans should remember that a flight of four Sting–2s can cripple the B–10 if they can get to range 0. Order an all out charge! Your fighters are your primary defense; use them to the fullest possible extent.

(SL94.9) PLAYTESTER COMMENTS: The first capital assault scenario; albeit a recently recaptured one. An extremely vicious scenario, and the best chance in Captain's Log #6 to kill a B–10.

(SL95.0) GET THE *INVINCIBLE!*

(Y183) *by Alan M Gopin, New Jersey*

In Y183, the practical section of the final exam for the Fleet Tactics at Star Fleet Academy used the following problem.

The cadets assigned to the Federation side were told that the GIA had determined through an Orion spy that the Klingon B–10 *Invincible* was in final outfit at a Klingon starbase and could be expected to launch within a week. The SCS *Julius Caesar*, then still on the drawing board, and her (also unbuilt) escorts were assigned to the cadets who were ordered to "get the *Invincible*" before it could be launched. The Orion spy had arranged to sabotage the minefield around the starbase (a blatant fudge designed to simplify the simulation).

The cadets assigned to the Kzinti side were given the same information, except the source was listed as "Whiskers" (Kzinti Intelligence) and they used the SCS *Confederation* and escorts.

Neither the Kzinti not the Federation teams were told that the other was part of the scenario.

The cadets assigned to the Klingon force were simply told to fit out the B–10 for field trials and provide security for it.

(SL95.1) NUMBER OF PLAYERS: 3; the Federation player, the Kzinti player, and the Klingon player.

WARNING: This is an enormous scenario requiring about 30 hours to play. Teams should be used, multiple sessions expected.

(SL95.2) INITIAL SET-UP:

Klingon: Starbase in hex 2215 of map 5 (see below). The starbase has 4 hangar modules with 12 Z-1, 6 Z-2, and 6 Z-Y fighters (no EWFs). It has two SFGs and is at WS–0.

6 G-1 PFs (one scout, one leader), 3 G-2 police gunboats, 1 G–2C police command boat, and the D5K *Ransacker* are docked at the starbase. All are at WS-0.

F5B *Fire Storm* within 3 hexes of the starbase, any facing, speed 4, WS-I.

B–10K *Invincible* in hex 2215, facing A, speed 0, WS-0 (see special rules).

Federation: SCS-2203 *Julius Caesar* with 12 F-14, 12 F-18, 6 A-20, 1 MRS(B), 3 admin shuttles, and 2 SWAC.

ECL-958 *Crassus* with 1 MRS(B).

DEA-576 *Ptolomy* and DE-577 *Aggripa*.

Federation ships enter via (SL95.43), speed max, WS-III.

Kzinti: SCS *Confederation* with 6 HAAS, 6 TAAS, 1 MRS, and 6 Needle (one leader, one scout).

CL+ *Phantasm*, FFK 224, FD+ 227, and AF+ 284.

Kzinti ships enter via (SL95.43), speed max, WS-III.

Note: See (SL95.63) for OB changes.

(SL95.3) LENGTH OF SCENARIO: The scenario continues until all units belonging to the Federation and Kzinti players have been captured, destroyed, or have disengaged.

(SL95.4) SPECIAL RULES

(SL95.41) This scenario should use a floating map, although the fixed 3x3 map is probably large enough and easier to use.

(SL95.42) All fighters and PFs have warp booster packs; all PFs have the shield refit.

(SL95.43) Federation and Kzinti forces enter as follows:

(SL95.431) The scenario uses an area three maps wide by three maps high, labeled as follows:

Map #1	Map #2	Map #3
Map #4	Map #5	Map #6
Map #7	Map #8	Map #9

Note: It will probably be necessary to use a very large table (6' x 5') to play this scenario.

(SL95.432) At the beginning of the Energy Allocation Phase of each turn, the Federation and Kzinti players will each roll one die. If the number rolled is less than the current turn number, that player's forces will enter the scenario. Entry may not be delayed. After a successful entry die roll, that player ceases rolling. The Federation player rolls first. If he rolls successfully, the Kzinti player does not roll for that turn.

(SL95.433) When a player successfully rolls to enter, that player will immediately roll two dice to determine the map edge of entry from the following table.

ROLL	FEDERATION	KZINTI
2	Map #1, West edge	Map #7, South edge
3	Map #1, North edge	Map #7, West edge
4	Map #2, North edge	Map #4, West edge
5	Map #3, North edge	Map #1, West edge
6	Map #3, East edge	Map #1, North edge
7	Map #6, East edge	Map #2, North edge
8	Map #9, East edge	Map #3, North edge
9	Map #9, South edge	Map #3, East edge
10	Map #8, South edge	Map #6, East edge
11	Map #7, South edge	Map #9, East edge
12	Map #7, West edge	Map #9, South edge

(SL95.434) On the turn of entry, Federation and Kzinti units enter the map on impulse #25, not on impulse #1, but must pay for a full turn's movement without speed changes. Ships enter facing the starbase.

(SL95.435) Variable entry by die roll can, at either extreme, decide the result of the scenario before it begins. The scenario will be most nearly balanced if the Federation force enters on turn 2 and the Kzintis on turn 4.

(SL95.44) All drones are fast (speed 32). As an option, allow each player to select special drones within racial limits.

(SL95.45) The starbase is rotating clockwise one hexside per turn. The B–10 is moored to one of the docking modules using rule (C13.7). The starbase must use one tractor beam each turn to keep the B–10 in orbit, or it will undock.

(SL95.46) The B–10 is fitting out and not ready for combat.

(SL95.461) All systems on the B–10 are inactive at the start of the scenario except for one bridge, one security, one APR, one shuttle box, one transporter, and four hull. (Mark a dot in each box of the SSD as they are repaired.) Inactive systems may be repaired using the repair boxes of the module the B–10 is moored to. Once twenty crew units are on board, the B–10 itself can use all forms of damage control (activating systems by continuous damage control or emergency damage repair).

(SL95.462) The B–10 starts the scenario with only four crew units, plus four boarding parties and two deck crews, on board (the rest are on the starbase), no drones on board (they are on the starbase), and one MRS shuttle on board. (Three of the admin shuttles on the starbase belong to the B–10.) The crew may be transported on board, or they may be landed via shuttle. (The B–10 is so large that it docks (in this case) by a special tractor lock which cannot transfer power or personnel.) The B–10 may not perform any function until there is at least a minimum crew on board.

(SL95.463) The B–10 does not have fighters or PFs.

(SL95.464) Drones must be brought on board via shuttle. Four HTS shuttles replace eight of the starbase's admin shuttles; the two MRS shuttles on the starbase and the MRS shuttle on the B–10 can also transfer drones as cargo or on their launch rails. Fighters can also transfer drones on their launch rails. These drones must be unloaded by deck crews and transferred to the drone racks.

(SL95.47) Since this is not a jointly planned operation, the Kzinti and Federation players may not talk to each other until either of them can roll a one on a single die during the Initial Activity Phase of any turn when both forces are on the board. (They find a common frequency.)

(SL95.48) OPTIONAL: Use legendary officers:
(SL95.481) The SCS *Confederation* has a legendary captain and the CL *Phantasm* has an outstanding crew. One HAAS pilot is an ace, one is green. One TAAS pilot is a legendary ace, and one is an ace. One TAAS is a two seat EWF version; it can control 12 drones. Two of the Needles are aces, and one is green.
(SL95.482) SCS *Julius Caesar* has a legendary captain. One F-14 pilot is a legendary ace, and three are aces. Their 4 F-14s are carrying 2 type-III-MW drones. The other 8 F-14s are carrying 2 type-III drones. (The type–III drones are in addition to the standard type–I and type–VI drones.) Two F-18 pilots are green.
(SL95.483) The Klingon starbase is in what the Klingons think is a quiet sector and is being used for pilot training. One Z-1 pilot is an ace, and six Z-1 pilots are green. Four Z-2 pilots are green. Two Z–Y pilots are aces, and two are green. Three of the G-1s have green crews. The captain of the B–10 is legendary, as is the engineer and Marine Major.
(SL95.484) The first time a green Federation or Kzinti fighter or PF encounters a fighter or PF of the other Alliance race within 10 hexes, the owning player must roll two dice. On a roll of 11 or 12, the green pilot thinks the other unit is Klingon. This pilot must adopt pursuit plot of the other unit, launch a drone at it, and try to dogfight it if both are fighters, or close to range one and fire all weapons if both are not fighters. This continues until the other unit is destroyed or the green unit rolls a 2 on two dice during the Initial Activity Phase. If the green unit is the wingman (J6.5) of a good unit, subtract 1 from these die rolls; subtract 2 for an ace and 4 for a legendary ace wingman.

(SL95.5) VICTORY CONDITIONS: Use the Modified Victory Conditions.

The Federation and Kzinti players each compare damage that they individually score against the Klingons to damage the Klingons score against them. The Klingon player compares total damage given to total damage received. The Klingon player does not get disengagement points for Kzinti or Federation ships.

Adjust the level of victory as follows: One level against the Federation if the *Julius Caesar* (or Kzinti if the *Confederation)* is crippled. Two levels of victory against the Federation if the *Julius Caesar* (or Kzinti if the *Confederation)* is destroyed. One level in favor of the player that cripples the B–10 if it is not destroyed. Two levels in favor of the player that destroys the B–10.

If no internal damage is scored against the B–10, the Klingon player automatically gets an A in the course and the other two both flunk. If the B–10 or the starbase is destroyed, and neither of the two Alliance capital ships is destroyed, the Klingon team flunks.

(SL95.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:
(SL95.61) Play the battle before PFs are invented. Replace the *Confederation* with CVA *Titan*, delete the Kzinti PFs, and use all TAAS fighters. Replace the *Julius Caesar* and its escorts with CV-2202 *Zhukov* and its escorts. Replace the six Klingon PFs with 12 Z–V fighters.
(SL95.62) Delete the K or B refit from the B–10, or use the V or S variant.
(SL95.63) The scenario was originally written in Y172 and updated each year, but the Order of Battle was never changed. A Federation SCS should have two NACs and two FFEs as escorts, rather than those listed. The Kzinti squadron should include MAC, FFK, DWE, FD+ rather than the escorts listed.
(SL95.64) The F5B was sent to investigate an energy flash which proved to be one of the approaching fleets. Delete this ship and give the Klingons four turns before the scenario starts.
(SP782.65) Assume the B–10 is fully functional, and allow the two Alliance fleets to enter as a joint force on turn 1 from any map edge they desire. Add a Kzinti DN and Fed DN+.
(SP783.66) You could use the Federation PFs and SCSA.

(SL95.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:
(SL95.71) Change the pilot quality as desired (using nothing but green Federation and Kzinti pilots will provide comic relief).
(SL95.72) Replace the fighters with different models.
(SL95.73) Add or delete a G-2 gunboat or an F–5 frigate.
(SL95.74) Delay the Federation and Kzinti entry by one or more turns.
(SL95.75) Replace one or both of the carrier groups with a non-carrier fleet including: DN, CC, BCH, 3xCW, 1xCWS, 4xFF.

(SL95.8) TACTICS

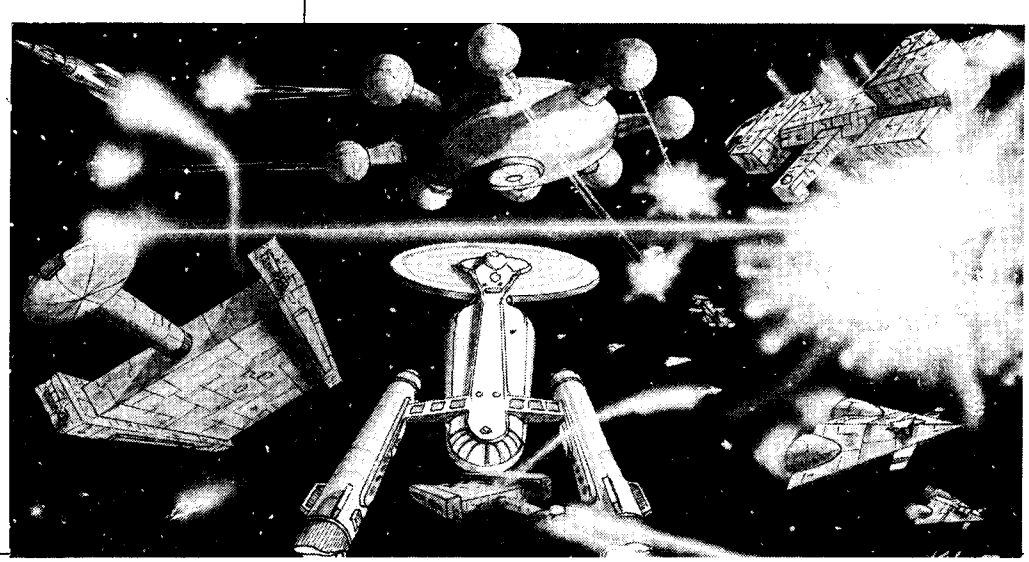
Klingon: Use your SFG to protect the B–10 only if you cannot get the ship operational. Try to defeat the enemy in detail before they can coordinate. If you can conduct an SFG attack on one of the Alliance capital ships (with masses of drones ready when it is released), so much the better. Be sure to keep the ph–4s charged even if you don't have enough power to run all of the repair systems; use them to blow up PFs near drone swarms. You should have superior EW; use it! Remember to activate more security stations first.

Federation: Use your III-MW armed fighters to break up Klingon fighter squadrons and launch a drone swarm against the base. Hang around long enough to force the Klingon to drop the SFG from the B–10. Remember that you have plenty of type–VI drones, and they aren't distracted by EW or WWs.

Kzinti: Basically the same as the Federation, but without the type IIIs. Both the Federation and the Kzinti must remember that this is a raid. Get in, do what you came for, and get out before the starbase reduces you to scrap metal.

Alliance: Destroy the smaller Klingon units quickly. Have the PFs deal with his fighters while the Federation fighters make a massive drone attack.

(SL95.9) PLAYTESTER COMMENTS: One of the few true starbase scenarios as the ships must approach from long range and the Klingons have time to get ready. An excellent fleet battle emphasizing fighter and PF tactics. This could be a major project for an average group, but is well worth the effort.



(SL96.0) *INVIOLABLE* IN ACTION

(Y184) *by Stuart Markowitz, California*

As yet another Alliance offensive drove toward the Klingon capital, the Deep Space Fleet frantically sought ships which could be sent into action to halt the onslaught. In a moment of particular desperation, the admirals cast their eye on the unfinished battleship *Inviolable.* The hull was essentially complete, but the shipyard was not finished installing the operating systems. Nevertheless, *Inviolable* cleared the slipways and headed for the first combat action by a battleship during the General War.

(SL96.1) NUMBER OF PLAYERS: 2; the Klingon player and the Alliance player.

(SL96.2) INITIAL SET-UP

KLINGON: Deploy within five hexes of 0625: B–10K, D–7K, D–6B, D–5L, D–5P, D–5S, D–5V, AD–5, Tug–B with battle pods-K, F–6, F–5K, F–5E; all ships are at WS–III, Speed max, heading B. The B–10, D–7, and D–5V each have one MRS. The B–10 and D–5V have Z–Y fighters.

ALLIANCE: Deploy within 5 hexes of 3706: Federation DNG, NCL, NSC, FFE, NCVS, NAC; Kzinti MCC, MPFT, DW; Gorn CM, BDD+. All ships are at WS–III, speed max, heading E. The DNG, NCVS, MCC, and CM each have one MRS. The NCVS has 12 F–18s.

(SL96.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed or captured or have disengaged.

(SL96.4) SPECIAL RULES

(SL96.41) Use a floating map.

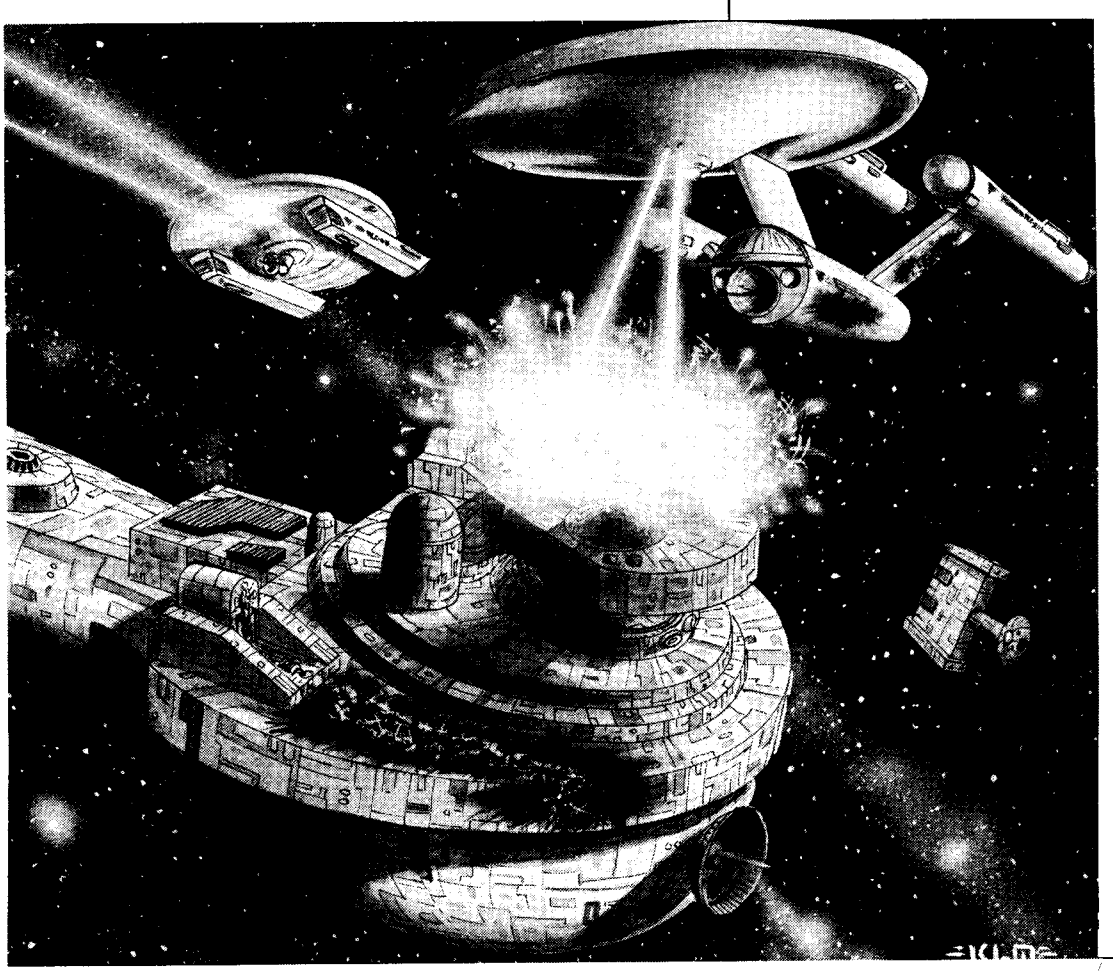
(SL96.42) All fighters and PFs have warp booster packs. Each side has one PF flotilla which includes one leader and one scout. The Klingons can select G1, G1B, G1D, or G1P PFs. The Kzintis will have two MRNs among their Needle flotilla. The PFs have the shield refit. One Z–V (on the D5V) and one F–18 can be EWFs if EW rules are being used.

(SL96.43) All drones are fast (speed 32) at no additional cost. Each side can select special drones up to their racial limits to a maximum cost of 24 points or use (S3.21) with 24 points.

(SL96.44) The B–10 *Inviolable* is incomplete. This is reflected by certain systems which are considered to be inactive. Inactive systems can be repaired (made active) and/or destroyed, but do not produce or require power and cannot be used. (Repaired inactive drone racks do not have drones; Repaired inactive shuttle boxes do not have shuttles.) For purposes of the B–10 in this scenario, this is defined as follows:

- Each warp engine includes 12 active and 3 inactive boxes.
- All fighter boxes and two shuttle boxes are active; one has an MRS. Two admin shuttle boxes are inactive.
- All sensor, scanner, damage control, and excess damage boxes are active.
- All shields are active.
- All security stations are active.
- All bridge boxes are active; roll for other control systems.
- For all other inactive boxes, the Klingon player rolls one die for each box in any order he selects. A die roll of 1-3 means the system is active, but the Klingon player must immediately mark one other box (of his choice) inactive. A die roll of 4-6 means that the system is inactive, but the Klingon player must immediately mark one other box (of his choice) active. This is done before the scenario begins.

(SL96.44) The Federation ships all have the plus and AWR refits for their class.



(SL96.5) VICTORY CONDITIONS: Use the Modified Victory Conditions. Give the Alliance a 200 point bonus if it has three uncrippled ships (at least one of them size class 3) remaining in play (non-disengaged) at the end of the scenario.

(SL96.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SL96.61) This scenario can be particularly interesting with the use of (D17.0) Tactical Intelligence. This will require a meaure of trust (or a non-playing moderator). The Alliance players will have to guess, by observation of its actions, which systems on the B–10 are operable and which are not. Players might replace some of the ships in their fleet with similar ships to confuse the enemy as to the exact composition of their forces.

(SL96.62) Assume that the B–10 *Inviolable* was sent out

with a smaller squadron to intercept the survivors of an earlier battle. Reduce the Klingon forces to the B–10, D–6B, D–5S, F–6, and E–5. Reduce the Alliance forces to the Federation DNG and NSC; Kzinti MCC and DW; and Gorn BDD. Give each side 12 points for improved drones. Allow each side only one MRS shuttle. This smaller battle will take considerably less time to play than the full fleet battle.
(SL96.63) Vary the date of the battle. It could be fought before Y178 by replacing the PFTs with war cruisers. It could be fought in Y173 by replacing the fighters with earlier types.
(SL96.64) Make the B–10 completely active, but give it a poor crew and no fighters (fighter boxes inactive).
(SL96.65) Use three Alliance players (one per race) and have them keep score individually.
(SL96.66) Do not roll for the last system of each type before the scenario begins. These systems are "unknown." They are treated as inactive until their status is known. Roll for one unknown box (Klingon player's choice) each turn before Energy Allocation.

(SL96.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:
(SL96.71) Change one ship to the next larger or smaller size.
(SL96.72) Replace the fighters with earlier or later types.
(SL96.73) Delete one ship on one side, or delete some of the fighters or PFs on one side.
(SL96.74) Allow the Klingon player to select 10 boxes which are automatically active and an equal number which are automatically inactive (without rolling for them). A larger or smaller number of boxes could be used.

(SL96.8) TACTICS

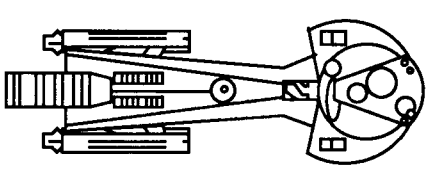
The Alliance player must press the battle quickly as the B–10 will be activating systems as fast as it can. Use massive drone attacks to overwhelm the Klingon PFs and fighters.

The Klingon player can use a limited retrograde tactic to keep the B–10 from being decisively engaged or use it to lead an attack. Consider your battle plan before rolling for active systems. If you plan to retrograde, give priority to the drone racks; if you plan to attack, make sure the disruptors are activated. Roll the soft systems (hull, labs, control) first, scoring inactives on those systems and actives on your priority weapons.

(SL96.9) PLAYTESTER COMMENTS: This is a standard fleet battle with the added challenge that the B–10 is a "paper tiger" which is worth too many points to risk but has so much firepower that you can't afford to leave it out of the battle.

(SL97.0) *INVULNERABLE* FOR THE DEFENSE

(Y188) *by Anthony Medici, New Jersey*



The Andromedan raid on the Klinshai system never directly threatened the capital planet itself, but did considerable damage to one of the outlying planets.

The boom section of *Invulnerable* had been made ready for action as a separate unit in Y185 to provide increased capital defenses. It was ordered to join the forces reacting to the Andromedan raid.

(SL97.1) NUMBER OF PLAYERS: 2; the Klingon player and the Andromedan player.

(SL97.2) INITIAL SET-UP:
There is a class–M (one hex) planet in hex 2215.
KLINGON: B–10K (Boom section only), C–7, D–5K, F–5L, F–5B enter the map from any direction on turn 1, WS–III, facing toward planet, speed max. All must be within three hexes of the *Invulnerable.*
ANDROMEDAN: One Intruder with two Mamba satellite ships within five hexes of the planet; speed max, heading optional. Mambas may be on the map or inside the Intruder, WS–III.

(SL97.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed or captured or have disengaged.

(SL97.4) SPECIAL RULES
(SL97.41) Use a floating map.
(SL97.42) There are no fighters or PFs in this scenario. The C–7 has one MRS shuttle.
(SL97.43) All drones are fast (speed 32). The Klingons may spend up to 12 points improving their drones (up to the racial limits on drone types).
(SL97.44) The Andromedans have already destroyed the defenses of the planet and are now starting to bombard and devastate it. The Andromedans can have any amount of power in their batteries; their panels are empty.
(SL97.45) Transporter bombs should be used. Use the Commander's Package (S3.21) and the T–bomb rules on page 39.

(SL97.5) VICTORY CONDITIONS: Use the Modified Victory Conditions. Give the Klingons a bonus of 300 points due to the tactical situation. The Andromedans receive one point for each point of damage scored on the planet up to a maximum of 100 points for each hex side of the planet. The Klingons receive no disengagement points for Andromedan ships. The Andromedans get a 100-point bonus for destroying the *Invulnerable.*

(SL97.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:
(SL97.61) Use a complete B–10K and two F–5Ks instead of the forces listed.
(SL97.62) Use three Cobras instead of two Mambas.
(SL97.63) Use a DX instead of the C–7.

(SL97.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:
(SL97.71) Change one of the Klingon ships to the next larger or smaller class.
(SL97.72) Replace the Andromedan ship with a Conquistador and Cobra.
(SL97.73) Delete one of the Klingon ships.
(SL97.74) Give the Andromedans a Dominator, two Mambas, two Cobras, and an Eel. Have an inexperienced player command the Andromedans, and give the Klingons another 100 bonus points.

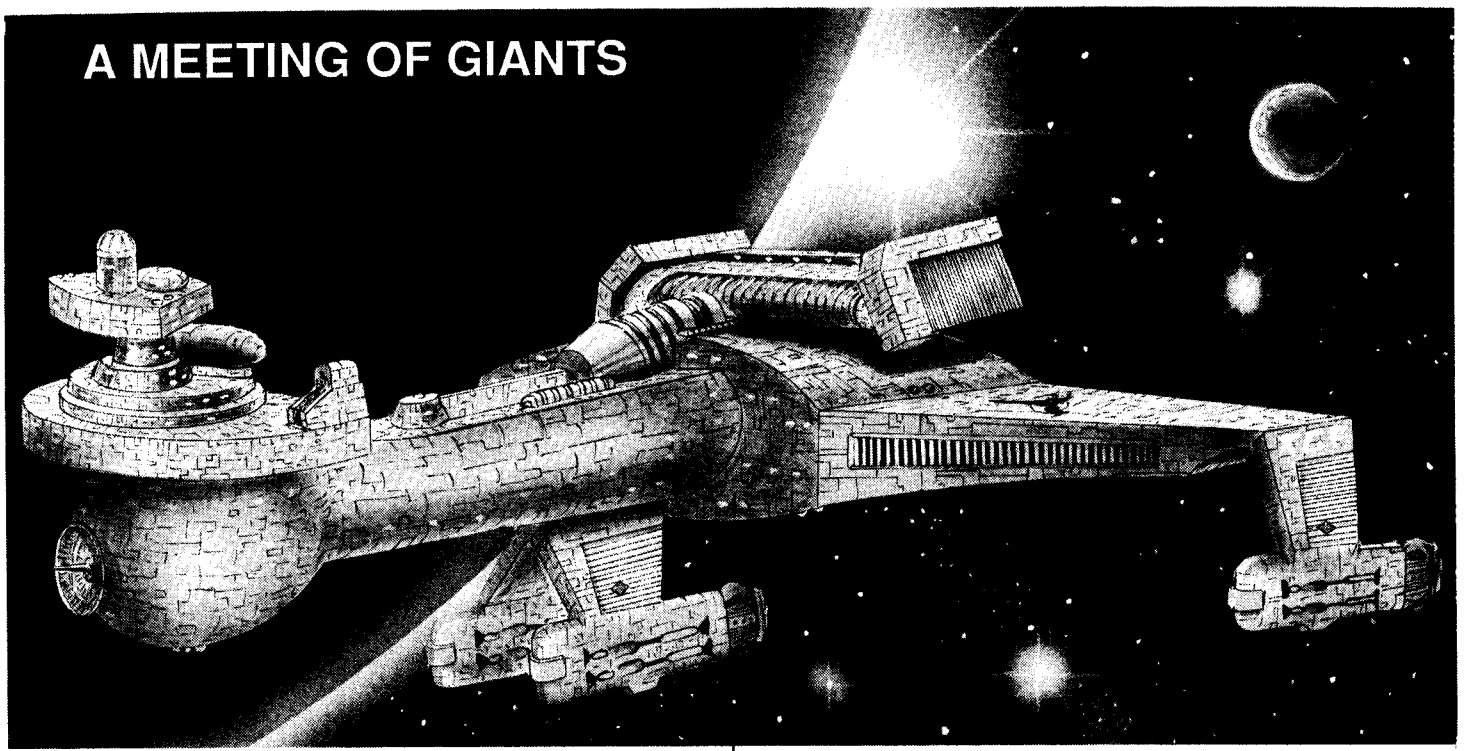
(SL97.8) TACTICS

The Andromedan player must set the speed of the Mambas according to his battle plan; either maximum (to avoid drones) or slow enough to be picked up. Use phasers on the planet; use the planet and T–bombs to keep the drones away. Remember that your TR beams can score 180 points on the planet at will.

The Klingons should avoid using self-guided drones as they will lock onto the planet. The massed disruptor fire of your fleet can punch through the Intruder's panels at overload ranges.

(SL97.9) PLAYTESTER COMMENTS: An interesting scenario with dynamic alternative victory conditions.

A MEETING OF GIANTS



by Tony Zbaraschuk

Admiral Krendal stepped through the opening turbolift doors onto the bridge. He strode to the command chair and sat down, then glanced at the viewscreen, which showed his squadron riding in orbit about an enormous gas giant. The command cruiser *Dragonslayer*, the D6S *Sentinel*, and the FX *Vandal* — all of them were dwarfed by the battleship he commanded. Krendal permitted himself a short smile of contentment; the Federation had nothing to match the power of the *Invincible*. Neither did the Andromedans. And that, of course, was why his squadron was here.

The Andromedan menace had grown so great that even the most militaristic fools had finally acknowledged that the powers of this galaxy — among whom the Klingons, of course, were the greatest — had to ally against them. He was here for two reasons: to complete the first operational voyage of the *Invincible* and to conduct the first joint operation with the Federation against the Andromedans. The thought admirals had determined that only the huge battleship could suitably impress the Federation, showing them how desirable it was to be allied with a fleet that could deploy such a behemoth, and not incidentally pointing out who would be the senior partner.

The communications officer bent briefly over his panel, then turned to the Admiral. "My lord, *Sentinel* reports that the Federation squadron has entered detection range."

"Continue reporting, Ensign. When they have entered communication range, open a channel to them. Lieutenant Krell, ready transporters for the delegation." The delegates, staff officers of the High Command, would conduct talks with the Federation staff officers. Good enough; let the pen-pushers handle the small stuff. Kumerian had said that combat was the only test, and in any combat the *Invincible* would be supreme.

Abruptly Krendal broke off his reverie. On the viewscreen the war cruiser *Reaver* was emerging at high speed from behind the planet. The *Reaver* had been at the meeting site for two days, having rendezvoused with the Federation frigate *Grouchy*. The two ships had been deployed on the far side of the planet to prevent surprises. Seconds later Captain Killian shouted across the just-opened communication channel.

"Sir, two Andromedan ships approaching at high speed from around the planet! They destroyed the Federation frigate!"

Of course, Krendal thought; the flatheads let the site of the meeting slip, and the Andromedans were here to prevent the two old adversaries from forming an alliance. Let them try; *Invincible*, with her supporting squadron, could defeat them. He noted that the Andromedans had approached from behind the planet, where the *Sentinel* could not detect them. He turned to the bridge crew, shouting orders.

"Launch one flight of fighters and all gunboats. Load both shuttles as scatter-packs. Charge phasers and ready disruptors and stasis field generators. *Dragonslayer*, *Reaver*, precede me. *Sentinel*, stay on my flank and provide electronic warfare support to the cruisers. *Vandal*, guard the rear. Helm, stand away from the planet. I don't want anyone displaced into it." Four fighters roared from *Invincible's* shuttle bay as gunboats released their links and dropped clear of the battleship and the *Dragonslayer*.

The communications ensign turned. "Sir, I have an open channel to the Federation ships. *Napoleon* is hailing us—"

"Are they willing to join in the battle?" *Sentinel* had located the Andromedan ships and identified them by now. Only a Dominator could throw off that much warp energy. Against two of them, even the *Invincible* could use some assistance — though the greater glory would belong to the Klingons, and to the *Invincible* and her commander, of course.

"Yes, my lord. They are accelerating to warp 3 to join us. I have the Federation ships identified and coded. Their EW officer and I have verified IFF interlock codes. *Napoleon* is beginning fighter launch. They are spreading out into battle formation."

Excellent, Krendal thought. He had fought against the Federation fighter squadrons during the General War, and the drone firepower of a Federation space control group approached that of a Kzinti fleet. "Deploy marines in guard positions. Ready transporter bombs." Attempting to board Andromedan ships was worse than useless; the transporters might as well be used for offensive firepower. "All ships, engage! Expect no orders. Fire at will."

Abruptly, space flickered around the Andromedan ships as six satellite ships beamed into existence. "Identify!" Krendal barked. "And get me the flathead admiral. I need to make sure that they don't

get in our way."

"Satellite ships identified," the sensor tech said. "Two Mamba heavy destroyers and four Cobras. Two Cobras are behind the motherships; the rest are in front. Lord, the two trailing ships are Eels, not Cobras. They are beginning electronic warfare support." Krendal didn't need the tech to tell him that some satellites were still on the Dominators.

* * *

On the bridge of the *Napoleon*, Vice Admiral Helene Vincent paused for breath, then continued. "Launch all Hornets and Tomcat flights #1 and #2. Hold heavy fighters and Tomcat flight #3 for my signal. *Bernadotte,* take station on my port quarter. *Crockett*, drop back and prepare to counter Andromedan EW. Fighters, hold drones for my orders. *Paris Commune*, maneuver for close-in combat with Dominator #1. *Soult, Davout,* support Rear Admiral Gray."

"Sir," a communications tech said, "the Klingon ships are hailing us. Their admiral wants to speak to you. And they say that *Grouchy* was destroyed."

"Put him on," Helene said. She was still surprised by the size of the Klingon flagship, even after reading the Intelligence files now in her desk. *Invincible* was bigger than anything the Federation had ever dreamed of building.

* * *

Krendal paused briefly before speaking. A woman in command of the flathead squadron! Well, that was their choice. Did not a woman command the other Klingon battleship, *Insatiable?*

"Your battle plan?" he demanded.

"I will commit three ships against Dominator #1. My flagship, scout, and one escort are standing back for fire support and fighter reload. Your ships are more powerful at close range."

"Excellent," Krendal said. "I will handle the rest. Send one of your fighter squadrons out to starboard, where they can launch drones from the Andromedan flank without firing them through my formation." He cut communications before she could respond and turned to his bridge crew. "Full acceleration. Prepare for a quick halt. Prepare to activate stasis field generators. *Dragonslayer*, lead the gunboat group against the satellite ships. *Reaver*, support the flathead cruisers against Dominator #1. I will engage Dominator #2."

* * *

I don't need that arrogant Klingon to tell me what to do, Helene Vincent thought, even if he's doing exactly what I would do. Angrily, she began to give orders rapid fire.

"Launch heavy fighters with prox photons. On my signal, all ships will fire at Mamba #1. Tomcat Flights #1 and #2, begin rapid drone launch sequence. Space the drones out so T–bombs don't get them all. Don't close unless you have to."

"A–20s launched."

"Drone launch sequence begun."

"Prox photons ready, Admiral."

* * *

"Holding photons with 100% overloads," the captain of the *Paris Commune* reported. "All phasers overloaded."

"Excellent," Rear Admiral Donald Gray replied. "Prepare to close with Dominator #1. Accelerate to warp 3. Weapons, use reserve power as needed to counter enemy EW."

* * *

Dragonslayer opened fire, with the four gunboats firing milliseconds later, as the first wave of satellite ships closed to 70,000 kilometers. A wave of drones reached out ahead of the Klingon ships as the gunboats accelerated to battle speed. TR beams fired and the *Dragonslayer* took damage. Andromedan T–bombs killed the drones, and then the gunboats were at close range with the Cobras. Two more satellite ships, Mambas, beamed into existence, diverting fire. Drones fired at close range reached them before the Andromedans could react, but three gunboats were torn apart by TR beams before they could launch a second attack. One Cobra limped away with severe damage.

* * *

"Fire!" Admiral Krendal ordered. Eight overloaded disruptors spat energy, their bolts sizzling blue against the blackness of space. Seven of them hit their target, the crippled Cobra. Then the *Invincible's* phasers fired, tearing through overloaded PA panels and into the Andromedan's hull. Panels damaged by the volley dumped energy, and the Cobra exploded, taking the last gunboat and several drones with it. One of the Mambas absorbed the blast with no apparent damage.

* * *

"Fire." Helene Vincent's voice was calm now. A dozen proximity-fused photons flashed toward a Mamba as *Napoleon, Bernadotte,* and the heavy A–20 attack fighters fired.

"Eight hits!—panels not filled."

"The Mamba's trying to dissipate the energy!"

"A–20s firing second photon volley—Five hits."

"Tomcats closing on the Mamba—drones firing."

"Look at those T–bomb explosions!"

"Fire all phasers on the Mamba!" Both ships and the fighters complied as energy slammed into the alien ship's hull.

"Mamba is firing on the *Davout!* Captain Largeau reports heavy damage, ship out of action!"

"Drone waves converging—oh no! The Mamba's been displaced 60,000 kilometers back—she must have dropped a T–bomb. Half the drone wave is gone!"

"Cobra #2 is firing on *Davout*—she exploded!"

"Mamba's turning away. Four drones just hit the rear panels. Minor internal damage on the Mamba."

* * *

"Fire!" Captain Kronschnabel barked, as a Dominator, probably the one *Invincible* was after, suddenly loomed huge before *Dragonslayer.* Phasers and overloaded disruptors ripped into the dreadnought's flank, only to be harmlessly absorbed. Two drones were destroyed by T–bombs.

* * *

"Warp 2.7," Admiral Krendal said. "Close with Dominator #2, and prepare for an emergency stop. Ready stasis field generators. Fire disruptors at 40,000 kilometers. Launch drones. Launch second fighter flight. Have them follow me in."

* * *

Paris Commune shuddered, caught by three TR beams. They ripped down her #6 shield, causing minor damage to the hull. The X-ship turned, closing to 40,000 kilometers. Then 30,000. The #1 Dominator's phasers erupted, tearing through the forward shield and ripping into the lower hull. As the two ships closed to 20,000 kilometers, a tractor beam snapped onto the X-ship. Realizing he would get no closer, Gray gave the order to fire. *Soult* and *Reaver,* following behind the X-ship, opened fire milliseconds later. Energy blazed brighter than a sun as the weapons of three cruisers tore into the Dominator's forward panels, through them, and into the dreadnought's hull. Then the Dominator disappeared, displacing itself away, leaving the X-ship free and the field clear for a Mamba to close for a close-range shot at the damaged *Paris Commune.* Gray ordered a high-energy turn, barely managing to turn a new shield to the Andromedan as TR beams tore at his ship once again.

* * *

The last Cobra swept towards the *Sentinel*, with a Mamba close behind. With most of her power going into electronic warfare, *Sentinel* was unable to evade them. *Vandal* closed with the Cobra, but the Mamba tore into the D6S, detonating a T–bomb on her #2 shield, then pouring phasers and TR beam fire into it. The Cobra only managed to get one shot into the *Sentinel's* down shield before the *Vandal's* overloaded weapons and heavy drones blew it up. The explosion filled the panels of the Mamba, destroyed *Vandal's* #6 shield, and crippled *Sentinel.*

* * *

On the *Invincible*, Admiral Krendal smiled. He was almost in firing range, ready to stop, trap the Dominator in a stasis field, and tear it to pieces. Things were going well.

"Full stop!" he ordered.

Then space dissolved around him.

* * *

"Surviving fighters launch drones at the Dominators," Helene ordered. "Launch scatter-pack. Launch MRS and SWAC shuttles for drone control. Ready prox photon volley on the Dominator #2. Accelerate to warp 2.4. Tomcat flights #1 and #2, land for reloading. Tomcat Flight #3, launch immediately. Hornets, go for the Eels!"

* * *

"Mud-slinging fool!" Krendal shouted at the science officer. "Why didn't you tell me that the Dominator had displacement devices ready! You'll—" He broke off, staring at the screen as sensors came on-line. "Ready stasis generators! Overload disruptors! Helm stand by for tactical maneuvers. Ready drone racks!"

* * *

The Hornet squadron, sweeping around the edge of the battle, closed in on the Eels. Waves of drones erupted from the fighters, and the scouts, having already committed their scout channels to provide EW support to the other ships, were unable to stop them all. One died as eight drones impacted. The second managed to accelerate away at high speed, stopping most of the drones following it with T–bombs dumped out the hatch.

* * *

Reaver and *Soult* had turned back into the battle, joined by Kronschnabel's *Dragonslayer*. They were engaging Dominator #2, supported by the Tomcats and long-range photon volleys from the *Napoleon*. All three ships were damaged, but they had begun to penetrate the Dominator's panels. Space shimmered again as the Dominator transported an energy module outside, partially clearing its panels just before another overload volley from the *Dragonslayer* ripped into its bow. Then the Dominator vanished, and a T–bomb left behind killed five drones.

* * *

Dominator #1, damaged by the *Paris Commune,* reappeared directly in front of *Crockett*. The NSC had time to fire a few frantic phaser shots and launch one drone before four TR beams and a dozen phasers blasted it into a million glowing shards. The Dominator swung away from the explosion and towards the gas giant.

* * *

Gray and his X-ship, badly damaged by his close encounter with the Dominator, were limping along the battle's fringes. Mamba #4 swept toward him, and he cursed. Two shields were down, and many of his weapons were inoperable. But *Paris Commune* was one of Star Fleet's strongest ships, and she still could fight!

"Reload photons, standard loads. Launch scatter-pack targeted on the Mamba." Gray rapped out the orders. The Mamba closed to 30,000 kilometers, its phasers destroying the scatter-pack before it could release. The ships exchanged fire as TR beams took down another shield on the *Commune* and did more damage, destroying three more phasers and another photon.

"Damn! Crash overload the photons! Prepare for a snap turn on my signal. Recharge phasers!" Gray screamed the orders. He was getting desperate now.

Paris Commune turned 120°, warp field twisting as the nacelle struts came within an instant of breaking. The T–bomb the Mamba had placed exploded, damaging one of his remaining intact shields. That didn't matter. Gray gave the order to fire. Seven phaser beams slashed into the Mamba, followed by two overloaded photons and a heavy drone. One of the unstable photons exploded in mid-flight, damaging nothing, but the other ripped through filled panels, destroying two of them. The drone finished the job. The X–ship staggered in the blast, but survived.

Gray ordered the repair crews to concentrate on the impulse engines and batteries. If the situation grew any worse, the ship's only chance of survival would be to blow the warp engines clear and dive into the gas giant. If it came to that, he would be ready.

* * *

"Tactical maneuver to starboard. Activate stasis field," Krendal commanded. A Dominator had reappeared 30,000 kilometers behind *Invincible* and to starboard. The stasis field generators were ready now, and nothing could save this ship. It must have tried to displace itself away from the Federation squadron, but some random factor had intervened, and it had reappeared under the *Invincible's* guns. Computer check showed it was Dominator #2, the one he had been hunting; the one that had displaced *Invincible*.

The special weapons officer worked his controls, and space-time twisted away at right angles to reality. A silvery sheen surrounded the Andromedan dreadnought as time slowed for it, then stopped... Except for one thing. Even as the stasis field took hold, the Dominator had transported a last satellite into space only 20,000 kilometers off *Invincible's* port flank—and outside the arcs of her heavy weapons!

"Terminator!" a sensor tech screamed, as the ship came into clear view. The junior weapons officer, in control of the ship's rearward defenses, panicked and fired five phasers and both rear disruptors at the mauler.

* * *

Helene watched the viewscreen grimly. One of the Mambas, racing to rescue the last Eel, had gone through the middle of the Hornet squadron, and only two fighters had come away from that encounter. Another Mamba had disposed of the last Klingon fighters, destroyed the *Sentinel*, and was closing on the *Vandal*. Half of the Tomcats had been lost. The heavy fighters, too slow to keep up with the battle, were being hunted by a third Mamba.

"Helm, come left at warp 2.5! Weapons, overload photons with whatever power is left. *Bernadotte*, follow me in!" *Napoleon* swung about.

* * *

"Idiot!" Krendal yelled as he pulled a disruptor from his belt and fired into the deck beneath the panicked ensign. "You *never* fire on a Terminator unless you can destroy it—otherwise it shoots your own power back at you."

"I fired all drone racks when he appeared," the senior weapons officer announced, "but he got them with a T-bomb!"

"You did your duty. Special weapons, freeze that mauler if it gets in arc! Engineer, all spare power to the #5 shield!"

Too late! Even as Krendal shouted, the Terminator closed to 10,000 kilometers. A terrifyingly powerful beam of energy burst from the mauler, ripping through the Invincible's fabled shields as if they were paper. The beam tore through the left warp engine and into the battleship's rear hull. Discharges surged along the the *Invincible*, sending overloads through the ship, but with far less damage than might have been expected.

Krendal stared in despair. The Terminator was using multiple firings to destroy most of the battleship's weapons with volleys drawn from its panels, ultimately leaving it helpless. One stasis generator had been destroyed by the mauler, and once the other was gone, the entire fleet was in serious trouble. Both Dominators were still intact, as were several Mambas and one Eel. They could destroy both squadrons, and with *Invincible* gone, nothing could stop the invaders from conquering the entire galaxy.

Abruptly, four overloaded photons flashed through space, three of them hitting the Terminator. It staggered, but moved closer to the Klingon battleship. Another beam of energy exploded from its bow, and Krendal cursed as...

...the beam passed by to his port side and smashed into another ship. Coruscating waves of energy washed over the front shield of the *Napoleon*, but did not penetrate. Then space was full of drones, as three Federation scatter-packs released and the five remaining Tomcats launched their drones.

The Terminator stopped one drone swarm with a T–bomb. Unable to survive the drones closing in, the Terminator dropped its panels and discharged the power through the mauler into the *Napoleon,* collapsing the front shield. The 16 drones came through, and the Andromedan mauler died in a fiery explosion that rocked the Federation ships 30,000 kilometers away and destroyed two more of the Tomcats. More explosions wracked the *Invincible* as the shock wave smashed into her, but the stasis field held.

* * *

"*Napoleon* is only lightly damaged," the Federation admiral said. "*Dragonslayer* and I will keep the other Dominator away. You've got this one, Admiral. Good luck." Krendal watched, unfamiliar thoughts of gratitude twisting in his mind, as the Federation ship swung right, and Kronschnabel turned with it.

Krendal turned to the Dominator trapped before him, a fierce smile of victory on his face. His next salvo would go into the history books! Klingon cadets would read of it 144 years hence.

"Reinforce #1 shield. Recharge phasers. Overload all disruptors. All drone racks, fire on my signal! Launch MRS shuttle for drone control. Launch both scatter-packs!"

"Phasers charged."

"Remaining forward disruptors overloaded."

"Number one shield reinforced to 150%."

"Drone racks reloaded, my lord."

"Scatter-packs releasing."

"Launch drones!"

"Drones away, my lord. Kai!"

"Drop stasis field when they reach 10,000 kilometers."

"Stasis field dropped."

"FIRE!"

* * *

The *Invincible's* power spoke at last, lances of blue energy exploding from her and into the Dominator, filling panels already damaged by earlier combat. Then 18 drones exploded against the Dominator's forward panels. Already filled, the panels could not absorb the energy and explosions shattered the Dominator's hull, destroying four of the forward panels. The rear panels absorbed the released energy, but the ship had already taken dreadful damage.

Paris Commune fired from 80,000 kilometers, and one photon struck the rear of the Dominator, helping to fill the rear panels but doing no damage. *Reaver* fired from 120,000 kilometers, doing little damage, but every jolt brought the Dominator closer to destruction. *Vandal* fired then, from 50,000 kilometers behind *Invincible*, her phasers and disruptors destroying two more panels and initiating a chain reaction. This time the energy overloads poured into the Dominator's warp engines, shattering the magnetic containment vessels. Matter met anti-matter and the Dominator became a star, the space around its death-place briefly brighter than a sun gone nova.

* * *

Helene Vincent watched as the last Dominator accelerated to warp 15, faster than any of her ships could follow. Two of the Mambas and the surviving Eel had been taken aboard by the badly wounded Dominator, but the third Mamba was left behind because the Dominator's bays were not configured to carry three of the large satellite ships. *Dragonslayer*, with *Reaver* and the surviving escorts supporting her, had run it down.

The second Dominator, had it stayed to fight, might well have defeated the badly mauled remains of the two squadrons, but it was damaged and its captain, whatever form of creature or spirit or computer it might be, had been too shocked by the sight of the other Dominator's destruction to persist in the battle.

Vincent gave an order, and *Napoleon* slowed, turning back towards *Invincible* and the purpose yet to be accomplished.

"The battleship's hailing us, sir," the communications officer reported.

* * *

"Kai, Admiral," Krendal said. "You did well! Very well! I accept the Empire's alliance with the Federation."

They had saved him, but his ship had destroyed a Dominator—something done only three times before. Both sides had come away with glory. His, of course, was the greater.

"As do I, Admiral," Helene Vincent responded. "Did not your Admiral Kumerian say, 'The only valid result is victory?' Let our victory seal the Grand Alliance against the Andromedans."

"Let it be so," Krendal responded. It would be good to be on the same side as the flatheads for once. Or at least interesting.

* * *

(SL98.0) A MEETING OF GIANTS

(Y195) *by Tony Zbaraschuk, Washington*

(SL98.1) NUMBER OF PLAYERS: 2 (or 3); the Grand Alliance player and the Andromedan player.

(SL98.2) INITIAL SET-UP:

11-hex gas giant with center in 3010.

FEDERATION: SCS *Napoleon*, CX *Paris Commune*, NSC *Crockett*, NAC *Soult*, FFE *Davout*, DE *Bernadotte*; within 2 hexes of 4014, speed 15, heading F, WS–III. (Note: FFE *Grouchy* was destroyed before the scenario begins.)

KLINGON: B–10K *Invincible*, D7L *Dragonslayer*, D6SB *Sentinel*, FX *Vandal*, within 2 hexes of 3807, speed 15, heading A, speed max, WS–III.

D5K *Reaver* in 3004, speed max, heading C, WS–III.

ANDROMEDAN: Two Dominators (carrying four Mambas, two Cobras, two Eels, one Terminator, one E-module) in hexes 0201 and 0104, heading B, speed max, WS–III.

(SL98.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed or captured or have disengaged.

(SL98.4) SPECIAL RULES

(SL98.41) Use a floating map.

(SL98.42) All fighters and PFs have warp booster packs. All PFs have the shield refit.

(SL98.43) All drones are fast; standard racial percentages of special drones are allowed. All ADD racks are loaded with type–VIF drones, as per rule (E5.4).

(SL98.44) *Invincible* has 8 Z–Y fighters and 2 G–1 PFs. *Dragonslayer* has 2 G–1 PFs. *Napoleon* has 12xF–14C, 12xF–18C, 6xA–20, 2xSWAC, 2x MRS. The B–10 has one MRS. One fighter in each of the three squadrons (F–14, F–18, Z–Y) is an EWF.

(SL98.45) Transporter bombs are used. NOTE: Use the new "standard" T-bomb rules in this issue of Captain's Log.

(SL98.5) VICTORY CONDITIONS: Use the Modified Victory Conditions. The Andromedans automatically win if they destroy all Klingon ships OR all Federation ships.

(SL98.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SL98.61) Replace the Federation forces with Kzintis.

(SL98.62) Use separate players for the Klingons and Federation. The Klingon and Federation points are totalled for victory against the Andromedan, but the player who scored the most points against the Andromedans has won more glory.

(SL98.63) Use separate players for the Klingons and Federation. Before play begins, each draws one card from an ordinary deck of playing cards, looks at it, and keeps this card secret until the end of the scenario. If a player's card is a face card (J–Q–K), that player receives no points for damage scored on Andromedan ships but does receive points for damage scored on ships of the other non-Andromedan player (by himself or the Andromedan).

(SL98.7) BALANCE: The scenario can be balanced by one or more of the following changes:

(SL98.71) Change one Dominator to an Intruder and adjust the satellite ships accordingly. (Favors Grand Alliance.) Using an Infestor will favor the Grand Alliance marginally.

(SL98.72) Replace the X-ships with non-X ships (Fed CC, Klingon F5L). This favors the Andromedans.

(SL98.73) Delete one small ship from either side.

(SL98.8) TACTICS: The B–10 and its stasis field generators are the key to victory. Everything depends on using them successfully.

(SL99.0) SIBLING RIVALRY (Y197)

by Steven Petrick, Florida

During the campaign to destroy the Andromedan Rapid Transport Network, it was crucial that any Andromedan base be attacked as soon as possible. In one instance, a Klingon scout ship located a base near Klegarine and sent out a call for ships in the area. As it happened, the B–10K *Invincible* was nearby, while the B–10S *Insatiable* was almost the same distance away but in the opposite direction.

Both responded to the call, and both discovered that the other had also responded. Commodore Karsh of the *Invincible* and Commodore Khambers of the *Insatiable* each wanted to reach the Andromedan base first to gain the glory of the kill. Both battleships worked up to their full speed, which was slightly faster than any other ship (except for the rare X-ships, none of which were in the area) could go. This meant leaving behind their escorts and consorts (each battleship was the flagship for a fleet of 10 ships).

The *Invincible* rendezvoused with the F–6 battle frigate *Walkurian,* which had been assigned to escort the scout that originally located the base. Both battleships charged the Andromedan base at the same moment, each bent on destroying it before the other could do so. The result was the only battle in history which included two B-10 battleships.

(SL99.1) NUMBER OF PLAYERS: 2

One commands the B–10K *Invincible* and F–6 *Walkurian.*
The second commands the B–10S *Insatiable.*
Each commands one of the two Andromedan forces.

(SL99.2) INITIAL SET-UP:

Commodore Karsh: B–10K in 4029, F–6 in 4229; both ships heading F, speed max, WS–III. Fighters are seven Z-Y and one Z–YE, plus two MRS and two Admin shuttles. Two G–1 PFs (any combat variant except leader or scout).

Commodore Khambers: B–10S in 0201, heading C, speed max, WS–III. Fighters include eleven Z–Y, one Z–YE, two MRS, two Admin; PFs include one scout, one leader, four standard PFs of any G–1 combat variant.

ANDROMEDAN: One Satellite Base in 2215, WS–III, rotation speed 4. All of the hexes that are 2, 3 or 4 hexes from the SatB have one large mine (set for size 4 up) and two transporter bombs (set for all sizes). Each player controls one of the two special sensors on the base. The base will fire its weapons at any unit in an adjacent hex.

Each of the two Andromedan forces consists of one Mamba and one Cobra. These are set up anywhere within 10 hexes of the SatB, any heading, any speed, WS–III.

(SL99.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed or captured or have disengaged.

(SL99.4) SPECIAL RULES

(SL99.41) Use a floating map. Either player can disengage any or all of the ships he controls by any allowed method.

(SL99.42) All fighters and PFs have warp booster packs; all PFs have shield refits.

(SL99.43) All drones are fast speed. Each ship can select special drones up to the maximum allowed for Klingons. The ADDs on both Klingon B–10s have been replaced with type–G drone racks.

(SL99.44) The two Klingon forces are allied. They cannot take "aggressive actions" toward each other. Neither Klingon player may fire at, tractor, or place T–Bombs (the use of which is optional) within three hexes of a unit belonging to the other force without the permission of the other Klingon player. Fighters and PFs can land on or dock with ships of the other force (with permission of that force), but the player controlling the other force is not required to repair or rearm them. The two Klingon players can give some of their fighters and/or PFs to each other (with permission of the receiving player).

(SL99.45) Due to the unique play situation, neither player can order one of his units to fire on another of his units, even if those two units are of different races.

(SL99.5) VICTORY CONDITIONS: Use the Modified Victory Conditions. Each player counts damage scored by his ships (either Klingon or Andromedan) and damage scored on his ships (either Klingon or Andromedan). Damage scored on the SatB is divided between the two players in proportion to the number of total damage points they scored on it.

(SL99.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SL99.61) Replace one of the Klingon forces with a X-technology force, including a DX and an FX.

(SL99.62) Replace both Klingon forces with equal forces from another race, or from two allied races. Alternatively, replace one Klingon forces with a force from a nominally enemy race, or replace both Klingon forces with forces from two nominally enemy races. In this case, the two forces are allowed to fire at each other, but receive no points for doing so.

(SL99.63) Use three players and have one command both of the Andromedan forces.

(SL99.64) REINFORCEMENTS: (Can only be used in conjunction with previous rule.) At the start of each turn beginning with turn three (before any action), the Andromedan player rolls one die. If the result is "1", Andromedan reinforcements have arrived. A Dominator (containing only one Eel; the ships in the initial deployment are its new group which it is expecting to pick up) is placed 30 hexes from the base in any direction selected by the Andromedan player. (Speed max, facing the base, WS–III.) If the base is destroyed, no Andromedan reinforcements arrive.

Each turn, starting with turn six, each Klingon player rolls for reinforcements. If the result is a "6", they arrive. Reinforcements for either player include a D7, two D5s, a D5S, an F5L, and two F5s. These ships have all refits. They are placed within three hexes of a hex selected by the owning player within 30 hexes of the base.

(SL99.65) As this issue of Captain's Log went to press, several new Andromedan bases were in playtest for possible publication in a future product. Should those bases ever be released, one of them could replace the satellite base. In that case, it would probably be necessary to add one or two D–5Ks to each Klingon force in order to retain balance.

(SL99.66) For a faster game, delete one of the Klingon forces and one of the Andromedan forces.

(SL99.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

(SL99.71) Change one Mamba to a Cobra or Conquistador.

(SL99.72) Replace either B–10 with an equivalent C–8.

(SL99.8) TACTICS: The base is the key, but not for the reason you think. While you might think that you have to destroy one set of Andromedan ships *and* the base to win, this isn't true. If one player destroys two Andromedan ships while the second accepts serious damage to destroy the base, the first player will simply order his two Andromedan ships to disengage and win the scenario on points alone. The base will be difficult to kill due to the massive minefield. Penetrating this minefield with drone swarms will be difficult; even the B-10 cannot survive such abuse. Fire plenty of drones, but at a rate of one per impulse down a single hex row.

(SL99.9) PLAYTESTER COMMENTS: More than just an excuse to put two B–10s in a single scenario. A unique and interesting two-player challenge.

KLINGON B-10V HEAVY CARRIER

CREW UNITS

		*					10
							20
							30
							40
							50
							60
							70
							80

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TRANSPORTER BOMBS

											12

PROBES

				5

BOARDING PARTIES

								10
								20
								30

DECK CREWS

								10
								20

SHIP DATA TABLE

TYPE	= B-10V
POINT VALUE	= 360
BREAKDOWN	= 2-6
SHIELD COST	= 1+3
LIFE SUPPORT	= 1+1/2
SIZE CLASS	= 2
REFERENCE	= R3.105
TRIPLE UIM STANDARD	

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

TYPE I OFFENSIVE PHASER TABLE

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

ANTI-DRONE TABLE

RANGE	0	1	2	3	4+
HIT*	-	1-2	1-3	1-4	-

DISRUPTOR TABLE

RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30	31-40
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-2	1-2
HIT (UIM)	NA	1-5	1-5	1-4	1-4	1-4	1-4	1-2	1-2
HIT(DERFACS)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-3	1-2
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA	NA	NA
HIT(OL/UIM)	1-6	1-5	1-5	1-5	1-5	NA	NA	NA	NA
DAMAGE,STD	0	5	4	4	3	3	2	2	1
DAMAGE,OVLD	10	10	8	8	6	0	0	0	0

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TYPE III DEFENSE PHASER

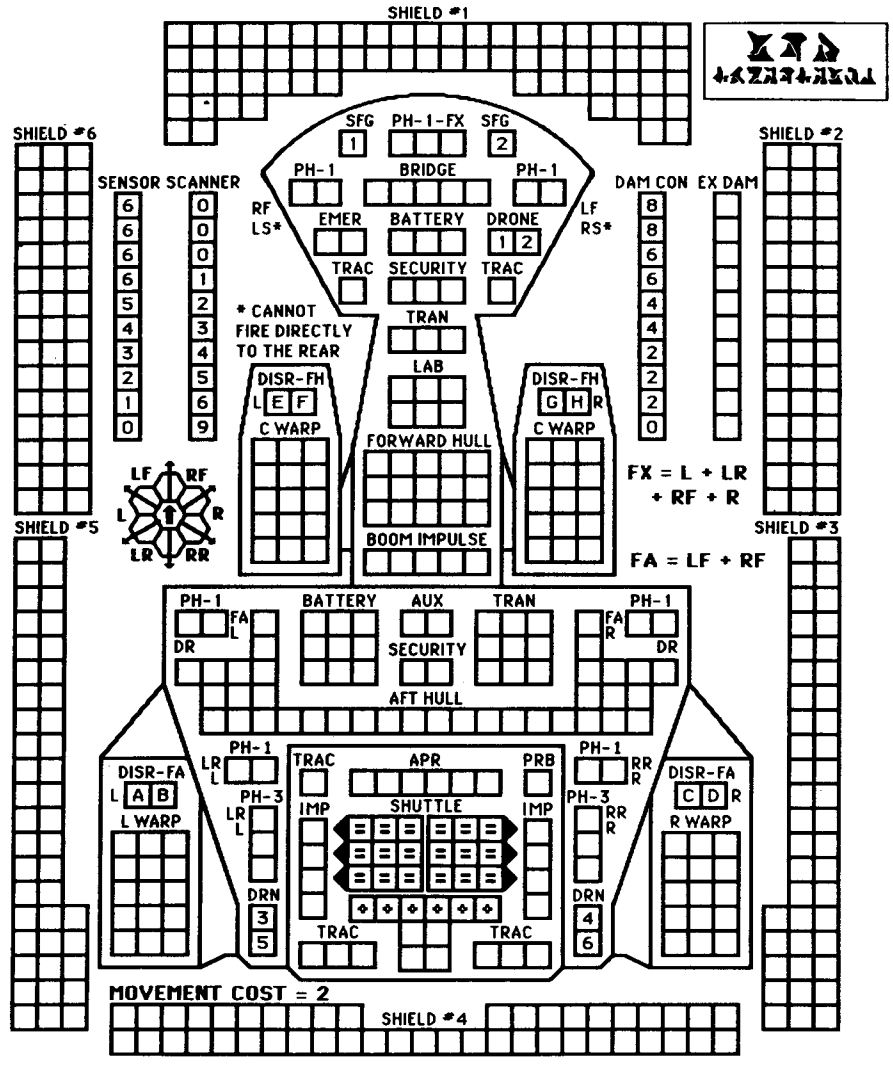
DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

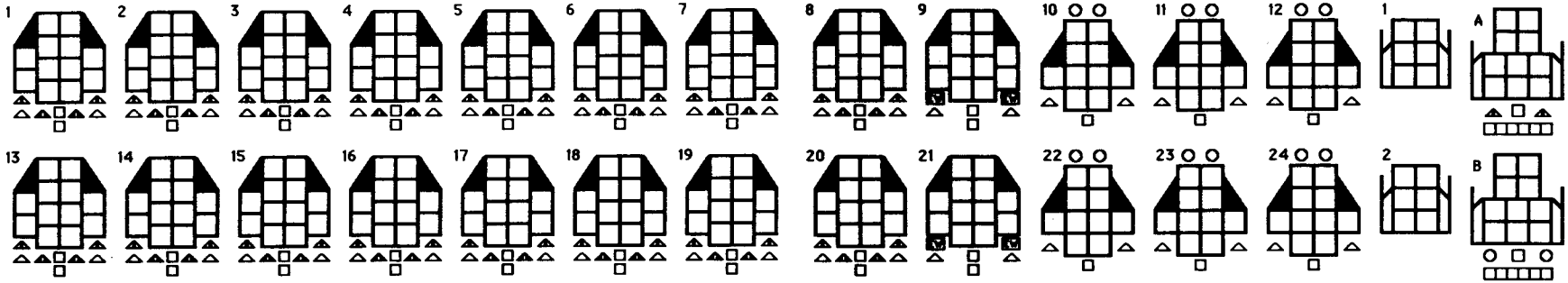
DRONE RACKS

1								B
2								B
3								B
4								B
5	⋮	⋮	⋮	⋮				G or ADD
6	⋮	⋮	⋮	⋮				G or ADD

THIS SHIP CAN CONTROL A NUMBER OF DRONES EQUAL TO DOUBLE THE SENSOR RATING.

PH-3s AND ADDs CONTROLLED BY LIMITED AEGIS.





KLINGON B-10S SPACE CONTROL SHIP

CREW UNITS

		*					10
							20
							30
							40
							50
							60
							70
							80

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TRANSPORTER BOMBS

											12

PROBES

			5

BOARDING PARTIES

								10
								20
								30

DECK CREWS

									10

SHIP DATA TABLE

TYPE	= B-10S
POINT VALUE	= 360
BREAKDOWN	= 2-6
SHIELD COST	= 1+3
LIFE SUPPORT	= 1+1/2
SIZE CLASS	= 2
REFERENCE	= R3.106

TRIPLE UIM STANDARD

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

TYPE I OFFENSIVE PHASER TABLE

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

ANTI-DRONE TABLE

RANGE	0	1	2	3	4+
HIT#	-	1-2	1-3	1-4	-

DISRUPTOR TABLE

RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30	31-40
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-2	1-2
HIT (UIM)	NA	1-5	1-5	1-4	1-4	1-4	1-4	1-2	1-2
HIT(DERFACS)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-3	1-2
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA	NA	NA
HIT(OL/UIM)	1-6	1-5	1-5	1-5	1-5	NA	NA	NA	NA
DAMAGE,STD	0	5	4	4	3	3	2	2	1
DAMAGE,OVLD	10	10	8	8	6	0	0	0	0

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TYPE III DEFENSE PHASER

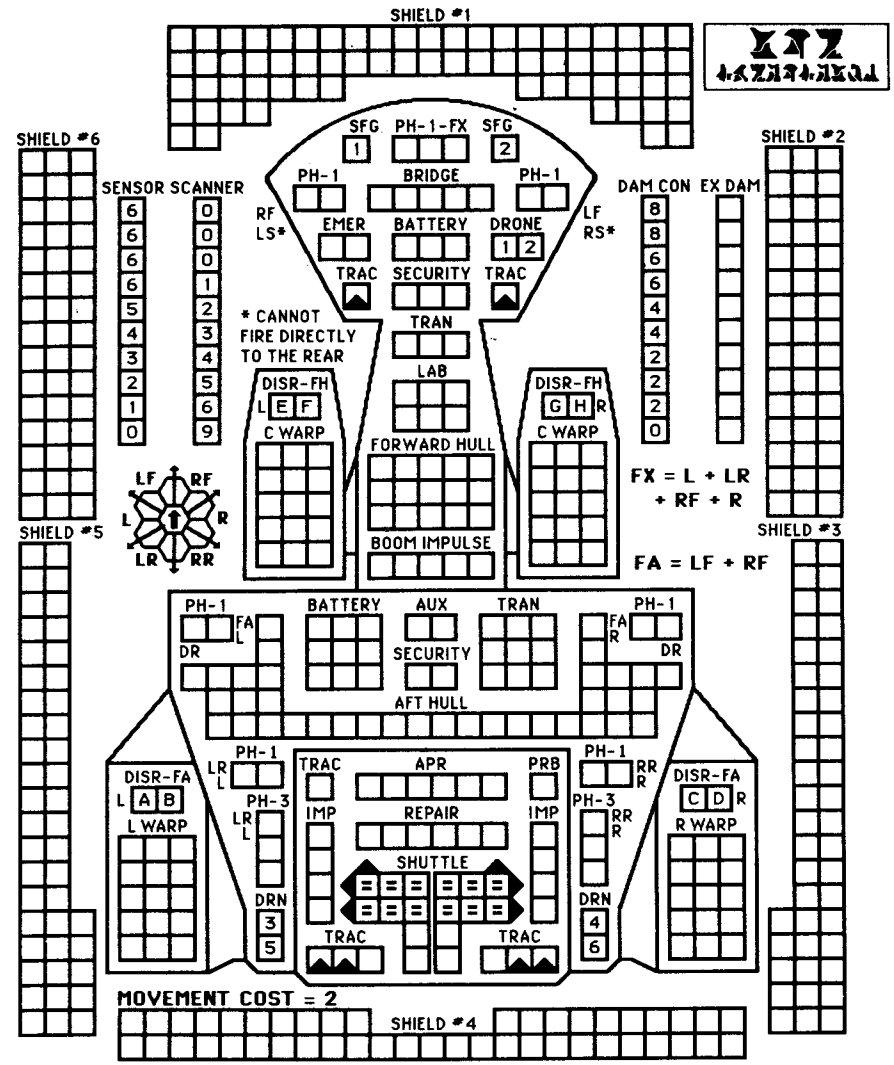
DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

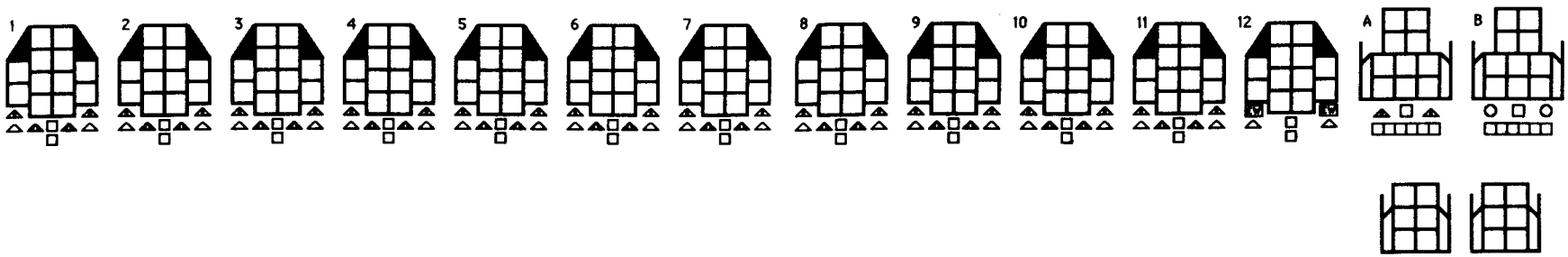
DRONE RACKS

1								B
2								B
3								B
4								B
5	⋮	⋮	⋮	⋮				G or ADD
6	⋮	⋮	⋮	⋮				G or ADD

THIS SHIP CAN CONTROL A NUMBER OF DRONES EQUAL TO DOUBLE THE SENSOR RATING.

PH-3s AND ADDs CONTROLLED BY LIMITED AEGIS.





STAR FLEET BATTLES 1988 TOURNAMENT BOOK

STANDARD TOURNAMENT RULES

The purpose of these rules is to create a Standard Tournament that is fair to all parties, can be operated in restricted periods of time, and still includes the flavor of the game and each individual race.

These "Standard Tournament" rules are used at the annual tournaments run at Origins by ADB. It is suggested that all tournaments use these rules so that players and tournament judges alike can have access to a standard system. Individual tournament operators are not bound or required to use these rules or the special tournament ships. However, be advised that these rules and ships are based on years of continuous refinement; making your own changes may create tournament-killing situations of which you are not aware until too late.

Your convention is encouraged to report its experiences with these rules. Remember that we announce tournament winners in Captain's Log.

GENERAL CONDITIONS

Players will have a maximum of five minutes (or one minute longer than your opponent, whichever is more) to complete their Energy Allocation Form each turn. Opponents are responsible for timing each other. If you don't complete your form, any unallocated energy is lost.

Check your opponent's Energy Allocation Form at the end of the game. If mistakes have been made, resolve them or call a Judge. If you suspect that your opponent has made a mistake during the game, have a judge check his Energy Allocation Form.

Players will have a maximum of 30 seconds each impulse to make movement decisions and 60 seconds to make fire decisions. Players are responsible to time each other; this provision will only be required in the case of obvious stalling.

Players are expected to fight until one ship is destroyed or concedes. Judges will have the right to decide all games that are not completed within the time limit (usually 2-3 hours per round), based on the tactical situation (loaded weapons, remaining weapons, internal damage, down shields, etc.) at that time. In cases where neither ship is damaged, the Judges may declare both players to be losers and select a wild-card player who narrowly lost another game to move into the next bracket.

In the event that winners do not appear for the next round, wild-card players will be selected by the Judges.

At Origins, each player will select one ship and use it throughout the tournament. (You can use different ships in the different tournaments.) This allows a player who has specialized in one race or weapon to compete at his top efficiency. Some tournaments require players to change ships every round in order to demonstrate a general knowledge of the entire game system. This procedure is not used at ADB-run Origins tournaments.

Players who are late are subject to penalties (destroyed hull boxes) or forfeiture at the sole discretion of the judges. The general rule is one hull box for each 2.5 minutes which you are late. Forfeiture is normally (always at Origins) no more than 30 minutes after the scheduled start of a round unless other arrangements agreeable to your opponent and the Judges have been made.

Ships will be repaired, shuttles replaced/repaired, and ammunition (drones, probes, etc.) reloaded between rounds. This is done completely and automatically, not by damage control.

SCENARIO SET UP: Standard SFB map (hex 4230). No terrain. Ships set up in 1701-D and 2530-A, speed max, WS-III (as modified herein). No overload energy from the pre-game turn (Exception: Feds, 8 points in torps of his choice). No drones or fighters are placed on the map before play begins. Ships cannot begin the scenario with negative speed (i.e. reverse) or on passive fire control.

The map is fixed; any ship trying to move off the edge will take five damage points on the facing shield and come to a complete halt. If a tractored ship is forced into the map edge, it takes the damage but the tractor is broken. If a ship is displaced off the map, it is placed in the last map edge hex in a straight line from its original position in the designated direction and takes the 5 points of damage.

Some tournaments experiment with terrain. Careful study should be done before using terrain; some ships may have to be disqualified (e.g. Tholians on asteroid maps).

THE FOLLOWING RULES WILL BE USED: Breakdown, changing speed (plotted or reserve power, using C12.31), cloak (Romulan and Orion, phased operations), damage control (shields and D9.7), deck crew repairs of fighters, DERFACS (all disruptors), drones (see specifications below), emergency deceleration (all ships), enveloping plasma torpedoes, explosions (used only to determine wild cards), fighters (only Hydran), fractional accounting, free movement, free standing webs, guards, high energy turns, hit-and-run raids, labs identifying drones (including SP and SS shuttles), launch tubes (for Hydran fighters), overloaded weapons, passive fire control (involuntary only, e.g. cloak, WW, becomes active As Soon As Possible), plasma bolt, plasma rack (no reloads), plasma shotgun, plasmatic pulsars, probes (as weapons by crippled ships only), proximity photons, pseudo plasma torps (except as noted below), quick reverse, reserve power, scatter-packs (specified ships only, see below), sideslip, suicide shuttles, tactical maneuvers (impulse and warp), tractors, transporters, snares, tumbling after breakdown, UIMs (Klingon disruptors only, no burnout), uncontrolled status, web casters (which also can be used as snare), wild weasels (with collateral damage).

THE FOLLOWING RULES WILL NOT BE USED: Active terminal guidance for drones, aegis fire control, balcony and track systems, boarding parties (including transportation by shuttle but excepting hit-and-run raids and guards), cargo, catastrophic damage, chaff (except Hydran fighters), chain reactions, cloaked decoys, crew quality, computer-controlled ships, crew units, critical hits, disengagement, docking, dogfighting (except Hydran vs Hydran), drone racks other than type-B, electronic warfare (see below), emergency damage repair, energy balance due to damage, erratic maneuvers, launch tubes (for shuttles, except Hydran fighters), landing in the opponent's shuttle bay, leaky shields, legendary officers, mines, mine racks, MRS shuttles, modifications to ships (except as done by Tournament Rules), monsters, mutiny, narrow salvoes, non-violent combat, pilot quality, positron flywheel, PFs, scramblers, scout functions, self-destruction, ship separation, spare shuttles, speed change option (C13.311), stasis field generators, surprise, tactical intelligence, transporter bombs (except Andromedan), warp booster packs, web anchors, webs (except free standing).

VICTORY: This is determined by the destruction of the enemy ship. Surviving shuttles or fighters have no effect.

NARROW SALVOES have been outlawed due to their excessive use by novice players. This results in too many games where the die roll, rather than player skill, decides the battle; consequently, good players are eliminated while weak players go on to higher rounds because of a single lucky die roll. This does not make for a good tournament.

ELECTRONIC WARFARE: The Standard Tournament rules use a special limited version of the electronic warfare rules. No ship can use power for ECM or ECCM, but ECM can result from several factors (Wild Weasels, small target modifiers, passive fire control). This will be treated under the normal rules: 1-3 = +1, 4-8 = +2 etc. Ships are NOT balanced for use with EW. Fighters do NOT have their normal EW factors.

THOLIAN VS THOLIAN: In the event that two Tholian ships fight each other, their webs will be assumed to be "on different frequencies" so each ship will be treated as non-Tholian for purposes of the other player's webs.

DRONES: The following additional rules apply:

1. ALL drone racks are type–B; they have six type-IM drones (see #2 and #3 below) with no reloads; fire one per turn.

2. Kzintis (only) can use 4 points to upgrade speed-M to speed-F (cost = 1/2 point per drone), buy extra type–I-M drones for reloads (costs 1.5 points; cannot be used for a second SP), or to extend the endurance of the drones (0.5 each).

3. Any drone-using race can exchange two type-Is for one type-IV. Kzintis can do this up to three times; others only twice.

4. Drones cannot be downgraded in speed to save points.

5. The only drones used are: type–IM, type–IF, type–IVM, and type–IVF; the only payloads are explosive.

6. Kzinti and Klingon ships have one scatter-pack. Drones in SPs can be unloaded and used as reloads as per the rules. Drones cannot be unloaded from a rack to use in an SP. Drones in an SP can be upgraded by Kzintis. These are extra drones, not taken from the racks. A ship may use one shuttle per round as an SP; no other shuttles can be used as SP. Orion and WYN ships do not get SPs even if they put drone racks in the option mounts.

PLASMA TORPEDOES: The Romulans, Gorns, and ISC do not receive PPTs for their type–F torpedoes. Orions and WYNs who install type–F torpedoes in option mounts do receive PPTs for them up to a maximum of two PPTs on the ship.

TRANSPORTER BOMBS: The Andromedan ship (only) is allowed to use ONE transporter bomb. It can be dropped from the hatch or laid by transporter. Bombs are not hidden, cannot be swept, and are set to accept targets in any size class. One fake T-bomb is allowed. They cannot be laid or moved by displacement devices. (In earlier editions of these rules, the Andromedan ship had two T-bombs, but this was found to be unbalancing and reduced to one.) They use the new "standard" T-bomb rules (page 39, CL6).

SHIELD BOUNDARIES: The decision on which shield is hit will be made by (D3.43). If level C is reached, the damage will be divided evenly between the two shields, with the player controlling the target ship deciding which shield will take any odd point.

SAME HEX COMBAT: Use the rulebook procedures (D3.42).

CLOAK VS CLOAK: In Orion-vs-Orion and Rom-vs-Rom (but not Rom-vs-Orion), a ship can remain cloaked for no more than 128 impulses, including fade. In Cloak-vs-non-Cloak games, Judges will consider excessive cloaking as counting against a player should it be necessary to decide the winner.

OPTION MOUNTS: See the section on the Orion ship.

OFFICIAL TOURNAMENT CRUISERS

The Official Tournament Heavy Cruisers used in the ADB Origins SFB Tournaments are shown as complete SSDs in this book. Judges at other tournaments are not required to use these ships and/or may make whatever changes they see fit, although this is not recommended.

All tournament ships are the same size class for purposes of tractor beam rotations.

Many, but not all, of the special rules for each ship are noted on the SSD for player convenience.

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ORION BATTLE RAIDER (Additional Rules)

1. STEALTH: Does NOT get 2 ECM points for stealth design.

Note: The stealth bonus makes the Orion ship unbeatable in the hands of an experienced player (and for this reason tends to encourage people who have never played an Orion ship to take it). The stealth shift should NEVER be used; it *will* ruin your tournament.

2. OPTION MOUNTS: The ship has five mounts, three on the forward centerline and one in each wing.

2A. The Wing Option mounts can hold only phaser-I-LS/RS (not phaser-G) or drone racks (not ADDs or plasma racks).

Note: Removing these restrictions, or relaxing them *in any way,* has been found to make the Orion ship unbeatable and should NEVER be done.

2B. All five mounts must be selected prior to beginning play in the first round (and prior to knowing which opponent you will face) and cannot thereafter be changed. Selection must be approved by a Judge based on these Tournament Rules. Option mounts are known to the opponent before scenario begins.

2C. Stasis field generators, tractors, repair, mine racks, hull, cargo, transporters, Andromedan technology, and Tholian equipment are not allowed in option mounts for this tournament. Proscribed equipment (on the "not used" list) is not allowed. Other weapons are allowed as per rule G15.4 without being limited by the ship's BPV.

2D. No more than two mounts can have Ph-Gs. No more than two mounts can have hellbores. Only two plasma racks can be carried (not one, not three or more); one is LS the other RS. No more than one PPD can be used. PPDs and hellbores cannot be placed on the same ship.

2E. If the BR takes at least three drone racks, it is automatically equipped with the OAKDISC fire control system.

3. CLOAK: The BR has a cloak; the operating cost is 15 units of power. (Some tournaments use an Orion CA with no cloak instead of a cloaked BR. This is not done at Origins and is NOT recommended.)

ANDROMEDAN KRAIT (Additional Rules)

1. The DisDev cannot be used on the opposing ship.

2. The maximum displacement is six hexes (random: roll 2 die; maximum displacement is a total of six hexes, not off map).

3. Must reveal the status of its panels (off, standard, or reinforced) whenever this is changed and at the start.

4. The ship has ONE transporter bomb.

5. Can start with maximum of 20 points in batteries.

WYN AUXILIARY BATTLECRUISER (Additional Rules)

Option mounts are under the same restrictions as the Orions (including selection before the tournament) PLUS:

1. If photon torpedoes are placed in the side option mounts, they have a 120° firing arc (RF+R / LF+L or FA / FA).

2. No hellbores can be placed in the side option mounts.

3. Note that this ship does NOT have an HET bonus.

4. It can accelerate by 5, or to double the current speed with a maximum acceleration of 10.

ISC CRUISER (Additional Rules)

The rear-firing torpedoes are under the restrictions of (R13.1C). No more than one can be fired at a "ship" during any given turn or within a 1/4-turn period. Both can be fired during a 1/4-turn period during one or two turns if one (or both) are fired at non-ship targets. Both have standard ISC firing arcs able to track in L+LR/RR+R but launch only in directions C or E (face A).

ANDROMEDAN KRAIT TOURNAMENT DESTROYER

BOARDING PARTIES

									10

PROBES

				5

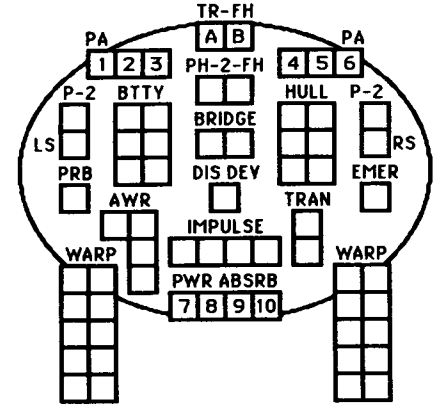
GUARDS ASSIGNED

THIS SHIP DOES NOT HAVE SHUTTLECRAFT.

SHIP DATA TABLE

TYPE	=	TKD
BREAKDOWN	=	6
PA COST	=	5/8
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4

PLAYER	
TOURN	
ROUND	



TYPE II PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4-8	9-15	16-30	31-50
1	6	5	5	4	3	2	1	1
2	6	5	4	4	2	1	1	0
3	6	4	4	4	1	1	0	0
4	5	4	4	3	1	0	0	0
5	5	4	3	3	0	0	0	0
6	5	3	3	3	0	0	0	0

STAR FLEET UNIVERSE

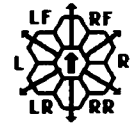
TURN MODE	SPEED
1	2-5
2	6-10
3	11-15
4	16-21
5	22-28
6	29+

TYPE III DEFENSE PHASER

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

DISPLACEMENT DEVICE TABLE

RANGE	0	1-2	3-6
SUCCESS	-	1-5	1-4
FAILURE	1-6	6	5-6



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FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR

SENSOR	SCANNER
6 5 3 1 0	0 1 3 5 9

EX DAMAGE	DAM CON
	4 4 2 2 2 0

TRACTOR-REPULSOR BEAM TABLE

DIE ROLL	RANGE 0-3	4-5	6-8	9-12	13-18	19-25
1	20	20	18	12	8	3
2	20	20	15	9	5	2
3	20	18	12	6	3	1
4	20	15	9	3	2	0
5	18	12	6	2	1	0
6	15	9	3	1	0	0

TRANSPORTER BOMB

1. CAN BE LAID BY TRANSPORTER OR DROPPED.
2. CAN BE SET FOR ANY SIZE TARGET.
3. ONE FAKE T-BOMB IS ALLOWED.
4. T-BOMBS ARE NOT HIDDEN. ☐
5. T-BOMBS CANNOT BE SWEPT.
6. T-BOMBS CANNOT BE DISPLACED OR LAID BY DISPLACEMENT.

WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX

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

FEDERATION TOURNAMENT COMMAND CRUISER

BOARDING PARTIES

									10

GUARDS ASSIGNED

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THIS SHIP HAS ONE SHUTTLE BAY.

PROBES

				5

SHIP DATA TABLE

TYPE	=	TCC
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3

PLAYER	
TOURN	
ROUND	

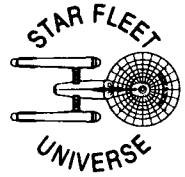
TYPE I OFFENSIVE PHASER TABLE

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

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

TYPE III DEFENSE PHASER

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



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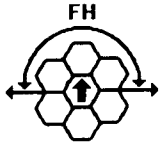
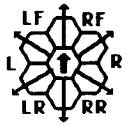


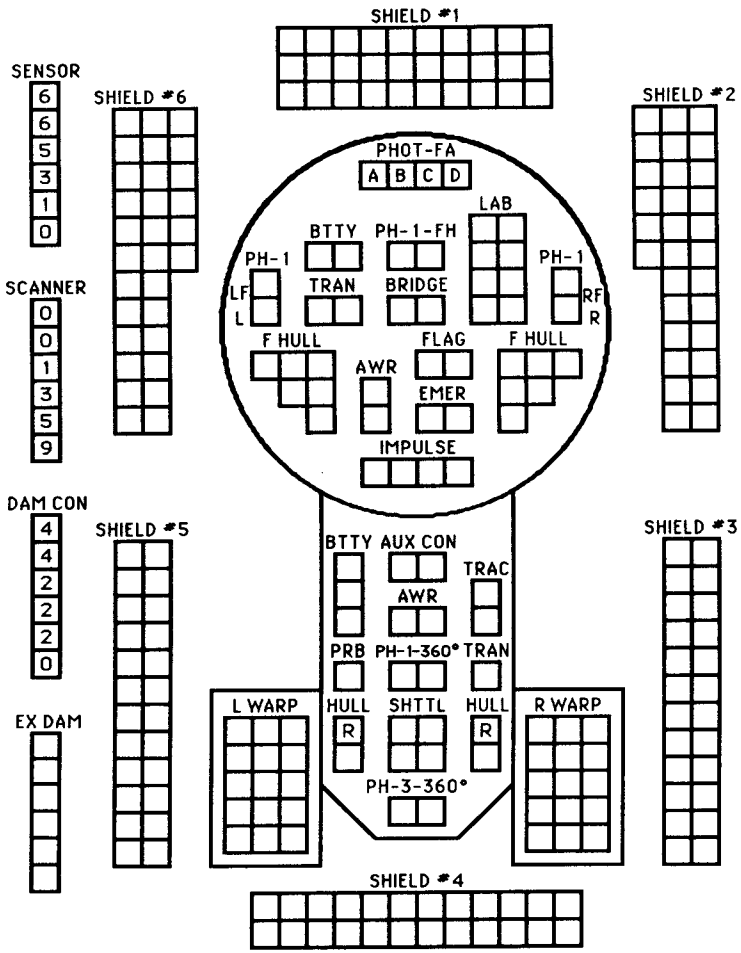


FA = LF + RF

PHOTON TORPEDO TABLE

RANGE	0-1	2	3-4	5-8	9-12	13-30
HIT, STD	NA	1-5	1-4	1-3	1-2	1
HIT, PROX	NA	NA	NA	NA	1-4	1-3
HIT, OVERLOAD	1-6	1-5	1-4	1-3	NA	NA
DAMAGE, STD	NA	8	8	8	8	8
DAMAGE, PROX	NA	NA	NA	NA	4	4
DMGE, OVERLOAD	------VARIES------				NA	NA

CAN HAVE UP TO EIGHT POINTS OF OVERLOAD ENERGY IN THE PHOTONS AT START OF GAME.



THE RIGHT AND LEFT PHASERS CAN FIRE DOWN THE ROW OF HEXES DIRECTLY TO THE REAR OF THE SHIP.

MOVEMENT COST = 1

GORN TOURNAMENT COMMAND CRUISER

BOARDING PARTIES

10

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THIS SHIP HAS TWO SHUTTLE BAYS.

SHIP DATA TABLE

TYPE	=	TCC
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3

GUARDS ASSIGNED

PROBES

5

PLAYER	
TOURN	
ROUND	

TYPE I OFFENSIVE PHASER TABLE

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

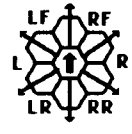
TURN MODE	SPEED
1	2-4
2	5-8
3	9-12
4	13-17
5	18-24
6	25+

TYPE III DEFENSE PHASER

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

PSEUDO-PLASMA TORPEDOES

A s B s



FA = LF + RF
RA = LR + RR
LS = LF + L + LR
RS = RF + R + RR

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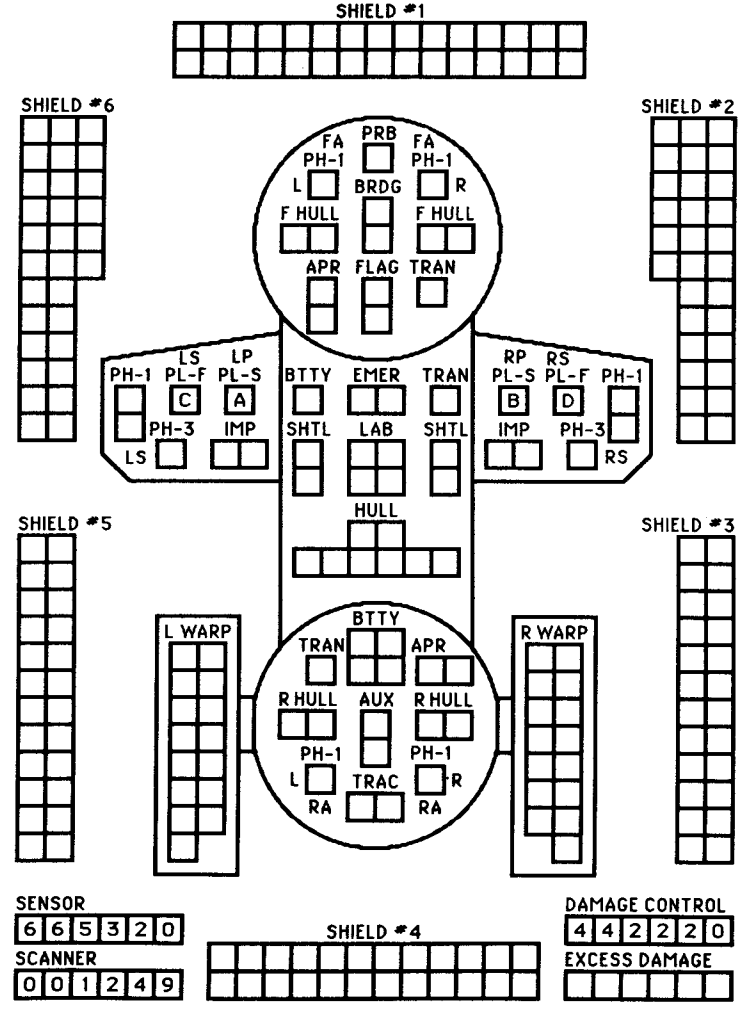
PLASMA TORPEDO WARHEAD STRENGTH TABLE

RANGE	0-5	6-10	11-12	13-14	15	16-18	19	20	21-23	24	25
TYPE S	30	30	22	22	22	15	15	15	10	5	1
TYPE G	20	20	15	15	15	10	5	1	0	0	0
TYPE F	20	15	10	5	1	0	0	0	0	0	0
BOLT	1-4	1-3	1-2						1		



HYDRAN LORD MARSHAL TOURNAMENT CRUISER

BOARDING PARTIES

10

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

SHIP DATA TABLE

TYPE	=	TLM
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3

GUARDS ASSIGNED

LF RF L R LR RR

FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR

PROBES

5

DECK CREWS

PLAYER	
TOURN	
ROUND	

TYPE I OFFENSIVE PHASER TABLE

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

THIS SHIP HAS TWO SHUTTLE BAYS.

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

TYPE III DEFENSE PHASER

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

HELLBORE COMBAT RESOLUTION TABLE

RANGE	0-1	2	3-4	5-8	9-15	16-22	23-40
HIT#	11	10	9	8	7	6	5
BASE DAMAGE	20	17	15	13	10	8	4
O/L DAMAGE	30	25	22	19	0	0	0

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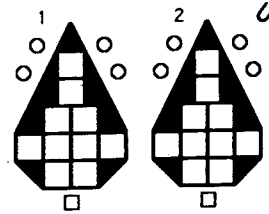
STAR FLEET UNIVERSE

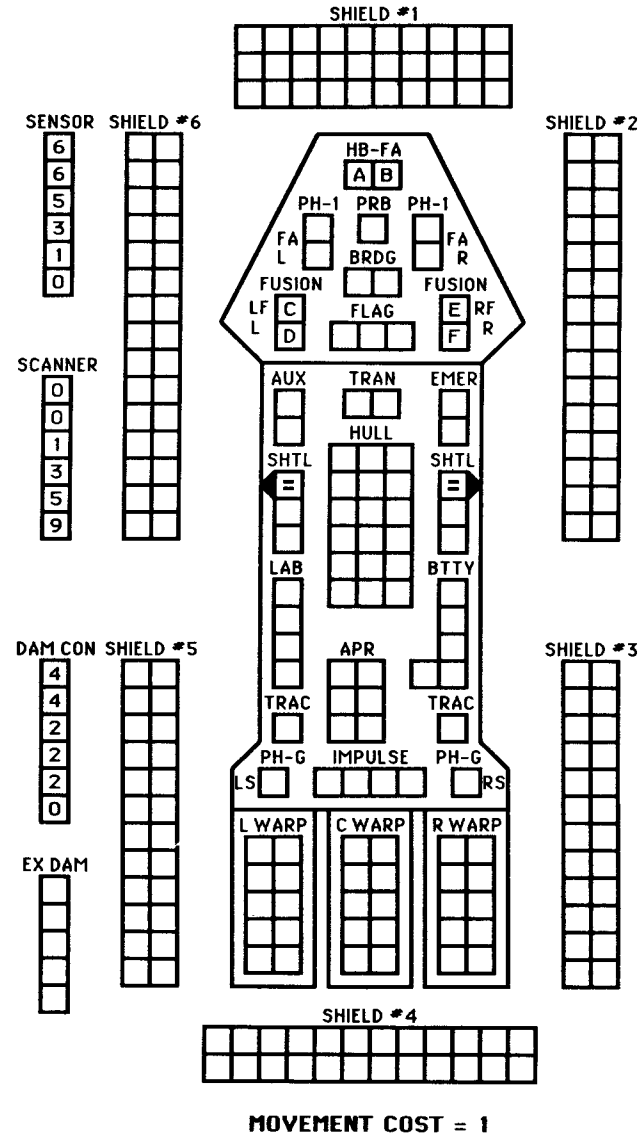
FUSION BEAM TABLE

DIE ROLL	RANGE 0	1	2	3-10	11-15	16-24
1	13	8	6	4	3	2
2	11	8	5	3	2	1
3	10	7	4	2	1	0
4	9	6	3	1	1	0
5	8	5	3	1	0	0
6	8	4	2	0	0	0

FUSION OVERLOAD

DIE ROLL	RANGE 0	1	2	3-8
1	19	12	9	6
2	16	12	7	4
3	15	10	6	3
4	13	9	4	1
5	12	7	4	1
6	12	6	3	0





MOVEMENT COST = 1

ISC TOURNAMENT CRUISER

GUARDS ASSIGNED

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

BOARDING PARTIES

10

PROBES

5

SHIP DATA TABLE

TYPE	=	T-CA
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3

TYPE I OFFENSIVE PHASER TABLE

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

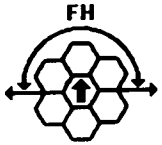
THIS SHIP HAS ONE SHUTTLE BAY.

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

TYPE III DEFENSE PHASER

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

PLAYER	
TOURN	
ROUND	



FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR

PLASMA TORPEDO WARHEAD STRENGTH TABLE

RANGE	0-5	6-10	11-12	13-14	15	16-18	19	20
TYPE G	20	20	15	15	15	10	5	1
TYPE F	20	15	10	5	1	0	0	0
BOLT	1-4	1-3	1-2					

PSEUDO PLASMA TORPEDOES

B G C G

PLASMATIC PULSAR DEVICE COMBAT TABLE

RANGE	0-3	4-10	11-15	16-20	21-25	26-30	31-40
HIT*	-	9	8	7	6	5	4
DAMAGE	0	6	5	4	3	2	1
SPLASH	0	1+4+1	1+3+1	1+2+1	1+1+1	1+1+0	0+1+0
ALT	0	3+3	3+2	2+2	2+1	1+1	1+0

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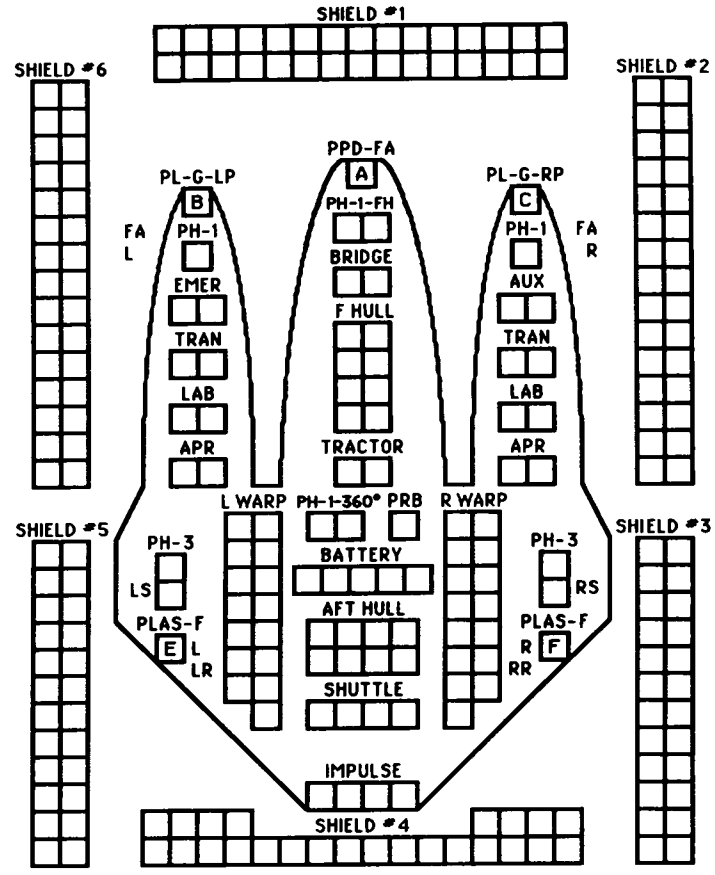
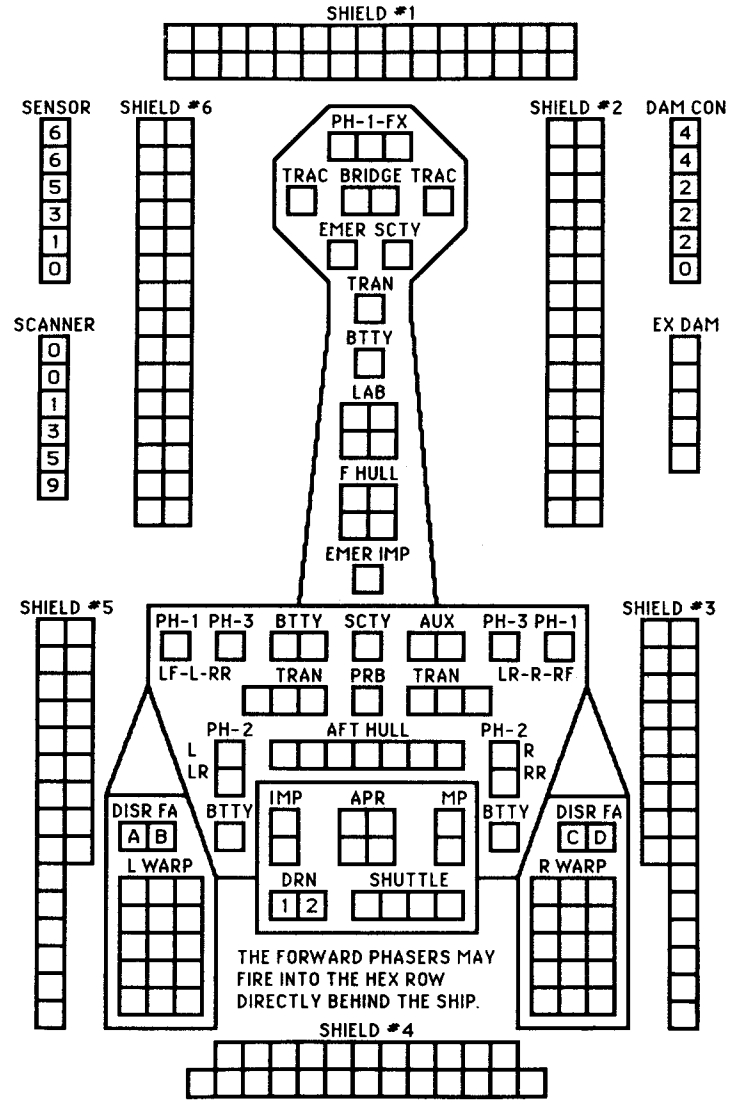


MOVEMENT COST = 1

SENSOR	SCANNER	DAM CON	EX DAM
6	0	4	
6	0	4	
5	1	2	
3	3	2	
1	5	2	
0	9	0	

KLINGON D-7CT TOURNAMENT CRUISER



MOVEMENT COST = 1

BOARDING PARTIES

									10

GUARDS ASSIGNED

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THIS SHIP HAS ONE SHUTTLE BAY.

PROBES

				5

SHIP DATA TABLE

TYPE	=	T-D7C
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3

UIM (NO BURNOUT)

PLAYER	
TOURN	
ROUND	

SPECIAL RULES
1. No mutiny is possible.
2. Has one scatter-pack.
3. Can exchange two type-I drones for one type-IV drone (can do this twice).
4. Has firing arcs in (D2.32) and (D2.33).

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DRONE RACKS (No Reloads)

1							B
2							B

TYPE I OFFENSIVE PHASER TABLE

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

TYPE II PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4-8	9-15	16-30	31-50
1	6	5	5	4	3	2	1	1
2	6	5	4	4	2	1	1	0
3	6	4	4	4	1	1	0	0
4	5	4	4	3	1	0	0	0
5	5	4	3	3	0	0	0	0
6	5	3	3	3	0	0	0	0

TYPE III DEFENSE PHASER

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

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

DISRUPTOR TABLE

RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-2
HIT (UIM)	NA	1-5	1-5	1-4	1-4	1-4	1-4	1-2
HIT(DERFACS)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-3
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA	NA
HIT(OL/UIM)	1-6	1-5	1-5	1-5	1-5	NA	NA	NA
DAMAGE,STD	0	5	4	4	3	3	2	2
DAMAGE,OVLD	10	10	8	8	6	0	0	0

FA = LF + RF
FX = L + LF + RF + R

KZINTI TOURNAMENT COMMAND CRUISER

BOARDING PARTIES (10)

GUARDS ASSIGNED

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THIS SHIP HAS ONE SHUTTLE BAY.

PROBES (5)

SHIP DATA TABLE

TYPE	=	TCC
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3

PLAYER	
TOURN	
ROUND	

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TYPE I OFFENSIVE PHASER TABLE

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

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

DRONE RACKS (No Reloads)

1							B
2							B
3							B
4							B

TYPE III DEFENSE PHASER

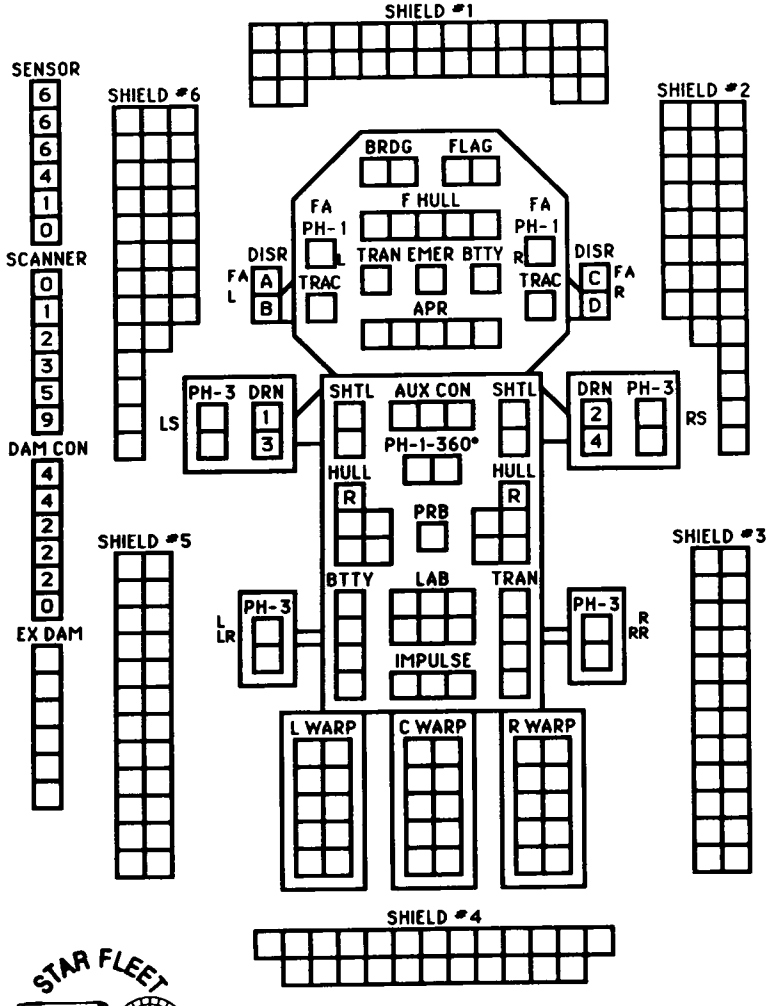
DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

SPECIAL RULES
1. CAN CONTROL DRONES EQUAL TO SENSOR RATING.
2. HAS ONE SCATTER PACK.
3. HAS FOUR POINTS TO UPGRADE DRONES.
4. CAN TRADE TWO TYPE-I DRONES FOR ONE TYPE-IV (THREE TIMES).

DISRUPTOR TABLE

RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-2
HIT(DERFACS)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-3
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA	NA
DAMAGE,STD	0	5	4	4	3	3	2	2
DAMAGE,OVLD	10	10	8	8	6	0	0	0

FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR



MOVEMENT COST = 1

LYRAN TOURNAMENT COMMAND CRUISER

BOARDING PARTIES

									10

GUARDS ASSIGNED

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THIS SHIP HAS TWO SHUTTLE BAYS.

PROBES

				5

SHIP DATA TABLE

TYPE	=	TCC
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3

PLAYER	
TOURN	
ROUND	

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TYPE I OFFENSIVE PHASER TABLE

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

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

TYPE III DEFENSE PHASER

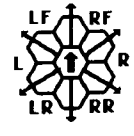
DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

EXPANDING SPHERE TABLE

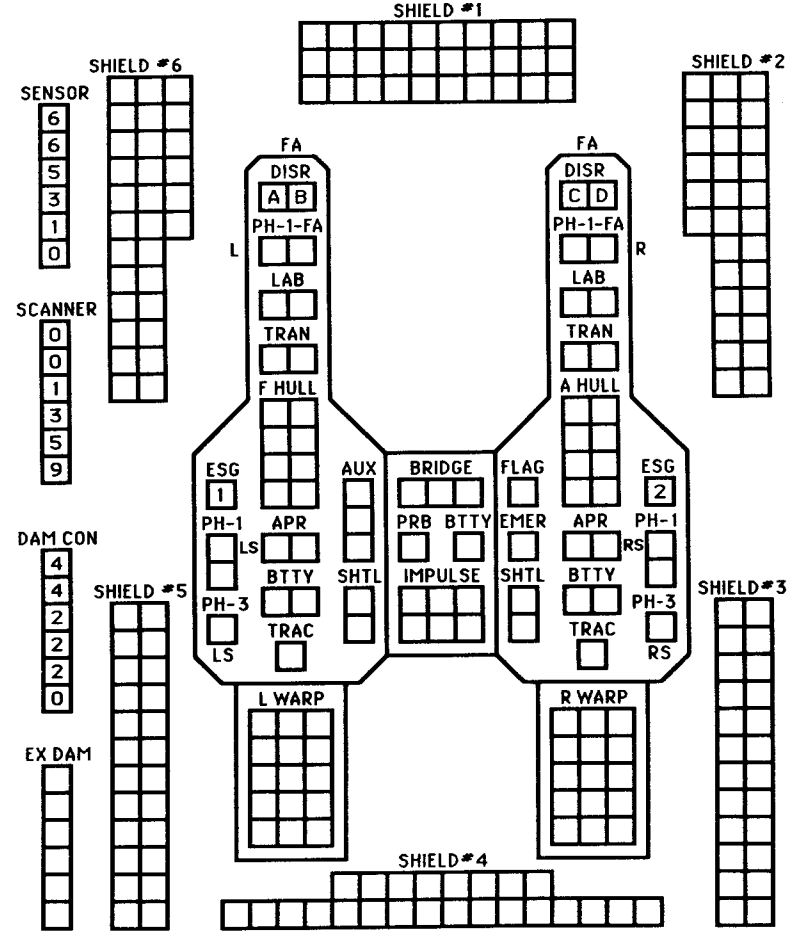
RADIUS	ENERGY 1	2	3	4	5
0 (4.00)	4	8	12	16	20
1 (3.67)	4	7	11	15	18
2 (3.33)	3	7	10	13	17
3 (3.00)	3	6	9	12	15

DISRUPTOR TABLE

RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-2
HIT(DERFACS)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-3
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA	NA
DAMAGE,STD	0	5	4	4	3	3	2	2
DAMAGE,OVLD	10	10	8	8	6	0	0	0



FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR



MOVEMENT COST = 1

ORION TOURNAMENT CRUISER

GUARDS ASSIGNED

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THIS SHIP HAS ONE SHUTTLE BAY.

BOARDING PARTIES

					12

SHIP DATA TABLE

TYPE	=	T-BR
BREAKDOWN	=	6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
CLOAK COST	=	15/4

TYPE I OFFENSIVE PHASER TABLE

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

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

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TYPE III DEFENSE PHASER

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

OPTIONAL WEAPONS

A	
B	
C	

E	PHASER-I-LS	DRONE-B
F	PHASER-I-RS	DRONE-B

APPROVED BY TOURNAMENT JUDGES _____

_____

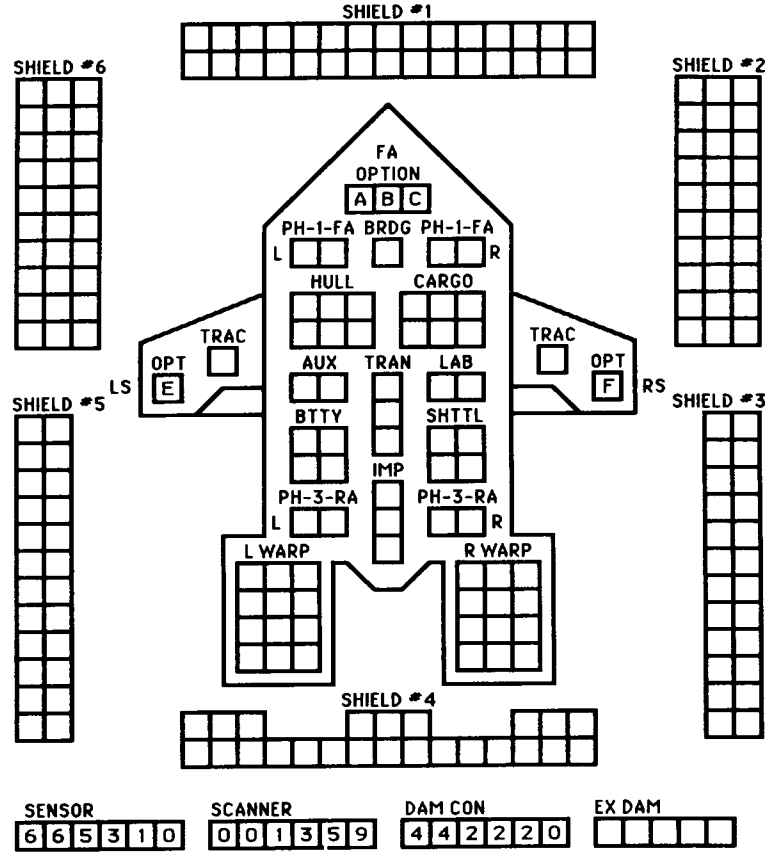
DRONE RACKS (No Reloads)

1							B
2							B
3							B
4							B

PLAYER	
TOURN	
ROUND	

OPTIONAL WEAPON

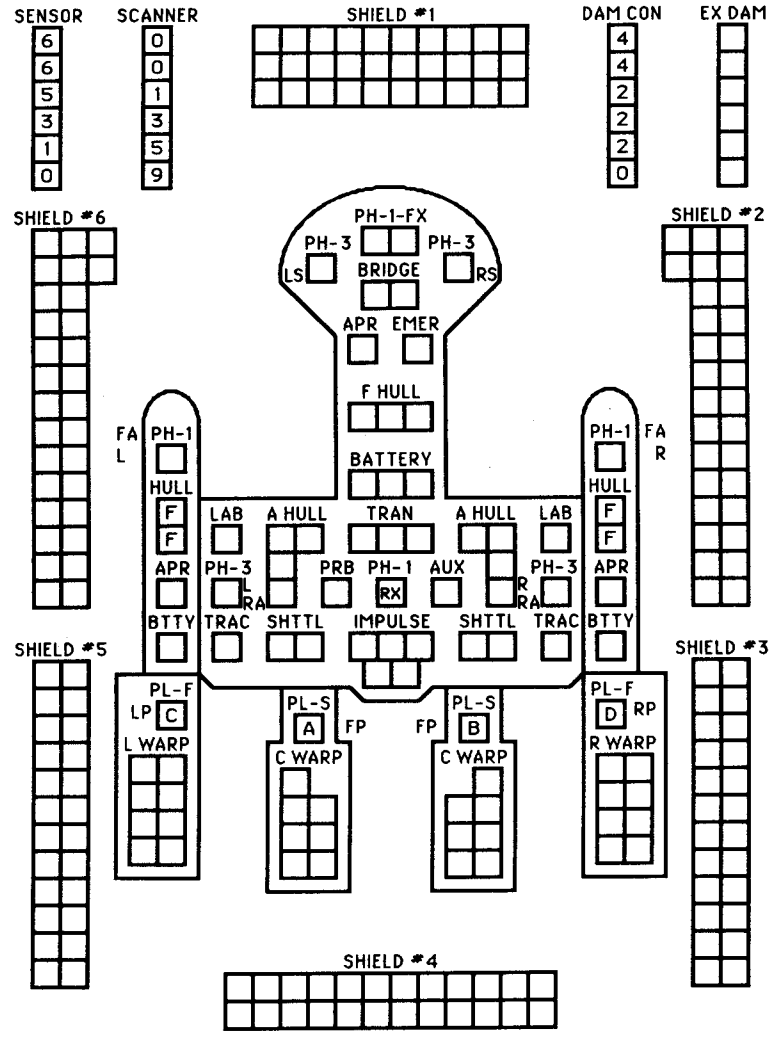
FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR
RA = LF + RR



WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX

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

ROMULAN FIREHAWK TOURNAMENT CRUISER



MOVEMENT COST = 1

BOARDING PARTIES

									10

GUARDS ASSIGNED

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THIS SHIP HAS ONE SHUTTLE BAY.

PROBES

				5

SHIP DATA TABLE

TYPE	=	TFH
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
CLOAK COST	=	18/4

PLAYER	
TOURN	
ROUND	

TYPE I OFFENSIVE PHASER TABLE

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

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

TYPE III DEFENSE PHASER

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

PSEUDO-PLASMA TORPEDOES

[A] S [B] S

FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR
RA = LR + RR
FX = L + LF + RF + R
RX = L + LR + RR + R

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PLASMA TORPEDO WARHEAD STRENGTH TABLE

RANGE	0-5	6-10	11-12	13-14	15	16-18	19	20	21-23	24	25
TYPE S	30	30	22	22	22	15	15	15	10	5	1
TYPE G	20	20	15	15	15	10	5	1	0	0	0
TYPE F	20	15	10	5	1	0	0	0	0	0	0
BOLT	1-4	1-3	1-2						1		

THOLIAN TOURNAMENT CRUISER

BOARDING PARTIES

									10

GUARDS ASSIGNED

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THIS SHIP HAS ONE SHUTTLE BAY.

PROBES

				5

SHIP DATA TABLE

TYPE	=	T-N-CA
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3

PLAYER	
TOURN	
ROUND	

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TYPE I OFFENSIVE PHASER TABLE

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

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

TYPE III DEFENSE PHASER

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

SNARE GENERATOR HAS L+R ARCS (NO FA OR RA) AND IS DAMAGED ON "DRONE" HITS.

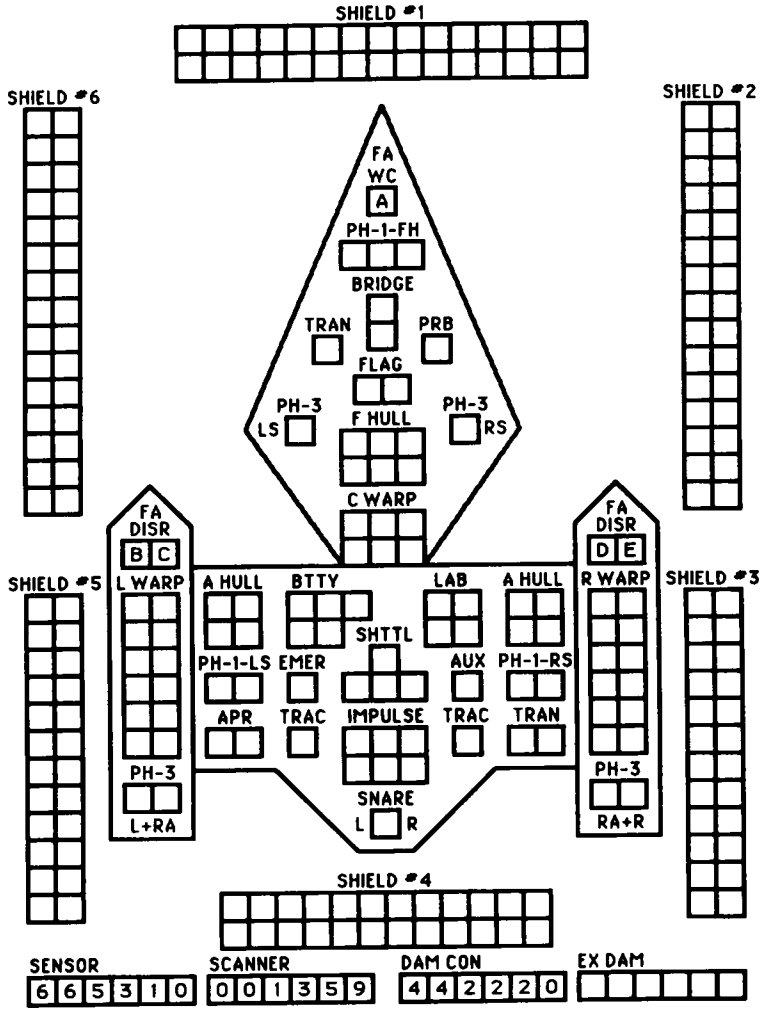
WEB CASTER STRENGTH TABLE

ENERGY USED	# OF WEB HEXES CREATED 1	2	3	4	5
1-2-3	10	5	3	2	2
2-3-4	20	10	6	5	4
3-4-5	30	15	10	7	6
4-5-N	35*	20	13	10	8
5-N-N	35*	25	16	12	10

DISRUPTOR TABLE

RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-2
HIT(DERFACS)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-3
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA	NA
DAMAGE,STD	0	5	4	4	3	3	2	2
DAMAGE,OVLD	10	10	8	8	6	0	0	0

FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR
RA = LR + RR



MOVEMENT COST = 1

WYN TOURNAMENT AUXILIARY BATTLECRUISER

GUARDS ASSIGNED

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

BOARDING PARTIES

					12

THIS SHIP HAS ONE SHUTTLE BAY.

SHIP DATA TABLE

TYPE	=	T-AxBC
BREAKDOWN	=	3-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3

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TYPE I OFFENSIVE PHASER TABLE

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

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

TYPE III DEFENSE PHASER

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

OPTIONAL WEAPONS

A	
B	
C	
D	

APPROVED BY TOURNAMENT JUDGES _____

_____

MAXIMUM OF TWO PH-G, TWO PL-D.
NO HELLBORES IN MOUNTS C OR D.
PHOTONS IN C/D HAVE 120° ARCS.

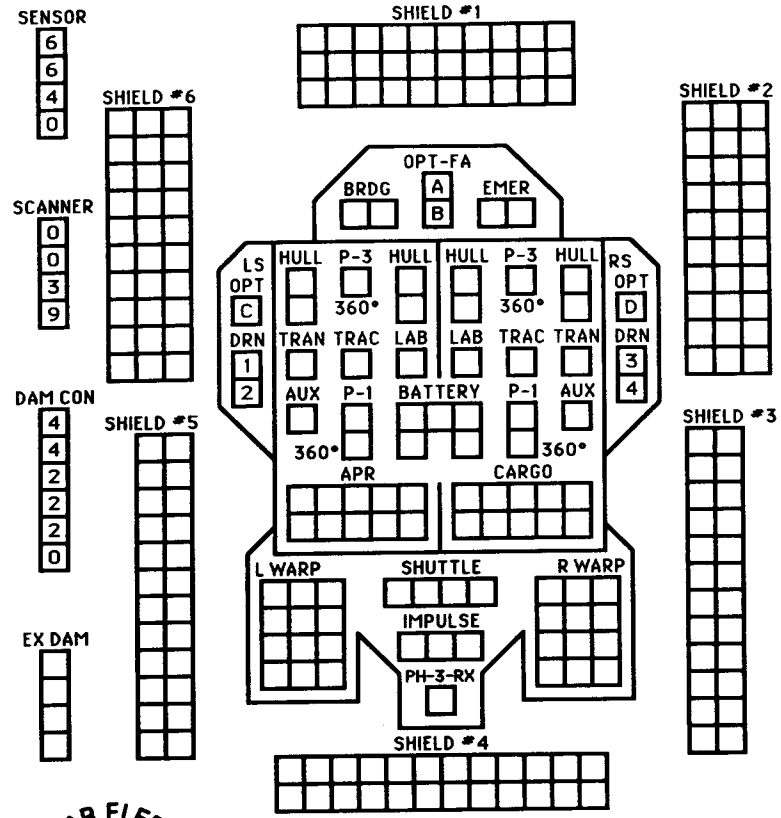
DRONE RACKS (No Reloads)

1							B
2							B
3							B
4							B

PLAYER	
TOURN	
ROUND	

OPTIONAL WEAPON

FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR



STAR FLEET UNIVERSE

WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX																													
SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	2	2	3	4	4	5	6	6	7	8	8	9	10	10	11	12	12	13	14	14	15	16	16	17	18	18	19	20	20
Fractional	$\frac{2}{3}$	$1\frac{1}{3}$	2	$2\frac{2}{3}$	$3\frac{1}{3}$	4	$4\frac{2}{3}$	$5\frac{1}{3}$	6	$6\frac{2}{3}$	$7\frac{1}{3}$	8	$8\frac{2}{3}$	$9\frac{1}{3}$	10	$10\frac{2}{3}$	$11\frac{1}{3}$	12	$12\frac{2}{3}$	$13\frac{1}{3}$	14	$14\frac{2}{3}$	$15\frac{1}{3}$	16	$16\frac{2}{3}$	$17\frac{1}{3}$	18	$18\frac{2}{3}$	$19\frac{1}{3}$	20

ORIGINS 1988

Task Force Games and Amarillo Design Bureau will once against put on the *Star Fleet Battles* National Championships at Origins-Gen Con in Milwaukee, Wisconsin, during 18-21 August. You can call 800–344–5062 (414–529–2107 in Wisconsin) for information on registration and accommodations.

The focus of all activities will be the ADB Tournament Control Desk, which will be located in the area assigned to *Star Fleet Battles* events. Rules will be posted and judges will be on duty there. The ADB judges are the sole and final authority over those events which are sponsored by TFG and run by ADB.

There will be the usual Fleet Captains national championships, a seven-round single-elimination tournament for 128 players. Seats are filling up fast. If you can't get a pre-reg ticket, stop at the ADB Tournament Desk at Origins and we'll put you on the waiting list. Those who have not registered by 6pm Friday will have their tickets cancelled and will be replaced from the waiting list. (Alert! There is some possibility that the Origins people may have overbooked the event, so drop by the ADB desk immediately upon arrival to register for the tournament. If too many tickets have been sold, the first 128 will be seated and the remainder can go talk to the Origins officials about getting a refund.) As usual, you must play the first three rounds before closing time Friday. The 16 finalists will play three rounds on Saturday; the two Grand Finalists will play their duel to the death on Sunday morning; continuous updates of the battle will be announced at the Sunday morning seminar.

The Patrol Tournament will run continuously from the opening of the convention until Friday night closing. The top 8 people (by percentage) *and* the top 8 people (by net kills) will play in the finals on Saturday and Sunday. You must play at least four games. Ships will be grouped into categories, and you must play one opponent from each category and cannot play any opposing race twice.

Prizes will be provided by Task Force Games. Details on these prizes were not available at press time.

On Saturday, those not in the finals will be entertained with a variety of seminars (Joint Chiefs, Tactics, Miniatures, F&E), special events (space hockey, miniatures demonstrations, Andros against the galaxy, etc.), non-ADB events (several are being run by various groups), playtesting (new WYN warships, battleships, new products), and more!

On Sunday there will be the usual no-holds-barred Star Fleet Universe seminar. Meet the new officers of Task Force. Ask Steve Cole where the Doomsday Rulebook is. Complain, demand, ask, beg, propose, suggest, comment, or just listen to everyone else.

CAPTAIN'S LOG EDITORIAL STAFF

A publication such as Captain's Log is not the work of a single person. While SFB designer Stephen V Cole writes much of it and edits most of it, many others contribute their talents.

Leanna M Cole took over as Executive Editor of this issue, creating the page layouts and the first stage of our new graphic look.

The Committee (Ray Olesen, Felix Hack, Frank Crull, Alan Gopin) were involved in most aspects of the preparation of this product. Other staff members also contributed their talents. Anthony Medici and Steve Petrick correographed *A Meeting of Giants* to make sure that it really could happen just exactly that way on an SFB map. Owen Riley and David Zimdars made extensive revisions to the F&E section. Many other staff members participated in various aspects of CL6. A considerable number of playtesters are listed on page 44, and of course the authors of the individual scenarios and articles are listed with each one.

Kenneth Mayfield did the cover painting as well as the pictures of the B–10 on pages 9, 10, and 12. Stephen V Cole did the graphics on pages 2, 4, and 5 with MacDraft and the SSDs with MacPaint.

This entire issue of Captain's Log (except for Ken Mayfield's art) was done on ADB's pair of Macintosh computers using Microsoft Word, Aldus PageMaker, Aldus Freehand, MacDraft, and MacPaint. The originals were prepared on the Apple LaserWriter+.

PHASER-G

Questions with brief but important answers.

* *I have seen some strange rules numbers that don't make sense, such as D92, SP456, or R4.901. What are these?* Those are provisional control numbers for unpublished materials. D92 eventually became D22. The designation SP means "scenario, playtest." R numbers in the 900 range are for proposed new ships; R4.901 became the NovaHawk. We need a number to keep track of these things while they are in development, but we can't just use the next number in that section because a given proposal might not be the next one published, or may never be published. When we're ready to publish something, one computer command changes the provisional number to the assigned one. Such material is, of course, unpublished, incomplete, untested, and may never be published. It isn't particularly secret, but it may cause confusion. Use such material with extreme caution.

* *How can we become a playtest group?* We are only accepting new playtest groups if they are registered on the GEnie computer network. This requires a computer and a modem. Once you are registered, you can download scenarios, instructions, and forms. Groups which prove their capabilities on the BBS are promoted to regular groups and given assignments. We realize that a lot of groups won't get a chance to playtest because they don't have computers or don't have modems or won't pay network charges, but the truth is that there are 10 capable groups for every opening and the computer network is so much more efficient (allowing scenarios to be posted for many groups at once, allowing a group that finishes one project to immediately get another, giving groups a selection of projects to work on, and allowing revisions to be discussed immediately) that a non-BBS group just can't do as good a job.

* *The Designer's Notes for Supplement #3 mention that fighters have 360° shields. What?* Sorry for that bit of confusion. The Notes said that fighters had the *effect of* 360° shields, that is, all damage from any direction counts against a single register. Interceptors (and Andromedans) divide incoming fire into two groups, while most ships divide fire into six arcs.

* *I'm confused by the designation "Type–IS drone." Is this a dogfight drone, or a type–I slow drone?* We understand your confusion. The designation Type–IS was created for the "short-range" dogfight drone before there were such things as fast- or medium-speed drones. At the time, it was intended to produce several "short-range" drones, resulting in a type–IIS and type–IIIS which had nothing to do with the type–II and type–III. Later, the plans for more short-range drones were dropped (permanently), while different drone speeds appeared. The designation type–IS for a dogfight drone was already too well entrenched to change. (This all happened back in the Designer's Edition, an era of ancient history now studied only by archaeologists and rules lawyers.) We have attempted to use the terms "dogfight drone" and type–I-Slow instead of the confusing type–IS, but haven't always been successful. In virtually all cases, however, the term type–IS refers to a dogfight drone. Adding confusion is the term "type–IS and other dogfight drones" which appears in some rules sections that were prepared back when another dogfight drone was under development. Some months back, the Committee decided to rename the type–IS drone the type–VI (with VII and VIII being first generation X-drones and IX and X being the previously published second generation X-drones), and the term has recently entered into general use.

* *Our Fed player wants to have the effect of PFs without using the "conjectural" ones provided in Supplement #3. He suggests that he build conjectural NCL PF Tender variants with shuttle-links and carry A–20s. Is this ok?* It sounds reasonable, so long as the Fed player doesn't try to convince you he can do that before PFs are invented. He can have his A–20s whenever the Master Fighter Chart says so, but the first PFT comes in Spring 181 and the second in the Fall of that year. The point being, of course, that he did not know that a PFT would be a handy base for the A–20s until someone else invented PFTs as a means of moving PFs around.

MEET THE *NEW* TASK FORCE GAMES

In case there is anyone who has not heard, Task Force Games was purchased by New World Computing of Van Nuys, California, on 7 April 1988. The new ownership will mean many changes, all of them good, but so many it's difficult to know where to begin telling you about them, so we'll start here:

New World Computing is owned by Jon "Top Phaser" Van Caneghem, the Origins 1986 Star Fleet Battles National Champion, and Ronald "Uncle Rolandus" Spitzer, the Romulan Proconsul on the Joint Chiefs of Fleets. While these top managers won't be involved in the day-to-day design of the game or running of TFG, they are (obviously) committed to keeping it alive and improving. New World Computing publishes the smash hit computer game *Might And Magic,* which gives them enough operating capital to do amusing things like buy Task Force Games and reprint most of the out of stock products (and keep them in stock). John Olsen is the new President of Task Force Games, coming to TFG after an almost 10-year association with Games Workshop, the last four as President of Games Workshop (U.S.). He plans to use his knowledge and experience to bring TFG into the forefront of the gaming industry.

Amarillo Design Bureau remains independent of Task Force, as it has been for seven years, and will continue to create new Star Fleet products. As before, ADB has the exclusive right to design such products, and Task Force has the exclusive right to publish them. (i.e. nothing has changed. If ADB rejects your proposal, you still can't go over their heads to TFG. If ADB likes it but TFG doesn't want to print it, you still can't be licensed to print it yourself.)

One change is that mail to ADB should be sent via TFG. This will be more efficient as items that should have gone to TFG in the first place can be handled there, and TFG will be able to handle some items without diverting ADB from its primary task of designing new products. We hope to eventually have a trained person in Van Nuys who can answer rules questions and allow ADB to devote its total energies to new products.

All of the Old Task Force gang have left the company to pursue other interests. Allen Eldridge and David Crump are now running the Games Plus chain of retail stores in Texas and the Games on Call retail network.

The New Task Force Games has set up a mail order service in the Van Nuys office to handle all sales of spare parts for Star Fleet Universe (and other TFG) products. Games on Call will remain one of the nation's largest mail order companies, but will no longer be the semi-official primary source for Star Fleet Universe products.

The Old Task Force Games was known primarily for Star Fleet Battles; their other products had moderate success. The New Task Force Games intends to become one of the largest game companies and is actively pursuing many projects toward that end.

The Old Task Force Games accepted outside designs only if the designer was able to invest substantial sums in the printing costs. The New Task Force Games is very interested in creative product ideas and new game systems. While it will listen to any proposal by a designer for investment in the production of his game, this is no longer the preferred practice at Task Force Games.

Captain's Log will (again) evolve into a new product. The previous issues have been in the (graphic) stone age. You will start to see more (and better) art, graphic illustrations, and a broader variety of features. One feature that will change radically is the product schedule, which was generally regarded as the biggest piece of science fiction ever published. If we can't print a schedule that we can stick to, we won't print one at all.

Task Force remains committed to the support of local conventions and the new management is developing a program to support them. If you are having a convention, send a stamped self-addressed envelope to Task Force (as soon as you know that you are holding a convention) for information on what services are available and how to obtain them. Captain's Log will continue to publish announcements of conventions which have an SFB tournament. The publication of the Tournament Book in this issue of Captain's Log will make it more widely available and eliminate the need for separate sales.

Opponents Wanted will also disappear. To replace it, Task Force is establishing an opponent locating system using a computerized list of known SFB players. Exactly how this system will operate has yet to be decided, but it will involve sending you a list of players in your area selected by zip code from the database. There will probably be a nominal charge. All known SFB players will be put on the list, including Starletter subscribers, Task Force mail order customers, people who ask SFB questions or submit SFB material, those who ask to be listed, those who order lists, and so on. The list will also be used from time to time to mail announcements of upcoming SFB events and products. Task Force is currently in the data collection phase. If you want to be included, send a postcard listing your name, address, and phone number to Task Force. (Alternatively, put this information on a separate piece of paper and include it with other correspodence to TFG.) If you think that you might be included and do not want to be, just drop TFG a line and ask them to delete you from the list.

Several players have asked about the miniatures. They will be re-released through the retail stores in the near future, but until that time they are, sadly, unavailable. Production arrangements are being made now for three new ships (B–10V, FireHawk, Large Freighter/Auxiliary). Sculptors are working on more miniatures at this time.

Many have asked: Will there be a computer version of SFB? Well, the fact that TFG is owned by a computer company does mean that the talent to design one and the distribution network to sell one now exist, whereas they did not before. However, do not expect to see such a product in the near future. Any correspondence relating to computer products should be sent to TFG, not to ADB. As before, it is totally impossible for TFG/ADB to license another company to do such a product. Yes, we know it will sell great and that you want it; we just have some problems to solve first.

THE END OF THE OLD TASK FORCE

Without going into too much boring detail, there are a few things about the last year that you should know in order to understand why the next year is going to be better.

Task Force had never been one of the financially strongest companies, but always managed to keep old products in stock and new products appearing on something approaching a decent schedule, at least until 1987. That was a lousy year. The three biggest problems were cash flow, cash flow, and cash flow.

Several factors contributed to this. While the Tactics Manual actually took more work than Volume III or F&E, it produced far less in sales due to the lower price. This meant that TFG did not get the annual mass infusion of profit that it had been used to. Cash flow was already slow because ADB and TFG had pumped twice as much work into Nexus #16 and #17 as they had into previous issues, producing an artistic success with a zero-profit magazine and causing a shortage of new SFB products (which had previously produced most of the day-to-day profit). Task Force finally decided to drop Nexus, an expensive and painful process (that is now complete). Problems really started when CL5 was held up for two months by technical problems with Paramount. This problem has now been solved. Until the product actually came through, it was possible that it never would, and ADB was forced to turn its creative energies beyond SFB to make a living. (i.e. all work on new products was suspended because they might never be printed.)

All of this meant a critical cash shortage, and started a lethal spiral effect. Without being paid, ADB could not work on new products. Without new products, TFG had dismal sales. With dismal sales, ADB could not be paid. Meanwhile, the overhead expenses continued and products dropped out of stock one by one without the cash to reprint them, reducing sales still further.

Then New World contacted TFG with the idea of a buyout. New World had plenty of cash and a good dealer network for its computer products. It reasoned that the best use for this cash was to buy a board game company. Several companies were considered. TFG was a unique opportunity, as the best-selling SFB line was out of print with a huge back-order book, and had the potential for considerable expansion. Jon and Ron were also concerned about one of their favorite games disappearing forever.

The negotiations were long and complex (many entities were involved and all had to be satisfied) and took over three months to complete. During all of those three months, it was possible that the deal could fall through at any moment, leaving TFG out of business and Star Fleet Battles out of print permanently. ADB (which still hadn't been paid) could not invest time in doing new products that might never be published, and what time was available was all taken up in negotiations and planning for post-changeover production (i.e. three more months with no work being done on new products, such as this issue of CLog).

In a nutshell, the bad news is that ADB does *not* have four or five completed products (done during TFG's hiatus) sitting here ready to print. The good news is that all the problems which caused the bad news have been solved. Players must, unfortunately, consider that six or seven months were permanently lost in a "time warp" between Origins-87 and Origins-88; these cannot be recovered, but there should be no further disruptions of this magnitude.

There is still the problem that ADB (and Steve Cole in particular) can work only so many hours each day. We are working to make the ADB operation more efficient, farm out some functions to selected staff members, and transfer some functions to TFG. This will allow ADB to concentrate on designing new products.

Things will be much better very soon, but we have had to go through considerable work effecting the changover. Someone had to go through all of the products and change the address. Someone had to go through all of the old negatives and determine which ones were to be printed immediately and which should be discarded. Someone had to do the new originals for the countersheets that had to be reprinted immediately. That someone turned out to be ADB, which would have rather been working on CL6. All of this shuffling is now complete, and ADB is now concentrating on new products, two of which are entering production as these words are written.

TOP SFB PLAYING GROUPS

Captain's Log will carry announcements of the top SFB playing groups, those with regular meetings, large memberships, GEnie access, and resident members of the SFB Staff.

- New Jersey: The top SFB group in the world, includes four JCF members in its extended family. Meets most weekends on Friday or Saturday at Miracle Chemical Company, 424 Highway 33 Suite 4, Howell NJ 07731. Contact Bill Neuman at above address or 201-409-2971. GEnie contact A.GOPIN or A.MEDICI. Regularly develops scenarios and other things for Captain's Log and the Star Fleet Universe; did a map for Module B.
- Houston: John Viles, 5840 Glenmont #70, Houston, TX 77081 (GEnie F.CRULL). Meets weekly. Currently developing a new monster scenario and an ISC mini-campaign.
- Los Angeles: Contact Task Force for information on local groups and conventions with SFB events. GEnie R.SPITZER.
- Montana: Contact David Zimdars (GEnie D.ZIMDARS1), 4447 Rimrock Road, Billings, MT 59106. Developing Romulan Civil War.
- Philadelphia: Owen Riley (GEnie O.RILEY), 524 Atterbury Road, Villanova, PA 19085. Does primary F&E development for ADB; stop by and see (parts of) Total War. Meets Saturday.
- Chicago: Keith Velleux (K.VELLEUX1), 1934 N 74th Ave, Elmwood Park, IL 60635 or John Berg (J.BERG11). Meets Sunday evenings. Developing new scenarios for CL7.
- New York: Contact John Hammer, 79-10 Bell Blvd, Bayside, NY 11364 (GEnie J.HAMMER1). Meets in Queens most Sundays. Local area tournaments; playtesting of new material.

TASK FORCE MAIL ORDER

In order to service those customers who do not have access to a local store, and to provide an outlet for those products which for various reasons could not be sold through the stores, Task Force Games has created a direct mail outlet. Note that the old management had previously announced plans for a direct mail outlet; the mail order operation of the new management will not necessarily follow the same line.

You can order any Task Force Games product through Task Force. There is a $10 minimum order and a 10% shipping & handling charge per order in the US/APO/FPO. Outside of that area, add 20% of the retail price. California residents add 6.5% sales tax.

Task Force accepts personal checks (if drawn on a United States bank) and money orders (all payments must be in US funds). There is a $10 service charge for returned checks. Sorry, no CODs or phone orders. A Task Force catalog is available for a stamped self-addressed envelope. Foreign customers include two International Reply Coupons for this catalog.

In addition to all retail Task Force products, the following products are currently available only by mail:

- Spare parts: A list of available components and their prices is available from Task Force for a stamped self-addressed envelope. New computer-generated graphic counters for Volume II, Supplement #1, and Reinforcements #1 are ready.
- Addenda Books: Task Force has printed special booklets containing the Addenda from CL4 and included them with new copies of the three SFB volumes. These are also available for sale through Task Force for those who want them. Volume I (16 pages, $3), Volume II (16 pages, $3), and Volume III (8 pages, including the Nexus 14 Drone and Plasma modules, $2).
- Errata Sheets for the Tactics Manual and the game F&E are available free for a stamped self-addressed envelope (in the US 25¢ postage for just the Tactics Manual sheet or 45¢ postage for both or just F&E) or can be included with an order.

Tournament Books and Convention Packs are no longer available from any source since this issue of Captain's Log eliminates that need.

The planned "Fleet Captain's series of products for elite players" will not be released; some of that material may be used in future issues of Captain's Log.

MINIATURES WORKSHOP

DEALING WITH THE B–10

by Stacy Brian Bartley

The Klingon B–10 battleship is the largest of the Starline 2200 miniatures and has special challenges all its own.

Note that the heavy metal stand goes under the main hull; the firing arc template goes on this one. The plastic stand goes under the boom section. It would be better to use both stands, trim the plastic one to fit against the metal one.

Klingon warp engines, those flying buttresses of naval architechture, are notorious for popping loose when the ship is bumped. For superior holding power, use the gel version of Super Glue in concert with epoxy. Use the gel on the corners and epoxy in the middle of the joint. The quick drying gel (which can be used with an accelerator for even faster drying) will hold the pieces together while the more powerful epoxy dries.

The boom section can be particularly challenging. As seen in the scenarios, B–10 booms did fly into combat as separate units. If you want to retain this capability, you will need to do something to keep the two halves of the ship together. The recommended procedure is to drill an axial hole into both the boom and the hull and insert a short section of heavy wire (coat hangers will do nicely) into them. This will pin the two sections together adequately for most play situations. If you decide to permanently glue the two sections together, inserting the wire will strengthen the joint considerably.

The B–10V miniature is reportedly ready for production and may be released soon. The only difference (as can be seen on page 2) is the higher deck house for the extra fighter bay.

COMMAND THE *FUTURE!*

As noted elsewhere, the "new" Task Force does not plan to publish a meaningless detailed schedule of products which has nothing to do with when those products will actually appear. Indeed, with the changeover in the ownership of TFG, the entire production plan has been scrapped and we have taken a fresh look at what projects are possible and worthwhile. Innovative products that the old Task Force couldn't afford to risk money on are being re-evaluated. Products that the old TFG wanted to print just because they had been on the schedule for years will be formally rescheduled. As of now, all bets are off and all old promises cancelled. From here, we start over entirely in scheduling products for publication.

We'd like to tell you exactly what is going to be changed, produced, reprinted, revised, reformatted, dropped, or cancelled, but the final decisions on these matters have not been made at this time. The final results will be very pleasing to almost all of you; making those hard decisions is best not done lightly. We'd like to promise that in future a lot of products will appear a lot faster than before and in a much improved format, but we'll wait until we know we can deliver before we promise.

TFG (old and new) and ADB are painfully aware that we have not "kept faith" with our loyal customers very well. Delays and cancellations aren't much fun for anyone. So we'd like to make this deal. Forget every broken promise (indeed, *every* promise) up to this point, and we'll try as hard as we can to make sure that there aren't any more broken promises.

Remember, as before, any questions about when a given product will come out or what is in it should be sent to Task Force, not to ADB. Many people got in the habit of asking ADB, apparently thinking that this would be a more direct source of information. The point, however, is that ADB only knows when it will finish designing a product, not when it will be printed. If you ask ADB, we'll look at the design date and take a guess about the print date. TFG will already know the design date and will have programmed the production schedule accordingly. Also, ADB cannot design new products and provide individual previews of them at the same time.

We'll take a moment and run down the projects that were in progress when the changeover happened.

PART I: THE ACTIVE LIST

New (computer-generated graphic) countersheets for Volume II, Supplement #1, and Reinforcements #1 have been printed and are available from Task Force. At this point the only "old" countersheets are those in Supplements #2 and #3. Supplement #2 is out of print (permanently); Supplement #3 is still in print and won't have new counters for quite a while yet.

Total War isn't out yet, and we don't know when it will be. We know that we will definitely print it, but decisions are yet to be made on which products will be the focus of attention this year.

SSD Book #10 (X1-ships) will definitely be done, but probably under a different title and possibly in 1989. We don't know exactly when yet, but it would be one of the easier products to do.

Early Years, Star Fleet Marines, Solitaire Module, and the Technical Manuals are all products we are taking a long look at. We'd like to do them all, but you can't do them all at once or without several months of hard work.

Volume IV is a definite possibility, but is competing with Total War and the Doomsday Rulebook for first place on the major project list. It can be assumed that whatever would have been in the potential Reinforcements 3 and SSD Book #11 will be used in V4. If those titles are used, it will be for other material in the distant future.

We do expect to do the Doomsday Rulebook, but we do not know how soon. We know that it will sell great, and we know that every day without it means more new players that backed off from SFB and old players who quit because the rules were too confused with Addenda. The problem is that what we want to print (and what you want to buy) is the *FINAL* Star Fleet Battles rulebook. (Final in the sense that those rules will not change. We will definitely continue to do new products which will include new rules, ships, and scenarios, but these will NOT change existing rules and keep the game system in constant turmoil.) No one wants another Addenda Factory. We could take the computer files of the original rulebooks, shuffle in the computer files of the Addenda, drop the resulting combined file into the Desktop Publishing System, and print a Revised Rulebook in about a month. The problem is that we would follow this (as we did the Designer's and Commander's editions) with a quick Addenda section (taking 2/3s of a Captain's Log), followed by more addenda (which would be confused by the fact that it had to account for two different rulebooks), and you'd have paid for NEW rulebooks without getting the FINAL rulebooks that you really wanted. The difference between a New and a Final rulebook could be a year's work, or more. We could *stop* doing Addenda any time we wanted to, but the object is to *finish* it.

PART II: THE "DON'T ASK" LIST

The entire back burner list (SSD-4R, Sub-Light Battles, Sector Modules, Role-Playing, F&E expansions, Best of Nexus, posters, books, fiction magazine, revised F&E rulebook, and Advanced Tactics Manual) has been moved to the refrigerator.

Supplement #4: Minor Races may well be cancelled; it will certainly be delayed at least two years (from now). It will take an incredible amount of work, and many players have said that they not only won't buy it but fear it will fragment the SFB playing groups and weaken the entire game. No decision has been made, but it will be years before we consider any new race proposals (beyond the 130 on file), if we ever do again. *Do not send them* (or work on preparing them for submission) without asking ADB first.

The "humorous" projects (such as a cable-TV sitcom) will be dropped from the listing to avoid clutter and confusion. There is a danger that we may adopt a serious and professional attitude.

The following products are out of print permanently: Supplement #2, Captain's Log #3, Captain's Log #4, Battle Damage: Code Red, Federation Space; Nexus #1, #2, and #4. The Nexus back issues will all run out of stock eventually, and won't be reprinted. Some of the material from those issues may be updated and used in other products.

Ship's Computer for the Macintosh is being held up while TFG evaluates the entire subject of computer products. More on this when we know something definite.

PART III: NEW PRODUCTS FOR IMMEDIATE RELEASE

In the meantime, we have two exciting new play aid products that will be released this summer (possibly at Origins). All of these products were originally created some time ago, but the old Task Force lacked the money to print them.

STAR FLEET BATTLES–CAPTAIN'S MODULE A: *Battlecards!* will provide a diceless damage resolution system that exactly follows the Damage Allocation Chart, thereby avoiding the problems suffered by *Battle Damage: Code Red.* Each of the 36 Battlecards corresponds to a 2D6 die roll and has printed on it one line from the DAC. The cards can also be used for 1D6 and 2D6 die rolls. Included with *Battlecards!* is a bonus product called *ImpulseCards.* This product is a 32-card deck used to keep track of what impulse you are on. Each card has the impulse number, a list of the speeds that move on that impulse, and a list of special events or restrictions on that impulse (such as a reminder that you cannot TAC or HET on impulse #1). Another bonus is *Command Cards,* a set of cards used to preprogram your weapons fire and avoid "me to" problems.

STAR FLEET BATTLES–CAPTAIN'S MODULE B: *Terrain Maps* will include several special terrain maps, such as an asteroid field, Blackfoot Pass, a ringed gas giant, etc. These maps will be the same size as the standard "black" map, allowing you to link up several maps to built whatever terrain you want.

We'll keep you posted on new products as they approach release, but there won't be any more smoke or mirrors involved. You'll hear about a product when it's almost finished, not when it's almost started. That's a promise.

STAR FLEET COMMUNICATIONS CENTER

HAVING A CONVENTION?

Captain's Log publishes announcements of conventions that have SFB tournaments and lists of SFB tournament winners. Send such information to Task Force well in advance of the convention. We can only publish the information that we receive. If your convention or winners did not receive the proper announcement, it's because we didn't get it in time.

Due to the long delay in the publication of this issue, we do not have any current convention announcements to make.

With the publication of the Tournament Book in this issue of Captain's Log, ADB has discontinued sales of the Tournament Book and Convention Pack.

The term "sanctioned" will now indicate a tournament based on and using the rules and ships from Captain's Log #6. Conventions need not ask permission to use this term, but *must* be using the CL6 rules to claim "sanctioned" status.

BATTLE REPORT

SFB Tournament winners at recent conventions:

* ORCCON 88, 12-15 Feb, Los Angeles: Saturday Fleet Captains: 1st Victor Ippolito (Gorn), 2nd Shane Blackwell (Lyran), 3rd Mike Toller (Klingon) and Jarred Aikeda (Kzinti). Sunday Fleet Captains: 1st Jarred Aikeda (Kzinti), 2nd Randy Stutler (Fed), 3rd Bernie Cole (Kzinti) and Daniel Callahan (Fed). Judged by Steve Kay. Star Admiral Invitational (rated aces): 1st Ron Spitzer, 2nd Steve Kay, 3rd Allen Traschler and Robert Chan.
* NOSF3, Jan, New Orleans. 1st Ron Spitzer (Romulan), 2nd James L Butler (Romulan). Judges Frank Crull, Steve Cole.
* PENCON 88, 12-14 Feb, Philadelphia: 1st Anthony Medici (Andro), 2nd Alan Gopin (Kzintis), 3rd Dave Buscke (Andro) and Tom Chartoff (Tholian), 5th Bill Stec (ISC), Gerry Andrews (WYN), Bill Heim (WYN), Mike Hault (ISC). Judges Eric Nussberger, Owen Riley. Special Appearance by Steve Cole.
* I-CON VII, 15-17 April, SUNY Long Island. Patrol tournament judged by John Hammer. 1st Richard Powers (WYN), 2nd Donald Clarke (Fed), 3rd Hwan Rhee (Lyran) and John Troise (Lyran).
* POINTCON, 23-24 April, West Point NY: Four-round single elimination. 1st Edward Slusarek (ISC), 2nd Richard Powers (WYN), 3rd Vince Solomine (ISC) and Darek Wasylewski (Rom). Judge Eric Paperman.
* MISCON 3, 15 May, Missoula, MT. 1st Mike Hoath (Kzinti) and Dan Duttan (Hydran). Matt Leuthold (Gorn) and Rich Setter (Klingon) were scheduled to play in the finals but failed to appear and both forfeited. Judge David Zimdars.
* KUBLA KAHN XVI, 20-22 May, Nashville, TN: 1st Jason Dyals (Kzinti), 2nd Frank Corm (Hydran).
* NANCON, 1-4 July, Houston, TX. 1st Ron Spitzer (Romulan/Kzinti), 2nd Brian Klinger (Romulan/Fed), 3rd Terry Haugh (ISC/Romulan) and Curtis Wood (Kzinti/Gorn). Judge Frank Crull.

Reports on the winners at SFB tournament must include the following information: Convention name, date, format (ships used, structure, standard ADB rules, etc.), top four finishers (and the ship that they flew), judge, any special information.

SFB OPPONENTS WANTED

This will be the final edition of SFB Opponents Wanted. In its place, a future issue will bring you information on the SFB Opponents List system which Task Force will operate.

This list is provided as a service to SFB players. It is not to be used for mail solicitations or advertising.

Michael Woods, 7853 S Franklin St, Littleton, CO 80122
Fausto Barbarito, Via Guilio Galli 14, Roma, Italy 00123
Paolo DeSalvo, Via della Mola Vecchia 7, Anguillar Sabazia RM, Italy, 00061
C J James, Australian Science Fiction Gaming Society, Box 68, Harbord, New South Wales 2096, Australia.

See also the list of top SFB groups on page 35.

STAR FLEET BATTLES COMPUTER NETWORK

Star Fleet Battles has moved to the GEnie computer network system! This promises better service than the previous (Golden Billboard) system. While GBB was well run for a small local board, a desktop computer can only handle so much; GEnie's mainframes are far more powerful.

The move to GEnie was prompted by player requests for a lower cost system with more reliability. With GEnie there will be no downtime, no busy signals, and no long-distance charges. (It's a local call from most major cities and a lot of fair-sized towns.) The connect time ($5 per hour in non-prime time) will be less than half of the average phone bills. It will finally be possible to have interactive conferences with several players at once.

GEnie charges include a $29 one-time fee, which covers the manual (recommended reading!). GEnie has hundreds of other features including on-line games and information services.

Star Fleet is Category 10 on Page 805 Menu #1. To get there from the signon page, type M805;1. Then, when you get into the roundtable, type SET 10 for SFB. Then type 5 for a list of topic areas where you can leave messages and read what's going on.

Downloads are on Page 806 Library 16. To get there, type M807;16 (yes, 807, not 806), then menu item 2 will give you a list of available files. These include prototype rules, first drafts of tactics articles, lists of players in zip code areas, SSDs (and software to print them on various computers), Starletter, and more.

Periodic real time conferences allow you to discuss things with the SFB senior staff. You even get to vote on upcoming rules changes (although staff members have "heavier" votes and most votes end up as "don't change it").

If you are not already on GEnie, here is how to get on. Set your computer for 8 data bits, 1 stop bit, N parity, Half duplex. You can use 300 or 1200 baud (2400 in some areas). Call 1–800–638–8369. (If you are calling at 300 baud, wait until it answers and type HHH to signal the system.) When you get the U#= prompt, type "XJM11999,GENIE." From that point it is pretty much self-explanatory. You will need a credit card number. (If you don't have one, they can do it with a draft on your checking account.) They will call you 2-3 working days later to confirm things. You will be able to get a list of local area numbers for GEnie when you register on the system. When you get the manual, please read it completely. Genie has much to offer, but only to those who know the command sequences to access it.

Check your favorite computer magazine; GEnie often runs sales where you get free hours for signing up.

Some people just can't make the connection. In that case, call GEnie Client Services (voice) at 1–800–638–9636. If all else fails, your local computer dealer or club can probably help you. Please don't call Task Force or ADB for advice on how to use GEnie; everything we know is in this column or the manual.

Yes, we are aware that there are several computer networks. We picked GEnie because it is the least expensive. We cannot possibly run SFB boards on more than one network, so please don't ask us to start one on the network that you are already on. It's actually easier for you to get into GEnie that for ADB to get into other networks. Sorry, we can't help people run SFB on other systems.

Files downloaded from GEnie remain under ADB's copyright and are not to be uploaded to other systems. Anyone finding any SFB material on any other network should advise the network operator and/or uploader that it is illegal and must be deleted.

STARLETTER

The official Star Fleet Universe newsletter is available from Amarillo Design Bureau. Each issue includes the latest errata for SFB and F&E, new material,, and other information. To subscribe, send (to ADB) $3 for five issues if you live in the US, Canada, APO, or FPO. (Elsewhere send $4 for 5 airmail issues.) We can accept US funds only. Please don't subscribe for more than five issues at a time. Subscribe now so you won't miss out on future previews (including new rules and ships)! Back issues are not available.

TO ASK THE QUESTION: "WHY?"

As is well known, questions beginning with "why" cannot be answered in the Question & Answer system. Such explanations take too long and aren't really necessary to resolve rules questions and get on with playing the game. We do take note, however, of the more important, frequent, and interesting questions and try to provide answers in Captain's Log.

CL4 BPV CHANGES

Why were all of those BPVs changed in CL4? That's simple. Because the old BPVs were wrong! Seriously, they *were* wrong, and an intensive study by the Committee over a six-month period corrected numerous errors. Some of these errors originated with incorrect calculations, some from the failure to account for special cases, and some from an excessive use of the (S3.3) system when the BPV should have been recalculated from zero.

That there were BPV errors was obvious to everyone. We received hundreds of letters showing a detailed comparison of two ships "proving" that one of them had to be wrong. The only way to determine which one was wrong was to calibrate *all* of the ships, obviously a huge project.

Much thanks goes to Mike West, who created detailed tables of the "plasma" ships, and Mark Schultz, who tabulated the Hydrans. These tables allowed us to put the ships in a linear order, and then say something like "no matter what the formula says, this ship is two points bigger than that one." By inserting the key baseline ships (Fed CA, Klingon D7, etc.) into the tables, we were able to establish just where the rest of the ships fit into the system. A surprising number of them were correct (or so close as to not be worth changing), but a few were really out of line.

A similar project (based on an analysis by Ron Spitzer) produced the cloak cost changes in CL#5.

ERRATA FROM SSD BOOKS

Why is it that every time you do (or revise) an SSD book you produce half a page of errata about ships that were released years ago? There are several reasons. For one, doing the SSD of a ship, particularly one converted from another basic design, forces the designer and Committee to make a careful study of how that design was produced. This often exposes design flaws, and once found there is little point in leaving a flaw uncorrected. For another, the Joint Chiefs review these ships, and realize that getting something changed will be a lot easier before the SSD is printed than afterwards. If the change is justified, we make it.

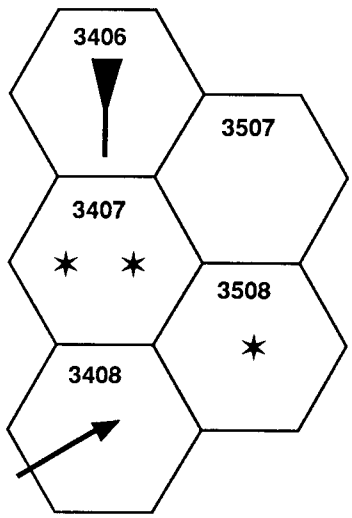
SHOULDN'T THAT BE "CH"?

Why are heavy cruisers designated CA? Shouldn't they be CH? Star Fleet Battles uses an adapted and expanded version of the standard naval designations used by the US and Royal Navies. The designation "CA" means "armored cruiser," the class that was the progenitor of the modern heavy cruiser. (CH designates a ship that carries helicopters.) When modern navies developed around 1880, there were three classes: line-of-battle-ships, which carried heavy guns and armor; torpedo boat destroyers, designed to intercept and destroy torpedo boats but eventually armed with torpedoes themselves; and cruisers, which carried medium guns but little armor. Cruisers were intended for blockades, commerce raiding, and scouting. The British and Germans developed (just before WWI) a new class of "armored cruisers" which were supposed to destroy enemy unarmored scout "cruisers." The unarmored (or very lightly armored) ships eventually became light cruisers; armored cruisers were eventually designated as heavy cruisers. Even this didn't hold true for every nation. US light cruisers were small versions of heavy cruisers, while Japanese light cruisers were effectively big destroyers. A curious point here is the CV, which began life as an "aviation cruiser". The first real US carriers *(Lexington* and *Saratoga)* had four twin 8" gun turrets (removed at the start of the war) and were expected to use their aircraft to find targets for a direct engagement!

COULD YOU GIVE ME AN EXAMPLE?

This semi-regular feature will provide an example of some of the more complicated rules and procedures in SFB and F&E. Send your suggestions for future topics to ADB care of TFG.

Could you explain to me how to roll for multiple mines and multiple targets?



Certainly. This can become confusing. The operative rule is (M2.44), which states that the movement of one unit can only cause the detonation of one mine. Let's say that we have two mines in hex 3407 and one in hex 3508. A ship is in 3309 and enters 3408, while at the same time a drone (perhaps targeted on the ship) is in 3405 and enters 3406.

The ship is adjacent to all three mines and could detonate any of them. (M2.44) says (in the "additional material" section of Volume II) that you roll in a random order. (M2.47) says that when two ships (should be units) are in a small area, you determine the order for each moving unit by die roll. For the ship, we do this and find that 3508 is first. For sake of argument, we will say that it did not explode (the ship is moving at speed 4, or the die roll would have been automatic). The next mines are those in 3407. We roll for the first one, and it explodes. Because the ship has caused one mine to explode, it does not roll for any further mines.

The drone must now roll for mine explosions. It has only the two mines in 3407 to deal with. While one of them has just exploded, movement is simultaneous so, at the time the drone rolls, that mine has not exploded and must be rolled for.

We determine the order for these mines randomly under (M2.47), and note that the unexploded #2 mine in that hex is first for the drone. Unless this is a 2X drone set for a VERY low speed, the explosion is automatic as 6 is the lowest number a die can produce and drones are faster. So, the drone and ship both set off different mines in the same hex; both take full damage from each. Having set off one mine, the drone does not "roll" for the second.

HOW WOULD YOU HANDLE...?

This regular department will help you find game rules to handle situations that arise in your local campaigns or scenarios of your own design. Send questions to ADB in care of Task Force.

How would you handle a Romulan player who insists on not using the fade-in/fade-out rules? This turkey is popping into view on impulse #1 and firing immediately. Would tripling his BPV solve the problem? No, tripling his BPV isn't the answer. The key factor is the historical evidence, which shows that the uncloaking ship can be effectively fired on before he can himself fire. Several solutions are possible. The easiest is to note the Active Fire Control rules, which effectively keep him from firing during the four impulses starting when he "pops" in. (If he insists that they are optional, point out that you will consider them optional when you use a WW.) Your Romulan friend will complain that during that period he is totally exposed to your fire without even a partial cloak benefit. Another factor to consider is that he can only do this if he accepts that he can only uncloak on impulse #1 and must remain uncloaked for the entire turn. And you can always insist that if he's using those rules he has to fire during the Plasma Launch Phase at the end of the turn. In the end, the only acceptable solutions lead back to the fade-in/out concept, which isn't *that* hard to deal with.

URGENT ADDENDA

If addenda is inevitable, we can at least try to keep the situation manageable by limiting the number of "places to look." This section is titled "Urgent Addenda" because it is just that and no more. These are the important things, the things that could not wait, the rules changes made by the staff in order to correct certain inadequacies, irregularities, or ambiguities. Later, we will print another section of addenda and incorporate all of these items so that you won't have so many places to look through.

(C3.7a) BASE ROTATION: Bases rotate on the following impulses, depending on the rate that the owning player selects: Rate 4 rotates on 4, 12, 20, 28. Rate 3 rotates on 7, 17, 28. Rate 2 rotates on 12, 28. Rate 1 rotates on 28. Supersedes (P8.3).
(C6.43n) HET vs Sideslip and Turn Mode: Performing an HET resets the turn mode and sideslip mode of any unit to zero.
(C8.0) EMERGENCY DECELERATION: All units in all time periods (unless otherwise noted in their ship description) can use Emergency Deceleration. It is not restricted to Federation ships. There is no BPV adjustment for this change.

This complies with the majority view of players. Having been aware of this, ADB has used "universal decel" in setting game balance for several years. The Feds were never charged for ED in the BPV formula; other races won't be charged for it now.
(C14.31m) PINWHEEL RELEASE: Pinwheels are released during the Final Activity Phase (in the undocking step).

(D2.34a) PLASMA LS/RS ARCS: Plasma torps fired by a launcher with an LS firing arc can be initially placed in directions 1, 6, or 5 (relative to ship). Plasma torps fired by a launcher with an RS firing arc can initially be placed in directions 1, 2, or 3.
(D4.322a) WEAPON PRIORITY: For purposes of this rule, the priority for torpedo weapons is: Special sensor replacing torpedo, Plasma–R, Plasma–M, Plasma–S, Photon, Plasma–G, Disruptor (in order of longest range), Fusion Beam, Plasma–F.

For purposes of this rule, the priority for "drone" weapons is: Special sensor (replacing drone weapon), PPD, Hellbore, X-rack, Gx-rack, G-rack, Plasma-rack, B-rack, C-rack, D-rack, E-rack, F-rack, A-rack, ADD.

For purposes of drone and torpedo weapons, the "at least one of every three hits must be scored on the best system of that type" rule applies to a cumulative record of hits during the entire scenario, not to hits within a single volley.
(D7.81e) Clarification: Damage control and excess damage cannot be attacked by hit-and-run raids.
(D19.31) PFC: This rule does not apply to cloaked ships.

(E10.44a) HELLBORE VOLLEYS: A ship can fire some of its hellbores before direct-fire weapons and/or some after DF weapons. A target can be hit by hellbores in either or both firing opportunities. All internal damage resulting from non-direct hellbore fire at a given target in a given impulse is resolved as a single volley regardless of whether it was before or after DF weapons. This volley is resolved AFTER the direct-fire volley.
(E10.52r) When enveloping hellbores strike an Andromedan unit, divide the total damage by the number of PA panel groups (rounding down) and apply this amount of damage to each group. The Andromedan player then distributes any remaining points from the original damage to the groups of his choice, no more than one point per group.
(E11.311n) PPD PROCEDURE: Upon firing a PPD, the owning player must write down how many impulses it is programed to pulse. This written record is then placed face down. After each pulse is resolved, the owning player must announce whether or not the PPD wave is still present (i.e. overloads are generally revealed after the 4th pulse). After the wavelock is released, the written record is revealed and confirmed.
(E11.33) Confirmed: Each PPD (weapon) is a separate volley.

(F2.0a) If a seeking weapon can legally enter a given hex by turn or sideslip, it must maneuver (i.e. turn or sideslip) so as to keep (or place) its target in its FA arc if this is possible. If it is not possible to place the target in its FA arc, the weapon must turn or sideslip to place the target in its FX arc, if this is possible. Note that ship-guided weapons are unaffected by an out-of-arc target, while self-guided weapons must have the target in their FA arc.
(FP10.212a) Delete the reference to Aegis. Plasma racks may fire in this mode at size-5 and smaller targets within an effective range of six hexes from the firing ship. PFs armed with plasma racks are a special case. PFs cannot fire their plasma racks "defensively" at other PFs. Any use of type–D torpedoes against other PFs is within the standard offensive firing limit (i.e. against "ships") for the basic PF type, which is usually two torpedoes per turn.

(G13.0) CLOAKING DEVICE
(G13.344e) If the optional EW rules are in use, ships in the fade-in/out period use EW and do not use the chart. If the optional EW rules are not in use, the chart is used to adjust fire at the ship.
(G13.632a) The cost of operating the cloaking device is paid once per turn, regardless of whether the device is operating 1 impulse, 32 Impulses, or some number in between, and regardless of whether or not the device was activated, deactivated, or both (in either order) during that turn.
(G23.5a) ESG IMPACT: The damage is always scored on the shield facing the ship generating ESG field.

(M2.3a) The mine cannot become active until the end of the movement step on the impulse on which the laying ship moved out of the detection range, so a unit which entered the detection range on the same impulse (regardless of the movement order specified in C1.31a) could not detonate the mine on that impulse.
(M3.0) TRANSPORTER BOMBS "new standard rules"

These revisions are intended to create an optional rule which will not significantly affect play balance (as the current rule does).
(M3.1r) T-bombs are included in the "commander's option package" listed in (S3.21). Size-4 ships may have 1 or 2; size–3 ships up to 4; size-2 ships up to 6; starbases up to 12; PF leaders may have 1. This applies to all races. Minesweepers are a separate case, as before.
(M3.23r) When a T-bomb is placed by transporter, its location is immediately known to all units within 35 hexes of the hex where the T-bomb is placed. "Inert material" must be of a special type to simulate a T-bomb; the ship carries as many loads of this as it does real T-bombs. When a T-bomb is placed by transporter, it does not become active for two complete impulses.

(R2.74) FED AWR REFIT: Delete the reference to the saucer section. All APRs were converted to AWRs in this refit.
(R5.71a) KZINTI REFITS: Many of the figures given for cost of refit, specifically including but not limited to the CS-BC conversion, have been superceded by later changes. The BPVs given in the CL5 chart are correct; everything else is wrong.

(S3.21) COMMANDER'S OPTION PACKAGE: These items comprise a package of "commonly used" options. It is intended that players should use the entire package as a part of the "Commander's level rules." Players might agree on a set number of points for each side in a scenario to use in purchasing this equipment.

T-bombs: Cost 4 points each, within limits of (M3.1).

Drones: Special warheads within racial limits as per (FD10.6) including type exchanges and improved drone racks (refits not included); extra reloads. (Speed cost surcharge is required by date and is not a part of the Commander's package.)

Crew: 0.5 points for each extra boarding party (limit 6); 0.5 pts to convert marine to heavy weapon (limit 4); 0.5 pts to convert marine to commando (limit 2); 0.5 pts each extra deck crew (limit 4).

Fighters: Extra chaff pods and warp packs; conversion to C-types, add type–III drones, extra cost of EWFs, MRS shuttles.
ANNEX #7–F NIMBLE SHIPS: Orion War Destroyer.

THE TACTICS BOARD

The Commander took a sip of coffee and reached for the file of transcripts from the latest cadet tactics board. The senior cadets were really grilling the junior cadets on their tactics, and sometimes even surprised the faculty with a new twist or, more often, an absurdly convoluted way of doing something that should have been straightforward and simple.

He began reading through the file.

Engineer: Gentlemen, we have a lot of ground to cover today, so let's get going. Kaufman, who's up first?

Kaufman: Cadet Clemens, front and center.

Clemens: The Cadet reports to the Tactics Board.

Engineer: Cadet, how would you employ web in an offensive manner, specifically when assaulting an enemy base?

Clemens: The manual suggests using it in the manner of a siege trench, sir, forming a barrier about 60,000 kilometers wide behind which your ships can fight.

Engineer: It would seem that you do not agree with this doctrine.

Clemens: No, sir, I do not.

Engineer: Explain!

Clemens: The web trench doctrine requires two anchor ships, both of which are very vulnerable to enemy fire. Moreover, it can be flanked by enemy ships, exposing your ships to fire.

Engineer: So what do you propose to use instead?

Clemens: A globular web, sir, formed around the base.

Engineer: What? Why?

Clemens: Such a web requires no anchors. It blocks enemy weapons fire completely without exposing any ships to fire from the base. Any enemy ships attempting to break out will be trapped in the web. Since you will be using the classic strategy of exterior lines, you can simply move your attack force out of the very limited firing arcs of the trapped enemy ship.

Zimdars: What about enemy ships that leave the base before your web is completed?

Clemens: The enemy would be intentionally dividing his forces, allowing me to destroy those ships while the base was unable to intervene.

Kaufman: Won't the enemy try to destroy your ships as they place the web?

Clemens: No one said it would be easy.

Crull: This concentric web siege tactic of yours could be difficult to employ, Cadet.

Clemens: Like the Gorn Anchor, sir, it's difficult to do. But if successfully accomplished, you have just about won the battle.

Engineer: He's got you there, Cadet Crull. Cadet Clemens, we'll see to it that you get Term Paper credit for this. Next Cadet.

Kaufman: Cadet Davner, front and center.

Davner: The Cadet reports to the Tactics Board.

Crull: [whispers]

Engineer: All right, counselor, you question this witness.

Crull: Cadet Davner, what tactics would you use as a Klingon commander fighting against an equivalent Federation ship?

Davner: I would utilize a close approach and attempt to tractor the Federation ship after it fires the traditional photon overloads, using as much power as necessary to hold the tractor. This makes sure that the Fed ship stays in range of my disruptors. I can fire them again before he can reload photons.

Engineer: What if he uses negative tractor and you find yourself in an auction?

Davner: Stay with him to keep him in range. If he takes the auction to absurd levels, drop out. Since he spent his photon energy breaking the tractor, he can't start arming and won't have them after a normal cycle, but my disruptors and scatter-pack will be ready.

Olesen: You are assuming, of course, that you can survive his photons and destroy or cripple him before he can reload.

Davner: More correctly, I'm making sure he stays around to be destroyed.

Spitzer: The same tactic would work against any ship with a weapons arming cycle longer than your own.

Engineer: Not really. If a photon ship drops out of the auction against a plasma ship, you both are delayed on arming weapons but he can still leave the area before you can reload.

Gopin: This could be used by a Kzinti ship to hit a Lyran before the ESGs can recycle.

Medici: If he's planning to recycle the ESGs and ram you again, he won't be leaving the area anyway.

Gopin: All right, then, let the Lyran use it so that he can keep the Kzinti at close range while the ESGs recharge. The Lyran can set them at a 30,000kms radius, and the Kzinti can't help but hit the sphere.

Medici: A Lyran doesn't have the power to tractor and recharge ESGs. Besides, you know better than I that a Kzinti wants to stay at point-blank range so that he can use those phaser–3s and drones.

Bayless: At least the long-radius ESG would keep the drones and phaser–3s from other Kzinti ships out of the battle for the time being.

Engineer: We do have a Cadet before us, gentlemen, unless one or both of you would care to take his place?

Zimdars: Cadet Davner, are you really going to take a Fed cruiser's alpha strike at point-blank range and then try to knife fight? Standard Klingon doctrine would be to fire at 100,000kms, then turn away to avoid taking those overloads on a fragile hull. If a Klingon wants to fire his own overloads, he'll pick the best exchange range, perhaps 40,000kms or 30,000kms, in the hope that the Fed cruiser will miss with one or two torpedoes. At effective tractor beam range, a photon torpedo is virtually an automatic hit.

Crull: Ever hear of the Klingon Saber Dance?

Gopin: Yes, Davner, you should be using an Oblique Attack to get in a strike without letting him have an overload shot.

Davner: True, but the secret of Klingon success is to get in two consecutive disruptor strikes to equal the power of the photons.

Gopin: It would be better to get two shots at 90,000kms without a return volley from his photons.

Zimdars: I'll grant you that, but you have to be around long enough to fire twice. Perhaps it would work if you had two Klingon ships, one to soak up the photons and the other to tractor the Fed ship. Assuming that the Fed would close to point-blank range against two Klingon ships, of course. And assuming that you could fight every battle against an opponent you outnumber two-to-one.

Medici: Maybe if you used a WW to build up ECM so that the photons would miss?

Gopin: No, by the time fire control is active, he'd be long gone.

Medici: Unless he continued to close, intending to tractor you?

Engineer: Gentlemen.

West: The only value I can see in this is in making sure that the drones, particularly from the scatter-pack, have time to hit.

Crull: Cadet Davner, isn't the Federation ship going to just turn another shield toward you, negating the effect?

Davner: Of course, it is necessary to time the attack properly based on turn rates and weapons recycle times.

Kaufman: Cadet Davner, your tactic is very interesting and may lead to many victorious battles for the Federation. I will arrange to have it leaked to the Klingons. We've been trying to sucker them into overload range for decades.

Engineer: Cadet Davner, I would suggest that you test this tactic in the simulators.

Kaufman: You can die many times in the simulator, but only once in space.

Engineer: Obviously more thought is required on this subject, Cadet Davner.

Davner: I will get right on it.

Engineer: I believe that this will be all for today. [Sound of chairs and general chatter.]

TERM PAPERS

Each issue of Captain's Log presents a series of term papers from the students of Star Fleet Academy (i.e. from you, the players). Each paper presents a specific tactic, dirty trick, play aid, or new idea for use by the players of SFB. Readers of Captain's Log are invited to submit their own term papers to ADB. Ranks are assigned to players on the basis of how many of their term papers have been published (1 = Cadet, 2-3 = Ensign, 4-5 = Lieutenant, 6-8 = Lt Commander, 9-11 = Commander, 12+ = Captain). Fleet Captains are Origins tournament champions. Commodores and Admirals are members of the SFB staff. Ship assignments correspond to home states or provinces.

MRS SCAT-PAC — *Admiral Ray Olesen, USS California*

The Fed-A and Kl/Kz-A MRS shuttles have several advantages when used as scatter-pack shuttles. Since they can also carry their normal drones as well as full scatter-pack complement, you can include two 2-space (type–IV) drones in the load to make it appear as a normal scatter-pack load of six type-I drones. This works best if kept out of TAC-INTEL level H range so that your opponent will not know a MRS is being used. Also, narrow salvoed disruptors or prox-photons will not kill it if the opponent only allocated enough firepower for a normal admin shuttle. Be sure to set the speed at six or less.

PF RETROGRADE — *Ensign James L Butler, USS Louisiana*

When a flotilla is facing a large group of fighters, it is best to work in retrograde. In this way the PFs can keep out of the fighters' effective range while pelting them with superior weapons. Should the fighters try to use their booster packs to close the range, they will be cut to pieces. Note after drawing the fighters out so far, it may be possible for the flotilla to circle around the fighters and take out the enemy carrier while its fighters are too far away to be of any use. Note that plasma racks are devastating when used in this fashion as they close with a greater effective speed than normal.

TEN IS CLOSE ENOUGH

— *Admiral Alan M. Gopin, USS New Jersey*

Most people think that Hydran fighters are only dangerous at close range. This couldn't be further from the truth. When operated in typical Hydran quantities, they can effectively engage at range 10. The expected damage from 9 Stinger-2s (a typical Ranger group) at range 10 is 33 points from the 18 fusion shots and 6 points from the 36 phaser-3 shots for a total of 39 points. That is enough to do internals to most cruisers. The wonderful thing is that the Stingers get to land and reload, rather than being blown away at range 2.

FLEET BATTLES MADE EASIER

— *Lieutenant Pat Stapleton, USS California*

Utilizing the standard SFB counters on the large Starline Hex sheets, or any larger hex sheet, allows for a much less crowded map when you are fighting a large fleet battle. It's easier to tell what units are in a hex without perilously high stacking of counters and gives a bit more feel to the scale of the game.

This will take a LOT of space, and care must be taken as to the facing of the ships, but it does work.

THOLIANS AND THE SFG

— *Ensign Steven Petrick, USS Florida*

Tholian ships equipped with snare generators or web casters and a little forethought need not be trapped in stasis. The SFG–armed ship must come close enough to use the weapon that it can be identified under D17. He must also come to a complete stop which will reveal his intentions.

When such a ship announces that it is stopping, snare-equipped ships within five hexes can turn, using an HET if necessary, and fire their snares to establish a hex of web behind which they can retreat out of stasis range and continue the battle. Web casters can do this more easily.

DOWNSHIFTING — *Cadet Owen Riley, USS Pennsylvania*

Mid-turn speed changes can be used to reduce the turn mode and gain maneuverability. Like a downshifting race car, a starship can temporarily drop its speed to turn more sharply.

Take careful note of the Impulse Chart. Plot your downshift onto a speed that (at that point) is about to move. This will give you a hex of movement *and* a tighter turn mode. After eight impulses, you can resume the original speed.

Rated as the best term paper in this issue.

LAUNCHING SCATTER PACKS

— *Ensign Leon Wash, USS Kansas*

Standard practice is to launch your first scatter-pack during the approach, so that it releases before the enemy has it within range of his weapons. After you have closed with the enemy, launch your scatter-packs immediately after he fires most or all of his weapons. This will keep the shuttle alive longer, or at best will force him to use his reserve phasers or turn to bring unfired phasers to bear.

This assumes that the SP survives hits that penetrate to the shuttle bay, but that's a fair bet and all tactics come down to choices.

END OF TURN MIZIA

— *Commodore David Zimdars, USS Montana*

If you end movement on impulse 32 facing an enemy with a down or very weak shield, conventional wisdom suggests that you fire every bearing weapon in order to score internal damage on your opponent. However, your opponent is in a very bad situation.

He cannot move, HET, TAC, or in any way change his facing on the first impulse. You can therefore take advantage of the Mizia effect with almost no countermeasures possible by dividing your fire between impulse 32 and impulse 1.

He can only use general shield reinforcement (or possibly shield repair if plotted) to dampen this. There is a drawback, however. The target will have time to allocate for EW or use a WW. Also, if there is another enemy ship in the area, that ship may be able to fire at you on Impulse 1. Of course, another friendly ship might be able to fire on your target.

ASK UNCLE ARDAK

This time, DP asks: "If new seeking weapons are attracted to a destroyed WW for four impulses after it is destroyed, you can write off the Gorns and Romulans from winning any wars except between each other."

I suppose that might be true if everyone was dumb enough to launch new seeking weapons during that period. The secret is in your timing. He still can't fire then (without voiding the ghost weasel), so use the time to get close and be ready to anchor him when the four impulses are over. Why is this a problem? You need to adjust your timing to account for the rules changes made two years ago (Nexus #14), but it hardly makes the Gorns and Romulans impotent.

This is our "advice" column for SFB players seeking the solutions to complex tactical problems. Address your questions to:

"Ask Uncle Ardak, ADB, c/o Task Force Games, 14922 Calvert St, Van Nuys, CA 91411." Include a stamped self-addressed envelope if you want a personal reply. If you enclose your "Ask Uncle Ardak" letter with other correspondence, please be sure to put it on a separate sheet of paper and provide a separate reply envelope. Letters will be answered in Captain's Log on a space-available basis. Personal replies will be sent as soon as possible, but if Ardak has to ask his panel of experts for advice, it could take a month or more. Please, no more than one request from any one player at a time.

(SL100.0) THE GRAVEYARD OF SHIPS, PART I

by Steven Wheeler, Texas

Exploring a new sector of space, your ship discovers a collection of wrecked hulks in a negative energy field. As you move in to investigate, some of the ships open fire.

(SL100.1) NUMBER OF PLAYERS: 2; the exploring player and the cluster player.

(SL100.2) INITIAL SET UP

Exploring player: One cruiser (115-135 points) in 0403, speed 10, heading C, WS-I.

Cluster Player:	Fed CA in 2215	Klingon D6 in 2212
	Romulan WE in 2514	Kzinti CS in 2517
	Gorn CA in 2218	Hydran Ranger in 1917
	Lyran Tiger in 1914	

All cluster ships are at speed zero, WS-I. Determine facing randomly (roll one die for each ship and turn it to face that direction indicated). See special rules.

(SL100.3) LENGTH OF SCENARIO: The scenario continues until all units belonging to one player have been captured or destroyed or have disengaged.

(SL100.4) SPECIAL RULES

(SL100.41) The map is fixed; it does not "float." Any ship leaving the map has disengaged and cannot return. This is the only means by which the exploring ship can disengage; the cluster ships cannot leave the map.

(SL100.42) The players should select a time period and use ship refits appropriate to that period. The exploring ship should be several years later than the cluster ships.

(SL100.43) The map is entirely within the negative energy field. At the end of each turn, one undamaged warp engine box is marked as destroyed on the exploring cruiser.

(SL100.44) The ships trapped in the field have been there for years. The surviving crew members have made common cause and plan to capture the next ship that enters the area and use it to escape. The cluster player can secretly transfer crew units between his ships before the scenario begins. This must be written down, however, and revealed after the scenario is over to insure that no errors were made. The ships trapped within the cluster cannot self-destruct.

(SL100.45) All equipment on the cluster ships functions EXCEPT the warp engines, which cannot be used for power, movement, or to absorb damage. Batteries are converted to APRs. Each ship has only six crew units, two of which comprise four boarding parties. All use emergency life support.

(SL100.46) Due to the nature of the field, labs (as well as probes and special sensors) cannot gather information at a range of more than two hexes and the ship must spend at least six consecutive impulses within this range of the object of study to gain any points. Each lab can only gather information on one object each turn.

(SL100.47) Shuttlecraft, drones, and fighters cannot be launched inside the negative energy field. Cloaking devices do not function in the field. T-bombs and mines cannot be used.

(SL100.5) VICTORY CONDITIONS

The exploring player wins the game if he gathers 20 points of information about each of the seven trapped ships and leaves the board without being crippled.

The cluster player wins the game if he captures the exploring cruiser, transfers all of his remaining crew units to it, and leaves the board with at least four warp engine boxes operating.

If the exploring ship is destroyed, trapped, or leaves without gaining the required information, the scenario is a draw.

(SL100.6) VARIATION: See Scenario (SL101). Obviously, various combinations of ships could be used inside the cluster. Another alternative is for the cluster ship of the same race to ally with the exploring ship, in which case the exploring ship must rescue its crew in addition to gaining information on the other ships.

(SL100.7) BALANCE: This scenario can be balanced to suit players of different levels of skill or experience by varying the size of the exploring ship. Note particularly the number of labs on the ship.

(SL100.8) TACTICS: The exploring ship will have to come into the center of the formation to gain information points on the central ships. This will create the only opportunity to grab the ship with a tractor beam. Every effort must be made to concentrate firepower to knock down a shield and get boarding parties on board.

(SL101.0) THE GRAVEYARD OF SHIPS, PART II

by Steven Wheeler, Texas

After the first ship escaped, it transmitted a message to the trapped ships that it would return shortly to rescue the crewmen from the races of its allies, but not its enemies. This created dissention within the cluster, dissention that was heightened when another ship transmitted a message that it would shortly arrive to rescue the remaining crewmen. The two ships arrived simultaneously.

(SL101.1) NUMBER OF PLAYERS: 2; the Federation player and the Klingon player.

(SL101.2) INITIAL SET UP

Federation: NCL in 3826, heading F, speed 10, WS-III.

The Federation, Gorn, Kzinti, and Hydran cluster ships are controlled by the Federation player, speed 0, heading at option of Fed player, WS-I, same positions as (SL100.2).

Klingon: D5B in 0505, heading C, speed 10, WS-III.

The Klingon, Romulan, and Lyran cluster ships are controlled by the Klingon player; speed 0, heading at option of Klingon player, WS-I, same positions as (SL100.2).

(SL101.3) LENGTH OF SCENARIO: The scenario continues until all units belonging to one player have been captured or destroyed or have disengaged.

(SL101.4) SPECIAL RULES

(SL101.41) All special rules from (SL100.4) are used except (SL100.44). If you played (SL100.0) first; start with the cluster ships in the condition they were left (no repair except for shields).

(SL101.42) Both the NCL and the D5B are "exploring ships."

(SL101.43) Players cannot fire on "allied" ships.

(SL101.5) VICTORY CONDITIONS: The first player to transfer all of the surviving crew units from his allied ships to his exploring ship and leave the board with at least four warp engine boxes remaining wins the game. If neither player can fulfill the victory conditions, both players lose.

(SL101.6) VARIATIONS: Use different ships as the exploring or cluster ships. There are hundreds to pick from.

(SL101.7) BALANCE: This scenario can be balanced to suit players of different levels of skill or experience by changing one exploring ship to a larger or smaller size.

(SL101.8) TACTICS: Carefully note the position of your ships and the route you must take to reach them. Have them fire on the exploring enemy ship.

(SL102.0) THE WRECK OF THE *REX*

(Y176) *by Jim Townsend, California*

In Y176, Admiral S'Trenk of the Gorn 3rd Fleet received a message from Admiral Marcus Tiercellus. The Romulan Admiral stated that he was personally tired of the war and that his entire fleet was willing to declare its own neutrality and the neutrality of its home province. As this would cripple the Romulan forces on the Gorn border, the Romulan Praetor would be forced to sue for peace, ending the war. Tiercellus insisted on a personal meeting with S'Trenk to discuss terms.

S'Trenk had little choice but to accept the invitation; any chance to end the war and save countless lives was worth any risk. Even so, he was wary of a Romulan trap. Tiercellus agreed to meet him in open space, each admiral in his own cruiser and no other forces. To satisfy Gorn fears, the Romulan admiral transferred his flag to a SparrowHawk, a ship decidedly inferior to S'Trenk's command cruiser. Tiercellus even offered to allow a Gorn destroyer to sweep the area ahead of time to make sure no mines or cloaked ships were present, an offer S'Trenk accepted.

S'Trenk's battlecruiser arrived and approached Tiercellus's SparrowHawk. S'Trenk's flag lieutenant was not convinced.

"I sstill think it'ss a trap," S'Toval warned. "There are probably a dossen sshipss within range, all cloaked and waiting for the moment to attack."

"Unlikely, Lieutenant," the admiral responded. "They would have to use ssmall sshipss and have them lying here cloaked for ssix monthss to avoid our detection. Anything sshorter than that, and the ressidual effectss of their arrival could sstill be detected. And those tin canss don't carry the food or air to sstay in sspace that long."

"Then they've been eating moonbeamss, Admiral, becausse they just uncloaked!"

(SL102.1) NUMBER OF PLAYERS: 2; the Gorn player and the Romulan player.

(SL102.2) INITIAL SET UP
GORN: CC *Rex* in 3515, facing C, speed 0, WS-III.
ROMULAN: SpH–A+ *Avenger* in 4218, facing F, speed 0, WS-III. Six Snipe-A cloaked anywhere on the board not within 10 hexes of the *Rex* or *Avenger,* and not within 10 hexes of each other, facing at option of Romulan player, speed 0, WS-III.

(SL102.3) LENGTH OF SCENARIO: The scenario continues until the Gorn command cruiser *Rex* has been captured or destroyed or has disengaged.

(SL102.4) SPECIAL RULES
(SL102.41) The map is fixed; it does not "float." Romulan ships cannot leave the map.
(SL102.42) The Gorn ship can only leave the map between hexes 0110 and 0120 inclusive. This is the only means by which it can disengage.
(SL102.43) Because they have been cloaked for several months, the six Romulan Snipe-A frigates have only four crew units each. They are considered undermanned (G9.42). They have no boarding parties, shuttles, or PPTs. They can uncloak (using fade-in) at any point, but cannot move on the turn that they complete fade-in.

(SL102.5) VICTORY CONDITIONS
If the *Rex* is captured, the Romulans win an astounding victory.
If the *Rex* is destroyed, the Romulans win a decisive victory.
If the *Rex* is crippled, the Romulans win a marginal victory.
If the *Rex* escapes uncrippled, the Gorns win a decisive victory.
If the *Avenger* is destroyed and the *Rex* is crippled, the result is a Gorn decisive victory.
If the *Avenger* is destroyed and the *Rex* is not crippled, the result is a Gorn astounding victory.

Destruction or capture of all seven Romulan ships and escape by the *Rex* (regardless of its condition, so long as it is undestroyed and has working warp engines) would surely mark S'Trenk as a legendary captain.

NOTES: The Snipes are old ships and considered expendable, and so do not figure in the victory conditions. However, several months have been spent planning this trap, and a failure to destroy the *Rex* will probably cost Marcus Tiercellus his command (if not his life).

(SL102.6) VARIATIONS: The following variations can be used by the players to provide different challenges within the general conditions of this scenario.
(SL102.61) Replace the *Rex* with a Federation command cruiser or battlecruiser.
(SL102.62) Add a DD (3316) and HDD (3513) to the Gorn forces (or a DDL and FFG to the Federation forces). Replace two Snipe-As with Snipe-Bs; add two Warbirds to the cloaked forces.

(SL102.7) BALANCE: This scenario can be balanced to suit players of different levels of skill or experience by deleting a Snipe-A or replacing it with a Snipe-B.

(SL102.8) TACTICS
(SL102.81) ROMULAN: The trap must be carefully laid. Two ships must be deployed as goalkeepers astride the Gorn exit point. The others should be set up to provide interlocking fields of fire. Don't fire all of the torpedoes at once as this would simply encourage the *Rex* to use a wild weasel. Remember, the *Rex* can destroy the *Avenger* before the Snipes can reload. One possible tactic: have your ships grab the *Rex* with tractor beams to slow it down. This can gain you an extra turn or two. Consider transferring crew units to one or two Snipes to make them more functional.
(SL102.82) GORN: Discretion is the better part of valor, and it is not going to be very wise to stay and fight seven ships. As such, your first duty is to escape. Even using a HET on the first turn and maximum acceleration, it will be sometime during turn 3 before you can leave the board. That being the case, the most direct-route is not strictly necessary. Indeed, a route along the edge of the map could put many of the Snipes out of range. Whatever you chose, don't be predictable. You might even roll a die to pick a course so that you can't be outguessed.

Save your own phasers to blast plasma torpedoes. Since you will start with torpedoes armed, use them to pin down key Romulan ships, but don't reload them as you won't be on the board long enough. Save the power for shields and negative tractor. You probably won't have time for wild weasels (although one or two should be ready, just in case), but the rest can be used for suicide attacks.

An alternative would be to back out at speed 4 and use multiple wild weasels. Start at speed 8 and pre-plot a reduction to speed 4 for mid-turn.

Those seeking legendary status should be warned that no mere mortal can succeed. If you try, take out the SparrowHawk first as it is the most dangerous opponent, then go Snipe hunting. You might even manage to capture a Snipe by boarding if you want to add to your legend.

(SL102.9) PLAYTESTER'S COMMENTS: A fast-paced scenario; it's all over in a few turns. One way or the other.

(SL103.0) MY BROTHER, MY ENEMY

(Y162) *by Vincent Solfronk, Alabama*

While mapping out mineral deposits on an uninhabited planet in Y162, a Gorn Free Trader discovered the ruins of an ancient civilization. This find soon became a disaster when the trader's crew were taken over by mind-controlling plants. Under the plants' control, the trader headed for the local base where in a few days time the base's crew were also under control.

Gorn fleet headquarters first knew something was amiss when the base stopped reporting in. In order to be reassured, the Gorns sent the heavy cruiser *Predatoricon* and a destroyer. The *Predatoricon* reached the base just as the plants were leaving for further conquest.

(SL103.1) NUMBER OF PLAYERS: 2; the Gorn player, and the plant player.

(SL103.2) INITIAL SET UP
PLANT-CONTROLLED GORNS: Gorn BS (with three cargo pods) in hex 2215, WS–II. An FF, four small freighters, and an FT are docked to the base, WS-I.

GORN FLEET: CA *Predatoricon* in hex 4202 and the DD *Coil* in hex 4204; both heading E, speed max, WS-III.

(SL103.3) LENGTH OF SCENARIO: The scenario continues until all units belonging to one player have been captured or destroyed or have disengaged. The scenario cannot end if there are crew units from both players on a given ship.

(SL103.4) SPECIAL RULES
(SL103.41) Use a floating map. Plant-controlled ships can only disengage by separation, not by acceleration or evasion. If such a ship disengages with Gorn crew units on board after the conditions of (SL103.46) are fulfilled, the ship is deemed to have been recaptured by the Gorns and returned to the base for purposes of the victory conditions.
(SL103.42) The small freighters are not ready to undock. Before the scenario starts, the controlling player rolls one die for each freighter. The number indicated is the turn in which the freighters can undock. The FF can undock at any time.
(SL103.43) If any regular Gorn boarding parties board a plant-controlled ship, they immediately are controlled by the plants. This includes hit-and-run raids.
(SL103.44) If any plant-controlled boarding parties are on a regular Gorn ship, at the end of that turn and all succeeding turns 2 crew units (including one boarding party) become controlled by the plants. (Boarding party combat will be going on during this time and cause casualties to both sides.) When all crew units and boarding parties are controlled, the ship is captured by the plant player. The regular Gorn player may elect to self-destruct his ship to keep it from falling into the other player's hands (although plant boarding parties can try to block this). If the ship is taken over, it cannot move or fire its weapons for 2 turns; thereafter, it operates normally (albeit under plant control).
(SL103.45) The FT carries a phaser–3 on its option mount.
(SL103.46) All Gorn ships (not under plant control) accumulate scientific information using (G4.1). If plant-controlled units are on the ship, assume the range to be zero; otherwise use the range to the closest plant-controlled crew unit. The ships exchange this data immediately. When the total data reaches 200 points, no further Gorn crew units can become plant-controlled and one plant-controlled crew unit on each ship controlled by the Gorn player is released from plant control at the end of each turn.

(SL103.5) VICTORY CONDITIONS: Victory conditions are based on the number of plant-controlled ships that successfully disengage (to attack other areas). Count each freighter as 3 points; the free trader, frigate, or destroyer as 9 points; and the cruiser as 27 points. The plants win if plant-controlled ships totalling 12 points disengage.

The plant player receives 1 point for each ship (on either side) that takes internal damage, 2 points for each ship (on either side) that is crippled, and 3 points for each ship (on either side) that is destroyed (double this for the DD or FF, triple for the CA).

(SL103.6) VARIATIONS: The scenario can be played with ships of any race.

(SL103.7) BALANCE: This scenario can be balanced to suit players of different levels of skill or experience by adding or deleting freighters to the plant forces, by replacing some of them with armed freighters or large freighters, or by adjusting the number of points of information necessary to beat the plants. Two players could bid, the the low bidder taking the fleet.

(SL103.8) TACTICS
GORN: The FT and FF must be stopped before they can escape, as well as at least one freighter. If too many ships release at once, use tractor beams, suicide shuttles, and anything else you can to slow them down.
PLANTS: Don't try to fight. Just scatter in as many directions as possible.

PLAYTESTERS

WHO WORKED ON THIS ISSUE OF CAPTAIN'S LOG

ALABAMA: Ed Gillis, Ed Daniels, Allen Gibbs, Steven Gillis, Fleet Captain Billy Chitwood.

ARIZONA: Mark Saint Cyr, Darren Grantham, Tom Muth, David Millet, Mike Gissel, Leonard Byrd III, Henry Tyler, Jim Curtis, Bart Smith.

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GEORGIA: Committee Candidate Member Steve Petrick, Tom Stephens, James Carey, Larry Putnam, J Anthony Clem.

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ILLINOIS: Committee Candidate Member Keith Velleux.

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WASHINGTON: Bob Thien, Pat Thien.

TACTICAL NOTES

Tactical notes are the Federation & Empire equivalent of SFB term papers. Players should use the same procedure for submitting tactical notes. The ranks listed below are the same as term papers; players have a single rank and can earn promotions by term papers, tactical notes, or articles. One "Best of the issue" award, counting as two published papers for promotion purposes, is granted for SFB term papers and one for F&E tactical notes in each issue.

ONE FREE BITE — *Commander David Crump, USS Texas*

Carrier groups, and particularly the fighter-prone Hydrans, have the advantage of fighting a round of combat with no permanent damage by using fighters to cover their losses. Be careful about doing this if you plan to fight a second round, as fighters (which have no crippled step) are pure (if temporary) losses. A crippled cruiser can still contribute half of its combat power and its full command rating, subject to the risk of loss. Small carriers in reserve can keep the big carriers at full strength.

David Crump, former marketing director for Task Force and now manager of the Dallas Games Plus store, was the executive developer for F&E. He wrote most of the Tactical Notes in the F&E rulebook. With four consecutive "Best of Issue" Tactical Notes, and credit for his definitive "Combat Missions" article, he becomes the first to reach the rank of Commander.

BLITZKRIEG — *Cadet Keith T Syverson, USS Washington*

The Coalition must make the most of its first strike. Push hard. Plan ahead. If you find yourself asking "What do I do next?" you have lost because you not only don't know but aren't in position to do it anyway. The Kzinti and/or Hydran capital *must* fall; attack them before their defenses are improved. The Federation 3rd and 6th Fleets must be annihilated in the initial attacks. Do everything possible to make this happen. Hire Orions to run them ragged. Blitzkrieg works only if you pour on the pressure and never relax until you win or lose. If you don't destroy the enemy in an all out attack, saving enough ships or building extra bases to fight a 10-year war of attrition is only a waste of time.

The Coalition must win before the Alliance economy gets rolling. Many experienced Coalition players will resign the game (or try to negotiate a deal) if the Hydrans aren't off the map and the Kzintis reduced to their capital and off-map areas by Turn 8. Such resignations aren't entirely unrealistic, as they simulate a "palace coup" after the failure of the offensive to win a quick victory.

TRACKING FIGHTERS

— *Ensign Robert Andrepont, USS Louisiana*

Use your fighter and PF counters from *STAR FLEET BATTLES* to keep track of these units in F&E. When setting up each battle hex, just pull out as many fighters and PFs as you need and remove them as they are destroyed. Pennies and nickles will also work for this procedure. The handful of *SFB* base counters can be used to mark the position of new *F&E* bases until *TOTAL WAR* becomes available.

Poker chips or blank counters will also work, as will pencil and paper.

KILL THE FRD! — *Ensign Tom Ostergard, USS California*

Whenever an enemy FRD is within six hexes, send a fleet to kill it. Because it cannot retreat, you will get a shot at it, and modest amounts of directed damage will be adequate to destroy it. This forces the enemy to send his ships farther to the rear to be repaired, delaying their return to combat. The cost of replacing the FRD is high. This can be particularly effective for raids from the Kzinti Barony against the long supply lines of the Lyran ships engaged on the Federation border.

If a large fleet is defending the FRD, the attack might be rescheduled.

FEDERATION & ENQUIRE

Questions about the F&E game system and background.

* *I have 326 questions about the Campaign system included in the Star Fleet Battles rules.....* The "Campaign System" in SFB is not a complete system but a collection of notes written in response to questions by players who were trying to build their own campaigns. The campaign system for the Star Fleet Universe is the game Federation & Empire. If we built the SFB campaign guidelines into a full set of campaign rules, it would look just like (and cost as much as) F&E. The SFB "campaign rules" will probably disappear if the Doomsday Edition is ever completed. Players who want to run a campaign but don't want to buy F&E can buy the F&E rulebook as a spare part and find all of the information they need in it.

* *The Lyran Order of Battle in F&E calls for 19 destroyers, but only 18 counters are provided with the game. What gives?* As we said in the game, it was difficult to do a game of such scope with "only" ten countersheets. We had to cut some categories to the bare minimum to make it work. In this case, however, there is no real problem. Only ten of the destroyers are active on turn 1. Four of them are inactive in the southern fleet. If you don't have pirates running around, you don't even have to set up those ships before turn 3. Five of the destroyers are in the Far Stars fleet which doesn't arrive until turn 2. Knowing that we were very short of Lyran counters, we saved one here by assuming that even if you didn't lose one in combat attacking those Kzintis bases on turn 1, you would probably convert one of them to a CW or SC, so that by the time you needed the Far Stars fleet you would have enough destroyers to go around. If that doesn't work out, you can always use one of the PFTs as a substitute. It won't be confusing since there won't be any real PFTs around at that time and the substitutes will disappear the next time you convert a CW. We could have given you another DD, but then you'd be short of something else that wasn't as easily replaced. We could have put more counters in the game, but it would have raised the price. So we put the extra counters into *Fleet Pack* so that you could decide whether or not you wanted to pay for plenty of counters or skate by with just barely enough.

* *If two crippled ships equal one uncrippled ship for purposes of pinning an enemy ship, can one crippled ship (the only ship in the hex) pin anything?* No, this is a case of you do have an uncrippled ship (or the equivalent in crippled ships) or you don't.

* *Is there a way to destroy the strategic movement capability of a planet?* Only by capturing it. The planet (actually system) is a convenient place for fuel supplies to be provided to fast-moving ships. However, by placing ships adjacent to the planet, you will interfere with its ability to provide strategic movement.

* *Why can't the fighters on a planet react away from it or be used as replacements for the fighters on carriers?* Because those fighters are owned by the planetary commander who is far more interested in defending his planet than in any fleet battles way off over yonder. He just doesn't believe that he'll get his fighters back if he lets you borrow them. He's probably right.

• *On turn 1 of the historical scenario, can the Lyrans move through Klingon territory to attack the Kzintis? After all, the Klingons are "at war" and would certainly give permission.* Sorry, you'll have to wait for turn 2 to enter Klingon territory. While the Klingons are on a wartime economy, they have not declared war. Allowing Lyran ships to enter Klingon space to attack the Kzintis would allow the Kzintis to attack the Klingons on the second half of turn 1, disrupting the initial assault and destroying key bases. You might try that as an option, but it's not a rule.

• *What is the latest F&E errata sheet, and how can I get it?* The new "Eight Page" errata sheet is available from Task Force (and not from ADB) for a stamped self-addressed envelope (two stamps). The current Errata Sheet is dated 28 Oct 87. If a later sheet is done, it will be announced in Captain's Log and Starletter and will be uploaded to the GEnie computer network. A few minor items of additional errata are on GEnie at this time.

USING DIRECTED DAMAGE

by Stephen V Cole

There are two primary questions concerning directed damage: When should you use it? What should you use it on?

Answering these questions will require an examination of the basic principle of directed damage. You can guarantee that damage you cause is applied to a specific target at the cost of reducing your overall effectiveness. This less effective attack will generally be reflected in higher friendly casualties. A secondary factor is that with directed damage you can, under most circumstances, decide that the target will be destroyed, rather than merely crippled.

Directed damage is a tool, a means to an end. From the point of view of directed damage, battles can be divided into three categories: those with immediate objectives, those with tactical objectives, and those with strategic objectives.

IMMEDIATE OBJECTIVES: BASES

Directed damage is most often used when assaulting an enemy base or planetary defense unit. There are, as David Crump defined in Nexus 18, two basic types of such assaults.

In an *Attack* mission, you seek to destroy the base and occupy the hex, defeating the enemy fleet in the process. This takes a substantial superiority in firepower and numerous command ships.

In a *Strike* mission, you seek to destroy the base without capturing the hex or dealing with the defending fleet.

Directed damage is most often thought of in the Strike role, and is indeed the only way that mission can be conducted. You move in your fleet, score enough damage to cripple the base, and take whatever damage the enemy can inflict upon you. Then you repeat the process to destroy the base. Note that in the case of targets which cannot be pulled out of the enemy battle force, it is perfectly acceptable to take two turns to get the job done. If you cripple a ship, however, it will probably be pulled out and sent home for repair, resulting in only a temporary reduction of enemy combat power.

The approach battle, should the defender offer one, can be a good opportunity to cripple a key unit. For example, if the largest defending command ship is in the approach battle, take the opportunity to cripple it with directed damage.

In an Attack mission, you should examine the situation to determine if directed damage is warranted.

If the enemy has only a small force (a few ships), he is probably executing a Picket mission. If your superiority is marginal, let him do your work for you (absorb the damage with the base) and depart with a farewell salute from your phasers. If he decides to make a fight of it, use directed damage tactically to achieve sufficient superiority to encourage him to give up the base and depart. If the base is the command ship, destroying it will make his battle force less effective.

If your superiority is substantial (say, 2:1 in total ships and with a combat potential equal to that of the defending fleet without the base), the enemy will realize that the base is doomed. His tactic then will be to execute the classic Picket mission, i.e. fight one round and leave. Since it is obvious that he is doing this, use directed damage during that round to kill (not cripple!) the largest enemy ship you have the points for. (Normally you would seek to cripple units and destroy them in pursuit, but if the base is still operational, there will be no pursuit; see 307.72.) He will then realize that his position is going from bad to worse, that he cannot expect to trade a doomed base for good ships, and depart graciously. You have at least cost him a ship.

It may not always be clear if your superiority is marginal or substantial. In these cases, you can employ directed damage to achieve tactical objectives that will give you a substantial superiority, from which point you can proceed as above. Of course, the enemy may be using directed damage tactically to reduce your superiority and save the base.

The best case is when you know you can win and the enemy just won't quit. As long as he wants to stay within range of your superior firepower, let him. You might even forego directed damage if it is strategically desirable. When you detect an indication that he is about to leave, switch to directed damage on his ships and kill one before it can go. You might even use directed damage to cripple the base (encouraging him to retreat), then (if he stays) switch back to directed damage on his ships. Killing the base before he retreats will allow you to pursue his fleeing squadron.

The worst case is when a determined Attack mission meets a determined Defense mission. Both sides fully intend to occupy the hex when the battle is over. Here both sides may use directed damage tactically to achieve a firepower superiority. The base might be selected for attack by directed damage because it is, effectively, an "extra" ship in the enemy battle force, giving the defender a 10-30% bonus in firepower that the attacker can ill afford. Note that if the defender is using directed damage to kill your command ships, you might find yourself unable to generate enough points to hit the base with directed damage after a few rounds. For this reason, you will probably direct your damage on the base first. That way, your mission is at least partly accomplished if you pull out.

Note that under the optional rules your scouts play an important roll here. The base has scout channels, forcing you to include a scout in your battle force or face a die-roll penalty (308.5). This lowers your combat potential by 5% or so, and the defender will delight in crushing the relatively small scouts with directed damage.

A few words should be said about defending bases. If the base is doomed anyway, use directed damage to kill the biggest and/or best target you can afford, then cripple the base (if he lets you) and leave. If you are trying to defend the base, use directed damage tactically to cut down his firepower.

If the enemy is doing a "touch and go" (a Pin mission according to David Crump) to keep your fleet from leaving the base, use directed damage to kill the biggest and/or best available target in the one combat round that he is obligated to fight. If you want to use finesse, cripple a large ship and let the enemy decide if he will use the remaining points to kill it or cripple another unit and take his chances on the pursuit battle.

TACTICAL OBJECTIVES

The use of directed damage during a major fleet battle is the search for leverage. You must find ways that scoring a few points on a key ship now will reduce your casualties in all subsequent rounds. Using directed damage to kill a cruiser accomplishes little (in a tactical sense) if he has several cruisers in reserve. You would be better off (tactically) to let him cripple two cruisers. If it's going to be a long battle and your strategic analysis indicates that killing cruisers is a good idea, go ahead, but not if you need a tactical advantage and there is leverage to be had. If you cannot find a place to apply leverage, you have no immediate objectives (above), and there are no strategic targets available (see below), directed damage is not called for. It would be better to let him cripple ships and then pick them off in pursuit. Here are some examples of leverage:

- The number one principle of the tactical directed damage is to kill the enemy flagship. (This may not be the case if there are equal ships in the fleet and other leverage opportunities available, or if you just don't have the points to do the job.) Consider the case of a DN flagship with a CC backup. Eliminating the DN reduces the command rating from 10 to 9, effectively meaning that the DN cannot be replaced. This means at least a 10% reduction in enemy firepower (and your own casualties) in all future rounds. It may even lower the enemy below the "threshold" where he can generate enough points to use directed damage on a key unit in your force. While it would be better to kill the DN (a combined tactical and strategic result, but one that requires a large battle force and high intensity), even crippling it is worthwhile on a purely tactical basis. A crippled DN is extremely vulnerable, and the enemy cannot risk it in the battle force except in the most extreme emergencies. Hence, it WILL be pulled out of combat. Even if there are several enemy DNs in the enemy force, killing them one at a time will eventually give you the results you seek; this most often happens when defending a well-stocked capital hex, or perhaps a starbase. And remember that in the late

war both sides will have BCHs instead of DNs, and those are easier to kill. (Some players choose not to build BCHs for just this reason. Even though their lower cost means that you get two frigates for "free," these ships have a lower density and are far easier to kill by fleets of average combat potential.)

• Some CVA units are vulnerable to a leveraged tactical directed damage attack because their two elements (fighters and ships) can be attacked separately. Here it is the fighters that you will want to go after, because they are usually the smaller element. Take the Federation CVA for example. With 39 factors and 4 ships, it has a density of 9.75, equal to almost anything short of a DN. But if the fighter group is targeted with directed damage and destroyed, the density drops to 6 and (if no fighters are available from the reserves) the group will probably be replaced with four CWs (perhaps after being used as a damage sponge for one round). This means replacing 39 factors with 28, about a 10% overall reduction in Fed firepower. (Even more if the CVA was the battle force flagship and the replacement flagship has a lower command rating.) It is for this reason that every CVA in a battle force must be backed up with smaller carriers in the reserves who can feed fighters forward. If there are lots of fighters in reserve (and there always are), don't bother. If he burns fighters in several combat rounds and exhausts his reserves, then you can hit the fighter groups. (Hint: If the enemy starts using up all of his fighters and putting his smaller cripples into the battle force, he is planning to leave.)

• Scoring intermediate damage steps on carrier groups can force them to withdraw from combat or risk total destruction.

• Carrier tugs are unique targets. Their density is immense (equal to most DNs or better), but they are as vulnerable to a directed damage attack as a cruiser. The icing on the cake is that you get an important strategic target (a tug) at the same time. If you can kill it, rather than just cripple it, you get the rare heavy carrier pods as well.

• Bases, including planetary defense units, are important targets for directed damage because they amount to an enormous bonus for the enemy fleet above and beyond its command rating. Battle stations are vulnerable, but starbases can only be hit with directed damage if the defender is foolish enough to call for a high intensity rating.

• Planetary Defense Units are very vulnerable to directed damage since they are relatively small but have many fighters. Crippling a defense brigade takes only 24 points but eliminates 6 points of base and 12 points of fighters. Destruction takes another 12 points and destroys 18 combined factors, for a total of 36 invested and 36 returned, the only break-even deal you will find with directed damage (without a mauler).

• Maulers, never available in the numbers the Coalition would like to see, have a hidden advantage. They change the order in which directed damage is resolved (302.51), allowing you to see what he is doing before you have to commit your own forces. The new CW-Maulers in Total War will be more readily available, and considerably more vulnerable.

• Scouts can become important if using the optional EW rule in (308.5) or Total War. Killing the only enemy scout in the hex will put the enemy under a die roll penalty for the rest of the battle (unless he picks off your scouts).

• If you want to direct damage on fighters, study the situation. If there are carriers in reserve, there won't be much effect unless you can exhaust this stockpile. Generally, direct the damage at the fighters on his ships and bases, since planets cannot give up their fighters to the fleet and this will mean empty carriers in the pursuit battle. Maulers are great fighter killers since no points are wasted.

• It is possible in some cases to use directed damage to cripple a unit in such a way that the enemy has no choice but to use the remaining points to kill it. Look for these opportunities.

• Crippled units, if in the enemy battle force, may be selected for directed damage. While they provide little leverage, they do not use up a large number of points, and you gain the strategic advantage of an inexpensive kill. This is less useful if the enemy will retreat soon, as you can destroy those units in pursuit, but they probably won't be in the battle line if the enemy isn't fighting to the death. (If pursuit will not be possible or practical, due to enemy stay-behind units or a shortage of good pursuit ships, this tactic becomes more useful. If pursuit is likely, then killing cripples now means more escorts for the retreating ships later, unless there are more than 10 cripples.) Also note the better exchange ratio when shooting at crippled ships. A Fed CA takes 16 points to cripple, but this reduces it by 50%. Killing a crippled CA takes 8 points and you get 100% of it. Consider a Fed force of 8 CAs, each 8 points, one of which is crippled (total 60 points). You score 8 damage points. If you allow the enemy player his choice, he will cripple a cruiser and his force will drop to 56 points. If you direct on the cripple, he still drops to 56 points but you killed a ship that will be hard to replace.

• If the enemy will eventually retreat, and has several cripples, you can save a few points by crippling key units with directed damage. You will get a shot at them in pursuit, and the more crippled enemy ships there are the smaller his escort force will be.

• Put some expendable ships (e.g. CWs) in your battle force. A fleet of nothing but cruisers is very vulnerable to regular damage. The CWs and DDs in the force will compel the enemy to direct his damage on a cruiser if he doesn't want to see an unending line of cheap CWs sent forward as cannon fodder. One or two CWs will be adequate for an attack on a BATS; use up to four of them for an attack on a starbase or capital. Even though your combat potential will be slightly lower than an all-cruiser force, you do not ever want to voluntarily cripple a cruiser if you can help it.

• Pay careful attention to "plus" and "minus" points. If you let him carry over plus points, he will have more on the next round, maybe just enough to score on your base. Consider a typical Klingon Fleet of 88 points attacking a BATS. With a BIR of 5, this force has a 50% chance of scoring enough points to cripple the BATS with directed damage. If you let him carry over two points from a prior round, he has an 83% chance. If the battle is close, consider giving up a frigate to keep carrying over minus points. With 3 minus points, the 88-point Klingon fleet has only a 17% chance of crippling the BATS.

STRATEGIC USES OF DIRECTED DAMAGE

The highest, most noble, and most important use of directed damage is on a strategic basis, to destroy critical targets that are difficult to replace.

Imagine that by some fortuitous chain of events you destroyed every enemy tug. This means real problems for the enemy, who now lacks any construction capability, has his field repair capacity reduced by about 25%, cannot extend supply lines, cannot transport economic points, and has a host of other problems. Granted, some of these are of minor import in many cases, but any reduction in options and capabilities eventually comes back to haunt you.

Or imagine if you killed every enemy DN, and have a 10% advantage in every subsequent battle. Or if you killed every mauler, and your bases learned to live without fear.

Of course, you will never manage to kill every enemy tug, but if you can pick one off now and then, his capacity to perform all of those tasks that only a tug can do is diminished, and if you can get several of them, he will be in serious trouble. Worse, with every tug you destroy, he becomes less willing to risk his remaining tugs in high-threat zones, where they are most needed. (Note: The Kzintis, who cannot convert anything to a tug, are vulnerable on this point.)

What this means is that you should consider expending your directed damage attack not on an enemy warship, but on a critical specialist, such as a scout, tug, or mauler. You might even send a Strike mission after such a target (make sure it is large enough to prevent a retreat), and of course will use directed damage to ensure that it does not get away.

Strategic goals (such as killing tugs) are long term and their effects will not be felt right away. Tactical goals achieve immediate, but short-term, results.

If at all possible, you should select your target on strategic grounds. What ship, in the overall course of things during the next four turns or so, is going to be most sorely missed?

You may be forced, however, to select a less valuable target on purely tactical grounds. If you are badly outgunned in a key battle, you might not be able to afford the luxury of killing his a specialist ship because you really need to use directed damage as leverage to relieve some of the firepower disadvantage. If your enemy is in this situation, you might risk a valuable tug in battle mode. Even if the enemy kills the tug, he will still face your superior firepower for several more rounds (assuming that it is a battle he cannot afford to lose). Indeed, in many close battles, the player who uses directed damage first ultimately loses.

Here are some ideas to consider:

- Mobile bases are probably the top strategic target, although you will have to go get them. With a good fleet, you get to kill something in the approach battle and pick off a tug during the final assault. It can be even more fun to destroy a mobile base after he has paid to convert it to a battle station but before the conversion is complete.
- Tugs are key units with many uses and should be killed whenever possible.
- FRDs are extremely valuable. You will probably never get a shot at one, but if you do, take it.
- Maulers are such devastating base crunchers that you should kill them on sight. They are even more valuable when used against your ships, as an average fleet with a mauler can kill a dreadnought. Maulers also change the order in which directed damage is resolved. Even without these benefits, maulers are generally the most powerful units in the enemy fleet.
- PFTs are good targets. Killing them reduces the number of PFs that can be used in offensives. In the late War, a PFT may be the only scout in the enemy fleet, making it doubly valuable. There are also tactical advantages in that the homeless PFs now take up a command rating slot.
- Standard warships that can later be converted into dangerous units may be selected. Lyran CLs are fairly easy to kill but have a tendency to turn into BCs if left alone. If you kill every Lyran CL you see, the last few will be held back at the capital for future conversions. Every Romulan War Eagle you do not kill will eventually be reborn as a King Eagle.
- Heavy cruisers tend to be in short supply as the game drags on, and they can be converted to various useful things (maulers, command cruisers, strike carriers, tugs, etc.).
- Dreadnoughts may be a surprising choice, but 102-point Kzinti battle forces can drive the Klingons crazy by killing every C8 they can reach. A race without DNs is in trouble; the Klingons have been known to intern their last C8 to avoid the disgrace of watching it die.
- Stasis field generator ships (in Total War) are key targets.
- The electronic warfare rules in Total War will make scouts key targets as you try to avoid negative die roll modifiers. Note that scouts are expensive to replace and have limits on their production rates. The lack of scouts means that the enemy must remain with his bases if he is to have long-range reaction to your future maneuvers.
- Standard warships: When nothing else is available and you decide that you need to use directed damage (for one of the reasons given above), just kill the biggest ship you can.
- If the enemy is going to score enough points to wipe you out, you can use directed damage to kill a frigate and at least avoid the ignominy of losing everything to some of his fighters.

Should you be blessed with a target rich environment, where several interesting targets are available and the tactical situation allows you to select any of them, look for the commodity that is of the most use and in the shortest supply. (Alternatively, just kill the mauler and don't waste time thinking about less important targets.) If he refuses to put his last mauler into battle because you killed all of the others with directed damage, it's the same as having killed it. And remember that target rich environments are not necessarily just one battle hex, but could be a strategic theater in which you have the capability to slip one or more strike forces past the front line to hit selected targets.

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