

STAR FLEET BATTLES

CAPTAIN'S LOG #7



What Price Victory?



3028

THE NEXT FRONTIER

The format for Captain's Log continues to evolve and improve. This issue, the second in the new "post-Nexus" format, inaugurates several new regular features and changes some old ones.

We have four new SSDs in this issue and plan to have more SSDs in future issues. The rules for these four ships were included in the Rules Update #2 pages for their respective races.

Battleforce 500 provides you with about 200 potential scenarios and gives you some guidance on what types of fleets and squadrons work best together. These *battleforces* are designed by the senior members of the Star Fleet staff.

We have backed up our outstanding fiction in this issue with an in-depth background article on how the officers of a ship are organized and assigned. While the article is about a Klingon battlecruiser, it gives insights into the operation of all fleets. We will provide similar background articles for future fiction articles where appropriate.

This issue includes a larger selection of term papers and tactical notes than ever before. We plan to do other things to increase the variety and usefulness of the Academy section.

We have some excellent scenarios in this issue. While the days of 25-scenario issues of Captain's Log are long gone, we work to provide a variety of challenges for you.

Our F&E section continues to develop. In this issue we bring you the full gamut of F&E material: a new scenario, a tactics article, more tactical notes than any previous issue, and the answers to your questions about the strategic game system.

The birth of a new and larger *Starletter* has allowed us to drop convention announcements and future product schedules, using that space for more important and timeless material.

We don't have nearly as much art and graphics in this issue as we would like, and we'll work on having more of that in the future.

Our Special Feature this issue is one of the most useful ever released. The Star Fleet Universe Index provides quick information on ships, characters, and planets used or mentioned in Star Fleet fiction and background. This is of use to players who are creating new material or looking for existing material.

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What Price Victory?

by Mary Beth O'Halloran

CAPTAIN'S LOG: Stardate 8402.13, Captain Merrin Hunter recording. The *Yorktown* has received and verified a priority-one distress call from the small space outpost Alpha Zeta in the Thetis system. They have a reactor problem which could result in contamination of the entire outpost. We are proceeding directly to the station per Star Fleet standing orders. Continuing at warp seven will bring us to Alpha Zeta in another six hours, five minutes.

The tawny-haired Captain leaned back in the command chair, stifling a yawn. The dark rings beneath her deep blue eyes revealed the lack of sleep she had endured since starting on this mission two days ago. She never was able to sleep while the ship was in emergency status.

The message from the station still bothered her. Alpha Zeta was more than a simple mining station; it was the most advanced Federation outpost in this sector. Its large antennas listened to the Klingon ships departing from their nearby border station for their patrol routes. If the outpost became uninhabitable, it would mean the loss of that highly useful information until a new outpost could be built.

If a new outpost could be built at all. All development in the Neutral Zone was under Organian control. With the Federation station uninhabitable, the Klingons could petition the Organians to reopen the system and allow the Klingons to put a base there instead. The Klingons might even have a prefabricated base on hand so that they could claim that they could get the asteroid mines back into production more quickly.

Hunter thumbed the intercom to have a meal brought to the bridge. Another six hours.

* * *

Commander Kaita Kor slammed her fist down, rattling the computer console. She ripped the memory module from its holder and threw it across the compartment hard enough to crack the plastic case. This was the final insult. The Junior Watch Officer had retyped her entire inspection report and deleted her original copy from the file. She would take this up with Captain Keng, not that it would do any good.

Checking her chronometer, she noted it was time to go to the conference room for the meeting of department heads that Keng had called. She had allowed herself time to be a few minutes early, but set off at a brisk pace nonetheless. It would not do to be late. Keng looked for every opportunity to belittle his female executive officer. She would not give him this one.

Kaita was one of few women to reach senior rank within the Deep Space Fleet. Only her extreme competence had brought her this far, and only her cool nerves forced her to submerge her driving ambition and take whatever the male officers did or said without complaint. She would one day be a captain, and while she would not be the first female to command a starship, she would be the first in a generation to do so. Her promotion to full commander and assignment as first officer on the battlecruiser *Pitiless* had come only two weeks ago, and she already knew she was in trouble.

The only bright spot was that the *Pitiless* was the ship on which her son, Ensign Kann, served. Kann was struggling, but all new ensigns felt the pressure of their first cruise. It gave Kaita great satisfaction to see Kann grow into his job as junior communications officer. Yet even this was marred by fear that Keng would find a way to exploit his presence.

Keng found women useful only as servants or lovers. The fact that he was expected to train Kaita for command did not set well with him. His last two executive officers (both male) had gone on to command their own ships, and Kaita was obviously on her way to command if Keng couldn't stop her. Keng was nervous about his subordinates, which explained why he had technical warrant offi-

cers instead of line officers in charge of weapons and navigation, in addition to the usual chief engineer, something unusual but not unheard of. The fact that Kaita just might be a better officer than Keng genuinely frightened him. At least he had not made demands of her. He did not want a female first officer and had apparently resolved to act as if he did not have one.

The captain of a starship stood no formal watch. He appeared on the bridge when necessary; performed inspections; attended to his paperwork; and kept himself rested, alert, and fit so that he could take command immediately in the event of combat.

At least that was the theory. For as long as she had been on the *Pitiless*, Keng had elected to visit the bridge whenever it was her watch, and to remain for as long as she was on duty. Being senior, he of course occupied the command chair, displacing her to another console. Since he was senior, he could, and did, overrule or preempt any command she gave. In fact, he simply ignored her and gave orders as the watch officer. While it was technically his right to appear on the bridge at any time and take the con from the watch officer, in practice this was done only rarely and for brief periods or when some item of special interest was on the schedule. A captain had other duties to attend to, duties that Keng was leaving undone simply to spite her.

When the second or third officer stood the watch, they occupied the command chair and the captain stayed off the bridge attending to his other duties. She had twice appeared on the bridge during their watches just for the enjoyment of displacing them from the command chair, only to have Keng promptly appear and order her to attend to some duty or other.

It didn't end there. The watch officers, and particularly the first officer (who was also the executive officer), were responsible for personnel administration, which on patrol meant setting the duty roster. She worked hard to produce an efficient schedule, only to have the second and third officers amend it extensively without consulting her. Captain Keng, of course, approved the changes without question. She studied the changes to see if she had made some error and found only changes for the sake of change. Worse, she found that the second and third officer were recopying the simplest of her requisition forms and administrative reports.

The watch officers were also responsible for the endless round of inspections all over the ship. Equipment, quarters, uniforms, systems, weapons, all had to be inspected by officers to make sure that the crew remained alert and efficient. Time and again she arrived for a scheduled inspection only to find that the second officer or third officer or even Keng himself had just completed it.

They were, simply put, making sure that no official document, from the least important requisition to the most vital log entry, had her name on it. The record of this patrol would be just as though she had never been on it. Keng would then report that she had accomplished nothing toward her professional development and was unfit for command or even to hold her present rank.

She reached the conference room, took a deep breath, and stepped inside.

She had been ambushed. Set up. Sandbagged.

Arriving several minutes early, she found the department heads and watch officers already present, and already busily working on whatever it was that Keng had called the meeting for. In an instant she knew that Keng had done this intentionally and had been careful to insure that she could prove nothing. He had verbally told her about the meeting, without witnesses, and had simply lied about when it would start. His voice was almost an anticlimax.

"Oh," he began, "since you have bothered to show up, I suppose it will be necessary to begin all over. When you were late, I presumed that you were attending to some personal matter." The officers around the table snickered.

She said nothing but walked further into the room. Keng was a master at this game. The finishing touch was that there was no chair for her to sit in and no console for her to use. The conference table was triangular with three chairs on each side, each with a matching computer console. One side was for the captain and two of the watch

officers (the third watch officer presumably being on the bridge during any given meeting). The three senior department heads (weapons, navigation, engineering) occupied the second side; the three junior department heads (sciences, communications, marines) the third.

Keng must have left the deputy navigator in the command chair. This was technically within regulations, but the regulation was intended for unusual circumstances. She knew that if she protested to the fleet inspector general, Keng would claim that he had been forced to do so when she failed to appear on schedule.

Without a chair she was obliged to stand. This was more than a discomfort; it was an insult. Only yeomen and the occasional visiting cadet stood during a staff meeting.

Without a console, she would have no function in preparing the ship for whatever Keng was planning. Her name would not appear on any of the records of commands given at this meeting.

She briefly considered the idea of ordering the third officer to give way, but dismissed it. Keng would simply tell her that since she was late and the third officer was already logged into the console he should keep the seat. Again, Keng would be just within the bounds of correct behavior. Kaita knew better than to start a fight that she could not win.

"To repeat my original comments, for the benefit of our late arrival," Keng resumed speaking, "communications has intercepted and decoded a distress call from a Federation outpost in the Thetis system which has a reactor problem. The starship *Yorktown* has responded. I intend to intercept the *Yorktown* in the asteroid field near the outpost. We will arrive there well before they do, position ourselves within the asteroid field at a point where the *Yorktown* is expected to pass, and reduce our electronic signature to minimum levels."

"Won't the base's sensors detect us?" Kaita interrupted.

"Based on what information we have," the communications officer replied after Keng had nodded to him, "the reactor problem has left the base with only minimum life support."

"Satisfied, Commander? If there are no further interruptions, I will continue."

"When the Federation ship appears, we will take it under fire."

"Do you plan to destroy it?" Kaita asked.

"Not unless it is necessary," Keng responded. "It would take too much explaining to satisfy the Organians."

"A simple harassment mission," Kaita acknowledged. "I understand."

"Apparently you do not," Keng snapped. "Kripet, explain."

"The Federation outpost is nominally a mining station," the second officer began, "but it is used as a listening post to monitor our movements within the Neutral Zone. While it would be convenient for it to be removed, we cannot afford an overt act of war. It has, however, suffered a reactor malfunction which could result in the poisoning of the entire complex, assuming that the *Yorktown* does not arrive in time to assist in containing any contamination."

"How much delay is required?" Kaita asked.

"We don't know for certain," Chief Engineer Kalosh answered after a nod from Keng. "But whatever delay we cause the Federation ship will doubtless make the situation worse."

"All very clear, now, Cadet...err, Commander?" Keng asked with his most insincere smile.

"Perfectly," Kaita answered. The other officers then resumed the business of getting a starship ready for combat. Systems reports had to be updated, work crews assigned to repair any system that had a known fault or to watch those which had a tendency to break down without explanation. Marines were already suiting up and drawing weapons. Navigation charts of the Thetis star system were examined to select the area where the ship would hide. Meals and sleep had to be arranged so that everyone would go into battle with a full belly and clear head.

During all of this Kaita was left standing behind the Captain, trying to watch the console screens. Whatever his motivations, Keng was a veteran captain and she could learn much from watching him.

Kaita noted that Keng planned to lay the ship's small mines to block the channel behind the ambush point in case the *Yorktown* attempted to run the gauntlet. She asked Keng if she should go and relieve the junior navigator, but he dismissed the idea. "You never know. I just *might* need you here." That statement put an end to any idea of leaving the meeting for more worthwhile duty. No one left a meeting without permission from the senior officer present. She offered a suggestion to the second officer about loading the drone racks, but Keng cut her off. "Let the man do his job." That statement put an end to any suggestion she could make. She patiently waited ... and watched ... and fumed.

The final ignominy came just as the meeting was ending. Keng, in a carefully prepared afterthought, changed the normal battle assignments for the watch officers.

"Lieutenant Kirven," he addressed the third officer, "I think you could use some battle experience. I want you to be on the bridge. Commander Kor will exchange duty positions with you."

Kaita was furious and considered, for only an instant, drawing her dagger and slitting Keng's belly on the spot. Traditionally, the first officer's combat post was on the bridge next to the captain, along with the heads of the navigation, weapons, and communications departments. The second officer's post was at the emergency bridge. The lowly third officer was assigned to the auxiliary control station in the rear hull. Keng had effectively demoted Kaita from first officer to third. It was within regulations, barely, but definitely out of line. The third officer could be ordered to the bridge for training and experience, but that assumed that all of the senior officers had adequate experience. Keng should be taking advantage of the opportunity to observe his new executive officer in combat. Instead, he had banished her to the rear hull with the marines and engineers.

"Sir," Kaita interjected, "seniority would dictate that I be assigned to the emergency bridge, rather than to auxiliary control."

"True," Keng answered, "but then all three of my watch officers would be out of their normal duty positions. Let's leave Lieutenant Commander Kripet in the emergency bridge."

"Sir," Kaita responded, "I have just come from two years as second officer on the *Conqueror*. I am familiar with the emergency bridge; it was my combat station on that ship."

"Then you can broaden your experience by a tour at auxiliary control." His insincere smile returned.

"I spent two years at that station on board *Devisor* prior to my promotion to Lieutenant Commander."

"Enough of this, Commander!" Keng fairly spat. "We'll be at the asteroid field by the time I can reach the bridge. I don't have time to debate my prerogatives as captain and your school girl whims. While you are in Auxiliary Control, you can look after your whelp, Ensign Kann. Now, if you will excuse me?"

* * *

"Entering the Thetis system."

"Very good, Mr Fong," Hunter snapped to full alertness. "Give me a tactical display."

Hunter studied the system carefully. What was the fastest route to Alpha Zeta? Would that route put the *Yorktown* in danger of ambush or accident? The station was on the far side of the star from *Yorktown's* position, although not directly so. They could take a direct course without passing within one astronomical unit, 150 million kilometers, of the star.

"We'll take a direct course across the orbital plane," Hunter instructed, "avoid this inner planet by 500,000 kilometers, pass through the asteroid belt along this channel, and approach the base from the far side of the belt."

"Helmsman," First officer Jon Pekoe instructed, "make it so."

The *Yorktown* proceeded across the system without incident, slowing to warp 4 because of the gravity well.

"Approaching asteroid field," Helmsman Fong announced.

"Slow to warp 2," Hunter ordered. "Jon, full scan on the asteroids between us and Alpha Zeta. I don't want any surprises."

"What am I looking for?"

"Anything. Unstable asteroids, radiation fields, shuttles full of escaping crewmen, even mines or the odd Klingon."

"Scanning now," Pekoe reported. "Nothing. The field is clear as far as the scanners can see. We are getting a strong signal of leaking radiation from the station."

"Order the rescue personnel into their rad suits."

"Aye, Captain," Pekoe replied.

"Mister Corelli, do you have the phasers fully charged?"

"Yes, Captain. Shall I arm the photons?"

"Yes, standard load."

"Photons?" Pekoe asked. "A bit drastic, isn't it?"

"Best to be prepared. And with those balky phaser gyros the supply corps stuck us with the photons are the most reliable weapon we have."

"McLean, raise Alpha Zeta outpost on sub-space."

"Trying Captain, but no response."

"Keep trying. Assume that they can hear us. Tell them we are on the way."

"Aye, Captain."

"Mister Fong, take us into the field."

"Captain's Log. We have arrived at the asteroid field containing the Alpha Zeta station. Scans are negative, but the station does not answer. We are proceeding into the field at warp 2."

WHAM!!!!

Just as Hunter snapped off the recorder, the ship rocked with a severe jolt. The lights flashed, several consoles shot sparks, and the intercom erupted with damage reports.

"What the hell was that, Jon? Asteroid impact?" she demanded.

"Direct hit by phasers and disruptors!" exclaimed Corelli, the weapons officer, as he answered in place of First Officer Pekoe. "Source bearing 065 mark 1, range 45,000 kilometers!"

"Shield #2 is down 45%," Pekoe shouted.

"What?!" Hunter shot out, amazed. *Think! she thought to herself. It has to be a ship, a Klingon or a pirate. No pirate would engage a cruiser if he didn't have to, and if he did have to, he was not going to be a major problem.*

A Klingon battlecruiser, however, could be a real threat.

Think! React. Battle drill. Situation: unknown enemy vessel ahead in the asteroid field. Choices are run, fight from here, or charge. Running won't save Alpha Zeta and besides there could be minefields laid by the enemy anywhere around here. Charging into an asteroid field wasn't wise, not until she knew the situation. The #2 shield wasn't going to take another volley, although most of the enemy volley seemed to miss. We didn't pick up active fire control scanners, so the enemy is firing on passive, probably an ambush. They must have read the message from the outpost, or maybe they sent it. Alpha Zeta might have already been destroyed, or it might not.

"I'm picking up a fire control scanner from the asteroids," weapons officer Corelli announced. "They have lock-on."

"We have a drone incoming!" Pekoe warned.

Act, Hunter, act, she told herself. This is combat. This is real. This is what you always knew could happen from the day you took command. What you secretly hoped for because you didn't know how you would react. If you could react.

She did.

"Helm, full stop! Bring us 60° right; get that #1 shield toward the enemy."

"O'Leary, channel the power into the #1 shield."

"Corelli, use the starboard phasers to kill that drone."

"Jon, get me a full scan and don't miss anything this time! Asteroids don't fire at starships, so find me a target."

A chorus of aye-ayes answered her commands.

"Drone knocked out by phaser fire. Rearming phasers."

"Target is probably a Klingon cruiser, D7 by the look of that last volley, hiding in the asteroid belt. His weapons should be nearly ready for another volley. Still analyzing the data," Pekoe responded, hunched over the scanner.

Hunter's mind filled with possibilities and options. The York-

town's weapons were fully charged, but if she wasted them without a good target solution, it would take time to recharge.

"Corelli, don't waste the phasers. I want to save the energy until we have a good firing solution."

Brzustowicz, the lean navigator, spoke up suddenly. "Captain! This system is the closest Federation outpost to the Klingon base station in this sector. It *has* to be a Klingon ship."

The *Yorktown* rocked again, but this time less violently as the prepared ship's forward shield took the blow. Pekoe looked up from the scanner in puzzlement. "I've analyzed the energy of those hits, and they were definitely from a Klingon ship..."

"Klingon phaser fire verified, Captain," Corelli reported.

"Those were disruptors on overload," Pekoe analyzed. "The #1 shield is down 60%, even with the reinforcement. We can't take another volley on that shield."

"I have a fire control solution," Corelli announced, "but with the asteroids it's going to be a tough shot."

"Fire the photons and four of the phasers. Save the port phasers for drones."

"Aye, Captain, firing now," Corelli responded. "Hits! Solid hits with two photons and three of the phasers. The asteroids blocked the rest of it."

"Mister Fong, bring us another 60° right, bring the #6 shield around. Engineering, get some reinforcement on it. Corelli, keep an eye out for drones and get the weapons reloaded *Yesterday!*"

The ship shook as yet another Klingon volley pounded into the shields.

"We've got a problem!" Chief engineer O'Leary sang out. "Phaser gyros have burned out. We don't have axial stabilization on the phasers. We can't hit the broad side of a barn."

"Fix it!" Hunter yelled. O'Leary bolted for the turbolift. *Damn the supply corps and their 'lowest bidder' mentality!*

"Analyzing damage," Pekoe interrupted. "The lateral gyro is out. The other two are up but can't hold a lock. Repair crews are on the way but it will take more time to repair than it will take the Klingon to reload."

"So give me some options," Hunter snapped.

"The Klingon ship appears to be within communication range," Gail McLean stated. "Hailing frequencies are open, sir."

Hunter picked up the cue immediately. "This is Captain Merrin Hunter of the United Federation of Planets starship *Yorktown*. Cease firing at once and identify yourselves," she said loudly and firmly so McLean could transmit the message.

"Klingon ship is responding with data transmission only, sir," McLean announced.

"Let's have it."

"Mutual cease fire acceptable. Stand by."

"Confirm receipt, McLean. And demand visual contact."

"Aye."

"He's stalling," Hunter said aloud. "He's waiting for reinforcements, and we cannot wait that long." *Pretty clever for a Klingon*, she added to herself. Hunter turned her attention back to the screen and was surprised to find a Klingon battlecruiser in view at full magnification.

"Good work, Pekoe! So we've got a battlecruiser, eh?" she said as her mind focused on possible courses of action. As she watched, the Klingon ship drifted partially behind an asteroid.

"Helm, bring the #1 shield back to face the Klingon, but keep us exactly in place."

"Engineering, I want every scrap of power sent to the #1 shield, and get damage control on it right away."

There was a tense silence on the bridge as the Captain furrowed her brow, trying to come up with alternatives. Another Klingon salvo could strike them at any time.

"McLean, signal the Klingons. 'Suggest both ships withdraw by retrograde on impulse power.' Sign it with my name."

"Klingon reply is negative, Captain. I think they have sent a message to the battle station."

"Get a message off to Star Fleet."

"They are jamming us, Captain."

"Then jam them, McLean!"

"Aye, Captain. But their message already went out. Shall I try to burn through their jamming?"

"Don't bother. We can't sit here and wait for another cruiser, and we can't back out of here without them firing. We're going to have to disable their ship. We need a plan."

"Captain, do you think the Klingons would let us send a shuttle to the station?" Pekoe questioned quietly.

"You know they won't, Jon," Hunter dismissed the idea. "They either destroyed the outpost or are trying to keep us here long enough for the reactor to poison the whole asteroid." Then her eyes seemed to focus. "What are you getting at?"

"Well, suppose we send the Klingons a message that we realize their firing on us was probably a mistake and while we are resolving the dispute we really do need to send a shuttlecraft with a repair crew to Alpha Zeta station on a humanitarian rescue."

"They'll blast it out of space."

"Not if we invite them to inspect it before it proceeds to the station." Pekoe smiled.

"By pulling it into their shuttle bay."

"Of course."

"McLean, signal the Klingons. Just as Mister Pekoe said."

Hunter turned her attention back to Pekoe. "Jon, wasn't there a shuttle you and O'Leary were working on? I seem to remember one being semi-functional..."

"Yes, Captain. There's still something wrong with the engines on that piece of..."

"So it still needs work, then. A pity, that. I guess you wouldn't be willing to part with it," she asked, already knowing the answer.

"Part with it, hell! I'll give it a personal sendoff. A little Klingon baiting is good for the soul," Pekoe replied, matching the sarcasm in Hunter's voice. Hunter thumbed the intercom.

"O'Leary, I'm sending Jon down to get that balky shuttle of your's rigged as a suicide ship."

"Leave me alone, Captain," the engineer snapped back. "I'm working on the phaser gyros. Tell Pekoe to do it himself!"

"Ok! I want those phasers on line before we launch the shuttle."

"I'll do what I can, Captain. O'Leary out."

"Captain," McLean interrupted. "The Klingons have answered."

Still getting pulse code only. No voice or visual. Shuttle is agreeable if unarmed and equipped with rescue equipment only. It must be launched within ten minutes. They say for us to shut down our fire control now as a sign of good faith."

"Tell them to drop theirs too," Hunter responded. "Jon, get moving. You'll have to set that shuttle on a ballistic course. Aim it to pass near the Klingon ship. Hurry now!" Hunter caught her breath for a moment. McLean spoke again.

"They say they can't shut their fire control down; they need their tracking scanners to tractor the shuttle."

"Tell them we'll release lock-on when the shuttle is ready."

"No dice, Captain. They say to release lock-on now or they will fire."

"Captain, the shields can't take one more of their volleys."

"Thank you, Corelli, fire control off. Switch to passive. McLean, tell them we will advise when the shuttle is ready."

"They said ten minutes or no deal."

"Tell them we need fifteen."

"Captain," Corelli interrupted, "remember that the phasers are out of action."

"That's why we need the extra time. Send the message."

"They say you now have 9.5 minutes."

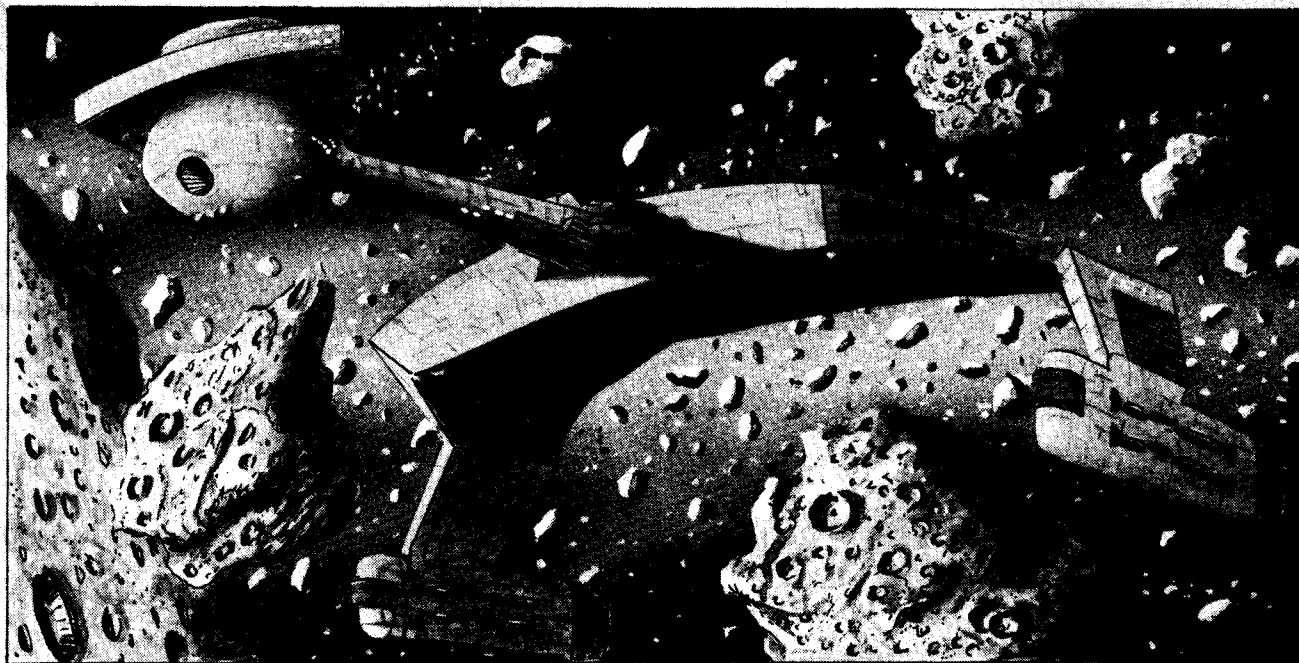
"Tell them that is acceptable." *Dammit. I'm a starship captain. I'm supposed to control the situation, not react to it. Just wait, my Klingon friend, and you'll see who is in charge.*

* * *

Kaita watched the weapons slam into the Federation ship with great joy. It was a perfectly executed attack. Despite any personal feelings about Keng, she had to admit that he was competent. The *Pitiless* had been well concealed in the asteroid belt, and the salvo of phasers and disruptors had scored with considerable effect.

Keng activated the fire control and quickly achieved a lock-on for the follow up strike. She watched the monitors and observed the drone being launched and then destroyed. She had expected no less; drones were slow and easily destroyed. They were not primary weapons, not really weapons at all, just a means of distracting Federation phasers. She had some ideas for drones that ran at a higher speed and had smarter guidance controls, but hadn't had time to experiment with them.

She cheered as the second salvo was fired, then watched in



terror as the Federation ship emptied a full salvo into their #6 shield, crushing it and rocking the ship. The return salvo from *Pitiless* was short a disruptor. Both left waist phasers had been destroyed, but since Keng had swung the #1 shield to face the *Yorktown*, that was irrelevant. She looked toward her son's console and was proud to seem him functioning calmly.

Tense moments followed as she listened to the exchange of messages. Kann had routed the communications channel to her board. When Kaita had entered Auxiliary Control, she and Kann had exchanged glances that spoke volumes, but volumes that the security officers should not hear: the love between mother and son, their mutual feelings about Keng, the reassurance of a senior officer to a junior upon the threshold of his first battle.

The intercom flashed, and she answered it eagerly.

"Kor here. Good shooting, Captain."

"Thank you, Commander. As you know, we have a truce with the Federation ship. They are sending a shuttlecraft to the outpost. We will bring their shuttle into the bay for inspection, and I'm certain that we'll find irregular items on it that will require us to confiscate it until an investigation can be completed. Prepare the shuttle bay to receive their shuttle. Send two squads of marines to the bay and have the engineers form an inspection team. I will send Lieutenant Commander Kripet to conduct the inspection."

Kaita wondered for a moment why Keng had actually given her a task to complete, then realized that the shuttle bay controls were in her station. The override systems on the bridge could land a shuttle by tractor, but that would interfere with the weapons controls. In her feeling of elation to actually be part of a clear victory for her ship, she suddenly felt a chill of suspicion.

"Do you think that's wise, Captain?" Kaita asked, then instantly regretted doing so.

"Questioning my orders again?" Keng spat. "Never mind. Kripet will prepare the shuttle bay himself."

"Sir, I only meant.... You know the Federation. They are treacherous!"

"I think not," Keng sneered. "This captain is soft. A female. Doubtless some admiral's cast-off lover given a command to ease his guilt. She is completely subdued by my strong will. Did you not see how her every attempt to negotiate better terms was rejected by me, and how she accepted that? She hasn't the brains to be treacherous. And what could she do? To move on is to find the mines we placed; to retreat is to abandon the station."

"As you wish, Captain. I have ordered the bay prepared," she replied as evenly as possible. She didn't want her hatred for this man to interfere with her professional decisions. Perhaps he was right, even if for the wrong reasons.

Keng, however, never spared her his feelings. "This is no Federation trap," he stated with distaste. "The captain of *Yorktown* is trying to pass this off as a misunderstanding. She doesn't even realize that we intentionally ambushed her ship."

Kaita resisted the urge to strangle him and continued her careful explanation of her concerns.

"Captain, she has to know that we intercepted and decoded the message that brought her here. Or she might believe that we created the crisis on the outpost. She cannot think that our encounter was mere happenstance. She is trying to give you an excuse to withdraw gracefully."

Keng was unconvinced. "You're giving the Federation bitch too much credit," he insisted.

Kor was not put off. The Federation ship could indeed be bluffing, meaning that the shuttle would probably be packed with detonation charges.

"Shall I send repair crews to the port disruptor?"

"We'll do that from here, Commander. There's no hurry as there won't be any more firing. We need only stall the Federation ship until reinforcements arrive. I intend to capture this cruiser *and* put the outpost out of action, all without firing another shot," Keng finished, satisfaction edging his voice. He was glad he had thought of the idea. Kaita never could think anything through.

Kaita glowered at Keng. She knew that the full firing capability of the *Pitiless* would be necessary to finish off the *Yorktown* in its current state, trap or not. But she didn't dare disagree with Keng at this point in the argument; she knew he already had the support of the other officers.

The weapons officer nodded in agreement with Keng. The rest were also apparently satisfied with the current solution.

* * *

Megan O'Leary squirmed uncomfortably in the gyro compartment's tight quarters. She carefully pulled a part from one of the gyros and backed out through the crawl space, handing the damaged piece to her repair crew lead man, Fred Hensen. As young as he was for this position, he was still the most capable.

"What do you make of it, Fred?"

"No way, Meg. We don't have the time to repair it. I told you that last set of gyros we got were faulty. I've got a rebuild here, but it hasn't been functionally tested," he answered, turning the part over in his hands and frowning.

"I know about the defective gyros. I've been sending memos to fleet engineering since that one went out last month. Now that you've rebuilt it, it's probably better than the originals in storage. Give it to me and I'll put it in. It's the best chance we've got."

"I'll put it in," Hensen was through the crawlspace and into the gyro compartment before Megan could protest. She didn't like to put her people in high-risk situations; she preferred to do it herself. The compartment was directly atop the main phaser bank and was subject to intense radiation. Anyone in the compartment while the phasers were fired, radiation suited or not, would be incinerated.

* * *

"Corelli, are the photons loaded?"

"Almost."

"All right, get them overloaded. Do it gradually. I need them on line by the time the shuttle arrives, Corelli. If we're lucky, they'll pull in the shuttle and it will explode. At that instant, I want you to fire the photons and phasers directly into their ship. Aim for the boom, but don't be choosy. Just get hits."

"I'll need to reactivate the fire control scanners," he responded.

"Negative, Corelli," Hunter shook her head. "That would tell them we were ready to fire. Get the best targeting you can on passive fire control."

"I'll try, Captain."

Hunter swore under her breath. All she could do for the moment was wait for the shuttle to launch. She wondered for a brief second if this was it, if her judgement had landed them in a terminal situation. She shook it off a few seconds later, knowing full well her actions were the only chance she had.

"Captain," Pekoe's voice spoke from the intercom. "The shuttle is ready."

"What about the phaser gyros?" Hunter switched the intercom to O'Leary's circuit.

"Not yet," O'Leary answered. "We need more time."

"You don't have it. The shuttle is ready, and the Klingon deadline is almost here. I need those gyros on line now."

"I have a man in the compartment working on them. He should be finished in three minutes, but it will take two more to get him out of the compartment."

"I only have two minutes, O'Leary. Get my phasers on line."

"Yes, Sir!"

"Jon," she switched the intercom back, "set that shuttle for sub-light, and aim it to pass 20,000 kilometers to one side of the Klingon. That will buy another minute or two."

"Aye, Captain," he answered.

Hunter wondered what the conversation was like on the Klingon bridge. Had she convinced them?

* * *

"I want you out of there in two minutes," O'Leary shouted into the crawlspace. "The Captain is launching the shuttle. You've got to be out of there before she fires!"

* * *

"There! They've released a shuttle," exclaimed Kort, the weapons officer.

"Standby to lock tractors on the shuttle when it comes within range," Keng directed.

Kaita Kor's voice spoke from the intercom. "Sciences officer, check the shuttle for life forms. Weapons officer, check the status of *Yorktown's* weapons."

"Hold!" Keng interrupted, slamming his fist onto the intercom button. "I am still in command, here, Kor. You may make suggestions when they do not annoy me, but I give the orders."

"I was only doing my duty as first officer," Kaita explained.

"Usurping my authority does not fall within your duty, Commander," Keng snapped. "That Federation bitch is doing exactly what I instructed her to do because she knows that my position is superior...that I am superior. Now cease interference and tractor the shuttle."

"Tractors locked on shuttle," Kaita snapped, "at your command."

"Kripet, are you at the shuttle bay?"

"Standing by, Captain."

"Very good. An officer should know his place and his duty and see to both at all times. Kort, you can close down the fire control system now. Kor, bring the shuttle aboard. Now!"

"At your command, Captain," Kaita responded reluctantly.

* * *

Hunter sighed in relief as the Klingon ship hauled in the shuttle.

"Klingon fire control went down, Captain," Corelli announced.

I wonder who O'Leary's got repairing those gyros?, Hunter thought as she waited for the Klingons to land the shuttle.

"Gyros are on line, Captain," Corelli announced. "I'm running a systems check, but my panel doesn't show a green light. There may still be someone in the compartment."

"O'Leary, get your man out of the compartment!" Hunter shouted at the intercom.

* * *

Lieutenant Commander Kripet stood in the service compartment for the #2 shuttlecraft with the marines and engineers. All were wearing vacuum suits. The shuttle normally kept there had been taken below by elevator to clear the compartment.

"Open the outer landing platform hatch," he commanded. The outer doors of the starboard shuttle bay slid open as the tractor pulled the shuttle closer.

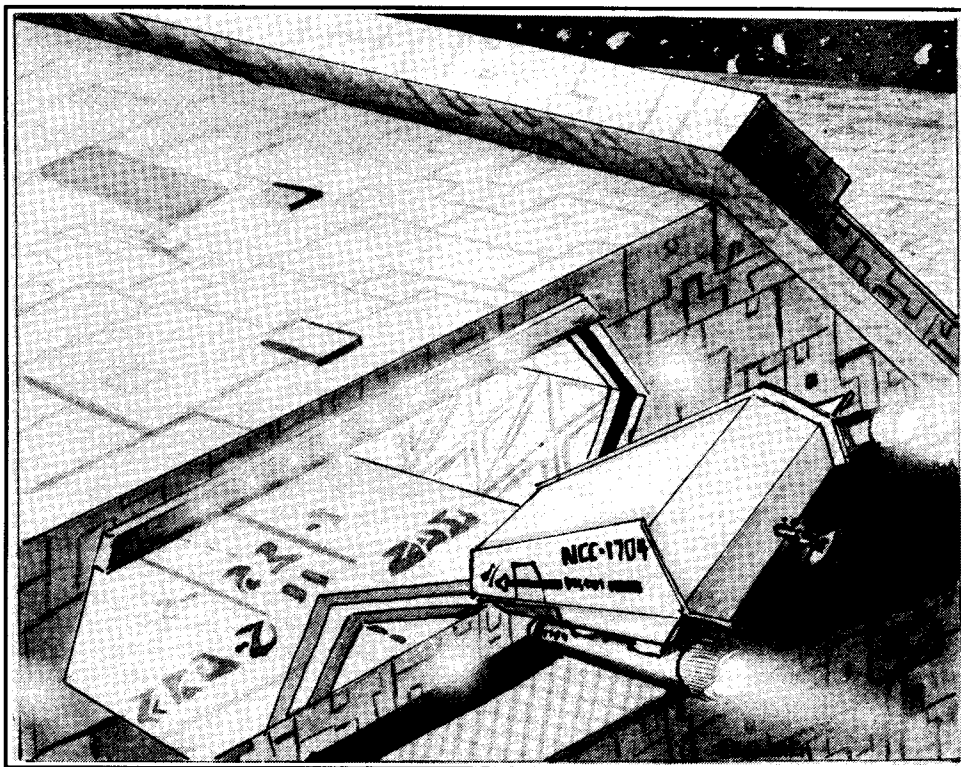
"Attention. I am going to open the inner hatch shortly. We will all remain here in the service compartment, which will be open to space, until the shuttle has landed on the deck. We will then move out and surround the shuttle with weapons held ready. Then we will close the outer and inner hatches, isolating us on the landing deck with the Federation shuttle. As we repressurize the compartment, we'll pump in sleep gas to immobilize the shuttle crew, so don't open your suits. I want this done quick and clean, but be ready for anything! There could be marines on that shuttle."

"Everyone ready? Open the inner hatch."

* * *

"Fred, get the hell out of there!" O'Leary commanded as she looked up through the crawlspace. The hatch to the gyro compartment was shut! She climbed up and tried the manual override controls to no avail. She was about to back out when another member of her repair team came up behind her.

"Fred must've forgotten to bypass the door interlock. It automatically locks for firing system checks, which are almost always done from the bridge. It's a safety feature intended to keep anybody out."



O'Leary gritted her teeth. "Captain Hunter is preparing to fire. That's why the hatch locked." She yanked the communicator from the repairman's belt and thumbed the transmit button.

"Captain, hold your fire! There's still a man in the gyro compartment! It will take 90 seconds to cycle the hatch and get him out!" O'Leary frantically worked the hatch controls.

* * *

The marines and engineers stood beside Kripet and watched the shuttle pulled toward the bay. The blinding white flash of a thermonuclear explosion was the last thing any of them ever saw.

* * *

Eyes intent on the screen, Hunter saw the flash of the shuttle explosion silhouette the Klingon ship.

"Now, Corelli. Fire!" Hunter ordered.

"But, Captain! I still don't show an all clear signal from the repair crew. Someone could still be in the gyro compartment!" Corelli exclaimed.

"Dammit, Corelli! If they aren't finished by now, we're all dead. Fire!" Hunter let out, exasperated. When he still did not move, she leapt out of the command chair and savagely pushed Corelli aside, operating the weapons controls herself.

* * *

O'Leary was still pulling on the hatch to the gyro compartment when she heard the familiar whine of phaser fire.

"No!" she screamed. "Fred!"

* * *

Kaita Kor was thrown forward from her control chair into the console with the shock of the shuttle explosion. Before she could recover, she was thrown back into her chair by the shock of photon torpedoes striking the boom. Every alarm in the compartment was wailing, and most of the consoles were roaring sparks or flames.

"Emergency stations!" she roared as she felt blood run down her face and into her mouth. "Situation report! Kann, Get me down her face and into her mouth. "Situation report! Kann, Get me the bridge!" She turned toward her son and froze. Kann was slumped over his console. Fragments from the rear bulkhead had ripped through his chair into his back. She wanted to rush to his side, but knew that her first duty was to the ship. "Duty first, my son," she whispered as she reached for the intercom controls on her own panel. Before she could get the intercom working, the public address

speakers began blaring.

"All stations, this is Lieutenant Commander Kort. Captain Keng is dead, as is Lieutenant Kirven. I am assuming control of the ship. Prepare to return fire!"

"Kort, this is Commander Kor. I am in command from auxiliary control. Lieutenant Commander Kripet was probably killed when the shuttle exploded in the bay."

"I will remain in operational control until you can reach the bridge, Commander. Turn over your station to a lieutenant. The carrier cars are shut down; you'll have to make it on foot."

"Negative, Kort. I am in command now and will remain in auxiliary control for the duration of the engagement." *I'm not going to walk into your assassins on the way to the bridge.* "Release control of the ship to me now, or I'll send the marines up there to place you under arrest for mutiny."

"Commander, I really think...."

"Kort, you are not a command officer. You are the best weapons officer in the squadron. Now cease arguing with me and engage the Federation ship. Get your lock-on reacquired and fire all available weapons. I'll bring the ship around to get the #2 shield and the starboard phasers into arc. *Execute!*"

"At once, Commander!" Kort fell into line and locked on his fire control systems. Klingons are creatures of discipline and habit. Kort had been the weapons officer for more than two years, and his hands flew instinctively to the console upon hearing the command. He was locking on weapons before he realized that he had given Kor command of the ship without a fight.

* * *

Corelli let out a whoop as the photons and phasers shook the Klingons. They really had been caught off guard! Only two of the photons and four of the phasers hit the Klingon cruiser, but it was enough. The timing was perfect. The explosion in the shuttle bay, coming only an instant before the weapons smashed through the front shield, left the Klingon ship badly damaged. The pitiful return volley, a disruptor and two phasers, didn't penetrate the shield reinforcement.

"McLean, send this message: 'Ceasefire immediately. I will do the same. Fire on my ship again, and I will destroy you.' Sign it with my name."

"Corelli, lock on the fire control. Arm the phasers but not the photons."

"Fong, back up at impulse power, and get the #6 shield toward them."

"Message received from Klingon battlecruiser, Captain. 'Ceasefire acceptable.' That's all, but it's signed 'Commander Kor.' The earlier messages were signed 'Captain Keng.' We must have hit the bridge."

"Fine, McLean. See if you can get them on visual."

"I'm trying. They don't answer."

"Phaser gyros are off-line again, Captain," Corelli warned.

"Captain, this is O'Leary."

"Go ahead."

"Fred Hensen was inside the phaser gyro compartment when you fired. He's dead, burned horribly."

Hunter cringed. She hated casualties. Not that any Captain liked casualties, it was just that she felt personally responsible for them. And in this case, she had, in effect, killed one of her own crew when she fired the phasers. Could she have waited just five or ten seconds longer to fire? Would it have made a difference? She knew that she had done all that she could, and knew that she would never fully accept that. Well, they were alive; that's all that could be said. Her thoughts rushed back to the present, and she knew she had to get the ship out and fast.

"I know, O'Leary. I heard your message but didn't have any choice. Get the phasers operational again and then get to work on damage control. We still have a Klingon out here."

"Corelli, keep your sensors locked on them and watch to see if they start arming their disruptors again. We don't know what their ship is capable of, no matter how badly damaged it appears to be."

"Aye, Captain," the weapons officer replied, "I will arm the photons since the phasers are off line."

"Belay that! If they pick up our photons arming, they will fire again, and the shields won't take it this time. They don't know the phasers are off line."

"McLean, do you have the Klingons on visual yet?" She wanted to know what they would do.

* * *

Commander Kor sat amid the wreckage of auxiliary control, coughing from the fumes of burnt circuitry and charred flesh. The combined assault of the shuttle and the *Yorktown's* direct-fire weapons had left the *Pitiless* badly crippled. The sheer nerve of the attack was more than she expected from the Federation. Could she expect the Federation ship to finish the job now?

If only Keng had taken her advice, or at least allowed her to check out the shuttle, all of this could have been avoided. She recognized the problem: A captain who was so certain that he knew the total situation that he wouldn't consider any alternatives, couldn't comprehend that he may have been outsmarted. She made a note to never allow the same thing to happen to her.

The Federation captain had transmitted a ceasefire request, which she had been able to acknowledge from her station. They now wanted visual contact, perhaps to demand surrender, or perhaps to arrange a disengagement. She sat there frozen until the beep of the intercom forced her to turn back to her console.

"Yes," was all she could muster.

"The Federation ship is demanding visual contact," Kort said. Kaita reached over to snap on the intercom's view screen.

The bridge was, if anything, in worse shape than her own compartment. Keng was truly dead, she noted with no satisfaction, a support cross-beam through his chest.

"Shall I energize the disruptors for another volley?"

"Save the energy, Kort," she replied. "Their photons take longer to reload than the disruptors. We'll know in time if they intend to resume the battle."

"But we can't let them get away undamaged! It's an insult to the Empire," he complained.

"It would be a worse insult if they finished us off," she stated.

"We'll need all the energy we have to get back home."

"No!" he cried. "We can't take the ship back like this! It would be better to have the ship destroyed in battle than to come home, showing we've been shamed by a Federation ship."

Kaita sighed, remembering how she had been just as young and foolish at one point. "And what would that gain us, Kort? The Empire would lose one of its best ships, and all the valuable data we have gathered would be lost. Isn't that worth the loss of a little pride?"

"But our careers will suffer. We will always have a stain on our records..."

"Hardly. We have conducted a notable harassment mission, and probably caused the loss of the Federation outpost. Any failure in the plan or its execution will be blamed on Keng, and he is dead so it is of no matter. We will bring this ship home under its own power, and the record will show that the larger and more powerful *Yorktown* suffered as much as we did."

"Of course, Commander, you are correct. I see that now."

"Until we get home, I will be acting in command. You will be the acting executive officer. I will now speak with the Federation captain." Kort, an academy graduate who had been kept in weapons as a technical warrant since failing at navigation and losing his commission years before, suddenly realized the implications of his position. While a battle station was nearby, the ship would probably proceed under its own power back to a starbase for complete repairs. If Kor could retain command for the trip, and perhaps afterward, he might remain as executive officer. Particularly if they supported each other at the inevitable inquest. Even if not, brief but heroic service in the XO position could get him a chance to take the navigation exam again and, if his years of studying paid off, a chance at command school. For the first time in years, a captaincy began to loom as a faint possibility in his distant future.

Kor hobbled over to the communications station, taking a moment to study her son's still-warm body in its place, headlong beside the panel. She swallowed back her tears, as they were inappropriate at this moment, and flipped the switch near her son's hand to hear the message.

"This is Captain Merrin Hunter of the USS *Yorktown*. We know your ship is gravely damaged, and we are prepared to beam aboard your survivors as prisoners of war. We offer our medical expertise to treat your wounded. Respond at once, or we shall be forced to continue firing on your ship."

Kor raised her eyebrows in response. The message was suspicious, the latter part almost certainly a bluff. What was this Captain Hunter up to, anyway? Was she really a captain, and not some admiral's lover? If so, Kaita's respect for the Federation would increase five-fold.

Finding the visual circuitry working, Kaita drew herself up to her full height. She discovered that this action was extremely painful and realized that her ankle had snapped in three places. She knew the crew watched her every move, taking their first measure of their new commanding officer. She put Captain Hunter's image up on the screen and responded.

"This is Commander Kaita Kor, acting in command of the Klingon Battlecruiser *Pitiless*. Captain Hunter, I decline your offer of medical help. I will not see my crewmembers' lives prolonged simply to suffer later at the hands of the Federation."

"I must remind you, Commander, that we do not abuse our prisoners, as we are not a violent people by nature. I cannot say the same of your people, who have again found an opportunity to violate the Organian Peace Treaty."

"We were peacefully surveying the asteroids in this system when you surprised us. We only fired in defense," Kaita said, shifting her weight uneasily.

Kort began to feel more confident in his new commander. She at least had the presence of mind to lay the groundwork that would allow the Federation to eventually dismiss the incident.

"Defense?!" Hunter spat out. "A ship that fires the first shot is not defending itself. Again, I insist you beam over your survivors or suffer the consequences."

Kaita was about to shut down the link as an answer to Hunter when her son lifted his head weakly, saying simply: "Mother." The Commander looked down incredulously, hearing her son still alive. He was gravely injured, though; a gash still bled from his forehead into his eyes. "Where did we go wrong?" he groaned.

Kaita's heart went out to him in grief and pity. It would almost have been better to find him dead than suffering like this. Still standing, she held him close to her waist, trying to comfort him. "Kann, I'm very proud of you. Your father and I always have been. You've always done your best, as you did today. The good of the Empire," she faltered as he went limp in her arms, "has been served."

"Commander?" the subspace transceiver crackled, "... Kaita, please... let me help you and your son. Let us at least beam a medical team aboard," Hunter's voice, now cracked with emotion, pleaded from the communications panel. The Commander looked up in disgust; she had forgotten to turn the link off and had displayed weakness in front of the Federation.

Sighing heavily, Kaita replied, "I regret it is too late to save my son. But no more need die. I will not surrender this ship to you. Your situation is tenuous at best. Klingon vessels will be here within hours. You can destroy the *Pitiless*, but if you do, you will not escape vengeance."

"You are right, Kaita. No more need die. I, too, have lost a son this day. Now, how do we resolve this?"

"You have already begun to withdraw on impulse power. Continue to do so. *Pitiless* will withdraw 50,000kms on impulse power, then proceed home on warp power, avoiding further contact. You may then proceed to whatever is left of your outpost. For what it's worth, we did not attack it in any way.

"We did note, in our survey, several localized areas of intense radiation you should avoid, I will send you their coordinates. Our

scientists suggest that these areas should dissipate within 18 of your hours, you might avoid those areas until that time.

"Perhaps," she added, almost as an afterthought, "in another lifetime we will speak as mothers together, sharing the deeds of our sons and daughters. But today we have placed our children next to us, fighting side by side, in glorious battle. Until then, Merrin Hunter..." she concluded, and finished by snapping off the link.

In some other place and time, she and Captain Hunter might have been friends, even sisters, with their similar turn of mind. She longed to ask her how she liked command, how hard it had been to train, how the male officers treated her. Instead, the two carried out threats and bluffs, each hoping to stall the other long enough to survive.

Kaita turned back to Kort.

"Why did you tell them about the mines?"

"Technically I didn't," Kaita admonished. "You know that the Organians forbid laying mines in the Neutral Zone. It would be a major incident if the Federation ship stumbled into them after we reached a ceasefire. If *Yorktown* had run into them during combat we could have claimed that they were drone hits and made it stick. Now they will have to go through the asteroids to avoid the mines. By the time *Yorktown* has rescued their station personnel the salvage fuses on the mines will self-destruct and there will be no trace of Keng's folly. The anti-tamper fuses will keep the Federation from trying to pick them up."

"It is the mark of a born commander to think clearly during a crisis," Kort complemented her. They both had no idea how they would be received at their home base, but at least for the moment they had done the right thing — they had survived, and just possibly the Federation outpost would have to be evacuated.

They started the huge task of getting the ship back home.

* * *

"Mr Fong, lay in a course for Alpha Zeta."

"Laid in. Estimated time to arrival four minutes."

"Captain!" Corelli protested. "The Klingons are completely at our mercy! Why don't we finish them off?"

"Not if I don't have to. I've killed one of my own crew today, and God knows how many of theirs. I won't kill the rest of them if I don't have to. Anyway, this is an 'incident,' not a battle, and I intend for it to stay that way. Killing the rest of them isn't worth killing more of us."

"I still think..."

"Enough!" Hunter snapped. "Fong, stand by to proceed at Warp 1.8 on my orders. Plot a course through the asteroid field to avoid those 'radiation zones' the Klingons mentioned." Hunter watched the image of the Klingon ship fade from the screen with more than just a twinge of sadness. The last view she had of Kor was etched into her memory, and she would wake several nights hence with the image fresh in her mind. In that scene, Kaita stood there in the wreckage of the auxiliary bridge, tunic stained with her son's blood, face twisted with pain but not with hate. How the woman managed her professional obligations in the wake of her son's death was beyond Hunter. It made her think about her own son, the one she had given up for adoption years ago because single officers with dependents were barred from command school, and from command. What had ever become of him? She couldn't bear to think about that at the moment.

If nothing else, since Merrin Hunter was the only current female commander of a Star Fleet heavy cruiser, she would have enjoyed speaking with another female captain. She wondered what the Klingon woman's training must have been like, and if she would be able to retain her new command. She wished she could talk to her of those things, and knew it would probably never happen. Perhaps, if the diplomats arranged a meeting to resolve the aftermath of this incident, there could be a few private moments. Media coverage of a meeting between the two female starship commanders would be the sort of thing that the diplomatic corps delighted in.

Moments later, the *Pitiless* boosted to warp power and left the system, and she signalled Fong to proceed to Alpha Zeta.

* * *

(SL104.0) WHAT PRICE VICTORY? (Y165)

This scenario recreates the situation shown in the story.

(SL104.1) NUMBER OF PLAYERS: 2; the Federation player and the Klingon player.

(SL104.2) INITIAL SET-UP

Use the Asteroid Belt map (#4) from Captain's Module B. Mark hexes 2319 and 3126 as asteroids. If you do not have this map, you can approximate the situation by taking a standard blank map and marking all hexes from xx12 to xx24 inclusive as asteroids except 2122-2124, 2219-2224, 2322, 2119, 2017-2019, 1917, 1817, 1714-1717, 1614-1616, 1512-1515, 1412-1414.

FEDERATION CA *Yorktown* enters map from xx30 hex row, speed 8, facing A, WS-III.

KLINGON D7 *Pitiless* in any asteroid hex, WS-III, speed 0, any facing, hidden by rule (D20.0), on passive fire control.

(SL104.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed or captured or have disengaged, or until the end of turn 10.

(SL104.4) SPECIAL RULES

(SL104.41) The map is fixed; it does not float. Any unit leaving the map has disengaged and cannot return. Either ship can disengage from any map edge.

(SL104.42) No shuttles have warp booster packs. There are no PFs or MRS shuttles in this scenario.

(SL104.43) All drones are Type-I speed-8 (slow). No special or non-standard drones are used.

(SL104.44) Neither ship has any refits.

(SL104.45) The Federation ship cannot enter any asteroid hex; use electronic warfare; overload his weapons; prepare SS, SP or WW shuttles; launch shuttles; use erratic maneuvering; or change speed until it has been fired upon by the Klingons, or hits a mine, or spots the Klingon ship. The Klingon cannot prepare SP, SS, or WWs until after he fires on the Federation. Either ship can assign guards.

(SL104.46) Do not use Commander's Option Package. The Klingon ship has four T-bombs and may (but doesn't have to) deploy them (hidden, one per hex) anywhere within five hexes of itself before the scenario begins. The Federation ship also has four T-bombs.

(SL104.47) To simulate the failure of the phaser gyros on the *Yorktown*, take six Kzinti drone counters (numbered 1-6) and place them in a cup. Whenever the *Yorktown* fires one or more phasers, the Federation player blindly draws one counter from the cup (after the damage to the target is resolved), looks at it, and places it face down beside the map. If the counter was #1 or #2, the phaser gyros have failed (the capacitors are still operational) and the phasers

cannot be fired during the remainder of the turn and during the next turn. At the end of the next turn, the counter is exposed and the gyros have been replaced (but a new counter would have to be drawn when the phasers were fired again). If the drawn counter was #3, #4, #5, or #6, there is no damage to the phasers and they can be fired normally. When the phasers are fired again, the counter must be revealed (to show that the gyros are still on line), after which the counter is returned to the cup and a new counter is drawn.

(SL104.5) VICTORY CONDITIONS: Use the Modified Victory Conditions. The Klingons receive a 10-point bonus at the end of each turn (except turns 1 and 2) if the Federation ship has not exited the map between 0101 and 0109. If the Federation ship exits the map from any other hex, the Klingons win the scenario regardless of any other conditions. Neither player receives any points for the disengagement of the enemy.

(SL104.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SL104.61) Either the Klingon or Federation ship could be replaced with a Kzinti BC.

(SL104.62) Replace the Federation ship with a CL or NCL. Replace the Klingon ship with a D6 or D5.

(SL104.63) Change the date to Y182. Give the Federation ship all available refits. Replace the Klingon D7 with three G1P or G1B PFs (one of which might be a leader variant, but the shuttle cannot be an SP). None of the G1s may be placed within 6 hexes of another G1. Use fast drones, shield refits, and warp booster packs. Commander's Options could be used for balance.

(SL104.64) Allow the Klingon player to spend up to 150 points to buy ships, fighters (based on an off-map carrier), or Commander's Options and deploy his units hidden in the asteroid belt. Use the Standard Victory Conditions.

(SL104.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

(SL104.71) Give one ship some or all of the refits.

(SL104.72) Replace either ship with a larger or smaller one.

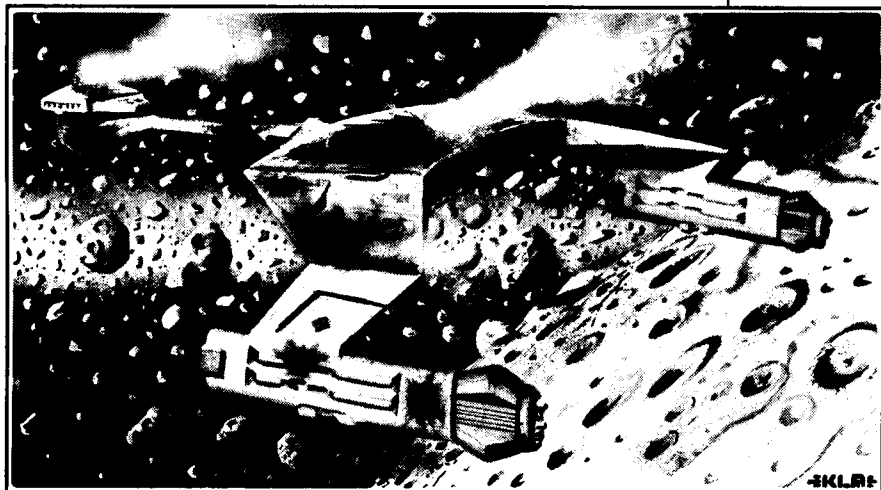
(SL104.73) Allow the Klingons to use the Commander's Option Package (i.e. special drones or T-bombs, but not an MRS).

(SL104.8) TACTICS

KLINGON: Read the (D20.0) rules carefully. You will have to fire when the Fed ship enters range five (when he spots you) so pick your place carefully. Look for a place where you can retrograde down the tunnel ahead of him. Remember that once you fire he *can* enter asteroids and outmaneuver you. Start arming a scatter pack as soon as you fire. Remember to use max ECM when you fire. While it will expose your position, so will firing, and you are going to have to dodge four photons. Study the PFC rules carefully and decide before sitting down to play if you will remain on passive or switch to active mode. You might gamble on a mid-turn speed change for the turn of engagement. Consider using your surplus energy for a tractor beam. Study the asteroid rules carefully. Being up to three hexes inside the asteroid belt can be as effective as being on the edge and gains you more ECM.

FEDERATION: Keep your eyes open and your capacitors fully charged. Maneuver a bit before you go into the tunnel to confuse any planning he did on where you will be at the end of turn 1. Once he fires, blast him and move on down the tunnel; don't stop to discuss the issue. Keep a phaser or two ready for his drones.

(SL104.9) PLAYTESTERS COMMENTS: An intense situation. The scenario can be won or lost in the planning stages.



OFFICER RANKS

IN THE STAR FLEET UNIVERSE

Most gamers have at least a rudimentary idea of military ranks, for example that a colonel is higher than a corporal. This is usually sufficient to understand most fiction and game background. For those who seek more understanding of ranks and their interrelationship, perhaps to use in creating your own fiction or adventures, we offer this brief discussion.

The ranks in the Star Fleet Universe, and those used in the film background, are based on those of the US and British Navy (and, to a lesser extent, Army). Most of the races in the Star Fleet Universe are presented as using these same ranks, which are listed below from highest to lowest.

FLAG OFFICERS

These are senior officers who never command a single ship.

ADMIRAL-IN-CHIEF: The top military officer. Klingon K12 or Grand-Marshal M12. Romulan High Admiral.

GRAND ADMIRAL: Five stars. Klingon K11 or M11.

FLEET ADMIRAL: Four stars. The Commander of a numbered fleet or major command (logistics, training) or a theater commander in wartime. Equal to a US Navy full Admiral or US Army full General or European Colonel-General. Klingon Fleet Admiral K10 or Colonel-General M10. Lyran Fourth Fang. Romulan Fleet Admiral.

VICE ADMIRAL: Three stars. Commander of a sector. Equal to an Army Lieutenant General. Klingon Group Admiral K9. Lyran Third Fang. Romulan Senior Admiral. US Navy Vice Admiral.

REAR ADMIRAL: Two stars. Commander of an operational fleet of perhaps 11 ships in wartime. Equal to Major General (division commander). Klingon Wing Admiral K8. Lyran Second Fang. US Navy Rear Admiral Upper Half. Romulan Sub-Admiral.

COMMODORE: One star. A flag officer but not an admiral. Commander of a group of 4-6 ships known as a squadron or division. Some units of this type are commanded by Fleet Captains. Rear Admiral Williams held the dual position of deputy commander of Sixth Fleet and commander of its 2nd division. Equal to a Brigadier General. Klingon Commodore K7. Romulan Commander. US Navy Rear Admiral Lower Half. Lyran First Fang.

COMMISSIONED OFFICERS

These are the officers of a starship and the most common types seen in fiction. Because of the nature of naval (and starship) combat, virtually all dialogue is between officers.

FLEET CAPTAIN: This rank appears only in the Federation Star Fleet, and in fact only once in a film episode, where it was undefined. In the Star Fleet Universe, the title is bestowed on the senior captain of a numbered fleet, such as the Sixth Fleet. The admiral commanding the fleet may use this respected and experienced officer as a squadron commander or perhaps as an advisor, aide, inspector, or instructor. No Klingon, Romulan, Lyran, or US equivalent. Chinese Senior Colonel.

CAPTAIN: This is confusing because it is a rank and also a title. Most people who are "captain of a ship" hold the rank of "captain" so there is usually not a problem. The rank is equal to a colonel of the ground forces (brigade commander) and is known as O-6 in US service. The rank insignia in the US Navy is four stripes (or the Army's "eagle" insignia). On *Next Generation* the four-stripe convention is mirrored by four gold pips. On *Star Trek* two and a half stripes were used. Klingon K6. Romulan Sub-Commander. Lyran Fourth Claw.

COMMANDER: The executive officer of a major ship (which had a captain as captain) would probably be a commander. Some smaller warships (frigates and a few destroyers) are commanded by commanders who are addressed as "captain" or "skipper" while on board. Often these people are promoted to the rank of captain near the end of the cruise (in preparation for better assignments to come)

and so a full captain could command a frigate. Equal to a lieutenant colonel (battalion commander) of ground forces (O-5), the insignia is three stripes (US Navy), a silver oak leaf (US Army), three gold pips (*Next Generation*), or two stripes (*Star Trek*). Klingon K5. Romulan Tribune. Lyran Third Claw.

LIEUTENANT COMMANDER: Might be the skipper of a frigate or police ship, or the executive officer of a ship with a commander as the skipper. (Or he could be an executive officer who had just been given the job and will be promoted to full commander if he can handle it.) In *Nexus #11*, a very junior lieutenant commander was given "command" of an old light cruiser during a short cruise, but only after senior officers turned down what turned out to be a suicide mission. On a starship, lieutenant commanders serve as department heads (engineering, medical, weapons, navigation, etc.). Equal to a major of ground forces (battalion executive or operations officer, O-4), the insignia is two and a half stripes (navy), a gold oak leaf (Army), two gold and one blue pips (*Next Generation*), or one and a half stripes (*Star Trek*). Klingon K4. A lieutenant commander can be addressed as "commander" in an informal setting, adding to the confusion. Romulan Centurion. Lyran Second Claw.

LIEUTENANT: Perhaps the most common officer on board a ship. The "working" officers who actually push the buttons are lieutenants and ensigns, and full lieutenants are those with the most skill and seniority. A typical starship (heavy cruiser) would have one full commander and perhaps four or five lieutenant commanders, but around 20-30 "working" officers. A starship captain would transfer off of his ship those officers who couldn't do the job while trying to keep the best of them for a second and third cruise. During these extra cruises, the successful junior officers would accumulate enough seniority to reach full lieutenant, but there are so few lieutenant commander posts available that even very good lieutenants will grow mature at their stations. A full lieutenant might command a very small ship (perhaps an armed freighter or Klingon E3) or a fighter squadron, or serve as the executive officer of a small ship. Full lieutenants might be head of a minor department (administration) or assistant department heads of major departments. Equal to a captain (company commander) in the ground forces (O-3), the insignia is two stripes (navy), two silver bars (army), two gold pips (*Next Generation*), one gold stripe (*Star Trek*). Klingon K3. Lyran First Claw. The commander of a starship's marine detachment is usually of this rank, but is (according to the traditions of Heinlein's *Starship Troopers*) socially referred to as "major" because a ship should not have two "captains" on board.

LIEUTENANT JUNIOR GRADE: The junior form of lieutenant. A "working" officer, usually on his second or third cruise. Sometimes a deputy department head. PF skipper. Possibly in charge of a very minor ship under very unusual circumstances. Equal to a ground forces First Lieutenant (company executive officer, O-2), the insignia is one and a half stripes (navy), one silver bar (army), or one gold and one blue pip (*Next Generation*). *Star Trek* never specifically used the rank or assigned an insignia for it, but it might be presumed to be a half-stripe. Klingon K2.

ENSIGN: The lowest officer rank; "working" officers on their first cruise. Because an officer is an officer, ensigns sometimes are assigned to command small units or to perform certain tasks. For example, the captain of a convoy escort might send an ensign to "advise" a freighter captain on how to get his ship moving faster. US and British tradition has it that an officer must also be an educated gentleman, and enlisted men who normally find junior officers to be unnecessary and outright dangerous to have around sometimes find all that education to be useful. Equal to a ground forces second lieutenant (platoon leader, O-1), the insignia is one stripe (navy), one gold bar (army), one gold pip (*Next Generation*), and no stripes (*Star Trek*). Klingon K1. British Subaltern.

CADET: A student at a military academy who has not yet been graduated and commissioned, but might be on a ship for a training cruise. Naval cadets are properly known as Midshipmen because on old sailing ships they lived and ate in the middle of the ship, while the crew lived forward and the officers in the stern.

THE OFFICERS OF A KLINGON BATTLECRUISER

The senior officers of a Klingon battlecruiser include the Captain, the three "watch officers" (one of whom is also Executive Officer or XO), the six "department heads" (three senior: Chief Weapons Officer, Chief Engineer, Chief Navigator; and three junior: Marine Commander, Chief Scientist, and Chief of Communications), and the three "Engineering Watch Officers."

The Captain holds the rank K6, corresponding to a Captain in Federation service. The Executive officer (first officer) is a K5, corresponding to a full Commander. The Senior Watch Officer (second officer) and the three Senior Department Heads are K4s or Lieutenant Commanders. The Junior Watch Officer (third officer) and the three Junior Department Heads are K3s or Senior Lieutenants (Marine Captain). The three Engineering Watch Officers (EWOs) usually include one K3 and two K2s. The other 30 naval officers on board a D7 (24 others on a D5) are mostly K1s and K2s with K3s as assistants to the weapons and navigation department heads.

The Senior Watch Officer (SWO) supervises the three Senior Department Heads while the Junior Watch Officer (JWO) supervises the three Junior Department Heads. As the four officers in either group (known as the Senior Watch and the Junior Watch) are of the same rank, the watch officers will usually be those with seniority or those possessing acknowledged skill, judgement, potential, and political connections.

The two security officers are not naval personnel.

NORMAL DUTY ASSIGNMENTS

During routine patrolling, the day is divided into three watches, each of about 6 hours. (The Klingons have an 18-hour day on their ships; the length of a day on Klinshai is not known.) The ship's main bridge must be fully manned at all times.

The Executive Officer and the other two Watch Officers each spend one of their three watches on the main bridge (in nominal command, and actual control, of the ship); a second watch conducting various inspections, paperwork, one meal, and the mandatory physical training period; and the third getting the required sleep and two of the day's three meals. These are known as the Bridge Watch, the Work Watch, and the Rest Watch. During the Work Watch the Executive Officer is engaged largely by reports, conferences with the Captain and other officers, and with personnel actions. The two other watch officers perform their inspections in the three areas they are each responsible for.

In theory, the ship will always be under the control of one of the four qualified watch officers (Captain, XO, SWO, JWO). Regulations allow a junior officer to take control during certain circumstances, and the heads of the navigation and weapons departments are usually qualified to stand watches. Sometimes the Chief Engineer or an EWO will stand bridge watches, if they are qualified. In very unusual circumstances a junior officer can be placed in control, but the Captain will (as always) be responsible for any mistakes.

The Captain stands no watch. He spends his time as he sees fit, although regulations require him (as with all officers) to get 5 hours of sleep and to perform a one-hour physical workout each day. Most of his two active watches are taken up by inspections, drills, reports, and various administrative functions (such as military discipline, promotion reviews, officer evaluations, etc.). The Captain can appear on the bridge (or anywhere else on the ship that he wishes, with the exception of the sanitary facilities of the opposite sex, and even there with warning) at any time he (or she) wishes and take over the command chair. This might be done to pay special attention to an important maneuver or other task, to observe a drill, or perhaps even to give one of the watch officers time to attend to some special task or assignment (such as preparing weapons, or even studying for upcoming promotion exams if the captain is willing).

The three-watch system is mirrored in engineering. The three engineering watch officers (EWOs) are each assigned to different areas (warp drive, impulse and reactors, ship's systems and environment) but are nominally competent in all three. Each stands one watch at the main engineering controls, one attending to his specific area (plus one meal and the exercise period), and one asleep (plus two meals).

The Chief Engineer stands no watch, but follows the same pattern as the Captain. Because his area of concern is much smaller than that of the Captain, he has fewer diversions from his primary interest. The Chief Engineer will very often take part of a watch himself to allow one of the three EWOs to perform some special test or maintenance function in his respective area.

The Landing Force Commander has an executive officer (usually a K1) and a senior sergeant. Each spends one watch in the Landing Force's day room (essentially a communications office and command post, with a small lounge and an area where a few ready-duty marines are held for use as couriers or to respond to any crisis), one performing inspections and drills, and one asleep or eating.

The medical/sciences division does not stand formal watches (although the medical officers and orderlies will if there are patients in the infirmary) but is given "task assignments" to be performed within a certain period. They set their own schedule based on the experiments or research being conducted.

Each of the other departments (weapons, navigation, and communications) uses the same basic watch-work-sleep system. Each of these department heads has two principle subordinates, usually of different ranks. The Department head and his two senior officers each spend one watch on the main bridge, one performing various assigned tasks, and one sleeping (allowing for meals and exercise, as always).

The three departments run on the same schedule; the three department heads will always stand their bridge watch with the executive officer, the senior deputies with the senior watch officer, and the junior deputies with the junior watch officer. Department heads will spend their Work Watch at the same time as the Watch Officer that they report to.

The three "working watches" (as above, plus technicians) will all serve their watch on the main bridge. During these times, the Auxiliary Control Station and the Emergency Bridge will be manned by a team of junior officers and technicians. Sometimes, for training or drills, these teams will stand their watches in their battle positions. This will normally be arranged at least once every few days.

By regulation, every fifth Work Watch (for all officers) is completely off duty, allowing the officer some personal time, in effect a day off. By tradition more than regulation, every tenth Bridge Watch is also off duty, with that officer's place taken by a junior officer being groomed for advancement. If the officer is taking a professional development course (taught by computer or a senior officer), he is allowed one hour of his work watch for this purpose.

BATTLE STATIONS

In combat, or when the crew is called to battle stations, the three command compartments are fully manned. The Captain, Executive Officer, and the three bridge department heads (weapons, navigation, communications) will be on the main bridge; the senior watch officer and the senior deputy department heads will be in the emergency bridge; and the junior watch officer and the junior deputy department heads will be in auxiliary control. In this way, each of the compartments is manned by a team of officers who have trained and stood bridge watches as a unit.

The engineers are distributed between the various bridges. The Warp EWO will be in auxiliary control and the Environmental EWO in the emergency bridge. The Chief Engineer will be in the engineering control station in charge of damage control; the Impulse EWO will be on the main bridge.

One Marine officer may be on the bridge or in the day room; the other in the day room. The senior scientist will be on the bridge; the medical officers will be in the infirmary.

OFFICERS OF A D7 BATTLECRUISER BATTLE STATION WATCH STATION
COMMAND ELEMENT

K6 Captain	Bridge	None
K5 Executive Officer (1st Officer)	Bridge	Bridge (1)
K4 Senior Watch Officer (2nd Officer)	Emergency Bridge	Bridge (2)
K3 Junior Watch Officer (3rd Officer)	Auxiliary Control	Bridge (3)

WEAPONS DEPARTMENT

K4 Chief Weapons Officer	Bridge	Bridge (1)
K3 Senior Weapons Officer	Emergency Bridge	Bridge (2)
K1 Port Disruptor Officer	Port Disruptor	Emergency Bridge (1)
T1 Starboard Disruptor Officer	Stbd Disruptor	Emergency Bridge (2)
K1 Forward Phaser Officer	Forward Phaser	Emergency Bridge (3)
T2 Junior Weapons Officer	Auxiliary Control	Bridge (3)
K1 Drone Officer	Auxiliary Control	Auxiliary Control (1)
T1 Port Phaser Officer	Port Phaser	Auxiliary Control (2)
K1 Starboard Phaser Officer	Stbd Phaser	Auxiliary Control (3)

ENGINEERING DEPARTMENT

T4 Chief Engineer	Engineering Control	None
K3 Senior Engineering Watch Officer (Warp Drive)	Auxiliary Control	Engineering Control (1)
K1 Warp Engineer	Bridge	Engineering Control (2)
T1 Warp Engineer	Engineering Control	Engineering Control (3)
T1 Shuttle Engineer	Engineering Control	Auxiliary Control (3)
T2 Junior EWO (Impulse & Reactors)	Bridge	Engineering Control (2)
T1 Impulse Engineer	Auxiliary Control	Bridge (1)
K1 Reactor Engineer	Engineering Control	Engineering Control (1)
T1 Tractor Engineer	Auxiliary Control	Auxiliary Control (1)
K2 Junior EWO (Systems & Environment)	Emergency Bridge	Engineering Control (3)
T1 Transporter Engineer	Engineering Control	Auxiliary Control (2)
K1 Environmental Engineer	Emergency Bridge	Bridge (2)
T1 Service Systems Engineer	Engineering Control	Bridge (3)

NAVIGATION DEPARTMENT

K4 Chief Navigator	Bridge	Bridge (1)
K3 Senior Navigator	Emergency Bridge	Bridge (2)
K2 Junior Navigator	Auxiliary Control	Bridge (3)
T1 Assistant Navigator	Navigation	Navigation (1)
T1 Assistant Navigator	Navigation	Navigation (2)
K1 Assistant Navigator	Navigation	Navigation (3)

COMMUNICATIONS DEPARTMENT

T3 Chief Communications Officer	Bridge	Bridge (1)
K2 Senior Communications Officer	Emergency Bridge	Bridge (2)
K1 Junior Communications Officer	Auxiliary Control	Bridge (3)

MARINE LANDING FORCE

M3 Marine Force Commander	Day Room	Day Room (1)
K1 Marine Force Executive Officer	Day Room	Day Room (2)

SCIENCE AND MEDICAL DEPARTMENT

T3 Chief Scientist	Bridge	None
T1 Scientist	Science	None
T1 Scientist	Science	None
T2 Chief Medical Officer	Medical	Medical (1)
T1 Medical Officer	Medical	Medical (2)
T1 Medical Officer	Medical	Medical (3)

SECURITY

S3 Chief of Security	Security, Forward	None
S1 Security Officer	Security, Aft	None

The distribution of Technical Officers (as opposed to line officers) is typical but there are no formal rules (except that all four command element officers must be Line Officers). On some ships, the Chief Scientist is a T2 and the Chief Medical Officer is a T3.

The officers on a D6 are essentially identical. A D7C would have three extra officers (engineer, drone, communications) and possibly another security officer. On a D5, there is only one T1 Scientist and one T1 Medical officer in addition to the two Chiefs; the Marine Force commander will be an M2 rather than an M3; there will be two fewer engineers (service/environment and tractor/transporter being combined under the second JEWO); and there will be only one assistant navigator.

TYPES OF OFFICERS

Klingon Deep Space Fleet officers are divided into three basic types: Line Officers (generally equivalent to Federation "Commissioned Officers") "Technical Officers" (equivalent to Federation "Warrant Officers"), and "Marine Officers" (equivalent to Star Fleet Marine officers).

Technical officers are designated T1 through T4 rather than K1 through K4; very few technical officers hold ranks above T4. A fleet commander will have a staff including an engineer inspector, a navigation inspector, a communications inspector, etc. Most of these will be grades 5 or 6, and many will be Technical Officers. The senior Marine officer in a fleet will be titled Fleet Marine Force Commander rather than inspector.

Pilot officers, designated P1 through P4, are considered a type of technical officer. A fighter squadron will have one P3 in command with two or three P2s as flight leaders. The fighter group on a CVA will be led by a P4. In wartime, many pilots will be enlisted and designated PE. Some line officers serve tours in fighter squadrons and may even be flight or squadron leaders. Admin shuttle pilots are enlisted, although virtually all officers are trained in that role. Ground assault shuttles are piloted by Marine sergeants.

Marine Officers are designated M1 through M10 (Colonel General) with M11 (Field Marshal) and M12 (Chief Marshal) in wartime. Line Officer grades go to K12 (Admiral-in-Chief) in peacetime and wartime.

Line Officers are, for the most part, academy graduates. They are expected to be well-rounded individuals able to operate any equipment on the ship, at least by the time they reach K3 rank.

Technical Officers are the product of various technical schools but include a fair proportion of Academy students who failed one of the hundreds of examinations and tests they must pass. Marine Officers are the product of special schools, although all Line Officers hold Marine commissions and some serve with the Marines their entire careers or return to the Marines if disgraced in the fleet.

Line, Marine, Pilot, and Technical Officers of the same grade receive the same pay and are, theoretically, of equal rank. In practice, line officers are usually senior to equal Marine and Technical Officers, although an engineering T3 with 20 years of service might not consider a Line K3 who was just sent to engineering for an experience tour to be senior to him (at least not while inside the engineering compartments).

Technical officers are restricted to their specialty, while Line officers are supposed to have a working knowledge of all systems and can be readily transferred between specialties. This restricts a technical officer's opportunities for promotion as there are fewer positions available. For example, if the Chief Engineer was a T4 he might well be an outstanding engineer but is not considered qualified, by intellect, training, or education, to aspire to command. If his senior EWO was a K3 (rather than a T3), then that officer could be transferred to navigation in his next assignment and to weapons in the assignment after that and eventually command the ship.

Watch Officers (not to mention Captains and Executive Officers) are always Line Officers, and most will have completed Command College (although this may be by correspondence in wartime). Department heads can be Line or Technical Officers. Marines can be Marine or Line officers, or even Technical Officers (although only in large Marine units with several Heavy Weapons Squads needing a technical officer as platoon commander).

Officers of the Internal Security Forces (police, customs, space rescue, etc.) are every bit as professional as their DSF counterparts, but lack the social prestige, glamor, and large ships of the DSF. The ISF uses the same K-T-M system of ranks, but appends the letter P to the designation. Thus a lieutenant commander of the ISF would be a K4P. Theoretically (and historically), all ISF personnel are DSF personnel temporarily assigned to the ISF, but in practice the two forces have little to do with each other. The ISF has its own academy, and DSF academy graduates almost never serve in the ISF. In peacetime the DSF will detail junior officers for five-month tours in the ISF in hopes that they will see "combat" against pirates and

smugglers. Some commanders use these assignments for punishment, but some junior officers actually request the assignments in hope of combat experience.

The Security forces on all ships are not Deep Space Fleet or Internal Security Forces personnel, but are from the Empire Security Service. Two officers and twelve security technicians are on board. On patrol, two technicians are in each station at all times; in combat, each station has the full six-man crew plus an officer. While cruising, the officers and off-watch technicians conduct various inspections and write their interminable reports. Security personnel have some crew training for emergencies, and security officers could (at least nominally) navigate the ship and fire its weapons. There may or may not be additional ESS personnel on board "undercover" posing as crewmen. While the security personnel are not "political officers" as in Soviet service, they can ruin an officer's career by casting doubt on his loyalty.

THE DUAL-OFFICER SYSTEM

If a Line Officer failed to perform satisfactorily in one of his early assignments, he might be "converted" to a Technical Officer and sent back to the last department in which he performed satisfactorily, there to serve out the rest of his days honorably, but without chance of promotion outside of that department. Or he might be given additional training if he is thought to have potential or has powerful patrons. It is not unknown for a Line Officer to find more professional fulfillment in one area than another and (if he is good at the job) arrange to remain in that department for extended periods, even for his entire career. A Line Officer who has been disgraced for some reason, or who is part of a disgraced family, might take refuge in a technical department, or even spend time in the Marines or Police (ISF).

It is extremely difficult for a Technical Officer to have his status changed to that of a Line Officer. This requires years of extra duty, training, tests, and the patronage of senior officers...or phenomenal luck in combat. Some captains encourage technical officers to study for possible transfer to line commissions, others discourage this.

The dual Technical/Line officer system causes some problems. A technical officer who has reached department head level will probably stay there more or less forever, becoming better and better at his job. Virtually all Chief Engineers are technical officers, virtually all of whom spend their entire career in a single ship or in two ships (one being the ship they were first assigned to and the second being a newly commissioned one). In practice, engineering will tend to be filled with career engineers (with one line officer doing a training rotation as an EWO and one or two more as operating engineers).

Captains are expected to train a proportion of junior Line officers, but given their choice will pull strings to fill their billets with Technical Officers. Being specialists, the Technical Officers will know more about their specific task than a general-duty Line officer and, being barred from command positions, will not be scheming behind the Captain's back.

Communications is considered the lowest of the technical professions. The position of Chief Communications Officer will be filled with "rejects" who can't be trusted with anything that explodes. The junior positions will usually be held by line officers in training. Because all three officers of this department do their duty watch on the bridge and have battle stations in control compartments, this tour is usually the young officer's first glimpse of the holy of holies. An ambitious officer, however, will avoid doing a second tour in this department as only one is required for a "well rounded background" and future promotions. A second tour in communications is essentially wasted time.

Medical/Sciences is a specialist field outside of the normal career path. Marines tend to be professional marines, although there are a fair proportion of line officers on training rotations, disgraced line officers seeking an opportunity to win a decoration for valor in hand-to-hand combat (and the free transfer that comes with it), and rejected line officers who can't be trusted with anything electrical (and hence were not even welcome in communications).

More than half of the officers in the Navigation and Weapons Departments will be Line Officers on their way up in the officer corps. The junior officers in these departments, however, do their duty in subordinate operating positions throughout the ship, not on the bridge itself.

OFFICER CAREERS

An officer's first taste of shipboard duty will be during his cadet cruise, a five-month tour during his senior year at the academy. The cadet serves on a ship, base, or even a ground base as a supernumerary officer, filling in for officers on their off-shifts and gaining a broad familiarization with service life. Many ships will have a cadet on board at any given time. In wartime, some ships carried as many as 30 cadets (and perhaps 10 fewer officers), with the cadets rotating between various positions for intensive training.

Line Officers usually spend their junior (K1 to K3) tours in a variety of positions gaining experience. This will normally include a tour as a junior Marine officer and as an Engineering Watch Officer, as well as weapons, communications, and navigation tours. Few line officers spend full tours in Science positions, although almost all will spend a few weeks there for familiarization. If he aspires to command, the traditional route is as head of the weapons or navigation department (after a tour as senior EWO).

Promotion is based on seniority, merit, and qualifications. An officer assigned to a department is expected to learn the position within a month and to achieve a "qualified" rating by the end of the five-month tour. Once qualified, the officer might remain in that position or move on to another position, achieving a "qualified" rating in that also. The ambitious line officer, with his eyes on the Captain's chair, should endeavour to pass through all of the subordinate positions and gain "qualified" rating as rapidly as possible.

Promotion to K2 is automatic upon completion of five tours (one each in engineering, communications, navigation, marines, and weapons) with a "qualified" rating. In practice, most officers require extra tours to achieve qualified ratings in at least one department, and many spend extra "non-career enhancing" tours in departments where they have already qualified because the service needs an officer in that department more than the officer needs a tour in another department. If a K1 has not achieved K2 within 10 tours, he will either be transferred to a technical rating, given extra training, or (if he never had the required tours) will be given priority in receiving the assignments needed to attempt qualification. The XO of a ship supervises personnel assignments, and can help or hinder a career by providing opportunities to gain the necessary 'qualified' ratings.

Promotion to K3 is less clear, but usually requires at least two tours each in weapons, engineering, and navigation, assuming that the young K2 can get the assignments he needs when he needs them. Promotion to K4 is even less well defined.

A Line Officer on the "fast track" who is thought to have command potential will spend 5 months (a standard tour) with the Marines, 5 in communications, 15 in engineering (5 each in warp, impulse/reactor, and systems/environment), 15 in weapons (5 each in drones, disruptors, and phasers), and 10 in navigation. He will have done a one-month tour in the science labs at some point, probably during his environmental engineering tour. One of his weapons and one of his navigation tours will be as a deputy department head, and one or two engineering tours will be as an EWO. By this point he will be a K3. The truly gifted become Junior Watch Officers; the merely competent will aspire to be heads of the Navigation or Weapons departments, after which they may aspire toward the position of Senior Watch Officer. Except when the "exigencies of the service" prevent it, an officer must complete a five-month command course (taught at a starbase, not on board) before he is qualified to become Senior Watch Officer, XO, or Commander.

Assuming competence and good luck, an officer could achieve command after two senior watch tours and two executive officer tours, reaching command in just under seven years. In practice, it will take closer to 15 years to reach command (if he reaches it at all), the extra time being spent in further tours in various positions.

An alternative promotion track is to transfer to a small ship (frigate or escort) while a K3, becoming a department head or watch officer on arrival (years before he would be eligible for such a post on a cruiser). An officer could realistically expect to achieve command of an E4 escort (rank K4) in 7 years, an F5 frigate (rank K5) in 9. From that point, the goal is to be transferred to a cruiser as XO and eventually as a captain. (An F5 captain would almost never be transferred directly to the captaincy of a D5-6-7 because of the need to become familiar with its systems. He would spend at least one tour as XO to gain this familiarity.) An E3 might be commanded by a K3; many G2s were commanded by K3Ps. A PF would be commanded by a K2 (with a K1 as exec) while a K3 commanded the flotilla.

It is important to note that some tours are "career enhancing" and some are not. All Line officers are required to spend one five-month tour in a Marine unit; a second tour (assuming he had achieved a "qualified" rating the first time) would not count toward promotion (unless he transferred to the marines).

The ranks shown on the table of organization are nominal. An officer could hold a given position at a lower rank if he was the only qualified officer available and had not yet received his promotion. In rare cases, an officer might be given a promotion but be left in his present position. There are at least some T5s as chief engineers, although usually on larger ships such as dreadnoughts. Except for the four "command" officers, any position could be filled by a technical officer or line officer (although it would be rare for technical officers to head the weapons or navigation departments).

Promotions tend to be faster in wartime than peacetime, thus Borzad Kallon had been captain of the *Defiler* at rank K5 for well over a year when the ship was destroyed. He had been promoted to command because he was too good to leave in a frigate, but the glacial pace of peacetime promotions had not caught up with him.

A sector commodore on a D7C (e.g. Korath on *Darkslayer*) would hold rank K7 but would still be captain of the flagship. The Klingons, unlike the Federation, preserve this "Admiral as captain of flagship" principle to the highest levels. Thus, Kumerian was a K10 admiral in command of the Red Fleet, but also the 'captain' of the C8 *Victory*. The arrangement was more official than actual; Kumerian had a K6 'deputy captain' who was the administrative captain.

F5s and E4s were usually commanded by K5s. Cruisers (D5, D6, and D7) were usually commanded by K6s; command ships (D7C, D7N, C7, C8, C9) by K7 commodores or K8 admirals. An F5L might be commanded by a K5 or K6. Support versions of the D5 (G, H, P, S) were often commanded by K5s.

NON-SHIP OFFICER ASSIGNMENTS

In an effort to maintain some turnover and keep promotions from stagnating, the Klingons have attempted to provide honorable alternative (i.e. non-ship) service for officers at all grades. Thousands of DSF, ISF, and Marine officers serve in non-ship billets throughout the empire.

Service on command or embassy staffs is considered a choice assignment by some officers who spend their entire careers in such billets. Others do tours there to gain broader experience for later command. Academy positions are choice tours for future admirals.

Thousands of ground bases are scattered across colony and outpost planets; many have DSF officers in command. (While Marines might seem more suited to command ground bases, they lack the technical and tactical education for such positions.) Most small bases are commanded by K1s or K2s, but the fighter bases are treated as ships and commanded by K3s or K4s. Military governors of even the most remote planets are usually K4s (or M4s) or above. Officers with lower social status or career potential are often consigned to ground bases permanently.

Klingon freighters are commanded by retired K3s and K4s; most freighter officers are retired fleet officers. Naval auxiliaries are commanded by active-duty officers.

For an officer who has reached K3 or higher rank and who lacks any prospect for further promotion, retirement can lead to a wide variety of civilian jobs in management and technical fields.

STAR FLEET COMMUNICATIONS CENTER

HAVING A CONVENTION?

ADB publishes announcements of upcoming conventions that have SFB tournaments (in Starletter) and lists of SFB tournament winners (in Captain's Log). Send such information to ADB 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.

For the convenience of tournament players and judges, a complete set of tournament rules and SSDs was published in Captain's Log #6 with minor addenda in Captain's Log #7.

Task Force Games operates its own convention support program. Send them a stamped self-addressed envelope for information on what they can do for you.

BATTLE ORDERS

Announcements of upcoming conventions will no longer be carried in Captain's Log. These will be carried in Starletter.

This is being done for several reasons. Starletter, being a newsletter, is a more appropriate place for "news" to be published. Captain's Log, being a product that is available in stores for years, is really an inappropriate place since such "news" will be "old news" long before the product's life cycle is over.

Perhaps more importantly, Starletter is published on a set schedule, while Captain's Log is not, giving you a better idea of when your announcement must be in our hands.

LOS ANGELES ORIGINS-89

Task Force and Amarillo Design will sponsor the SFB National "Gold Hat" Championships at Origins for the 7th year. There will be a 128-player single-elimination Captain's Tournament, the unlimited-player Patrol Tournament, as well as F&E, Space Hockey, and Combat Rally tournaments. There will also be seminars on tactics, Joint Chiefs, and the Star Fleet Universe. For reasons best left unspoken for now, this is the Origins you don't want to miss. Info from Strategicon, P O Box 8399, Long Beach CA, 90808 or call 213-420-3675. Origins will be held 28 June - 2 July at the Los Angeles Airport Hilton. This is the Origins you do not want to miss!

GEN-CON GAME FAIRE 89

We had so much fun at Gen-Con last year that we decided to do it again! Task Force and ADB will sponsor a Patrol Tournament and seminar at this year's Gen-Con in Milwaukee from 10-13 August. Info from Gen Con, P O Box 756, Lake Geneva, WI 53147.

TOP SFB PLAYING GROUPS

Captain's Log carries announcements of the top SFB playing groups, those with regular meetings, large memberships, GENie access, and members of the SFB staff:

★ New Jersey: The largest SFB group. Meets most weekends at Miracle Chemical Company, 424 Highway 33 Suite 4, Howell, NJ 07731. Contact Bill Neumann at above address or 201-409-2971. GENie contact A.MEDICI. Designed Space Hockey.

★ Houston: John Viles, 5840 Glenmont #70, Houston TX 77081 (GENie F.CRULL). Meets weekly. Working on ISC campaign.

★ Los Angeles: Contact Ron Spitzer at Task Force for information on local groups and conventions (GENie NWC..TFG).

★ 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. Primary F&E development group.

★ Chicago: Keith Velleux (K.VELLEUX1), 1934 N 74th Ave, Elmwood Park, IL 60635 or John Berg (J.BERG11). Meets Sunday.

★ New York: Contact John Hammer (J.HAMMER1), 79-10 Bell Blvd, Bayside, NY 11364. Meets most Sundays.

★ North Carolina: Jim Hart (GENie J.HART11), 1309 Castalia Drive, Cary, NC 27513.

BATTLE REPORT

SFB Tournament winners at recent conventions:

- WARCON-88, 6-8 Feb 88, Texas A&M: 1st David Etheredge (Hydran/Fed), 2nd Dan Schmitt (Tholian/Klingon), 3rd Daron Kawamoto (Hydran/Hydran). Judge Tim Jacobs; report by Cory Light. Players used larger ships in each round.

- MAGNUM-OPUS-CON, 25-27 March, Columbus GA. 1st Steve Petrick (Klingon). (Incomplete report.)

- ORIGINS/GENCON — FLEET CAPTAINS: 1st: Sandy Hemenway (Kzinti, Command Cruiser *Ice on Fire*), 2nd: Eric Hyman (Hydran), 3rd: Doug Junker (WYN) and Vince Bieksha (Kzinti), 5th: Koenig (Gorn), Gilson (Kzinti), Leuthold (Gorn), Glenn (WYN); 9th: Zimdars (Kzinti), Cantrell (Klingon), Bushke (Andro), Grossman (Lyran), Yee (Hydran), Hull (Andro), Ladd (Lyran), Kramer (Rom).

- ORIGINS/GENCON — PATROL: 1st Jay Clendenny (WYN), 2nd Ken Lin (Romulan), 3rd Phil Swikert (Fed) and Ron Spitzer (Rom), 5th Chris Naughton (Lyran), John Steele (Lyran), Tom Chartoff (Klingon), Rob Patterson (ISC); 9th: Kay (Kzinti), Seifert (Orion), George (Andro), McClure (Rom), Slusarek (ISC), Rushing (Thol), Atchison (WYN), Gilbert (Lyran).

- ORIGINS: Combat Rally I: Joe Manak (Fed); Combat Rally II: Tom Carroll (Klingon); F&E: Bill Walter (Gorn); Miss Star Fleet 88 was Jennifer Bass.

- COUNCIL OF FIVE NATIONS, 7-9 Oct 88, Schenectady, NY: 1st Kevin "Mad Dog" Hillock (Andro), 2nd Tony "Bananas" Medici (Klingon), 3rd John Stiff (Gorn) and Edward Slusarek (Fed), 5th Joe Mannino (Rom). Judge John Hammer.

- DRAGON CON: 7-9 Oct 88, Atlanta, Georgia: 1st Sean Mattingly (ISC), 2nd William Sligh (Kzinti), 3rd Jay Schneider (Hydran), 4th Marco Chacon (Fed). Judge Steven Petrick.

- R-H GAME-A-THON-I, 5-6 Nov 88, Memphis TN: 1st Stephen White (Lyran), 2nd Tim Kellogg (Andro), 3rd Jesse Hudson (Rom), Todd Rooks (Gorn), Kent Sanborn (Kzinti); Judge William Neitzel.

- ROCKCON, 5-6 Nov 88, Rockton IL: 1st John Hilgers (Lyran), 2nd Clay Sager (Kzinti). Judges John Berg, Keith Velleux.

- S&S GAMING, 15 Jan 89: 1st Eric Hyman (Hydran), 2nd Hwan Rhee (Lyran), 3rd Don Clark (Fed), Runners up Joseph Harney (WYN), Kevin Hillock (Andro), Tony Medici (Andro), Edward Slusarek (Fed); Judge John Hammer.

Reports on the winners at SFB tournament must include the following information: Convention name, date, format (ships used, structure, standard CL6 rules, etc.), top four finishers (and the ship that they flew), judge, any special information.

STAR FLEET BATTLES PLAYER CONTACT SYSTEM

Task Force Games has announced the inauguration of a new player contact system. All known SFB players are being entered into a computer database. If you want your name listed, just send a postcard to Task Force Games and state your name, address, and phone number and that you want to be put on the Star Fleet Battles Player Contact List. You can do this by letter, but please don't include a note asking to be listed in the middle of a long letter asking game questions and/or proposing new ships. Put it on a separate page so we can hand it to the lady managing the system and keep things as efficient (and costs as low) as possible.

The list is in Zip Code order. To obtain a copy of the list for your area, send a stamped self-addressed envelope and \$1 to TFG and request the list for your area. (Please, this must be separate from all other correspondence in order to keep efficiency high and cost low.) If you wish to obtain the list for an adjacent non-sequential area (probably across a state line) include the zip code there and another \$1. Players cannot order lists for non-adjacent areas. TFG will not mail the first lists until July 89 but will accept your order, enter your name, and hold your envelope for the official release date.

MISSING SCENARIO AUTHOR

Get the B-10: A scenario without the author's name. It's set in Y201 and involves a spoiling attack by the Andromedans. If you can identify your scenario, we'd like to use it sometime.

STAR FLEET BATTLES COMPUTER NETWORK

Star Fleet Battles is active on the GENie computer network. Star Fleet Battles is Category 10, page 805, in the Games Roundtable. Topics discuss SFB, F&E, doomsday, questions, rules changes, major projects, addenda, tournaments, conventions, new ships, etc. An active Play-by-Mail operation will be found in Topic 34. You can send term papers directly to Topic 7 or tactical notes to Topic 19.

Many downloads (new SSDs, software to allow most computers to read SSD files, playtest scenarios, prototype rules, drafts of articles, lists of players by Zip Code, etc.) are available in Library 16 of page 806. (All downloads are official ADB material; public uploads are allowed only if approved in advance.) Files downloaded from GENie remain under ADB's copyright and are not to be uploaded to other systems.

Real Time Conferences with top SFB staff members are often held in Room 3 of page 805.

You can send Electronic Mail to ADB (via STEVE.COLE).

Ask your computer dealer or local bulletin board for information on how to gain access to GENie, or call GENie at 800-638-9636 and ask them for information. Please don't call Task Force or ADB for advice on how to use GENie; everything we know is in the manual. Sorry, we can't start an SFB section on the computer network you are using. It's actually easier for you to get into GENie than for ADB to get into other networks, and we can't coordinate two BBSs.

STARLETTER

The official Star Fleet Universe newsletter has been completely reformatted. No longer a single page, it is now a full four pages, including (in a typical issue): New product announcements, addenda, convention schedule, proposed rules changes, a new scenario to playtest, and the SSD of a new ship. Starletter also includes information on Task Force new releases and mail order specials.

Starletter #57 included a revised version of rule (G7.9), the SSD for the Romulan RoyalHawk, and playtest scenario SP463 Tang-Chil about a Kzinti fighter strike.

Starletter #58 included three SSDs revised in Update #2 (Gorn Destroyer, Federation CVA, Orion CR+) and two new PFs (Klingon G1N and Lyran Bobcat-C).

Starletter is mailed on or before the 15th of odd-numbered months (Jan 15, March 15, etc.). Announcements of upcoming conventions or tournaments should reach Task Force by the 15th of the preceding month to ensure inclusion.

Subscriptions are \$5 for six issues in the US, Canada, APO, and FPO (mailed first class). Overseas subscriptions are \$10 for six issues and are sent airmail. All payments must be in US funds. All checks must be drawn on a US bank and have magnetic code numbers on them. International Postal Money Orders (and US postal money orders) are acceptable.

Back issues are available from Task Force as spare parts. Send a stamped self-addressed envelope for a parts list.

PHASER-G

Questions with brief but important answers.

* *Where did those new T-bomb rules (in CL6) come from? Did someone get creamed by mines and change the rules without any testing?* The new T-bomb rules are the result of a major project that involved more than 1,000 hours of testing by 20 groups over a period of more than a year. We are quite happy with them, and they are the official rules. All of the changes make them harder to use, but skill can compensate for virtually all of that.

* *What does "IKV" mean?* Imperial Klingon Vessel.

* *I don't understand what pod combinations on the Fed tug are legal.* Basically there are only two rules. You can't have two double-weight pods, and the FA arc on the rear pod is blocked. We recently added a third rule (that a battle pod or carrier pod in the rear position is treated as cargo) to avoid using its non-fireable photons as padding for hits on the photons on a battle pod in the forward position. Also remember that if a double-weight and single-weight pod are both carried, the double-weight pod must be in front.

STAR FLEET UNIVERSE INPUT GUIDE

While a more formal (and more extensive) "input guide" will be presented in a later issue of Captain's Log, we wanted to provide you with some guidelines (and repeat the usual disclaimers and instructions that appear in all SFB products).

NEW RACES: Do not send these. We will probably never accept new races for publication again. We have 130 on file from the Supplement #4 project and will use some of them in a future product, but any new races received are discarded unread.

NEW SHIPS: The following are not accepted: Battleships, variants of heavy battlecruisers, cruisers with DN weapons, ships that use foreign technology, ship separation, X-ships.

TIMELINE or INDEX: Proposed additional entries or corrections should be typed, on a separate page from other data (all timeline data on one page, all index data on another), and provide full documentation of where the additional information was found.

PROPOSED CHANGES: Put all data for each rule (example: D7, H3, etc.) on one sheet or set of sheets.

SOFTWARE: Yes, we know SFB software would be a good idea and will release it when it becomes practical. Until then, please do not send software proposals.

QUESTIONS: Give rule numbers. Phrase the question so that it can be answered yes or no, or with a few words, or by circling one of several possible answers. Leave a blank line or two between questions. Remember that we cannot answer 'why' questions but may keep them on file for use in Captain's Log. It is advisable to only send about 10 questions at a time as those are usually answered on the day we get them; letters with 100+ questions are put on the bottom of the pile. Try to look it up in the rulebook first.

SCHEDULE: Questions about when a new product will come out or what is in it should be sent to TFG, not ADB.

As always, questions and expansion material for the STAR FLEET UNIVERSE should be sent only to Amarillo Design Bureau, in care of Task Force. All correspondence must include a stamped self-addressed envelope if you wish to receive an answer or evaluation of your submission. Your return envelope MUST bear enough postage to cover the return of your questions (about four pages to one first class stamp). Foreign customers should enclose three International Reply Coupons, not foreign stamps or money. (Note carefully that while sent to the same address as TFG, mail for ADB and its associated stamped reply envelopes must be separate. If you send mail to both companies with one reply envelope, only one company can reply.)

It is imperative that you place your name and address on every page of your submission. Please do not put questions and expansion material on the same sheet. Put each rule, scenario, or ship on a separate sheet. All future products for the STAR FLEET UNIVERSE will be prepared by ADB; all questions relating to existing products will be answered by ADB.

All submissions of new material are accepted ONLY under the following terms unless specifically agreed otherwise in writing by ADB: All materials submitted immediately become the property of Amarillo Design Bureau and may be used, modified, expanded, or changed as we see fit. Any publication of such submissions will be deemed a "work done for hire." All materials used will be credited to the original author to the extent of his original submission. All submissions MUST include a stamped self-addressed envelope for use in sending you an evaluation of your material; *the material itself cannot be returned.* You should retain a complete copy of your material for your own use. Authors submitting material used in Captain's Log or other products will receive a copy of that product and/or other compensation at the discretion of ADB. Fiction is paid at our standard rates. No work based on, for use with, or incorporating elements of ADB's copyrighted products can be produced or copyrighted without advanced written permission of ADB. Submission of any material is considered to be acceptance of these terms, which are legally binding on all submissions not specifically exempted by the Bureau in advance and in writing. For additional details, contact the Bureau.

COMMAND THE FUTURE!

This regular feature provides updates on recent Star Fleet Universe products.

Only products recently released are listed in Captain's Log. Announcements of upcoming products are carried in Starletter.

Released in 1988: Nexus #18, Captain's Log #6, Captain's Module A *Battlecards*!, Captain's Module B Terrain Maps, Rules Update #2, new counters for Volume II and Reinforcements #1, and Starletter #52-57 (#57 being the new four-page format).

RECENTLY RELEASED: SFB RULES UPDATE #2

This 64-page book is a compilation of rules and scenario material previously published in Nexus and Captain's Log, and it is more than that. It includes: D15 Ground Combat, D16 Advanced Boarding Parties (with two new ship diagrams and conversion data tripling the number of ships), D22 Energy Balance Due to Damage, FD10-14 Drone Module, FP8-10 Plasma Module, all 20 of the scenarios from Nexus, the one scenario from VIP of Gaming, the UN1 Bargantine Campaign, and all of the ship (section R) rules from SSD Books #7, #8, and #9. All of this material has been completely updated and revised and incorporates all addenda for those sections (including a considerable amount printed nowhere else). The TK5 and OK6 SSDs are included, as well as three entirely new SSDs never seen before (Andromedan Viper, WYN Barracuda Frigate, and Klingon ISF E4V escort carrier). The ship rules (section R) include a compilation of all addenda for the ships of each race (not just those on the pages) as well as a compilation of ship names. More than three dozen entirely new ships are included in the R-sections. All of the pages are formatted and punched to go directly into your rulebook. Price is \$7.95. Update #2 was shipped in early December and should be in your store now.

TO ASK THE QUESTION: "WHY?"

IMPROVED WEAPONS

Several people have proposed revised and improved versions of various weapons. These usually involve simply changing the tables to show greater effects extending to longer ranges or subtracting various factors from the die roll based on the calendar. (There is also the perennial proposal for a phaser that is better than a type-I but can be carried by ships where type-IVs cannot, and the ever-popular Gatling Phaser-1.) We have always rejected such things simply because they will provoke a meaningless arms race.

The scenario goes something like this. For some noble purpose one ship of one race is given this "improved" weapon. Possibly a Super Photon to tackle Romulan bases. Perhaps it's a phaser-1.5 on a Kzinti ship to combat Lyran ESGs. Once that weapon is added, however, everyone from every race wants to use it. Then everyone wants every other weapon improved to be equivalent to it. Finally, we have to improve everyone's shields to compensate for the stronger weapons. After six months of having the game in an uproar (combat power and BPVs change every week, SSD books are revised and reprinted, tournaments degenerate into chaos as people are using March rules against February ships), we would be right back where we started from.

While it is accepted that minor improvements were being made continuously throughout the galaxy, these were made in parallel, effectively cancelling each other out. Showing these developments in the game would divide SFB into a dozen different games from as many historical periods. This would not be a positive development. With the Sub-Light Game, the unpublished Early Years module, the basic game (before and after refits), First Generation X-ships, and the lamented Supplement #2, we already have six distinct time periods. Surely that is enough.

A journey of a thousand miles begins with a single step. To preserve playability and sanity, we've decided not to make the trip.

STAR FLEET BATTLES TRIVIA CONTEST

Trivia has been a prime brain-teaser for centuries, and *Star Fleet Battles* has been no exception. (The tie-breaker to get into the Patrol finals in 1987 was a Trivia contest.) The answers to these questions are all published in the *Star Fleet Battles* rulebook, Addenda, or other SFB products. Finding them should be an enjoyable intellectual exercise, and may encourage you to review some long-forgotten sections of the rules.

To win, you must answer all ten questions and communicate the answers to Task Force Games in writing by mail (or other hard-copy service) postmarked on or before 1 June 1989. All entries will be graded, and the entry with the top score will win a \$50 TFG gift certificate. (If more than one entry ties for the top score, these will be placed in a hopper and the winner drawn by Fleet Captain Jon Van Caneghem at Origins.) The decision of the Answer Judges (Jon Van Caneghem, John Olsen, and Robert Sassone) will be final. All entrants (regardless of score) will be placed in a hopper and one name will be drawn at Origins by Miss Star Fleet to win a second \$50 TFG gift certificate.

All entries must be typed or printed on a postcard or 3x5 card. Answers must be complete and clear. Your name, address, and phone number must be on the other side of the card. All entries will automatically go into the database of SFB players. Here are the questions:

1. Who was Ardak Kumerian's brother-in-law? His wife?
2. Who was the only non-Klingon to hold flag rank in the Empire?
3. Name all of the Klingon captains that appeared in CL1, CL2, CL3, and CL4 fiction stories and the ships they commanded in those stories.
4. In one SFB fiction story, a Klingon ship replaced a Romulan ship in a squadron being sent on a special mission against the Gorns. What was the Romulan ship left behind and the name of its captain?
5. The fighter pilots of what carrier mutinied when ordered to launch into combat?
6. Name and give five-word physical descriptions of all ISC member races.
7. Name all Federation and Klingon ships known to have separated their saucers/booms.
8. What Federation ships were the PROVINCE class?
9. Two of the three Fed CVAs fought duels to the death with enemy CVAs. Name the two enemy CVAs involved in the duels and the Fed CVAs they fought.
10. Which Lyran ship is code-named Caracal?

Answers to the above will be in the next *Captain's Log*.

A second 'contest' will be held to select new trivia questions for a future contest. The person who sends in the most trivia questions accepted for publication in each future *Captain's Log* will receive a copy of that issue of *Captain's Log*.

Questions must be about the background or history of the SFB universe. Questions about the rules and dates are not accepted as those tend to change from time to time. All questions must have a clear answer that can be found in an official ADB/TFG-published *Star Fleet Battles* product. Questions based on unpublished material or on material published by non-ADB/TFG sources are not acceptable. The answer to the question and the location of the answer in SFB materials must be included with the question.

All submissions of new questions must be typed on one side of 8.5x11 paper and sent by mail to Amarillo Design Bureau (in care of Task Force). Trivia submissions must be separate from all other correspondence, and each question must be on a separate page. In the case of duplicate submissions the earliest will be used. The decision of the Submission Judges (Stephen V Cole, Steven P Petrick, David A Zimdars) will be final.

Could you give me an example...

...ABOUT CARRIER DRONE STORAGE

In this issue we will discuss drone storage and availability on a carrier. The general concept is defined in (FD2.45) which says that you design a drone loadout for your fighters, then assume that reserve storage is proportional to this loadout. You pay the surcharges for the loadout, but not for the stored drones.

For our example, we will use a Klingon CVT (R3.16). This ship carries 10 fighters and has 125 spaces (Annex #7G) of drones for their use. In addition, the tug itself has four drone racks, and from Y175 (R3.74) these are type-B with double reloads so there are a total of 72 drones for these racks. To make this a complete example, we will assume that the CVT is carrying a type-A multi-role shuttle (J8.0) which has 20 spaces of drones stored for its own use. All 217 drone spaces could be used on the fighters, although some might have to be unloaded from the drone racks.

The first thing to do is to determine the type of fighter and the year of the scenario. For our purposes, we will use 9 Z-Y fighters (R3.94) with C-refits (R1.98) and one Z-Y fighter configured as an EW fighter (R1.97) or Z-YE.

To examine the fighter loadout, we start with a single loading of each fighter. The Z-YE has two type-VI drones. Each Z-YC can carry four type-I and two type-III-MW drones. For tactical reasons, the captain has decided that three of the Z-YCs will be carrying two type-VI and two type-I drones, loading VIs on the C-rails. (Doing this will save some BPV as the cost of upgrading the speed of the type-VIs is less, but it will, by the proportionality principle, require filling part of the drone storage with type-VI drones. That isn't a bad thing, as it will provide for tactical flexibility and the odd shatter-pack.)

This produces a total loadout of 8 type-VI, 18 type-III-MW, and 30 type-I drones loaded on the fighters. This, however, exceeds the limits in (FD10.6) which provide that the CVT can only have 10% limited availability (type-III frames and multi-warheads) and 25% restricted availability. Note the lower limits because the CVT has fewer than 12 fighters.

Multiplying the 125 spaces of drones by 10% provides 12.5 drones that could be type-III-MW, which we will round up to 13. Multiplying 125 by 25% provides 31.25 restricted availability drones (rounded to 31) which include the 13 IIIMWs so we can have 18 drones in this category (in the fighter storage).

Since the racial limits prohibit the maximum load of type-IIIMWs, we have some options. We can put 4 in the ready racks with 9 free reloads under the proportionality rules, or put all 13 in the racks with no free reloads (substituting type-Is), or anything in between. For tactical reasons, we put 7 in the racks. The cost is 0.5 for the type-III frame and 2.5 for the warhead (minus the 0.5 for the removed explosive module). Then we have to pay for the speed upgrades. For fast drones, this is one point per drone (1.5 for the fast motor, minus 0.5 for the slow-speed one removed), with the type-VIs (3 in each drone warhead) costing half as much (0.5) for a total of 2.5 each. Thus, we must pay $7 \times (2.5 + 2.5) = 35$ for the 7 MW drones.

Proportionally, we could have more free reloads, but the racial limits stop us. We can get a 14th type-III-MW by purchasing 10 extra type-I-fast drones (total storage 135, allowing us 20 "restricted" drones in the process). These drones will cost us two points (1.5 for the fast motor and 0.5 for the warhead = 2; or, if you prefer, 1.0 for a type-I-slow, minus 0.5 for the slow motor removed, plus 1.5 for the fast motor = 2). Note that we do not get the "free reloads" with these extra purchased drones (which effectively limits the number you can buy), but we can use them for percentage purposes.

(If this gets confusing just ask your local Kzinti. He figured it out years ago, or he would have changed races by now.)

So, we have now designated 14 of our 135 drones as type-III MWs and paid 35 points for the type-IIIs and 20 points for the extra type-Is. Now let's figure the rest of the loadout.

The squadron loadout includes 8 type-VI and 30 type-I drones, a total of 34 spaces. Speed upgrades to the required fast speed will cost 1.0 points per space, so we pay 34 points for this. Based on the

principle of proportionality, since 34 spaces consists of 88.235% type-Is, the 121 spaces will consist of 107 type-Is and 14 spaces (28 drones) of type-VIs.

We now have to deal with the restricted drone types. There are 107 type-I drones in the pool, of which 20 (18%) are restricted types. So, of the 30 drones in the squadron loadout, 8 can be restricted types. We select four armored drones and four ATG drones. We pay the cost of these drones for the squadron loadout (8 drones) and get the 12 reloads free. The cost is 0.5 for each ATG; the armored drones cost the same as standard drones. The total cost of restricted drones is thus 2 points.

At this point we have completed the designation and cost calculation for the "fighter drone pool" which includes 28 type-VIs, 14 type-IIIMWs, 10 armored type-Is, 10 type-Is with ATG, and 87 standard type-Is (including the extras we bought).

The drone racks include 72 drones, of which 24 are on the racks. Again, we are allowed 10% limited availability drones, which is 7. We are allowed 25% total restricted and limited, which is 18 ($7 + 11$). *Remember proportionality!* We select six type-IIIMW drones (two on the rack, four in reloads) which cost us 5 BPV points (only paying for the pair in the racks). The four in the reload storage can be used for fighters and would allow us to launch all nine Z-YCs with a full-load of type-III-MWs (given time during the scenario for deck crews to load them). We can then have 12 restricted drones. Of these, we select six ECM drones (on type-III frames due to the Klingon Exception, costing 0.5 each for the two on the rack) and six ATG drones (0.5 points each for the two in the racks with four free reloads). We pay 27 points for speed upgrades for the 24 drones (and six MW submunitions) on the racks; the reloads are free.

The MRS-A has 20 spaces of its own drones. The rules for these drones were never properly defined, but as this example was prepared addenda was created defining these as 2 type-IV (4 spaces), 12 type-VI (6 spaces), and 10 type-I (10 spaces, total 20). As you will note in the addenda, we must pay for speed upgrades for half of these (1 point for each type-I, 0.5 points for the type-VIs, and 1.0 points for a type-IV) for a total of 9 points. We are allowed 2 limited and 3 restricted drones and select 2 Spearfish and 2 ECM drones (skipping the 3rd restricted drone because it would have no reload and waste money), paying 0.5 points for one Spearfish (the other being a free reload) and 0.5 for the ECM drones (which are on type-III frames).

All told, there are 227 spaces of drones on board (125 for the fighters, 10 extras, 72 for the racks, 20 for the MRS) divided into:

TYPE	FIGHTER	RACKS	MRS	TOTAL
type-I-Arm'd	10	0	0	10
type-I-ATG	10	6	0	16
type-I-ECM	0	6	2	8
type-I-SpF	0	0	2	2
type-I-Std	87	54	6	147
type-III-MW	14	6	0	20
type-IV	0	0	2 (4 sp)	2 (4 sp)
type-VI	28 (14 sp)	0	12 (6 sp)	40 (20 sp)

Of these, 24 (2 ECM, 2 ATG, 2 MW, 18 standard type-I) start in the racks, but the remainder are (effectively) in a single pool from which we can select whatever we want for the fighters (or SPs) within the limits of what the fighter can carry.

The total cost of this exercise was:

35	for 7 multi-warhead fast drones for the fighters (14)
20	for 10 extra type-I-fast drones
34	for speed upgrades on other fighter drones
2	for four ATG drones for the fighters (get 10)
5	for two multi-warhead drones for the racks (get 6)
27	for speed upgrades for the racks
1	for two type-III-ECM drones for the racks (get 6)
1	for two ATG drones in the racks (get 6)
9	for speed upgrades for the MRS
0.5	for one type-III-ECM drone for the MRS (get 2)
0.5	for one Spearfish drone for the MRS (get 2)
132.0	TOTAL

—Steven Paul Petrick

URGENT ADDENDA

As in Captain's Log #6, this section provides only urgent matters of addenda necessary to clarify existing rules.

FUSION FORUM: Results of an extensive staff project evaluating the tactical problems of the fusion beam.

(E7.5n) HOLDING FUSION BEAMS: The Hydrans developed a system capable of holding an armed fusion beam in Y168 and had installed it on virtually all fusion-armed ships by the time the Hydrans entered the General War in Y169. Some sources believe that their entry into the General War was, in fact, delayed by the need to install this technology.

(E7.51) A fusion beam which is armed during a turn and still armed at the end of that turn can be held through the next turn (or any number of subsequent turns) for a cost of 1 point of energy (per turn, allocated on that turn). This power must be allocated; it cannot be reserve power.

(E7.52) Overloaded fusion beams cannot be held.

(E7.53) Fusion beams which are held can be overloaded with reserve or allocated power, but note that they must be fired on that turn or the energy will be lost as per (E7.52).

(E7.54) This system does not apply to and cannot be used by PFs, Interceptors, or fighters.

ESG ROUNDTABLE: Results of an extensive analysis of the Lyrans Expanding Sphere Generator and its tactical problems.

(G23.24n) CAPACITORS: In Y167 the Lyran developed a capacitor system for their ships. This was installed in the ships of the various fleets before they were committed to action: Red Claw Duchy in Y167, Foremost/Homeworld before the attack on the Kzinti in Y168, Far Stars Duchy by the start of Y169, and Enemy's Blood before the Hydran attack in Y169.

(G23.241) Each ESG is fitted with a capacitor. The capacitor for a given ESG cannot transfer power to a different ESG. The capacitor is destroyed with the ESG.

(G23.242) The capacitor can hold up to seven points of energy, but can only release five points of energy at a time. Energy can only be released from the capacitor when the ESG is activated. The amount of energy in the capacitor at the start of a scenario is dictated by the weapon status (S4.0). The capacitor is part of the ESG; players allocate power to the capacitor, not to the ESG and to the capacitor.

(G23.243) Energy can be added to the capacitor by allocation at the start of any turn or by reserve power on any impulse, even if the ESG is operating.

(G23.244) If an ESG is destroyed or damaged and then later repaired, the capacitor is repaired with the ESG but has no power in it when repairs are complete.

(G23.245) The BPV of Lyran ships assumes the presence of the capacitors on all ESGs. If the scenario is set before the capacitors were installed, reduce the BPV by 1 point per ESG. A ship will have capacitors on all of its ESGs or on none of them. The repair cost of an ESG without a capacitor is 10 points.

(G23.322a) ...must be dropped within 32 impulses and cannot be reactivated within 32 impulses of when it was dropped, nor can it be reactivated before the start of the second subsequent turn (i.e. an ESG activated on impulse #10 of turn 2 and dropped before the end of turn 2 cannot be activated again before impulse #1 of turn 4; if dropped during turn #3, it could be activated 32 impulses later). Energy cannot be stored in an active ESG unless it has a capacitor.

(G23.47a) Delete reference to not changing the reactivation point.

(G23.84a) HELLBORES: If two or more hellbores are fired at a given ship during a given fire step, they are resolved one at a time (i.e. sequentially, even if a narrow salvo) in any order the firing player chooses. If a given hellbore reduces the ESG to zero strength, the other hellbores are resolved against the ship as if no ESG had been active when they were fired (unless, of course, another ESG mounted on the same Lyran ship is active, in which case the hellbore would strike that sphere).

GENERAL ITEMS

(D9.74a) CLARIFICATION: When sufficient points have been accumulated to repair a given system, any unused points remaining for that turn can be applied toward another system. For example, on turn 3 a ship with DC-4 accumulates 4 points and spends them on a ph-1, which needs 5 points. On turn 4, the ship accumulates 4 more points and spends one to finish the phaser, the second to repair a hull box, and the other two to begin repair on a disruptor. Remember that repairs must be announced except under (D17.0).

(G7.54a) The fighter must have an opportunity to make an HET breakaway maneuver (G7.55) before it can be destroyed. If the ship is scheduled to move, the shuttle can make the breakaway out of the normal Order of Precedence.

(G23.5a) The rule/addenda in CL6 assumes that the ship is outside of the ESG headed into it. If the ship is inside the ESG headed out, the shield away from the generating ship takes the damage.

(J8.53a) These 20 spaces are assumed to be 2 type-IV, 12 type-VI, and 10 type-I drones. When paying for special or improved drones, assume half of these 20 spaces to be reloads.

(S4.32a) Photon torpedoes may have up to 2 points of overload energy per tube at WS-III. (In a tournament, only Feds do this.)

(SL97.36n) The *Invulnerable* (boom) carried two admin shuttles.

CL6 TOURNAMENT RULES

The Kzinti TC *does* have double drone control. Andromedan T-bombs *can be* set for any size; they don't have to be set for all sizes. Orion ships can have fusion beams in the wing mounts. The reference to rule C13.311 should be to C12.311. Delete the reference to passive fire control under the electronic warfare section.

RULES UPDATE #2

Errata, addenda, and some additional information.

(D15.831) Reference to (D16.46) should be to (D16.52).

(D15.833) No more than one militia squad can be carried by an Admin or GAS shuttle, and that one squad cannot be carried into combat. (It could be carried into a GCL or ship area where combat is taking place, but the squad could not be used in combat on the turn of arrival except as casualties.) Two militia squads could be carried out of an active combat area (as an evacuation), but the shuttle could not land in any area with active combat. It could return to a ship, or it could land in a remote area of a GCL without active combat, unload one militia squad, and then carry the other squad into a GCL with active combat, landing them "behind the lines" where they cannot be used on that turn.

(D16.82)-(D16.83) Equipment cannot be 'used' in a disputed area, but power-producing systems are still functional and still produce power for the player controlling the base. Equipment such as tractors, weapons, etc. in a disputed area could not be used.

(FP10.12) The bolt arcs for D-racks are less restrictive than for other torpedoes (FP8.35) due to the nature of the rack itself.

(R2.00) Federation DD-529 should be *M L King*. The *Skanderbeg* (named for the Albanian national hero) is Federation DD-535. FFG-326 is the *E J King*. The following FFGs are FFDs: 314 *Tegetthoff*, 321 *Zhadanov*, 325 *Ushakov*, 347 *Senyavin*. DE 582 *Travis* was built; DE 576 *Ptolomy* was not.

(R5.50) KZINTI DWE: ...racks in its shuttle bay...

(R6.4) GORN DD: Plus refit includes battery (+12); F-refit includes the two new APRs (+18).

(R10.0) ANDROS: "de Medic;" should be "de Medici".

(R11.84) Lyran Bobcat-C ph-3 firing arcs should be L+RA/RA+R, not LS/RS.

(R14.23) This number is assigned to the LDR scout.

LDR SSDs: Power packs cost 9 points each, not 6.

DRONE RACK REFITS: See (R2.75), (R3.74), (R5.75), (R8.72), (R12.71). Those ships which already had advanced drone racks receive the double-reload portion of this refit without additional cost (unless they already had double or more reloads).

(SN3.2) ...after the *Q-ship* has fired...

(SN7.452) Obviously, use two dice, not one.

BATTLEFORCE 500

This new regular feature of Captain's Log will provide, in each issue, a selection of battle forces for the various races in a specified size and format. These forces can then be "plugged into" a standard squadron battle scenario. Each issue will bring you a selection of battle forces of a different size; over time we will have presented a wide variety of such forces.

In this issue, we have provided a 500-point battle force with the following provisions: Year Y174; no EW, dreadnoughts, monitors, fighters or carriers (excepting Hydran hybrids), X-ships, maulers, or SFGs; use the Commander's Option Package (S3.21).

Some of the point totals below are not exactly 500. They could be adjusted to precisely that level by adding a few marines and/or deleting a T-bomb. Note that these forces are a guide to help you design your own squadron, not a hard and fast rule. Swapping ships, refits, and options, or designing an entirely new squadron from scratch, are at the discretion of the players. Minor differences in the interpretation of some rules and future addenda might change some forces by a point or two.

FEDERATION (Ray Olesen): One CC+ (147) with AWR refit (+2), two T-bombs (+8) and four type-IM (+2) = 159. Two NCL+ (121) with AWR refits (+4), each with four type-IM (+2) and one T-bomb (+4) = 131 each. One FFG (75) with AWR refit (+1) and two type-IM drones (+2) = 78. Total = 499.

KLINGON (Steven Petrick): One D5C (126 pts as per corrected design in Update #2) with 1 T-Bomb (+4), 12 type-IM drones (B-racks, +6 pts, reloads free), add ATG to four drones (+2) and 6 ADD replaced with Type-VIM drones (three in each rack; 0.25 pts each for exchange + 0.25 points each for speed = +3 pts) = 141. Two D5 (110 BPV each), each with 2 T-Bombs (+8 pts), 8 type-IM drones (+4), and 6 ADD replaced with type-VIM Drones (+3) = 125 each. One F5DB (93), with 1 T-Bomb (+4) and 24 Type-IM Drones (+12) = 109. Total = 500. Notes: Replacing ADDs with type-VI drones gives potential for "Shatter Pack" shuttles and defense against Kzinti (drone) and Hydran (fighter) attacks. F5D can tie up enemy phasers or fighters and can control drones fired by D5s if they go erratic or use WWs. D5s have heavy cruiser firepower; can use UIM if necessary. Like all Klingon forces, has excellent maneuverability and firing arcs. Will have trouble with Andros and Neo-Tholians; cannot effectively pursue retrograding enemy.

ROMULAN-Old (Ronald Spitzer): 1xKE (140) with MRS (+8), 2xWE (200), 1xBH (85), 1xSnipe-AR (68). Total = 501.

ROMULAN-KR (Ronald Spitzer): 1xKRL (181) with MRS (+8), 1xK7RB (166), 1 KRB (132), three T-bombs (+12) distributed among the ships. Total = 499.

ROMULAN-New (Ronald Spitzer): 1xNHK (192) with MRS (+8), 1xFHK (179), 1xSkH-A (102), five T-bombs (+20) distributed among ships. Total = 501.

KZINTI (David Zimdars): CC (135) with type-IM drones (+10) and MRS-B (+8) = 153. Two CM (110) each with type-IM drones (+8) = 118 each. DW (84) with type-IM drones (+10) = 94. Four T-bombs (+16) distributed on ships. Total = 499.

GORN (Frank Crull): CM (152) with MRS (+8) and two T-bombs (+8) = 168. 2x HDD (105) each with two T-bombs (+8) = 113 each. DDL (99) with two T-bombs (+8) = 107. Total = 501.

THOLIAN (John Hammer): CC (148) with MRS (+8) four T-bombs (+16), one Web Anchor (+10 - 2 for removed shuttle) = 180. CA (128) with four T-bombs (+16) = 144. Two DD (80) with two T-bombs each (+8) = 88 each. Total = 500.

ORION (Steve Kay): One CA (127) with four photons (0) and eight type-IM drones (+4) four of which have ATG (+2) and two T-bombs (+8) = 141. One Battle Raider (115) with one S-torp (+4), one F-torp (+1), two Plasma-racks (+6), and two T-bombs (+8) = 134. One Battle Raider (115) with three hellbores (+6) and two Ph-Gs (+4) and two T-bombs (+8) = 133. One DW (80) with one

photon (+0), two C-racks (+2), eight type-IM drones (+4), and two T-bombs (+8) = 94. Total = 502.

HYDRAN (John Hammer): Baron Light Command Cruiser (121) with four St-2 and two St-H (+60) and four T-bombs (+16) = 197. Horseman+ (95) with six St-2 (+60) and four T-bombs (+16) = 171. Traveler+ (117) with four T-bombs (+16) = 133. Total = 501. Might trade one T-bomb for extra chaff or all of the T-bombs for a Hunter frigate depending on enemy.

ANDROMEDAN (Tony Medici): Intruder (250), Mamba (130), Cobra (90), 8 T-Bombs (32) distributed between ships. Total = 502.

LYRAN (John Hammer): CA+p (139) with one T-bomb (+4) = 143. Two CW+ (115) with power packs (+9) and one T-bomb each (+4) = 128 each. DW+ (91) with power pack (+9) = 100. Total = 499. Might trade a T-bomb for a p-refit.

ISC (Frank Crull): CA = 185. DD (92) with one T-bomb (+4) = 96. Three FF = 73 each. Total = 500.

(SG2.0) SQUADRON ACTION (Extract)

The Battleforces above can be "plugged into" this scenario.

(SG2.1) NUMBER OF PLAYERS: 2 (although two teams, each with two of the above forces, could be used).

(SG2.2) SET UP: Force #1 within 3 hexes of 0306. Force #2 within 3 hexes of 4024. All ships WS—III, Speed Max, facing at option of owning player.

(SG2.3) LENGTH: Until all units belonging to one player have been destroyed, captured, or have disengaged.

(SG2.4) SPECIAL RULES

(SG2.41) Use a floating map.

(SG2.42) Drones are as stated in the force lists.

(SG2.43) Refits are as stated in the force lists.

(SG2.5) VICTORY CONDITIONS: Standard Conditions.

(SG2.6) VARIATIONS: Given above. That's the point. If you want to use EW, add a war cruiser scout to each force.

(SG2.7) BALANCE: Give the less experienced player a few extra points to buy Commander's Option Package equipment or to exchange a given ship for a larger one.

(SG2.8) TACTICS: See Tactics Manual for each race.

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SCENARIOS

(SL105.0) EAGLES RETURN (Y178)

(John Sickels, Iowa)

During a confused battle in Y178, a Romulan fleet was forced to retreat from an unoccupied star system. Elements of the Federation fleet occupied the system, but knew that they would have to leave quickly because more Romulans were approaching.

Orbiting a planet of the system they found an undestroyed Falcon Mauler. It was virtually undamaged; the ship had been under repair before the battle and was abandoned. The Romulans had set demolition charges, but these had failed to explode. The Federation quickly captured the derelict.

Because of the impending return of the Romulans, the Federation took the Mauler under tow with the tug *Newton*, which had abandoned a pod of spare parts and fuel because of the importance of the mission. Running for the Federation border, they were caught by the only Romulan units in position to catch them, a squadron of old War Eagles.

(SL105.1) NUMBER OF PLAYERS: 2; Federation and Romulan.

(SL105.2) INITIAL SET UP

FEDERATION: NCL+ *Vittorio Veneto* in 1818

Tug+ *Newton* in 2323 (no pods, towing Falcon)

DDL+ *Genghis* in 2618

All ships are at speed 6, facing F, WS-I.

Falcon *Javelin* (captured) in 2423 (tractored by *Newton*). Note that a ship of this class has a move cost of 1 for towing purposes.

ROMULAN: WE *Deathwound* in 4210

WE *Shikra* in 4207

WE *Sky Demon* in 4204

All at speed max, WS-III, facing F. All have a total of six boarding parties each. Note that each WE has one tractor beam.

(SL105.3) LENGTH OF SCENARIO: The scenario continues until all units belonging to one player have been captured or destroyed or have disengaged.

(SL105.4) SPECIAL RULES

(SL105.41) Use a floating map.

(SL105.42) All drones are type-IM. Each ship has four drones per rack, and the NCL has only four drones for each fighter. The other drones were expended in the earlier battle.

(SL105.43) The NCL has two F-18 fighters (with deck crews and racks but no EW pods). No shuttles have warp packs. WEs have ph-3 refit. Tug and DDL have plus refit. NCL has plus and AWR refit.

(SL105.44) The Federation player may transfer up to four crew units plus up to eight boarding parties (total eight crew units) from his ship to the Mauler before the scenario begins. This information (the source of the crew units) is recorded and revealed to the Romulan player at the end of the scenario.

(SL105.45) While under Federation control, no systems (including shields and weapons) on the Mauler can operate. There is enough residual battery power for life support. This restriction is imposed because the demolition charges are still in place and cannot be disarmed. The Mauler is towed by the tug; it is not docked to it at the start of the scenario. See (C13.9). Mauler cannot sub-light evade.

(SL105.46) While under Romulan control, the Mauler can operate any systems except weapons and shields; maximum speed is 10. The Mauler batteries are empty. The cloaking device and NSM have previously been removed. The shuttle departed earlier.

(SL105.47) Both commanders have been ordered to capture the Mauler; both are prohibited from firing at it or destroying it. The admirals (who are not present) reason that in the confused tactical situation they might be able to recapture the ship even if the other side manages to escape (temporarily) with it.

(SL105.48) The shuttle bay doors on the Falcon were jammed open when the original crew abandoned ship. This allows other shuttles to land normally rather than crashing aboard (J1.61).

(SL105.49) For purposes of (D16.0), the Mauler has two areas, one each on the left and right side of the Mauler weapon.

(SL105.5) VICTORY CONDITIONS: Use the Modified Victory Conditions, except that the Mauler is worth 100 points to the Romulans if they control it at the end of the scenario and 200 points to the Federation if they control it at the end of the scenario. If the Falcon is the last ship remaining at the end of the scenario (all others having disengaged or been destroyed), the scenario is a draw and other ships (from both sides) will be sent to retrieve it; see (SL105.62).

(SL105.6) VARIATIONS

(SL105.61) REINFORCEMENTS: At the start of each turn (before energy allocation), each player rolls one die. If the result is a "1", that player has received reinforcements. Roll a second die on the chart below to determine what these reinforcements are.

DIE	FEDERATION	ROMULAN
1	CC	KE
2	FFG	Snipe-A
3	NCL	SkH-A
4	DD	WE
5	CA	SpH-A+
6	HDD	WarHawk

Fed ships have + and AWR refits. The HDD is a Gorn ship with + refits. The WarHawk has five G-I fighters. WE, Snipe-A, and WH have rear ph-3 refits. Federation reinforcements are placed 30 hexes in direction-F from the nearest Federation ship. Romulan reinforcements are placed 30 hexes in direction-C from the nearest Romulan ship. If there are no ships of a given race, place the reinforcements 30 hexes from the Falcon. All reinforcements arrive at WS-III and maximum speed.

(SL105.62) SUBSEQUENT BATTLE: In the event (SL105.5) that the Falcon is the only remaining ship at the end of the scenario, roll three dice for each player, cross-indexing these results on the chart in (SL105.61) except that a die roll of "6" means no ship. Then, roll one die for each ship at the start of each turn. If the die roll for that ship is less than or equal to the turn number (of the subsequent, not the original, battle), that ship arrives and no die is rolled for it in future.

(SL105.63) SHIPS: Replace the DDL with another DD variant or perhaps an NCL to experiment with various weapons. Replace the WEs with SpHs.

(SL105.7) BALANCE: This scenario can be balanced to suit players of different levels of skill or experience by replacing one of the War Eagles with a Snipe-A, Snipe-B, or King Eagle. Delete the fighters from the NCL.

(SL105.8) TACTICS

FEDERATION: Since the tug is limited to speed 16, you can't outrun the War Eagles unless you can reduce them to speed 15 or less. It would be nice to retrograde, but you don't have time to turn around and accelerate again. Sending one or two ships back to fight and give the tug a chance to get away might work, but it's a suicide mission.

ROMULANS: Use passive fire control to save power, and you can still launch the torpedoes at range 6 or more. Remember that it takes three batteries to complete the type-R torpedo, so you can activate fire control if you need it. Concentrate on the tug first; the other ships lack the power to tow the Falcon at any useful speed. If they turn to fight, destroy them. If the escorts stop to use a weasel, pass them by. If you feel like gambling, bolt an R-torp into the tug to slow it down. If you get a hit, you have a major advantage.

(SL105.9) PLAYTESTER'S COMMENTS: An interesting situation. The Feds can't win in a stand-up fight. They can't lose in a retrograde but can't get into one. Usually a long chase while the Feds slowly overload their weapons, then a short and sharp fight to the finish.

NCC-1755 USS NEW JERSEY
NCC-1765 USS MONTANA

BOARDING PARTIES							
							10

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
2	8	7	6	5	5	4	3	2	1	0
3	7	5	5	4	4	4	3	1	0	0
4	6	4	4	4	4	3	2	0	0	0
5	5	4	4	4	3	3	1	0	0	0
6	4	4	3	3	2	2	0	0	0	0

TYPE III DEFENSE PHASER									
DIE ROLL	RANGE			4- 9-			8 15		
	0	1	2	3	8	15	3	8	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			

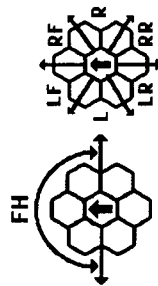
PHOTON TORPEDO TABLE							
RANGE	0-1	2	3-4	5-8	9-12	13-30	
HIT, STD	NA	1-5	1-4	1-3	1-2	1	
HIT, PROX	NA	NA	NA	NA	1-4	1-3	
HIT, OVERLOAD	1-6	1-5	1-4	1-3	NA	NA	
DAMAGE, STD	NA	8	8	8	8	8	
DAMAGE, PROX	NA	NA	NA	NA	4	4	
DNGE, OVERLOAD	-----VARIES-----						NA

SHIP DATA TABLE	
TYPE	= BCJ
POINT VALUE	= 205
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R2.64

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

DRONE RACKS					
1	:	:	:	:	G
2	:	:	:	:	G

ANTI-DRONE TABLE					
RANGE	0	1	2	3	4+
HIT*	-	1-2	1-3	1-4	-


$$\begin{aligned} \text{FA} &= \text{LF} + \text{RF} \\ \text{LS} &= \text{LF} + \text{L} + \text{LR} \\ \text{RS} &= \text{RF} + \text{R} + \text{RR} \end{aligned}$$

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MOVEMENT COST = 1

KLINGON MD5

	CREW UNITS					
	*					
10						
20						
30						
40						

[illegible]

BOARDING PARTIES							8
------------------	--	--	--	--	--	--	---

[illegible]

PROBES				5
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ANTI-DRONES

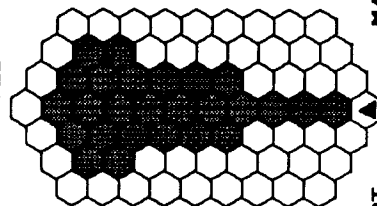
[illegible]

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE		6-9-16-26-51-											
	0	1	2	3	4	5	8	15	25	50	75			
1	9	8	7	6	5	5	4	3	2	1	1			
2	8	7	6	5	5	4	3	2	1	1	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		4-9-16-31-					
	0	1	2	3	8	15	30	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 PHASE

DIE RANGE		4- 9- ROLL 0 1 2 3 8 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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MAULER RANGE ADJUSTMENT CHART

RANGE	DAMAGE SCORED
0-1	Double the energy discharged
2-5	Equal to energy discharged
6-10	One-half of energy discharged

ANTI-DRONE TABLE

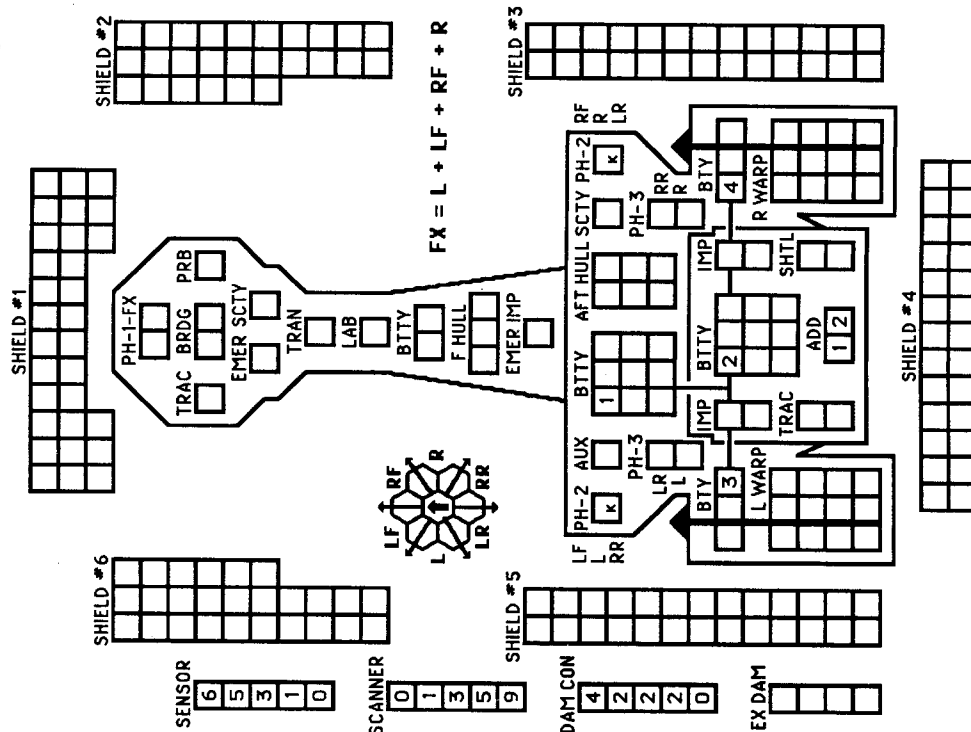
RANGE	0	1	2	3	4+
HITs	-	1-2	1-3	1-4	-

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

[illegible]

Standard	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	20
----------	---	---	---	---	---	---	---	---	---	----	----	----	----	----	----	----	----	----	----	----	----

Fractional



PHASER-2'S MARKED "K" ARE CHANGED TO PHASER-1 ON THE K REFIT.

(SL106.0) DEADLY STINGS (Y175)*(Andrew Dederer, Illinois)*

In Y175 the Hydrans began a series of counterattacks in an attempt to drive the Klingons out of their territory. Fighting was fierce, and many ships on both sides were destroyed. Several Klingon boom sections, detached from ships lost in action, had been gathered at an advanced Klingon base for eventual return to Klinshai. When the Hydrans began yet another major offensive, the Klingon sector commander decided to evacuate these booms. Lieutenant Kilgore was assigned to organize the convoy, and he fortuitously arranged for an escort.

The Hydrans detected the Klingon convoy and decided to launch an attack, but due to the impending arrival of Klingon reinforcements, they decided that they could not risk ships in a direct attack. The CVA(C) *Restoration* launched its fighter group in an effort to catch and destroy the retreating Klingons.

(SL106.1) NUMBER OF PLAYERS: 2; Klingon vs Hydran.

(SL106.2) INITIAL SET-UP

KLINGONS: SHIPS: two E3s, one G2, and one large auxiliary carrier (carrying 24 Z-2 fighters) within 6 hexes of 2215.

BOOMS: 1xD6J, 1xD7, 1xD5, 2xF5, and 1xF5J booms all within 3 hexes of 2215.

All ships and booms heading A, speed 10, WS-III.

All fighters may be deployed within three hexes of any Klingon ship heading A.

REINFORCEMENTS: 1xF5C and 2xF5B arrive turn 6, 30 hexes in direction A from nearest boom, heading D speed max, WS-III.

HYDRANS: 18 Sting-IIs, 3 Sting-Hs, enter from xx30 hex row on impulse 1, turn 1, speed max, WS-III.

(SL106.3) LENGTH OF SCENARIO: Until all units from one side have been destroyed or have disengaged.

(SL106.4) SPECIAL RULES

(SL106.41) Use a floating map. The Klingon may only disengage in direction A. Hydrans may only disengage in direction D.

(SL106.42) All drones are medium speed. No fighters have booster packs. There are no PFs in this scenario.

(SL106.43) All the ships/booms and fighters are undamaged.

(SL106.44) No Klingon ship may exceed speed 10 on the first turn. No Klingon ship towing a boom can exceed speed 10.

(SL106.45) Klingon booms cannot use sub-light evasion on turn 1 or 2. For purposes of sub-light evasion, treat every 6 (round .5 and over up) Stingers as one "ship."

(SL106.46) All of the Klingon booms had used up all of their continuous damage repair capabilities before the scenario started.

(SL106.47) The Klingon initial forces used their T-bombs in a previous encounter and have none for this scenario.

(SL106.5) VICTORY CONDITIONS: Use the Modified Victory Conditions. Use the combat (not economic) BPV for the Klingon booms. The Hydrans do not receive any points for any booms that they damage but do not destroy. The Klingons receive a bonus equal to the combat BPV of any boom (in any condition) which has not disengaged by sublight at the end of the game. This bonus is doubled if the boom has at least one engine box remaining and tripled if the boom is undamaged. The Hydrans win automatically if all booms are destroyed.

(SL106.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SL106.61) Remove all the non-boom Klingon ships and 18 of the

Stingers. This makes a good scenario to train novices.

(SL106.62) If electronic warfare is used, two Z-2s and two Sting-IIs are EW fighters. The booms have been on passive fire control for a considerable time; see (D19.31). Hydran fighters other than Stinger-Es do not have EW pods.

(SL106.63) If the Hydrans had allowed themselves time to organize an enveloping attack, they could have deployed some fighters on the 01xx hex row and others on the 42xx hex row. The Klingon reinforcements, however, would arrive one turn earlier if Hydran fighters were placed in 0116-0132 and/or 4216-4232 and two turns earlier if Hydran fighters were placed in 0101-0132 and/or 4201-4232.

(SL106.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

(SL106.71) Favors Klingons: Use electronic warfare. Move the arrival of reinforcements forward. Replace one E3 with an E4B. Delete some of the Hydran fighters.

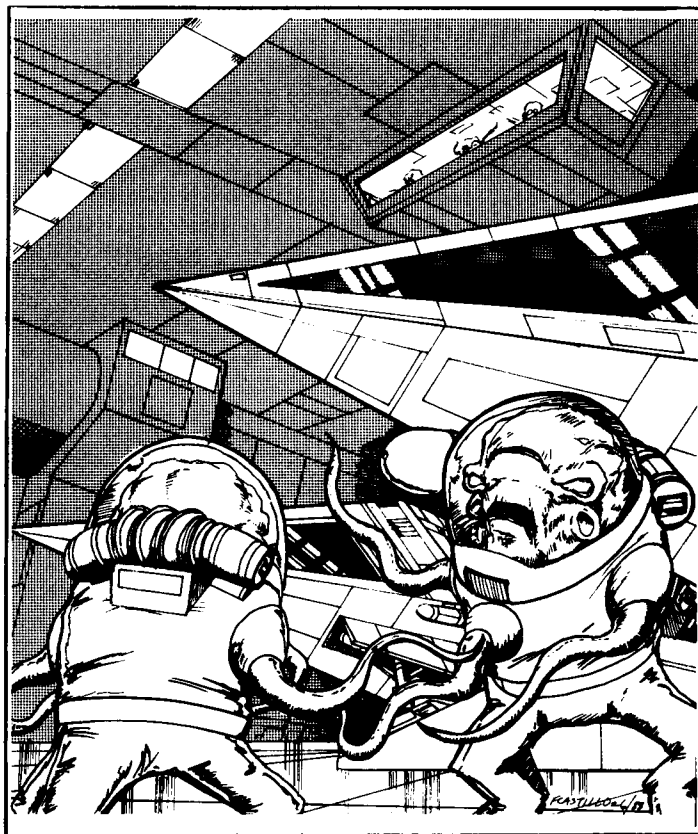
(SL106.72) Favors Hydrans: Add a Hunter. Replace 2 Sting-2 with 2 Sting-H. Replace the large auxiliary carrier with a small one.

(SL106.8) TACTICS

KLINGON: If they come in behind you, run. Use your fighters to delay the Stingers. Dogfight them to tie them up longer. If they use the enveloping attack, head for the smaller flanking group and overrun it. You can use a lot of scatter-packs to overwhelm the stingers. Time the drone wave to use up their gatlings just when they arrive within range of your weapons. Remember that random targeting will pick up your own fighters!

HYDRAN: You have to slow down all of the booms before taking time to kill them. Pick off the warp-booms and the E-3s first. Don't waste time on fighters if you can help it. Use your chaff, not your gatlings, for the drones.

(SL106.9) PLAYTESTER COMMENTS: An interesting battle since one side has only fighters, no ships. Unique combination of Klingon ships adds interest.



(SL107.0) SPACE HOCKEY

by Bill Neumann and the Tinton Falls Task Force

Stardate unknown. The MASTERS (See CL 3) use their 'toys' in many ways. In one spectacle, the players score points by shooting an object (puck) into a zone (goal) rather than just destroying their opponents. Of course, sometimes they destroy them anyway to allow an unobstructed shot at the zone.

(SL107.1) NUMBER OF PLAYERS: 2 teams; Green and Gold. This scenario is well suited for teams of 2 or more players.

(SL107.2) INITIAL SETUP

The puck is set up in 2215.

Each team selects a fleet totalling 400 BPV (or any other agreeable figure) and sets up in their goal, WS-III, speed max, any facing. While you will doubtless design your own teams as you gain experience, the following suggestions are offered:

Federation: CC+, CL+, FFG, Pol+; all fast drones & AWR refits.

Klingon: D7L (rack refit), D5K, F5K, E3; all with fast drones.

Kzinti: CM, CM, DWL; all with rack refits and fast drones.

Lyrans: CC+, CL+p, DD+, FF+

You could also use the Battleforce-500 "teams" in this issue.

(SL107.3) LENGTH OF SCENARIO: Four turns.

(SL107.4) SPECIAL RULES

(SL107.41) MAP: The map is fixed and is surrounded by a "Tournament Barrier." No ship can leave the map. Any ship attempting to leave the map stops in the last numbered hex. The act of running into the barrier breaks any tractor beam. Displacing off a fixed map is covered in (G18.68a). A displaced ship will not actually stop moving until it hits the barrier through normal movement. No damage is caused by hitting the barrier since hockey is a nonviolent sport.

(SL107.42) GOALS: The goals are located in opposite corners of the map. The green goal is bounded by 0103, 0202, 0302, 0402, and 0501. The gold goal is bounded by hexes 3830, 3930, 4029, 4129, and 4228. If the puck enters into these hexes a goal is scored and the puck will stop moving. Teams cannot lay blocking mines or webs with 10 hexes of the goal. Suicide shuttles launched within 10 hexes of the goal must move at maximum speed.

(SL107.43) PUCK: Use any convenient counter.

(SL107.431) The puck moves in reaction to weapons fire and cannot be destroyed. It is placed in its starting position at the beginning of the impulse after a goal was scored. The puck is size class 6 for purposes of determining weapons, mine and tractor reaction.

(SL107.432) The puck may move any number of hexes in an impulse. During any phase that it accepts damage, the puck reacts by moving along the hex grid in the direction opposite to the shield facing from which the damage is coming during the damage resolution step. i.e.: If 4 damage points came from direction D, the puck will move 4 hexes in direction A.

(SL107.433) The puck can only react along the hex grid. The grid has only 3 separate direction pairs and these are defined as A/D, B/E, and C/F. Damage supplied to any direction pair, (e.g.: A/D) is resolved by subtracting the smaller damage value from the larger to determine a net damage and direction. If damage is applied to the puck on the same phase from different direction pairs, roll two dice for each direction pair with the lowest direction roll moving first. All movement in one direction is resolved before starting the movement in the next lowest direction.

(SL107.434) Split shield resolution is resolved as a unique direction. Roll a die to determine in which of the two possible directions to move into first and then alternate between the two directions until all damage has been accounted for. Resolve multiple direction damage as in (SL107.433) with split shield damage considered another possible direction.

(SL107.435) (Optional) Split shield resolution can be simplified by

dividing the damage between the two separate directions. Roll a die to determine where to put any odd points. Movement is then resolved with only three basic directions under (SL107.433).

(SL107.436) A puck striking the wall will rebound off it. It doesn't cost any movement to rebound off the wall. A rebound will follow "normal" laws of physics to determine the direction of the bounce. (See Diagram.)

(SL107.437) A puck that is damaged during its movement will react to that damage immediately. That damage is added instantly which may cause the puck to move fewer hexes or head off in another direction before the rest of the original movement is resolved. The new direction depends on whether the damage came from the direction the puck was moving in or from "off center."

(SL107.44) WEAPON RESOLUTIONS AND OTHER REACTIONS

(SL107.441) Hellbore (non direct fire) and enveloping plasma torpedoes have no effect on the puck.

(SL107.442) PPDs are resolved by (SL107.435) and are always resolved first with each PPD being treated individually. Note that fire is simultaneous, it is only the resolution of the damage that is done first. Since the puck will move each time a PPD hits, wavelocks will need to be rerolled as conditions change and if the puck moves out of range or arc, wavelock is lost.

(SL107.443) A puck that hits a web is slowed down as any object would be hitting a web. Generally this simply reduces the pucks movement by the strength of the web. If the puck doesn't have enough movement it will get stuck. A puck can be "blown" from the web with weapons fire.

(SL107.444) A puck that hits an ESG field will reduce the ESG to zero. The puck will resolve this new damage by (SL107.437). An ESG could do "off center" damage.

(SL107.445) A puck could set off a mine. The new damage is resolved by (SL107.437). A mine could do "off center" damage.

(SL107.446) A puck moving into a hex with a seeking weapon targeted on it will "run into" the seeking weapon. This damage is resolved by (SL107.437). Seeking weapons NEVER do "off center" damage.

(SL107.447) The puck can be tractor. If the puck is pulled into the goal by tractor, one victory point is scored. The puck can be blasted free from a tractor beam with each point of damage counting as negative tractor power for that impulse only. If the damage exceeds the amount of tractor energy being used, the puck is blasted free and the remaining damage, over and above the amount it took to break the tractor beam, will move the puck normally.

(SL107.448) Transporters cannot be used on the puck. AEGIS cannot be used on the puck. SFGs can be used on the puck. Displacement Devices can be used on the puck. ADDs treat the puck as a shuttle. EW cannot be lent to the puck.

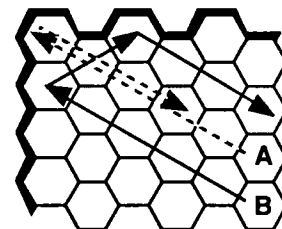
(SL107.45) VICTORY POINTS: A goal is scored the impulse the puck enters a goal. One victory point is awarded for each hex the puck traveled during that impulse to get to the goal. If the puck enters the green goal, the points are awarded to the gold team. If it enters the gold goal, the green team receives the points. It doesn't matter who caused the goal originally.

(SL107.5) VICTORY CONDITIONS: The team with the most victory points (SL107.45) at the end of the game wins. It is possible to tie. In the event of a tie, the puck is returned to 2215 and both teams are returned to their goals (in their present condition) for a sudden death overtime period. The first team to score in the overtime period wins.

(SL107.6) BALANCE: Adjust the BPV available for team selection.

(SL107.7) VARIATIONS:

(SL107.71) TERRAIN: Asteroids, Nebula, Heat zones, Sunspot activity, Dust clouds, Ion Storms or a Radiation Zone can be added



to the map as desired. The game becomes quite interesting when played in a nebula. Asteroid damage will slow and stop the puck like (SL107.443) using the pucks "current speed" and counting the damage from table (P3.2) as "Web strength."

(SL107.72) TEAMS: Each team select ships (from any race) up to a preselected BPV value (400 is suggested). Teams may over or under spend. If the team over spends, one victory point is awarded the other team for each point of BPV the team over spent. If the team under spends, one victory point for each point of BPV it under spent. Teams must be within 10% of the original agreed upon value. Two identical teams could be used.

(SL107.73) SHIPS: Tournament ships could be used. Ships could be limited by size or type (Fighters or PFs make for interesting games). Note that tactics will change with different types of ships.

(SL107.74) FACEOFFS: Setup one ship from the green team in hex 2211 facing D and one ship in hex 1814 facing C. Setup one ship from the gold team in hex 2219 facing A and one ship in hex 2717 facing F. Previous speed for these ships is 10. If used at the beginning of the game it must also be used in the overtime period.

(SL107.75) NON-CONTACT GAME: Teams are not allowed to damage other ships. Mines can only be set to the size class of the puck. Incidental mine damage is allowed as is breakdown damage from running into a web.

(SL107.76) PUCK SIZE: Change the size class or movement cost of the puck. Also the EW of the puck can be varied to make life more interesting. (This can even be used as a balancing factor by giving the puck ECM that only affects one team in the game.) Vary the ratio of damage to puck movement.

(SL107.77) GAME LENGTH: Allow a longer game. This will make three-turn weapons practical.

(SL107.8) TACTICS: Teams that concentrate on the puck will usually do better than those that rough up the other team. Always watch out for long bank shots of one or more walls. Consider SSs or slow drones to cover some of the hex rows near your goal. If you can score early, start concentrating your firepower on your opponents ships since cripples are hardly in a position to score goals.

(SL107.9) PLAYTESTER'S COMMENTS: This scenario requires finesse. Remember that scoring goals is the only way to win. Pick races carefully; weapon and ship types can make or break your team. Disruptors have an advantage, and plasmas a disadvantage, because of arming rates. Hydrans and Fed escorts are awesome due to the Ph-Gs. Don't take a pure escort team due to the rapid firing rates; you will be vulnerable to "roughing" from the enemy.

(SL108.0) HOLE IN THE WALL (Y171)

(Theodore L. Bleck, New York)

Plagued by pirates in the remote Survey Area, the Federation configured the Galactic Survey Cruiser *Richard E Byrd* as a CVL to provide a rapid response force. While escorting a convoy in Y171, the long-range scanners on the *Byrd* detected some curious activity in an asteroid field, which on closer examination was identified as the super-secret pirate base known as "Hole in the Wall."

Captain Annette Packard of the *Byrd* knew that if she waited long enough to hear from Star Fleet Survey Command, the pirates would disappear with their loot. Seizing the moment, she charged the pirate stronghold. As luck would have it, however, a small raiding force returned just as she attacked the base.

(SL108.1) NUMBER OF PLAYERS: 2; the Federation player and the Orion (Lion's Heart Cartel) Pirate player.

(SL108.2) INITIAL SET UP

Asteroids (standard 1-hex radius) in 1813, 1911, 2210, 2511, 2713, 2815, 2617, 2419, 2119, 1817. (Alternatively, use the Asteroid Belt map from Captain's Module A; this favors Orions.)

Orions: Base Station in 2215. Two Federation-type cargo pods are attached to the base. WS-III. Rotation at Orion option.

Small freighter in 2213, speed 0, facing D, WS-0.

Large freighter in 2314, speed 0, facing E, WS-0.

One CR and one Slaver arrive on turn 4 in 0126, speed 10, facing B, WS-III.

Federation: One GSC/CVL (six F-8 fighters) arrives on turn 1 in 1701, speed max, facing D, WS-III.

(SL108.3) LENGTH OF SCENARIO: The scenario continues until all units belonging to one player have been captured or destroyed or have disengaged.

(SL108.4) SPECIAL RULES

(SL108.41) The map is fixed; it does not "float." Any ship leaving the map has disengaged and cannot return.

(SL108.42) No shuttles have warp packs. There are no PFs.

(SL108.43) All drones are type-IM or type-VIM. GSC has no refits.

(SL108.44) On the base is the local Orion Crime Lord. He has ordered the two arriving Orion ships to try to rescue him, and those ships cannot leave the board until he has been killed or rescued.

(SL108.441) The Orion player secretly records, in writing, which box

on the SSD of the ship/unit he is in. He can move to a new box at the end of each turn; the previous record is retained (but not revealed until the end of the scenario) to verify the honesty of the Orion player.

(SL108.442) If the box occupied by the Crime Lord is destroyed, there is a 50% chance that he will be killed; if not, assign a new box.

(SL108.443) The Crime Lord can be transported from one ship to another by transporter, shuttlecraft, or by docking. Such transfers need not be revealed, although the possibility of such transfer (the flight of a shuttle, the docking of a ship, the use of transporters) will be obvious.

(SL108.45) The two arriving Orion ships have drone racks or photons in their option mounts. Each rack has two drones remaining with no reloads. Base has 30-box shields and a photon torpedo.

(SL108.5) VICTORY CONDITIONS: The Federation Objective is to destroy or capture the base, recapture the freighters, and prevent the escape of any Orion ships or the Crime Lord. Use the Modified Victory Conditions, but add a 50 point bonus for the Federation if the Crime Lord is killed, a 100-point bonus if he is captured, and a 100-point penalty if he escapes. Give the Orions a 200-point bonus regardless of the result to compensate them for an impossible situation.

(SL108.6) VARIATIONS: Obviously the ships of any race could be used to attack the pirates.

(SL108.7) BALANCE: Replace the CR with a BR or CA or give the CR the plus refit (favors Orions) or add one Police ship or frigate (favors Feds).

(SL108.8) TACTICS

FED: Go in quick, drop a shield on each freighter with phasers, and board them. Hit the base with everything you have. You should be able to hit the base twice with photon overloads before the pirate ships arrive, then have a set of overloads on turn 5. The arriving Orion ships will still be in range at that time. The fighters can fire one drone each on turn 1 (drawing a weasel) and the other on turn 2 (smashing the base), then reload before the Orion ships arrive.

ORION: Pray! If the fighters come in, hit them. If they stay outside, hit the *Byrd* with your best shot. Save the shuttle as long as you can. Launch shuttles from the freighters to give you more firepower, and move the freighters in opposite directions. Use transporters on turn 1 to hide the position of the Crime Lord.

(SL108.9) PLAYTESTER'S COMMENTS: An intense challenge as the Orion must find a way to survive until help arrives.

THE TACTICS BOARD

The Commander finished grading the last of the term papers from the current class of cadets. That task complete, the Commander unlocked his desk and withdrew a slim folder holding the transcripts of the latest cadet tactics board. He had saved the enjoyment of reading this file as a reward for wading through the term papers. He began reading through the file.

Engineer: Gentlemen, we have some very interesting questions prepared for the junior cadets today. Let's get to it.

Kaufman: Cadet McMichael is first.

McMichael: The Cadet reports to the Tactics Board.

Crull: Let me find a good question for him.

Engineer: Never mind, Cadet Crull. I have a question for Cadet McMichael. Based on our previous discussion of getting Klingon ships into overload range, please describe a tactic that would accomplish this.

Kaufman: While retrograding.

Engineer: Very well, while retrograding.

McMichael: When retrograding with Federation ships, overload your photons and then use emergency deceleration. The enemy should coast into overload range before he realizes what you have planned for him. The move can be concealed by using extended arming cycles, keeping the energy requirements low.

Crull: Careful Klingons won't get caught. Admittedly, though, it won't be obvious that they are overloading.

Spitzer: I think it *would* be obvious that they were overloading.

Gopin: Whether it's obvious or not, anyone entering overload range of a parked Federation ship deserves what he gets.

Zimdars: I doubt if pursuing ships will coast in that close.

Hack: Extended arming cycles won't work. The whole retrograde concept is based on firing proximity photons at the maximum rate. If you don't fire on schedule, he'll ask himself why, and the only logical reason is that you are overloading.

Olesen: As a general tactic, you should vary your arming cycle just to keep the enemy off balance.

Engineer: The tactic doesn't seem to be workable, Cadet McMichael. You are relying too much on the enemy not figuring out your motives. If he does, you are left at a dead stop with overloaded weapons and with a superior enemy working to surround you and cut off your escape. Remember that the Retrograde is used as a survival tactic when outnumbered. A tactic which works against that end is inherently unworkable.

McMichael: I will endeavor to develop another tactic.

Engineer: See that you do.

Kaufman: Cadet Petereese, front and center.

Petereese: The Cadet reports to the Tactics Board.

Engineer: How would you employ enveloping plasma torpedoes?

Petereese: Enveloping plasma torps are often used as a "shoot around the corner" weapon to reach a weak shield. A better way is to use the weapon to quickly reduce all of the target's shields. With every shield reduced by 33-50%, his ability to maneuver will be limited, and he will be unable to turn an undamaged shield toward you when you score damage on the facing shield. The same tactic will work with hellbores and, to a limited extent, with PPDs.

Crull: This would seem to work best with the Gorn Anchor as that would secure a hit, but when you are at close range, shouldn't you be trying for penetrations?

Kaufman: Don't try this against a big ship. His shields will shrug off the damage.

Schultz: No way! He's sandpapering shields; I'm damaging his ship.

Zimdars: EPTs are only useful as a *coup de grace* against a ship with 3 or 4 shields down or at least weak, or when there is a down non-facing shield.

West: It's better to fire normal torpedoes, or bolts, and crush one shield than to reduce all of them.

Engineer: The Tactics Board doesn't seem to appreciate the finer

points of your tactics, Cadet.

Petereese: Well, of course, sir, this should be used as a preliminary tactic during the opening stages of the battle, before moving to close range and using the plasma-Fs to penetrate shields.

Gopin: With those recycle times? Hit him at long range, and he'll be up close and personal before you can reload.

Engineer: Care to try again, Cadet Petereese? I didn't think so. That is a questionable way to employ EPTs. Next Cadet.

Kaufman: Cadet Jaddle, front and center.

Jaddle: The Cadet reports to the Tactics Board.

Crull: Allow me.

Engineer: Be my guest.

Crull: Cadet, how would you employ your reserve power as a defense against hellbore attack?

Jaddle: When fighting hellbore-armed ships, don't use your reserve power for shields on the first salvo. Save it for the follow-up hellbore attack, when damage could leak through your weaker shields, and use it to reinforce them.

Hack: This only works if no shields are down, and the available reserve power can stop any damage that would penetrate a shield. If you have a down shield, your reserve power will be only half as effective because you will have to use it as General Reinforcement. Given the low amounts of reserve power available, this would accomplish almost nothing.

Zimdars: You can recycle the batteries before he can reload the hellbores. If he only fired some of them, he can't crack your shields.

Schultz: Assuming no down shields, the reserve power might be able to boost the weakest shield to equal the second weakest, thereby dividing the damage further.

Engineer: That's a lot of finesse to expect in the heat of combat.

Schultz: The mark of a winner.

Kaufman: Cadet Brizinski is next.

Brizinski: The Cadet reports to the Review Board.

Engineer: Never mind finding a question, Cadet Crull. I overheard Cadet Brizinski in the cadet mess last week expounding a new plasma gambit. Care to share it with everyone else?

Brizinski: Certainly, sir. While you can follow a plasma torpedo through an asteroid field to avoid damage to your ship, a pseudo-plasma torpedo will not protect you from damage. This creates the possibility for a deception gambit. Fire a real plasma torpedo through an asteroid field (at the enemy) and then move along a similar path without actually following the torpedo. When you take asteroid damage, the enemy will realize your "deception" and assume that you gambled on following a PPT and lost, but he will be the real loser when the real torpedo strikes.

Spitzer: The deception is so elaborate that the battle will be over before it matters.

Gopin: A plasma torpedo going through an asteroid field will take so much damage that it won't matter if it's real or a PPT when it hits.

Crull: The plasma is tripping along at warp three point two. You are going to follow it into an asteroid belt at that speed?

Engineer: You're going to voluntarily take asteroid damage on your forward shields while approaching the enemy?

Bayless: When you start assuming that the enemy is assuming something, you just confuse yourself.

Olesen: Considering the loss of torpedo strength and the damage to your shields, this may be one time you'd be better off bolting it.

Zimdars: I fail to see what Cadet Brizinski is trying to accomplish except waste a plasma torpedo for a light show.

Engineer: I admire your initiative, Cadet Brizinski, but you need to add some research. It's all right to get together with your fellow cadets, and later with your fellow officers, and discuss new tactics. You shouldn't hold back in those discussions, but any tactics you develop should be tested thoroughly in the simulators. Don't try something that outlandish without testing it first.

Brizinski: Yes, sir. Of course, sir. Three bags full, sir.

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. 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.

STEALING ECM — *Cadet Daniel Pei, USS Washington*

Your scout ships can use (G24.23) to attract enemy ECM drones which they are using to protect their ships from your weapons. As an ECM drone lends EW points to its "target" once the scout has attracted the drone it ceases to protect its original target. Note that the scout cannot take advantage of all of this ECM as ECM drones are not cumulative and are within the six-point "received from lending" limit. Also, the scout must be within 15 hexes of the drones. Even so, the ability to disrupt enemy EW defenses can be very useful in a fleet battle.

Rated the Best Term Paper in this issue of Captain's Log.

THE PLASMA SCATTER-GUN

—*Lieutenant James L Butler, USS Louisiana*

A Romulan lead or "point" ship can cause far more confusion to a Gorn force than its BPV would warrant by launching its main plasma or plasmas in a shotgun, then launching its other Fs on later impulses. This usually causes the lead elements of the Gorn fleet to fall into disarray. This tactic is very useful for a ship that is suddenly surrounded. After "scattering" the plasmas, a Romulan ship can avoid reprisals by cloaking. This is very effective in a squadron situation where the other ships of the squadron accelerate to close about a six-hex gap between themselves and the lead ship, which decelerates and/or cloaks after launching. They then take advantage of the routed Gorn ships. Obviously, the best ship for this tactic is the Romulan Sparrowhawk-J. The Klingons have a similar tactic where one ship sacrifices itself to absorb most or all of the Fed's overloaded photons, so that the rest of the squadron can close for two turns of uninterrupted close-range salvos. This tactic is called the Saber Thrust.

MITIGATE YOUR DAMAGES

—*Ensign Owen Riley, USS Pennsylvania*

Standard SFB tactics advocate the use of continuous damage control to repair a few powerful systems. However, a better tactic is to use the ship's limited repair capacity to protect other more valuable systems instead of paying to repair them later. Players should repair "cheap" systems which are damaged either before the system they want to protect according to the standard damage allocation chart (DAC) or which can be damaged in place of that system. For example, a Federation cruiser carries 2 Ph-3s with 360° arcs. The first three phaser hits will destroy both ph-3s and one ph-1. The Fed player must then choose what system to repair. He could attempt to fix the ph-1 which would take 2 turns (5 point repair cost while the cruiser only generates 4 repair points). During that period, the other ph-1s are at risk because any phaser hit would destroy one of them. On the other hand, the Fed could repair 2 ph-3s in 1 turn (2 point cost each) and use these to absorb two phaser hits which would otherwise have destroyed ph-1s. By repairing the ph-3s, the Fed can keep a higher combat power longer. The main problem with this tactic is the limited number of boxes a ship can repair in battle. In essence, a player must decide if he wants to wait to get the benefit of his repairs, or if he wants the benefit now to maximize its effect. After all, cheaper weapons now are worth more than better weapons later under the DAC.

CAPTAIN'S LOG #7

NO WEASEL? — *Cadet Gerard R Lane, USS Massachusetts*

A ship cannot launch shuttles for four impulses after it makes a high energy turn. If an opponent makes an HET close enough to your ship that seeking weapons will hit inside of five impulses of movement, unload. There will be no weasel. This is just one more reason why the HET really is an emergency maneuver.

EN GUARD! — *Lieutenant Graeme Bayless, USS California*

Even at weapons status 0 a ship may place guards on its important systems. This is a very important fact as guards are one of the often overlooked but vital defensive measures. Preparing your ship for hit-and-run attacks, and preparing to initiate them, can turn a game around. As for targets for hit-and-run raids, try to hit systems that are of slightly less than vital importance, such as phasers. Normally, an opponent will not guard phasers as torpedoes and control spaces are "more important." This makes them easy kills for hit-and-run raids.

I SHALL FEAR NO T-BOMB

—*Lt Commander Bill Blakely, USS Georgia*

Tholian ships can use their snare generators to make themselves safe from T-bombs. Place a web hex next to the T-bomb and enter it at speed 7 or higher. This will set off the mine, but your ship won't be slowed down by the web and won't be damaged by the explosion.

DAMAGE REPORT — *Lt Cmdr John D Byrne, USS Michigan*

Once you identify your opponent's ship using tactical intelligence, keep an extra copy of his ship's SSD to mark the damage you do. If he should move farther away at a later time, you know what he needs to repair, what he has lost, and so on. This is helpful since using tactical intelligence rules prohibit unlimited viewing of his SSD.

KILLING ANTS WITH A SLEDGEHAMMER

—*Lt Commander Tom Chartoff, USS New Jersey*

While it might seem ludicrous to use one as such, the PPD and the hellbore are the most effective long-range anti-fighter and shuttle weapons in the game. One look at their charts will reveal that they both have the ability to destroy shuttles (presumably SPs) or cripple most fighters at ranges greater than 20 hexes! Not even the phaser-4 can inflict this much damage at these ranges! The best situation in which to use this tactic is at WS-III and with your opponent on the other side of the board. If you both move slowly or if you move in retrograde, you can have your weapons recharged by the time he comes within your overload range (minus a few fighter/shuttles)!

SHOOTING FOR THE CREW

—*Lieutenant Steven Petrick, USS Florida*

In a campaign with outstanding crews, keep track of the number of internals you score on his outstanding ships from battle to battle. Do whatever you can, including kamikaze boarding parties, to cause more crew casualties. Remember that if more than 10% of the crew is replaced (G21.3) they lose outstanding status. It may be possible to capture the ship easily late in the campaign if enough of the crew is killed in each battle that he can not replace them without losing outstanding status. To prevent the enemy from doing this to you, assign a Legendary Doctor to the ship to cure crew units.

COUNTER-FORTIFICATION

—*Rear Admiral Stacy Brian Bartley, USS Ohio*

When laying siege to a Tholian wedding cake, sow mines and T-bombs at strategic places around the outer perimeter of the outer web to prevent the Tholians from coming outside after you have committed your forces to the web. Make sure it is two hexes from the web so that the blast is not sandbagged. This prevents him from being able to reverse the direction of his attack toward your #4 shield. Also it's a nasty surprise for the reinforcements coming on turn 15 in (SH6.0).

—*More Term Papers on pages 32-33*

ASK UNCLE ARDAK

TZ asks: *How do I get a drone hit on a Lyran CA while flying a Kzinti BC? Drones are medium-speed, and both ships have refits. I tried using MW drones to bring down the ESG, but I still can't get even a single hit very often. I've even tried using a scatterpack and ATG drones from the racks to create a massive swarm, but I still can't seem to get a hit. About the only way I can score drone damage seems to be using Swordfish drones at range 2. Any suggestions?*

You should look for ways to make your attack more efficient. Your drones must all hit the ESG at the same time, and preferably from the same side so that only one bank of ph-3s can be used. T-bombs probably won't be a factor if he is approaching you (as he would have to drop a facing shield) and if he is running away his best weapons can't hit you. If you can hit his ESG with at least six drones, he will be forced to use phaser power to kill the cripples. You can use slug drones to force him to complicate his lab identification attempts.

Look for ways to reduce the ESG. You can even ram the ESG, or push a shuttle into it with a tractor, to soak up some damage. Besides using your ship and a shuttle, you can place T-bombs through a non-facing shield. (This shield can be planned well in advance, so you can drop it early and raise it immediately after placing the bomb.) Lure him into asteroids if you can. If you run out of control channels and can't afford ATG drones, use type-VI drones, or even fire one or two standard drones on a ballistic course (from short range and very carefully planned!). Armor modules will also help.

Another thing to consider is timing. You have to arrange for your drones to arrive at the proper intervals. Each ESG will probably soak

up about five type-1 drones (or less at larger radius). If he puts up both ESGs, he will be without them for the following turn, allowing your follow-up attack to penetrate.

We assume that both ships have the "plus" or "C14" refits. If the Lyran has the phaser refit, you probably have the drone refit. This swap is to your advantage, as you can fire six drones per turn while he still has the same number of phasers to kill drones.

And while Kzintis take pride in their drones, these are not their only weapons! If that Lyran CA is drone-proof, it is because he is diverting his ph-3s and even some ph-1s to kill incoming drones. This gives you a firepower advantage at short range, coupled with the traditional Kzinti advantage in EW. Count weapons on the ships! The Lyran CA has the same four disruptors you do, with more restricted arcs. He has four ph-1s to your two, but he is probably diverting some of those to drone defense. He has six ph-3s, and you have 10, and the firing arcs are to your advantage. Get to short range, smash the ESGs with an efficient drone attack, and blast him with your other weapons. *Then*, if you really want a drone hit, you can use the Kzinti anchor!

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

"Ask Uncle Ardak, ADB, care of Task Force Games." 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.

—More Term Papers

SPEED AND TURN MODES

— Cadet Evan J Gnam, USS Alabama

When deciding on a speed, always consult your turn mode chart first. Pick speeds that are near or at the top of a given turn mode bracket. If given the choice between going one or two hexes faster and having a higher turn mode or going a little slower and having a tighter turn mode, take the lower turn mode. The ability to turn a little more will be well worth the loss of a few hexes of speed.

FULL SPEED AHEAD

— Lieutenant Evelio D Perez-Albuerno, USS Maryland

In most tactical situations, a captain would like to move as fast as possible but is limited by available power. To get the most speed out of your ship during the critical period when you are near the enemy, arrange to make your approach near the end of the turn. Then plot a mid-turn acceleration to high speed for the last few impulses of the turn. On the next turn you can continue at high speed and slow down later in the turn to save power.

This gives you a long block of high speed movement at a relatively low energy cost. For example, a ship is moving at 16 during turn 4 and plots an acceleration to 31 (must use impulse power) on impulse 25. On the next turn it maintains speed 31 until impulse 10 and then decelerates to 16. The ship was moving at speed 31 for 17 consecutive impulses, but only pays for 20 hexes of movement in each of the two turns.

WINNING AUCTIONS — Cadet Robert Hahn, USS Minnesota

When a plasma ship is closing in for an anchor, allocate plenty of power to tractor beams. When he grabs you, expend a point or two of your allocated tractor power as negative tractor, but let him win the auction. At this point, shift EW or fire phasers to get him to use up his 'no longer needed' reserve power. After he launches his torpedoes, you dump the rest of the allocated tractor energy into negative tractor and break the link, at which point you can use a WW (you did slow down to speed 4, right?).

SCATTER-PACK SHELL GAME REVISITED

— Admiral David Zimdars, USS Montana

When faced with a drone-armed opponent many players will automatically destroy the first shuttle they see fly out of their opponent's bay in hopes of bagging his SP. Remember, SPs need not be filled with all six spaces of drones or any drones at all. Try this: Load two shuttles with 3 drones, or three shuttles with 2 drones. This may take a bit longer than loading 6 spaces of drones in one shuttle if you don't have deck crews. Launch each SP separately, but set the release ranges so that they will all release at the same time. If your opponent destroys one of the shuttles he only takes away part of the punch and if you are lucky, he will not destroy any of them. This tactic is costly shuttle-wise, but can be worth it for the surprise.

You could save drones by launching an unarmed seeking shuttle first, as it will probably draw enemy fire immediately. Also, if a shuttle releases three drones, the enemy will probably leap to the conclusion that they are type-IVs, and fire two phasers at each one.

ANTI-ANDROMEDAN TACTICS

— Lieutenant Stephen Armstrong, HMS New Brunswick

Using high ECM or EM with fast ships, you can hunt down Andromedans. Force the attack, and they'll have to burn their reserves, whereas if you hold overloads until you get to a range of four, you can overwhelm them. Use seeking weapons against them at moderate to long range to force them to use their bag of tricks until it's exhausted.

BATTLE BOOK — Cadet Mark Webber, USS Kentucky

Take a copy of the Master Weapons Chart, Impulse Chart, Standard Game Sequence of Play, Events Record Chart, Damage Allocation Chart, six or more copies of the Energy Allocation Form, a Shuttle Control Form, the Ready Reference Cards for EW and terrain, the SFB rules cross index, and a Drone/Plasma torpedo Control form. Place the forms and charts into clear plastic document protectors. Add SSDs as appropriate and place them in a three-ring binder. This can then be used in combat to keep the forms neatly arranged and easy to find.

PLASMA BALLET

by James L Butler III, USS Louisiana

The Plasma Ballet is the term for Romulan high speed plasma oblique attacks. This tactic is exceedingly effective and deceptively simple. A FireHawk moving at a speed of 30 proceeds to a range of 10 to 12 hexes, launches (or bolts) its type-S torpedoes, and turns off to rearm. A simple premise, yes, but the subtleties can overwhelm even a veteran player.

The concept is called "Plasma Ballet" for a variety of reasons. It centers on speed, the soul of all plasma tactics. If well performed, a Federation opponent will never reach overload range. It relies on skilled maneuver to avoid being pinned against a map edge in the tournament arena and to avoid accumulating damage on a single shield. It relies upon long distance firepower, the type-S torpedo.

The term "Plasma Ballet" more literally refers to two plasma-armed opponents trying to out-think and out-maneuver one another and gain the decisive position. The Gorns are at a disadvantage in ballet tactics when compared to the superb, and expensive, Hawk series. The Gorn turn modes are sluggish, and their plasma arcs are not well suited to the task. Yet, the sturdy Gorns and even the ISC can perform the Plasma Ballet.

The key to this dance macabre is "crossing the T," a simple maneuver. When approaching in an oblique fashion, you turn 60° towards your opponent at a range of 15-20 hexes. The purpose of this is to place yourself in a position to "cross the enemy's T." You have the advantage if you can place yourself directly in front of the enemy, but with your own ship facing 60° to one side, and at the

range you want to be. From this position, when both ships launch plasma torpedoes, you will be instantly able to turn away from them and leave at high speed, while the enemy must continue towards your plasmas for a few hexes before his second turn away from them. A subtle advantage, but subtle advantages are the ones that turn the tide, and this one is worth a range bracket or two. The sideslipping and counter-turning to reach this position, or keep the enemy out of it, adds style and grace to what is otherwise a ghastly slugging match.

Never use weasels against a plasma ship. No one ever said the *Way of the Hawk* was easy, and you must be prepared for long plasma duels (10+ turns), yet without using weasels. Weasels are addictive, and somewhat like Brazilian debt; once you've used one, it's hard to get up enough speed to deal with plasmas by running. Caught at a speed of 10-15 after using the first weasel, you use another weasel, and yet another, and before you know it, you are at speed 10, with no shuttles left, facing an opponent with all of his plasmas armed. Gorn players like nothing more than to draw out enemy weasels with pseudo-plasmas and then destroy them with their ever prodigious phaser fire; so beware!

Bolting provides flexibility for the Plasma Ballet. Bolting from the Glory Zone (9-10 hexes) and turning away at speed 30 is a sure way to never see an overloaded photon.

Against a direct-fire enemy like the Federation, the Plasma Ballet can become even more effective with passive fire control. Since plasmas can be launched on passive, you can use the power normally consumed by phasers and scanners for more speed. At long range with max ECM and the passive bonus, his chances of scoring a hit with a photon are slim at best, assuming that you have the time and space needed to wear him down.

HUNTING HYDRAN FIGHTERS WITH ADDs

— Ensign Bill Heim, USS Maryland

Take ADD-armed escorts and close with the main group of Hydran fighters. Put maximum ECM up and conduct erratic maneuvering. There will be a small penalty on your firing, but this will be more than made up for by the difficulty he will have in hitting you. He will also be forced to close to ADD range in order to score hits. If he concentrates on you, he will risk an explosion that will cripple his fighters. If he tries to avoid the escorts, his fighter groups will be broken up and scattered.

READY TO GO —Lieutenant Mike West, USS Pennsylvania

If the situation is unstable and likely to fall apart at any moment, move at speed 31 and use your batteries or weapons armed on previous turns to fight defensively. If the situation gets out of hand, you can simply disengage at the end of the turn.

THE GORN PRE-ANCHOR

— Ensign Barton Bolmen, USS California

You don't need to Gorn Anchor someone before you can safely launch a close-range plasma or fast drone alpha strike. Simply get close enough to your opponent to score hits within two impulses of your seeking weapon launch. By doing this, he won't have time to emergency decelerate and drop a WW before your seeking weapons hit. If it still matters after that, then you can Gorn Anchor him (or what's left of him).

AVOIDING FLEET MIZIA ATTACKS

— Fleet Captain Mark Schultz, IKV Wynslayer

Because of the advantages of multiple small volleys over a single large volley, fleets will often divide their firepower over several consecutive impulses. The simplest method of avoiding this is to keep your speed up and make sure that your turn mode is satisfied when you are expecting fire. This allows you to quickly turn and present a new shield. Reserve power speed changes can be used if your speed is slow and your next movement impulse is several impulses away.

FOOL THE ANDROMEDAN!

— Cadet Tony Zbaraschuk, USS Washington

If an Andromedan ship is approaching your fighter squadron, fire a wave of dogfight drones at him. After he destroys them with T-bombs, fire your real drones at him. He will be hard-pressed to stop them since his transporters haven't recycled. After he catches on to this trick, include a few real drones with the dogfight drones.

UPDATES ON PREVIOUS TERM PAPERS

Time marches on, and some older term papers are now illegal. Most term papers which create an abuse are caught in the analysis process and become Addenda. Some published papers, however, generate so much controversy that they were outlawed after publication. Committee Member Ray Olesen and Tactical Officer Steven Petrick have analyzed the previously published papers and found several which are no longer valid. The authors, however, will retain credit for a published paper.

NEXUS #5: Letter ruling #83-003 was outlawed by (M9.23).

NEXUS #8: Gurley's *Federation Modifications* is now illegal under (S7.0-3).

NEXUS #9: Crull's *Buccaneer Option Mounts* includes the phrase "until you actually fire it" which is no longer valid under (D17.19a).

NEXUS #9: Byrne's *D7H Retrograde Overruns* suggests strengthening the #4 shield, which is limited by (S7-27).

NEXUS #10: Blakely's *Damage Control* comments are now illegal under the revised (D9.2) rules in the CL4 addenda.

NEXUS #12: Gopin's *Lyran Gambit* is now illegal by (S7.0-20).

NEXUS #13 Academy: Burke McCrory's proposed *Sacrificial Lamb* tactic (to target drones on a shuttle and have that shuttle crash land on an enemy ship) is impractical in many respects and illegal in some. The shuttle cannot be fired at (by drones) if it is manned, and it cannot "crash land" if unmanned.

We have had so much trouble with ship modification papers that we have effectively quit publishing them. All papers of this type have been transferred to a special holding file and may be used in a special section at a later time.

FEDERATION & ENQUIRE

Questions about the F&E game system and background.

* *What happens if a Klingon ship "retreats" into the Orion province and causes them to go neutral? Is this fair?* Well, first the Klingon must have a supply path to invoke the neutrality clause. Without it, the Orions would go neutral when the ship arrived and then immediately revert to loyalty when they found that it didn't have a supply path. This would not cause the Feds any loss of income as it doesn't remain in effect during a Fed economic phase. If the ships do have a supply path, you can assume that they did not "retreat from" the Fed fleet but rather "fought their way past it" to reach Orion territory.

* *Can a captured planet or province ever produce full economic value?* Not in F&E. We are considering rules to that effect for Total War, but have not finalized the decision.

* *The Fed CVA and CVB have more fighter factors because they are carrying the super F-14 and F-15 fighters. But the rules treat those factors as just the same as any other factor for purposes of replacement fighters and transfers from other carriers. Why is that?* It's just a simpler way of doing things. Otherwise you'd have to say that the fighter factors on the CVA and CVB were not fighter factors at all, but some other sort of factor which was treated separately, but which could be replaced by fighters at some lower level of efficiency. It's easier to just say that a factor is a factor and let it be.

* *Just what are those carrier pods that the Feds have in their initial Y168 Order of Battle? The CVL pod isn't available until the LTT comes out in Y174, but the CVA pod (with more fighters) is listed as appearing in F&E in Y172. Actually, the CVL pods were available in Y167. The CVL pods were still used on tugs after the first CVA pod came out, and by the time the third CVA pod was available there were LTTs to use the CVL pods, so all of them remained in use.*

THE MOLASSES ATTACK

by Bill Walter, USS Pennsylvania

The burden of attack in Federation and Empire is a heavy burden indeed. Because of reaction movement, positional defenses, and reserve movement, the defender can concentrate forces at vital positions and defeat the attacker.

Nevertheless, there are strategies which the attacker can use to counter the natural advantages of the defender's position. One of these strategies is the "molasses attack." In essence, a molasses attack involves attacking every target within range, capturing all neutral territory, and contesting every province reachable. To mount this sort of attack, the attacker must heavily outnumber and outgun the defender.

Consider the Klingon turn two assault on the Kzintis. Because the attacking and defending units can be clearly defined, this is an excellent model for study.

The Lyrans will handle targets 1004 and 1202 and everything closer to the Lyran border, as well as some other worthwhile tasks. The Klingons are responsible for everything else.

The Kzintis will, for purpose of this example, use a forward defense setup (designed to slow a molasses attack). They will have one DD at BATS 1605, 1405, and 1205. Starbase 1304 will be defended by a CC, 3 BC, CV, CVL, FF, and DF. Planet 1504 will be defended by a BC, CVE, and SC. Any free ships in Marquis area will be at Starbase 1704. The remainder of the Kzinti fleet will be in the homeworlds or defending against the Lyrans.

The Klingons should position their fleets as follows. The turn two builds will be at 1411. Northern Reserve Fleet is at 1509. An E4 from the Northern Fleet should be positioned at 0906. Two E4s should be positioned at 1807. The remainder of Northern Fleet and all of the turn one builds should be positioned in hex 1507. The Klingons are now ready to conduct their molasses attack.

The turn two builds can only reach two targets so half of this fleet should move to BATS 1405 and the other half should move to planet 1506. The Northern Reserve Fleet should move about thirty points worth of ships to BATS 1605 and about sixty points to planet 1504. The Kzinti will likely react his two or three free ships from the Marquis area to 1504 to defend the planet. If he does, he is pinned and still outgunned. The remainder of Northern Reserve Fleet moves to Starbase 1304, including the C8 and D6M.

Northern Fleet should dispatch about 60 points worth of ships to planet 1502. Stay out of reaction range of SB 1304. The Kzinti will be reluctant to react out of the homeworlds because a large number of Klingon ships have yet to move and could attack the homeworlds if ships are moved out of it. (By all means, if he reacts the home fleet out to 1502, send everything into the capital and end the game in two turns.) While moving this group of ships, frigates should be dropped off at hexes 1604, 1603, and 1601 to contest provinces, keep open retrograde routes, and interfere with strategic movement.

Enough ships should be moved into SB 1304 to pin the force there. Approximately 30 point fleets should move to BATS 1205 and planet 1105. The remainder of the Northern Fleet should move to SB 1304, leaving a frigate at hex 1305. The E4s at 0906 and 1807 should capture the Klingon/Kzinti neutral zone.

Note that the Klingons now have enough firepower at every target to destroy it. The Kzinti reaction movement was restricted by pinning forces at unimportant targets first and then sending forces to progressively more important targets.

The Lyrans must take planet 1001 or 1202 (or 1105, nominally a Klingon target) in order to extend their supply lines and be able to attack the Kzinti capital on turn three.

Because of the molasses attack, the Kzinti economy has been reduced by about 15 points by the Klingons and most of Kzinti territory as well as all neutral territory is held (and economically exploited) by the Klingons. Kzinti taxpayers are now funding the Klingon construction program.

When moving contesting or capturing frigates, remember that a BATS or SB can react fighters one hex if they can pin the moving force with each six fighters equaling a ship. Unless the fighters are pinned at the base, the attacker must move enough frigates in a group so that they can't be pinned.

A boon to the attacker is the fact that a planet does not garrison a province. Thus a province contesting will capture a province if the only enemy unit therein is an enemy PDU.

When faced with a situation like the major planet outside the Kzinti homeworlds, the attacker should send a fleet large enough to take the planet before moving any other ships within range of the homeworlds. This keeps the Kzinti player in suspense and reluctant to react out of the capital because the remainder of the coalition forces can then move into the capital and attack.

The advantages of conducting a molasses attack are numerous. By spreading attacking ships all through the defender's territory, the attacker severely restricts the defender's movement ability. Strategic movement is cut almost to zero because almost every base is next to an enemy unit or the path to that base runs next to an enemy unit. The defender cannot move very far operationally without giving the attacker a chance to use reaction movement and pin the defender's forces. In addition, this creates battle hexes, allowing the attacker to fight battles during the defender's turn. This is generally to the attacker's advantage because the attacker usually outguns the defender. Thus, to redeploy his fleet, the defender must fight through the attacker and lose ships in the process.

The molasses attack smothers the enemy. He loses his ability to maneuver, without which his forces must fight outnumbered and without retreat routes. Faced with a series of defeats, he loses the bulk of his economy. With the shift in economic resources, the target of a molasses attack is at a severe disadvantage in continuing the war, let alone winning it.

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 for short articles published in the miniatures section. One "Best of the issue" award, counting as two published papers for promotion, is granted for F&E in each issue.

FIGHTER POWER — Admiral Ray Olesen, USS California

When using Fed CVA or CVB groups, it is good to have another carrier in reserve to send its fighters into the battle or another carrier to soak up the damage and keep these special fighter groups at full strength. This forces your opponent to use directed damage to kill the CVBs and CVAs and eliminate the COM-POT advantage you have with these fighter groups. Bases' fighters are useful for this in an approach battle or using reaction movement.

Rated the best Tactical Note in this issue.

KLINGON CARRIER FORCE

—Lieutenant Steven Petrick, USS Florida

The Klingon DV and FV carrier groups are generally held in low regard by F&E players. They lack the density to be useful in combat. There is, however, one valuable service that these units can perform. Take one DV and team it up with three FV groups. The resulting 9-ship force (within the DV's command limit) has a total of 18 fighter factors. This is an incredibly powerful Pin Force able to tie up a fleet of enemy ships. While forced to fight a battle, it can give up fighters to cover most conceivable losses and can always cripple one of the FV groups (another 8 points) in an emergency. FV groups are relatively easy to repair.

THE SUPER FRD — Cadet Rich Setter, USS Montana

An FRD can be towed 3 hexes out and then be used as a retrograde point (421.4) 3 hexes closer to the enemy. This can effectively extend the front to 9 hexes deep rather than 6 hexes deep. The next turn the tug can be used as a supply point and the FRD as a repair point. (The only thing lacking is strategic movement.) This makes FRDs extremely valuable units and very tempting directed damage targets. Generally, when on the offensive, build one FRD per turn.

Forward-deployed FRDs are extremely vulnerable. If you are on the offensive, you probably have enough superiority in ships to prevent any unpleasant surprises, but a wily enemy can still slip through and bag an FRD. Of course, it will cost him to do so, and while trading an FRD for several ships (in the necessary approach and pin battles) may not be efficient, it may be enough to discourage him from trying it.

WINGMEN — Lieutenant Owen Riley, USS Pennsylvania

Operating province-raiding frigates in pairs increases their life expectancy and usefulness for two reasons.

First, two frigates are a harder target for a defending fleet to kill than one. If attacked, the frigate player only has to put one of the ships forward to die. The other can retreat undamaged to continue the contest. As a result, the attacking player will have to spend one turn killing each frigate. If the frigates were separated, they would both die on one turn. This doesn't have to use more ships. Just place two frigates in adjacent provinces in adjacent hexes so they can react into each other's hex.

Second, two frigates will prevent BATS fighter reaction to their movement. Fighters from a BATS can react since by themselves they are sufficient to pin a frigate. The result will be a crippled frigate and some dead fighters. If two frigates move together, the base fighters cannot react (because they cannot pin the two ships) and the frigate will not be crippled. When dealing with fighter reaction, there is safety in numbers.

CARRIER TUGS IN FEDERATION AND EMPIRE

— Ensign Gerard R Lane, USS Massachusetts

The carrier tug is hard to use in battle and should probably be kept out of the battle force. Carrier tugs have no escort group; this makes them very obvious targets. A carrier tug can be totally destroyed using directed damage and 24 damage points, and these ships are costly to replace. The two non-desperation situations to use a carrier tug are as a source of replacement fighters to the regular fleet carriers of a battle force or they can be used safely if the opponent's force is too small to do the amount of damage to cripple or destroy them, such as a small pinning force of frigates.

THE LYRAN LURE — Cadet Jesus T Huerta, USS California

After the fall of the Hydran capital and until the Lyran player can enter Federation territory, he can aid the Coalition cause by forcing the recovering Hydrans to do battle. He does this by building a SB on hex 0217. When the Hydrans advance to destroy the MB or BS, reaction battles in hexes 0117, 0118, or 0218 plus the battle in the target hex (0217) will reduce the surviving Hydrans to a nuisance value until the completion of the new Hydran shipyard. Should the Hydran player allow the completion of the Lyran SB, his break-out from the Old Colonies will be a costly protracted battle which his shrunken economy can ill-afford.

RUINING THE BLOCKADE — Admiral Frank Crull, USS Texas

When you have been driven as the Hydran Player to the Old Colonies, don't give up the war yet. The first step is to keep the entrance hexes to the Lost Colonies open. And to do that, you must send your fleets out every time your opponent tries to build a mobile base in those entry hexes. Just trade fighters and take out the mobile bases. Otherwise, if you let those mobile bases become BATS or SBs, you will find going home a difficult task.

THE BEST RESERVE — Admiral David Zimdars, USS Montana

By (507.2) ships that have moved by strategic movement may be deployed as reserve fleets. Therefore, when deploying new construction or repaired ships to the front, always use strategic movement and designate these ships as reserve fleets. This eliminates the problem of having to use all the ships at the front for attacks and then not having any as reserves.

Furthermore, reserve movement can be used to move these ships 6 more hexes forward should a battle be created at that point, extending the reach of the reserve fleet during your next player turn. Also, always deploy reserve fleets within 6 hexes of each other. Should the enemy try to pin one or two fleets with an equal number of ships to prevent reserve movements, your remaining reserve fleets can move to the nearest battle hex involving pinned reserves, freeing the reserves in a cascading fashion.

MOVE THE FURTHEST SHIPS FIRST

—Cadet Bill Walter, USS Pennsylvania

When on the offensive, the ships farthest from the front should be moved first. They have only a limited number of targets that can be reached, so the defender will have a pretty good idea where those ships will go. Moving the closest ships last keeps the defender guessing and reluctant to reaction move his forces. It also allows the attacker to keep open his options should the defender abandon a target by reaction movement or change his disposition of forces. This works best on the first turn of the attack when the defender has too few ships to cover all the possible targets. As the number of targets declines, the defense gets denser and the enemy ships are usually in range of all of them anyway.

DEEP ATTACK — Cadet Tony Zbaraschuk, USS Washington

On the first turn of a war against the Feds, use your fleets to destroy a Fed Starbase before the Home Fleet can reinforce it. Battle stations should be destroyed only if necessary to secure the retreat of the starbase assault fleet. With the starbase out of the way, the rest of the sector will be easy to mop up.

(683.0) THE BREEZE

by David W. Crump; Developed by Owen Riley and Bill Walter

What if the Fifth Lyrans-Kzinti War had not led to the Klingon Intervention and then spread into a general conflict? This scenario simulates the limited Lyrans-Kzinti conflict and makes an ideal two-player game of relatively short duration (approximately 4 hours).

SCENARIO NOTES

- 1. Number of Players: Two, Lyrans and Kzinti.
- 2. Areas Allowed for Movement. Both races are restricted to Kzinti and Lyrans space and the neutral zones adjacent to them. Exception: the Kzintis may not enter any neutral zone adjacent to Klingon space. Also, the Lyrans, though they are allowed to enter and draw supply through neutral zone hexes adjacent to Klingon space, may not deploy bases nor remain after movement in neutral zone hexes adjacent to Klingon space and east/right of hex 0905.
- 3. Income Diversion. Due to threats posed by other races, some of the total income of each of the two races involved in this conflict is diverted to these threats. The Kzintis must divert 25 economic points against the perceived threats from the Federation and the Klingons. The Lyrans must divert 18 economic points against the threat from the Hydrans. These funds are deducted from income available to be used in this scenario each turn. Exception: Any enemy attack on a race's capital (defined as the entrance of any enemy ship into the capital hex) allows for the release of all income for the remainder of the scenario.

SPECIAL RULES

- 1. Reserves. The Kzintis have 1 reserve (starts in Count's fleet) and the Lyrans have 2. The Kzintis can also use part of the Duke's fleet as a reserve on turn 1, see below.
- 2. Repair ships: Kzintis have 1, Lyrans have 2.
- 3. Pods. Both races have all of their pods available.
- 4. Applicable Errata: Conversion cost for a Kzinti CVL is 4 economic points, not 3. Carriers which suffer an IDS reduction are still treated as groups with the original number of ships for command purposes. When removing a ship from the fleet to satisfy an IDS (308.13), you must pay 2 economic points in addition to the ship.

KZINTI FLEET RELEASE SCHEDULE

The Count's Fleet is active at start. The Marquis fleet is never activated. The Kzinti high command was very worried about the threat of surprise attack by the Klingons. This release schedule reflects the variable nature of this fear. High rolls show little fear, while low rolls reflect virtual paranoia.

Baron's Fleet: Entire fleet enters by strategic movement (at proper point in the sequence of play) after two Kzinti BATS or one starbase have been destroyed. Otherwise, the following ships, as determined by the roll of 1 die (during the movement phase of Kzinti turn 2) are released immediately:

Die Roll	Ships
1	CC, BC, CL, TG
2,3,4	CC, 2 BC, TG, CVE
5,6	CC, CV, 2xBC, TG

Home Fleet: The following ships, as determined by the roll of 1 die (during the movement phase on the Kzinti half of turn 1) are released and/or available for conversion on turn 1:

Die Roll	Ships
1	CC, CL, CVE, BC, DD
2,3,4	CC, CL, CVL, BC, DD
5,6	CC, CL, CV, BC, DD, FF

Duke's Fleet: The Duke's fleet (except the DN) is active and available as a reserve on turn 1 only. Thereafter, it is treated as an inactive fleet and restricted to provinces 1104, 1404, and 1303 (but not 0803). Duke's ships moved during reserve movement on turn 1 must be returned to the Duke's area during

the Kzinti movement phase of turn 1. The Duke's fleet must be restored to its original strength by the end of the Kzinti half of turn 1 by moving ships into its area to replace losses. All crippled ships must be repaired by the end of turn 2. The Duke's Fleet (and its reserve marker) will become active if Lyrans forces attack the Kzinti capital or provinces 1104, 1404, 1303, or 1301.

LYRAN RELEASE SCHEDULE

While the Lyrans were the aggressors and had planned for the war, they had other security obligations and could not devote their entire fleet to the conflict.

Homeworld Fleet: Available at start of scenario.

Northern Fleet: Available at start of scenario.

Southern Fleet: Inactive. Released if Lyrans capital is attacked but cannot move north of xx07 hex row and must leave five ships in original area.

Far Stars Fleet: Inactive. Arrives by strategic movement at hex 0109 or 0104 on Lyrans turn following destruction of two Lyrans battlestations or one starbase.

TURN 1, FALL Y168: Historical: Lyrans attack Kzinti territory. Lyrans MUST enter Kzinti space (premise of this scenario).

Lyrans: Northern Fleet, Home Fleet.

Kzintis: Count's Fleet (and limited reserve use of Duke's Fleet). Only ships from forces on starbase at hex 0902 or 1304 can be designated reserves.

TURN 2, SPRING Y169: Historical: The promised Klingon intervention fails to materialize. Lyrans and Kzintis: As above.

TURN 3, FALL Y169: Historical: Without Klingon support, the Lyrans attack destroys the bases in the border areas but is unable to achieve strategic success. A major battle occurs for the Kzinti starbase at hex 0902. The base falls, but the Lyrans losses are too high for the hex to be held and the remaining Lyrans ships retreat. Lyrans and Kzintis: As above.

TURN 4, SPRING Y170: Historical: The war ends from mutual frustration without any change in borders. A period of armed non-war follows with the prospect of renewed fighting as soon as the belligerents have regrouped their forces. A sixth Lyrans-Kzinti war is inevitable. This continuing regional conflict can still trigger a galactic General War. Lyrans and Kzintis: as above.

SCENARIO LENGTH: Scenario ends after four turns.

VICTORY CONDITIONS: Count the total number of attack factors on all surviving ships in the condition they are in at the end of the game. Do not count fighters, bases, or inactive fleets.

IF THE LYRANS have the larger force, or if the forces are equal, they have a victory or draw based on the following conditions:

LYRAN DECISIVE: Destroy starbase 0902 and the four BATS in provinces 0701 and 0803 without losing any bases.

LYRAN TACTICAL: Destroy starbase 0902 and two more BATS than the Kzintis destroy.

LYRAN MARGINAL: Completely hold one Kzinti province.

DRAW: Any other result with a superior Lyrans fleet.

IF THE KZINTIS have the larger force, they have a victory or draw based on the following conditions:

DRAW: Any other result with a superior Kzinti fleet.

KZINTI MARGINAL: Hold Starbase 0902 and no Kzinti province is in uncontested Lyrans control.

KZINTI TACTICAL: Hold Starbase 0902, have destroyed at least one Lyrans BATS, and have lost no more than two BATS more than the Lyrans have lost.

KZINTI DECISIVE: Achieve all requirements of a Tactical Victory and eject all Lyrans from Kzinti territory.

NOTE: Any destroyed base which is replaced by an identical base within the same province is not counted as destroyed.

STAR FLEET UNIVERSE MASTER INDEX

This index is designed to assist players in locating obscure references to SFB ships, history, and tactics. It can also be used by fiction and scenario authors to determine what names have already been used, and where. It is compiled from all SFB fiction, scenarios, and other historical material. Ship names are included only if that ship has appeared in historical material other than the name lists.

INDEX OF SFB FICTION STORIES

And to the *Republic*: Captain's Log #5; The old Federation heavy cruiser *Republic* defeats two groups of Romulan raiders only hours before the Romulans enter the General War; (SL88).
 Behind the Glory of the Heroes: Nexus 5; Inside view of a Federation battlestation under Romulan attack; first of only three SFB fiction stories without a scenario.
 Brotherhood Banquet: Nexus #13; not really a story, but an Academy article involving Klingons, Lyrans, and Romulans discussing tactics.
 Brothers: Nexus #17; Battle between Lyran CL and Hydran destroyer; (SN20).
 Day of the Eagle: Captain's Log #5; Ten years after the Romulans invade, a Federation historian interviews the admiral who commanded the Sixth Fleet about his deployments and plans for that day. Story is used to connect three other stories: And to the Republic, Encounter at Denebola, Surprise Reversed; and has no specific scenario of its own.
 Encounter at Denebola: Captain's Log #5; A Federation squadron is sent to Denebola to negotiate a treaty with an Orion pirate, but discovers that the Orions have already made a deal with the Romulans; (SL89).
 First and Future Shock: Nexus #16, ISC strike cruiser *Celestra* intercepts and defeats the Romulan Sparrowhawk cruiser *White Hawk* near the planet Dastal; (SN19).
 First Command: Nexus #11. Federation Lieutenant Commander Scofield is given command of a broken down CL and ordered to take her to a shipyard for overhaul. Unknown to him, he is being used as bait to attract a marauding Klingon frigate squadron; (SN13), (SN14).
 First Round, The: Captain's Log #3; The "Masters" kidnap Orion pirate Deth O'Kay for a series of wargames; (SL50).
 Frontier Patrol: Nexus #9, Klingon F5 *Nova* intercepts a Kzinti Q-ship in the neutral zone, (SN11).
 Meeting of Giants: Captain's Log #6; A Klingon force led by B10 *Invincible* links up with a Federation force led by the SCS *Napoleon* to defeat two Dominators in Y195; (SL98).
 Objective Juggernaut: Captain's Log #1; An extra-galactic death machine invades the galaxy in the neutral zone between Klingon and Tholian space. Intercepted and defeated by four ships: Federation command cruiser *Excalibur* under Richard Grey; Klingon command cruiser *Darkslayer* under Korath; Tholian *Arrakk* under Sectin; Orion raider *Gossamer Phoenix* under Felna Graymane; (SL1).
 Patrol: Nexus #8; Federation fighters from an auxiliary carrier become the first to meet Klingon PFs; (SN8), (SN9).
 Refiner's Fire: Captain's Log #2; Romulans try to ambush Gorn cruiser *Reptilicon* in order to tilt the balance of power sufficiently for a pre-emptive attack to be possible. Two KR's and a Klingon D7 attack, but the *Reptilicon* discovers the ambush due to Klingon error and flees toward the Federation border where it encounters the command cruiser *Lexington*. The *Reptilicon* enters the Federation and is pursued by the Romulans, forcing the *Lexington* to side with the Gorn ship. The Klingon ship and one of the KR's is destroyed; (SL25). Gorn commander Slith later returns the favor in Surprise Reversed.
 Report by Tiercellus: Nexus #10; A Romulan squadron provokes

a battle with two Fed NCLs, destroying them; (SN12).
 Surprise Reversed, The: Captain's Log #5; Commodore Stocker of the *Lexington* detects a Romulan invasion and launches a pre-emptive attack that destroys three Romulan ships, then falls prey to a Romulan trap; (SL90).
 Tactical Point, A: Tactics Manual; The Klingon cruiser *Antagonist* under command of Captain Kagan attacks the Federation command cruiser *Kongo* under Phil Kosnett in the Neutral Zone in an inconclusive duel. There was no accompanying scenario.
 Warrior's Death, A: Nexus #12; Klingon FX frigate *Vandal* in Y205 passes through a time warp into Y175, the middle of the General War. It defeats a Fed NCL but is itself destroyed by the Klingons who do not recognize it; (SN15), (SN16).
 What Price Victory?: Captain's Log #7; Fed CA *Yorktown*, en route to rescue a mining colony from a radiation leak, is stopped by the Klingon D7 *Pitiless* in an asteroid belt; (SL104). Story emphasizes two female commanders.
 Where Wisdom Fails: Captain's Log #4; The Hydrans destroy Klingon battlestation #13 with the first combat test of the hellbore. The D7 *Defiler* chases the retreating Dragoon in company with the frigate *Fury*. Story is unusual in that it is only from the Klingon point of view, rather than from both sides; (UL2), (SL79), (SL80), (SL81).

INDEX OF CHARACTERS IN SFB FICTION AND HISTORY

A

A'zhor-kain: ISC, Qnaabian, communications officer on *Celestra*, First and Future Shock (N16).
 Aarie: Fed; Lieutenant, Science Officer, *Excalibur*; Deian; Objective Juggernaut (CL1).
 Abdul, Honest: Pirate trader, captain of *Inside Trader*, (SH37).
 Adrokos: Klingon, commander of F5 *Nova*, Frontier Patrol (N9).
 Akros: Klingon, weapons officer on F5 *Nova*, Frontier Patrol (N9).
 Ankrogeomonas: King of the Ankrogeans, SL87.
 Andros: Federation freighter captain, claimed to be on secret naval mission, (SL27).
 Antilli: Federation, Andorian officer, First Command (N11).
 Artemis: Romulan Sub-Admiral; third member of Triumvirate, mentioned as one of those approving the ambush of *Reptilicon*; Refiner's Fire (CL2).

B

B'Latt: ISC, Pronhoulite, first officer on *Celestra*, First and Future Shock (N16).
 Becker: Federation marine sergeant, Behind the Glory of the Heroes (N6).
 Bedalia: Girlfriend of Deth O'Kay, The First Round (CL3).
 Benjamin: Federation doctor, medical officer on *Lexington*, Surprise Reversed (CL5).
 Bennett: Federation, commander, science officer on *Prince of Wales*, temporarily captured with Goldsborough, Encounter at Denebola (CL5). Could be same person as (N12).
 Bennett: Federation, First/Science officer on *North Carolina*, A Warrior's Death (N12); KIA.
 Birash: Klingon, Communications officer, KIA, *Vandal*, A Warrior's Death (N12).
 Blackfoot, Samuel: Free Trader, discovered Blackfoot Pass, SL20.
 Blackwell: Orion agent, The First Round (CL3).
 Bluebird Six: Call sign of F-18 fighter pilot, Patrol (N8). Also Bluebird One (squadron commander), Three, etc.
 Bna-Crit'sa: Federation, Arcturian, Behind the Glory (N6).
 Bolmark: Lyran Lt Cmdr, attended Brotherhood Banquet (N13).
 Bombadier: Gorn Captain in The First Round (CL3).
 Bordrake, Tar: Klingon; Commanded Penal ship *Purgatory*; Kumerian's Brother-in-law; SH11.
 Borkas: Klingon, scanner officer on F5 *Nova*, Frontier Patrol (N9).
 Brezgonne: Tholian Commodore, SH11.

STAR FLEET INDEX

Brookes, Marsha: Federation ensign, on *Masterson*, And to the *Republic* (CL5).
Brubaker, Brian: Federation, captain of NCL *North Carolina*, A Warrior's Death (N12).
Burgess, Harry S: Federation commander, skipper of police ship *Masterson*, And to the *Republic* (CL5); later commanded a frigate and an NCL, both of which were lost in action, Day of the Eagle (CL5).
Brzustowicz: Fed, navigator on *Yorktown*, What Price Victory? (CL7).

C

Carlos the Slime Devil: Terrorist, SL10.6.
Cat with Favorable Stars: See Usurper.
Cat-who-fought-fuzzy-bear: Kzinti commander during Operation Remus, SL74.
Cat-who-sleeps-with-dogs: Kzinti Admiral, Commander at Operation Cavalry; SH11.
Chief Engineer: "Character" used in Introduction to SFB.
Chromin: Orion commander of Windstar base at Denebola IV, in league with Romulans, Encounter at Denebola (CL5), captain of CA *Gullwind*.
Chuikov: Federation lieutenant, senior officer on emergency bridge of *Lexington*, detached saucer section and dove it into the atmosphere to save the crew but had feelings of guilt and depression over leaving 150 crewmen in the rear hull, tried to commit suicide, Surprise Reversed (CL5).
Cilya: Orion, communications and sensor officer on Windstar Base, Encounter at Denebola (CL5).
Clearwater: Federation, helmsman on *Prince of Wales*, Encounter at Denebola (CL5).
Commander, The: Instructor at Federation Academy.
Conroy: Federation freighter captain, Encounter at Denebola (CL5).
Corda: Kzinti science officer, Frontier Patrol (N9).
Corelli: Federation, weapons officer on *Yorktown*, What Price Victory? (CL7).
Crater, Judge: Famous missing person from Earth history, mentioned in The First Round, (CL3).
Credenza, Big Al: Orion pirate, appeared in N14 Academy, captain of CR *Berol Turquoise* (UL3), was ambushed by Kosnett (SL82), led Kosnett into ambush by Deth O'Kay (SL83).
Croll: Orion pirate of Penzance cartel, Romulan; character in N14 Academy.

D

Dardis, Caim; Gorn, first officer, *Reptilicon*; Refiner's Fire (CL2).
Darwell, Alice: Federation lieutenant; communications officer on *Lexington*; Refiner's Fire (CL2); Surprise Reversed (CL5).
Delveccio, Laura: Fed sensor sergeant, Behind the Glory (N6).
Desius: Romulan sub-commander, captain of *White Hawk*, First and Future Shock (N16).
Dewsnap, Richard: Federation; captain of BC *Australia*; SH23.
Dianna: Romulan Sub-Commander; Captain of *Praetorian*; Refiner's Fire (CL2).
Drykor: Federation Ensign, Tellerite, communications officer on *Prince of Wales*, Encounter at Denebola (CL5).
Duvalle, Francois "Frank": Federation Lieutenant, weapons officer on *Lexington*, Surprise Reversed (CL5).

E

Engles, Burt: Federation farmer on Rita's Planet, only survivor of Klingon raid, testified to Organians, SL62.

F

F'Marr: Fed critically injured crewman, And to the *Republic* (CL5).
Fallon: Federation, officer on *Republic*, And to the *Republic* (CL5).
Fellus: Kzinti Q-ship captain, Frontier Patrol (N9), former escort captain.
Ferris: Fed marine lieutenant, *Lexington*, Surprise Reversed (CL5).
Ffarric: Lyran count, N13 ship list.
Fikrohn: Lyran Arch Duke, supported LDR, N14.
Fliavus: Rom, Sub-Cmdr, FF *Wolf*, And to the *Republic*, (CL5).
Fong: Fed, helmsman on *Yorktown*, What Price Victory? (CL7).

Frannic: Lyran, Captain of *Djinn of the Desert*, given command because he was the son of a noble house, killed in action Y171, Brothers (N17).

Frinkor: Lyran Arch Duke, N13 ship list, mentioned in R14.

G

Gaius: Romulan, commander of Tholian border squadron, SL85.
Gatlin: Fed; Ensign, *Excalibur*; Objective Juggernaut (CL1).
Gerard, Will: Federation, Human; sole survivor of planet raided by Kzintis. Raised by Kzintis, later returned to Federation and attended academy. Later sent to observe Kzinti fighter tactics because he spoke the language. Character in N14 Academy, captured by pirates while serving on police ship.
Gileski: Captain, Fed DD *Xerxes*, Encounter at Denebola, CL5.
Glavius, Mal: Romulan sub-commander, captain of King Eagle *Audax*, KIA against *Republic*, And to the *Republic* (CL5).
Gloiu, Pelagius: Romulan Decurion, navigator of *Audax*, KIA against *Republic*, And to the *Republic* (CL5).
Goldsborough, Richard G: Federation captain of *Prince of Wales*, temporarily captured by Orions, freed by spy, hero of battle, Encounter at Denebola, CL5.
Gorst, Kand: Klingon LtGen commanding 317th ground forces division, KIA, gave command to Kobol; SL58.
Gran: Federation, captain of Q-ship, (SL27).
Gray, Donald: Federation rear admiral, commander of CX *Paris Commune*, A Meeting of Giants (CL6).
Grey, Richard: Fed; Commodore; Captain, *Excalibur*, Human, British; Objective Juggernaut (CL1). Appears in SN10.
Greymane, Felna: Orion; Captain, CR *Gossamer Phoenix*; Objective Juggernaut (CL1). Character appearing in N14 Academy.
Grimes, Jackson: Federation merchant captain, trader, spy who discovered Romulan attack plans, Surprise Reversed (CL5).

H

Hacker: Orion pirate in Hamilcar cartel, Klingon, N14 academy.
Hamilcar: Orion cartel leader, SL52.
Hensen, Fred: Fed, lead repairman on *Yorktown*, KIA, What Price Victory? (CL7).
Honest Abdul: See Abdul, Honest.
Howell, Nita: Federation; Captain, *Texas*, SL38.
Hunter, Merrin: Federation, Captain, *Yorktown*, SH36, What Price Victory? (CL7); SL104.
Hydraxan IX: Last Hydran king before Klingon conquest.
Hydraxan XI: Hydran King who liberated the kingdom from the Klingons in the campaign of Y135.
Hydraxan XVI: Fourth Hydran King within one year period of civil war in Y141.
Hydraxan XXIII: The Great Hydraxan, died just before Hydrans entered the General War.
Hydraxan XXIV: Hydran ruler in Y175; R9.1.
Hygraphht: Hydran, captain of *Concept*, Brothers (N17).
Hypantspts: Hydran Admiral, SL72.
Hyrrth: Hydran, engineer on *Concept*; Brothers (N17).
Hyspathh: Hydran, fighter pilot on *Concept*, brother of captain Hygraphht, killed in action; Brothers (N17).

I

Iahtoldyouso Kokomamie: Head of Leebyahhn church; SH12.
Iblis: Lyran count, N13 ship list.
Imarat, Yezzir: Head of Leebyahhn military; SH12.

J

Jacobs, Ken: Federation, Lt Commander, navigator on the *Republic*, And to the *Republic*, CL5.
Jan: Wife of Bluebird Six, Patrol, (N8).
Jeffries, Ian Alexander: Fed, captain of *Republic*, And to the *Republic* (CL5).
Jones, Horatio: Fed, Captain of *Exeter*, The First Round (CL3).

K

K'trenn: Klingon; Admiral; former captain of *Vandal*; mentioned in A Warrior's Death (N12).
K, Captain: Federation Cadet Kaufman commanding Klingon ship in training simulator, N5.

Kadama: Lyran Duke, N13 ship list.

Kagan: Klingon, captain of D7 *Antagonist*, A Tactical Point (TM).

Kagan, Sarl: Klingon, science officer on *Thunderchild*.

Kahl: Klingon Lieutenant, attended Brotherhood Banquet (N13).

Kaleen, Thad Vak: Klingon senior officer, simultaneously held ranks of Commodore in Deep Space Fleet, Major General in Ground Forces, and Count in the Klingon nobility. Regarded as one of the most intelligent and intellectual Klingons; holds several university degrees and was known to speak several languages. Negotiated the Klingon-Romulan alliance; often used diplomatic cruiser D7N *Dictator*. See in SL65.

Kallon, Borzad: Klingon, captain of *Defiler*, previously served as first officer under Kormather; father died in experimental transporter; apparently KIA, Where Wisdom Fails (CL4).

Kalosh: Klingon, chief engineer on *Pitiless*, What Price Victory? (CL7).

Kanjorski: Klingon ensign, attended Brotherhood Banquet (N13).

Kann: Klingon ensign on *Pitiless*, KIA, son of Kaita Kor, What Price Victory? (CL7).

Karg: Klingon, commander of frigate squadron, F5C *Storm Leader*, First Command (N11).

Karin: Lyran count, N13 ship list.

Karmon, Bocar: Klingon Chief Constable, Knight, SH13.

Karpf: Klingon ensign, attended Brotherhood Banquet (N13).

Karsh: Klingon, commodore, commander of *IKV Invincible*, SL99.

Kass: Klingon, female, security officer on *Thunderchild*.

Katagnic: Klingon mutineer, KIA, Where Wisdom Fails (CL4).

Katak: Klingon lieutenant, attended Brotherhood Banquet (N13).

Katrell: Klingon watch officer, presumed KIA, battle station 13; Where Wisdom Fails (CL4).

Katsunaga, Toshiro: Fed; Helmsman, *Excalibur*, Objective Juggernaut (CL1).

Kaufman, Kenneth: Fed, Cadet; invented Retrograde; SL22.

Kault: Klingon officer, served on *Thunderchild*.

Kausch: Klingon Lt, attended Brotherhood Banquet (N13).

Kavek IV: Klingon Emperor at start of General War, noted in N15 ad for Federation And Empire.

Kazinski: Klingon ensign, attended Brotherhood Banquet (N13).

Keifert: Klingon ensign, attended Brotherhood Banquet (N13).

Keim: Klingon, disruptor officer on *Thunderchild*.

Kelix: Klingon, chief engineer on *Thunderchild*, father of Kelleux.

Kelleux: Klingon, succeeded as chief engineer on *Thunderchild*.

Keng: Klingon, captain of *Pitiless*, KIA, What Price Victory? (CL7).

Kenyon: Federation marine major on *Lexington*, Surprise Reversed (CL5).

Kerg: Klingon officer, served on *Gnasher*, transferred to *Voracious*, eventually becoming commander; transferred to *Thunderchild* as XO under Ketrick, eventually commander; transferred to C7 *War* as commodore; transferred to D7DX *Decimator*, KIA against Andromedans.

Kerlin: Klingon, captain of *Conquest*, executed; see (R8.15).

Kerr: Klingon lieutenant, attended Brotherhood Banquet (N13).

Ketrick: Klingon, captain of *Thunderchild*, later commodore on C7 *Death*, KIA during WYN cluster invasion of Y182.

Kevar: Klingon lieutenant, mentioned Where Wisdom Fails (CL4).

Khambars, Karilyn: Klingon officer, N13 Academy, served in a variety of positions under Admiral Ardak Kumerian; later commanded B10V *Insatiable* as Commodore in SL99, mentioned obliquely in A Meeting of Giants (CL6).

Kicmol: Klingon lieutenant, attended Brotherhood Banquet (N13).

Kilgore: Klingon officer, known for his incredibly bad luck. Did cadet cruise on *Conquest* when it was captured by pirates, pilot on *Devastation*, engineer on *Decimator* when it was lost in Romulan space, served on *Darkslayer* during battle with Juggernaut, and later on *Blackguard* just before it was captured by the Tholians and converted to *TK5 Exile*, assigned to *Anarchist* but ship was lost before his arrival, assigned to *Destruction* just in time for mutiny, staff officer on Hydran border where he arranged for convoy of booms

(SL106), selected by Ketrick as replacement navigator for *Thunderchild*, career got back on track, eventually commanded B10 *Invulnerable* (SL97).

Killian: Klingon, captain, *Reaver*, SL98, A Meeting of Giants (CL6).

Kiroth: Chairman of LDR, after Mithau, before Pathau. Declared LDR independent in Y154, See R14.

Kirven: Klingon, lieutenant, third watch officer on *Pitiless*, KIA, What Price Victory? (CL7).

Klafter: Klingon ensign, attended Brotherhood Banquet (N13).

Kleave: Lyran count, N13 ship list.

Kleaves: Klingon, Marine commander on *Thunderchild*.

Kleig: Klingon, senior captain, on a D5L; mentioned First Command (N11).

Klem: Klingon lieutenant, attended Brotherhood Banquet (N13).

Kliv: Klingon; First officer, *Darkslayer*, Objective Juggernaut (CL1).

Klodhoppy, Moon-em-more: Ruler of Leebayahh, SH12.

Klor: Klingon marine officer, Where Wisdom Fails (CL4).

Knaguar: Klingon, captain of frigate *Audacity*; first in his class at the DSF Academy; Bezwel Index Episode, SL60.

Kobol: Slirdarian officer, highest-ranking non-Klingon, formal name: Razmond Kobol Tsumasoln. Mentioned in SL58.

Kokrel: Slirdarian, marine sergeant on *Thunderchild*.

Kolandian: Klingon; Captain of *Annihilation*; SH10.

Kolart: Klingon, Captain of D5A *Retainer*, N13 Academy.

Kolmen: Klingon Lt, attended Brotherhood Banquet (N13).

Kolsen: Klingon, transporter officer on *Thunderchild*.

Komatsu, Rodney: Federation; Lt Cmdr, Chief Engineer *Lexington* (CL2); Surprise Reversed (CL5).

Konar: Klingon squadron commander, (D7C?), mentioned in A Warrior's Death (N12).

Kopp: Klingon lieutenant, attended Brotherhood Banquet (N13).

Kopus: Klingon lieutenant on D7 *Thunderchild*.

Kor, Kaita: Klingon, commander, executive officer of *Pitiless*, assumed command on death of Keng, What Price Victory? (CL7). Was previously the second officer on the *Conqueror* and third officer on *Devisor*.

Korath: Klingon; Commodore; Captain of *Darkslayer* and Commander of Tholian Border Squadron, caused more incidents with Tholians than Kumerian had, Objective Juggernaut (CL1); later commanded *Direslayer* when the Tholian Border Squadron was sent to the Kzinti border, later became an Admiral (Timeline).

Korm: Klingon lieutenant, *Decimator*, Refiner's Fire (CL2).

Kormather: Klingon, captain of *Fury*, presumed killed, Where Wisdom Fails (CL4).

Kort: Klingon, lieutenant commander (technical warrant officer), weapons officer on *Pitiless*, What Price Victory? (CL7).

Kosnett, Phil: Federation; Commodore, Captain *Kongo*; SH1, SH3, SH7, Deputy commander of Operation Cavalry in SL11, SL4, SL6, SL32. Mentioned SH23; SL60, SL62, U5, SN1, UL3, SL82, SL83. Main character in A Tactical Point.

Kotheme: Tholian; First officer, KIA, *Arrakk*; Objective Juggernaut (CL1).

Kraal: Lyran, Commander, first officer of *Djinn of the Desert*, resents captain Frannic, Brothers (N17).

Krain: Klingon commodore, captain of *Direslayer*, mentioned First Command (N11).

Krak: Klingon lieutenant, communications officer on *Decimator*, executed; Refiner's Fire (CL2).

Kray: Klingon Lt Cmdr, attended Brotherhood Banquet (N13).

Kreiger: Klingon Lt Cmdr, attended Brotherhood Banquet (N13).

Krell: Klingon, Lt on *Invincible*, SL98, A Meeting of Giants (CL6).

Kremier: Klingon, captain of *Gnasher*, SL62.

Kren, Threlvis: Klingon officer commanding frigate squadron in Tholian Border Squadron, started incident with Tholians but didn't know when to take the victory and go home, SL64.

Krendal: Klingon, Admiral, commanded *Invincible* in A Meeting of Giants (CL6) and SL98.

Kriit: Klingon; Captain, *Decimator*, Refiner's Fire (CL2).

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Kripet: Klingon, lieutenant commander, second officer on *Pitiless*, KIA, What Price Victory? (CL7).

Kripp: Klingon, Cadet, promoted to Lieutenant, Where Wisdom Fails (CL4); assumed command of the boom and brought it home in an as yet unpublished sequel.

Krogh: Klingon ensign, attended Brotherhood Banquet (N13).

Krohl: Klingon Lt Commander, chief navigator on *Thunderchild*, attended Brotherhood Banquet (N13).

Kron: Klingon; Captain, *Vandal*; main character of *A Warrior's Death* (N12). A colonial Klingon, Kron graduated from the academy and completed a familiarization tour on a battleship, was assigned to the battlecruiser *Thunderchild*. After four years (reaching K2 but no higher because of his colonial background) he transferred to PFs where the opportunity for promotion existed. Given the high attrition in PF units, he quickly advanced to command a flotilla and reached rank K3, serving there several years. When his flotilla was wiped out (except for his ship) the entire crew of the G1L was transferred as a replacement draft to the frigate *Vandal* where Kron spent the rest of his career. This transfer was considered something of an honor. He eventually became a commander K5 and captain of the ship. He would have been transferred to a cruiser command except for his colonial background, which also prevented him from becoming a full captain K6. Kron was the son of the noble family that ruled his colonial planet and was addressed as Lord Kron. The *Vandal* and Kron disappeared in Y205 and were thought to have been lost in the explosion of supernova GC-1496-F.

Kronn: Klingon, first officer of *Defiler*, Where Wisdom Fails (CL4).

Kronsnabel: Klingon ensign, attended Brotherhood Banquet (N13), later promoted to captain of *Dragonslayer*, fought against Andromedans in SL98, A Meeting of Giants (CL6).

Kroree, Mak: Klingon Lieutenant Commander, attended Brotherhood Banquet (N13).

Kruger, Karl: Fed, human, Marine Major on *Kongo*, SL60.

Krull: Klingon admiral, mentioned First Command (N11). Klingon Lieutenant Commander in (SH36) may be the same officer.

Krystal, Susan: Federation, human, first officer of *Connecticut*, KIA, First Command (N11).

Ktazh Miroov: Lyran Count, N13 ship list.

Kuhla: Lyran Count, N13 ship list.

Kuhr: Klingon ensign, attended Brotherhood Banquet (N13).

Kumerian, Ardak: Klingon; SH5, SL2, SL3, SL64, N13 Academy; Graduated from DSF Academy in Y155, commanded frigate *Vigilance* in SH5, promoted to command D6 *Destruction*, promoted to command Tholian Border Squadron in D7C *Darkslayer*, demoted to ship command after fiasco in SL64, *Destruction* mutinied in Y170, Kumerian was sent to command penal frigate *Insufferable*, later restored to command of *Destruction*, later promoted to deputy commander of Western Fleet, then to commander of the Red Fleet in C8 *Victory*, defeated by Operation Cavalry. Probably the best known Klingon officer, but hardly a legend. Most famous for his philosophical quotes, such as "The only valid result is victory" and "Never fight a battle you do not have to win."

Kumerian, Katrina: Wife of Ardak, mother of Kollos, died 173?.

Kumerian, Kollos: Klingon, Son of Ardak; Academy graduate, but was refused a commission in the Deep Space Fleet because his father was then in disgrace; became very successful PF group commander (SH14), led PF flotilla against Operation Cavalry (SH11); was present at Ardak Kumerian's last battle (SL2); fled to WYN Cluster after defeat in SL77; later commanded PF forces in the WYN fleet.

Kupnil: Klingon; science officer, *Vandal*; *Warrior's Death* N12, KIA.

Kurlak, Vulkalis: commander of Tholian border squadron, organized attack by hundreds of fighters, SL85.

Kurzban: Federation, Cmdr, navigator on *Prince of Wales*, captured with Goldsborough, Encounter at Denebola (CL5)

Kynar: Klingon; Engineer, *Vandal*; *A Warrior's Death* (N12) KIA.

L

Laarzdah: Lyran Duke, N13 ship list, successor to Larzhak.

Lammer: Federation crew member, critically injured, And to the Republic, CL5.

Largeau: Federation, Captain of FFE *Davout*; KIA, SL98, A Meeting of Giants (CL6).

Larkahn: Lyran Duke, tried to retake LDR, KIA at Battle of the Long Claws (SN17), see also R14.

Larzhak: Lyran Duke, son of Karkahn, R14.

Lau, Lin-tse: Federation Lt, Andorian, Behind the Glory (N6).

Lestha: Female Klingon officer, Second in Command, KIA, *Doomsayer*, The First Round (CL3).

Leyraf: Lyran count, N13 ship list.

M

M'tanga: Federation lieutenant, communications officer *North Carolina*, KIA *A Warrior's Death* (N12).

MacCullum, Regis: Orion commander of base Oneshot, mentioned, The First Round (CL3).

Mad Jack: Orion pirate, originally from WYN cluster, (SH37).

Martonson, Blake: Federation commander, first officer on the *Republic*, And to the Republic (CL5).

Matthews: Federation Admiral, commanded Sixth Fleet on the first day of the Romulan invasion, was chosen for command because he would do his job without complaint (prior Sixth Fleet commander had complained publicly about the lack of ships to defend against Romulan aggression), relieved of command as scapegoat for Romulan invasion, court-martial convened but never tried the case, served remainder of the war as chief of logistics command, Day of the Eagle (CL5).

McLean, Gail: Fed, communications officer on *Yorktown*, What Price Victory? (CL7).

Meister, Reinhardt: Federation; Lt Cmdr, Science Officer, *Lexington*; Refiner's Fire (CL2); first officer and science officer, Surprise Reversed (CL5).

Meow: LDR Chairman, N13 ship list, mentioned in R14.

Mithau: First chairman of LDR, R14.

Mitzi: Federation, captain of battle station, Behind the Glory (N6).

Mizia: Klingon, Cmdr, ISF, attended Brotherhood Banquet (N13), quoted in (N9).

Morison, Samuel: Federation Lieutenant Commander, historian writing history of General War, interviewed Admiral Matthews in Day of the Eagle in CL5.

Moses: Operator for the Masters, The First Round (CL3).

N

N'gtsuta: Federation, race unknown but has pseudo-wings, KIA, weapons officer on *North Carolina*, *A Warrior's Death* (N12).

Nash: Federation, commander, first officer on *Prince of Wales*, KIA at Denebola, Encounter at Denebola (CL5).

Nashar: Lyran count, N13 ship list.

O

O'Dere, Maureen: Federation Lt Cmdr, chief engineer on *Republic*, And to the Republic (CL5).

O'Kay, Cabal: Orion, Human, Son of Deth O'Kay; captain of Orion X-ship *Spirit of Orion*.

O'Kay, Daniel Deth: Orion CA Captain; human, main character The First Round (CL3, missing section in N8); Character in N14 Academy, mentioned UL3; fought masters battle in SL50, attacked Klingon convoy in SL51, Betrayed by Hamilcar clan in SL52, captured by Federation but rescued in SL53, attacked Federation convoy in SL54, involved in the Hunt for the *Berol Turquois* in SL82, SL83. Captured rear hull of Klingon ship *Conquest*; see (R8.15). Academy grad.

O'Leary, Megan: Federation, Chief engineer on *Yorktown*, What Price Victory? (CL7).

Ovo, Maximus: Romulan, chief engineer on *Audax*, KIA against *Republic*, And to the Republic (CL5).

P

Packard, Annette: Federation, captain of *Richard E Byrd*, fought pirates in (SL68), raided pirate base in (SL108).

Pathau: LDR Chairman after Kiroth, before Meow, Y161, R14.
 Patriarch: Title for Kzinti Ruler.
 Pau: Federation marine sergeant, Behind the Glory (N6).
 Pekoe, Jon: Federation, human, first officer on *Yorktown*, What Price Victory? (CL7).
 Perrzear: Lyran commander, attended Brotherhood Banquet (N13).
 Pharoah: Orion cartel leader, boss of Deth O'Kay; The First Round (CL3), SL51-54.
 Plylth: Hydran, communications officer, *Concept*; Brothers (N17).
 Praetor: Title for Romulan Prime Minister.
 Prekor: Lyran count, N13 ship list.
 Pylyghit: Hydran, helmsman on *Concept*; Brothers (N17).
R
 Raask: Lyran count, N13 ship list.
 Radey, John "Cracker Jack": Federation admiral commanding carrier group *Zhukov*; Rescued Federation Fleet SL71; Commander who bet the General War on one battle at the Pleiades Turkey Shoot, SH17.
 Ragha: Lyran Count, N13 ship list.
 Rahrzakh: Lyran King, N13 ship list.
 Rakhzan: Lyran King during LDR crisis, R14.
 Rama: Romulan, sub-commander, skipper of KR *Hawk*; KIA, Refiner's Fire (CL2).
 Red Baron Brothers: Orion pirates, mentioned in SL51.
 Red Fur: Lyran renegade, commanded Orion convoy, T6.
 Reins: Federation commander, captain of *Hen*, KIA, Patrol (N8).
 Remus Maximus: Romulan admiral, attended Brotherhood Banquet (N13).
 Ricca, Neil: Orion captain of heavy cruiser *Heavensent*, Lion's Heart Cartel, The First Round (CL3).
 Rikzer: Federation shipyard superintendent, First Command (N11).
 Rippke: Lyran count, N13 ship list.
 Roget: Lyran Duke, N13 ship list, mentioned in N13 Brotherhood Banquet.
 Rolandus: Romulan, nephew of emperor, proconsul in command of Federation front at end of war, launched civil war against the Romulan Republic to restore empire, claimed title.
 Rzakh: Lyran count, N13 ship list.
S
 S'Arnath: Gorn; sensor officer, *Reptilicon*; KIA Refiner's Fire (CL2).
 S'Lenthna: last heir of Hydraxan IX, virtual puppet of the guilds in the Lost Colonies during the Klingon occupation, counted in Hydran histories as Hydraxan X but never formally took the throne, abdicated in favor of his grandson.
 S'Leuthold: Gorn wrestling champion.
 S'Teken: Gorn admiral; SL73.
 S'Torc: Romulan Commander, squadron commander at battle of Denebola, captain of KRL *Conqueror*, Encounter at Denebola (CL5).
 S'Toval: Gorn, Flag lieutenant, SL102.
 S'Treleg: Gorn Admiral; commanded Operation Cavalry; SH11.
 S'Trenk: Gorn Admiral, surprised by Romulans in SL102.
 Sataar: ISC, Korlivalar, helmsman on *Celestra*, First and Future Shock (N16).
 Scipio, Octavianus: Romulan Proconsul, commander on Gorn border; SL73.
 Scofield, Jack: Federation, Commander of *Connecticut*, First Command (N11).
 Scorpio, Robert: Federation police commissioner, converted a police corvette (cruiser) into a carrier.
 Secthane: Tholian; Wing Commander 3rd Patrol Squadron; invented Pinwheel, KIA; SL3.
 Sectin: Tholian; Commodore, promised Korath he would not interfere with destruction of *Excalibur*, self-destructed to destroy Juggernaut; Captain *Arrakk*; Objective Juggernaut (CL1), KIA.
 Senar: Federation, Vulcan, captain of *Darius*, killed in action, Encounter at Denebola (CL5), (SL89).
 Shaw: Fed, helmsman on *Connecticut*, First Command (N11).

Simon: Helmsman on *Hammerfield*. Mentioned in CL3 story.
 Spiker: Orion SAL Captain, SL51.
 Ssliht, Rexus: Gorn; Senior Commander, captain, *Reptilicon*; Refiner's Fire (CL2), SL25; rescued Stocker and *Lexington*, Surprise Reversed (CL5).
 Stangkowski, Micah: Federation, doctor on *Republic*, And to the *Republic* (CL5).
 Stanislaus: Orion, chief engineer of *Hammerfield*, SL54; mentioned as captain of *Spear of Orion* in the introduction to story The First Round (CL3).
 Starn: Romulan sub-commander, captain of War Eagle *Challenger*, nephew of Taalar, KIA against *Republic*, And to the *Republic* (CL5).
 Sterm: Romulan, brother of commander Tama, killed in action on KR *Kestral*, mentioned in Refiner's Fire (CL2).
 Stevens: Federation Commodore, captain of CVS *Nelson*, mentioned, A Warrior's Death (N12).
 Stocker, Anthony: Federation, human, Captain, CC *Lexington*; Refiner's Fire (CL2); Appears in scenarios: SH2, SL53, SL65, U5.7; Violated neutral zone to attack Romulan Sixteenth Cohort just before war began after receiving advanced warning of invasion, Surprise Reversed (CL5).
 Storr: Romulan sub-commander, captain of *Gyrfalcon*, assumes command after Taalar is killed, disengages and returns to Romulan territory unaware that a war is about to begin, And to the *Republic* (CL5).
 Strell: Romulan High Admiral; first member of triumvirate, mentioned; Refiner's Fire (CL2).
 Subeus, Maximus: Romulan, captain of *Truncheon*, KIA.
 Surin: Federation, chief engineer on *Prince of Wales*, Encounter at Denebola (CL5).
T
 T'Lara, Hue: Federation; Captain, *Hood*, SL44.
 Taalar: Romulan commander of King Eagle *Audax*, And to the *Republic* (CL5), KIA.
 Tailus: ISC governor of Dastaal, First and Future Shock (N16).
 Tal: Romulan Tribune; commander of KF5R *Centaurei* SL65.
 Tal: Romulan; Sub-Commander; Captain *Senatarian*, Refiner's Fire (CL2).
 Talgar: Romulan Admiral; second member of Triumvirate, mentioned; Refiner's Fire (CL2).
 Tama: Romulan Commander; squadron commander, KIA; Refiner's Fire (CL2), SL25.
 Tarsh: Federation, Tellerite engineer on *Connecticut*; First Command (N11).
 Tavarsi: Romulan sub-commander, captain of police Snipe, Surprise Reversed (CL5).
 Tellius: Romulan centurion, scanner officer on *Audax*, KIA, And to the *Republic* (CL5).
 Thompson: Federation, Commodore, Battle station K4, A Warrior's Death (N12).
 Thragg: Gorn, chief medical officer on *Reptilicon*, Refiner's Fire (CL2).
 Threllvin: Federation, Andorian; helmsman, *Lexington*; Refiner's Fire (CL2); Surprise Reversed (CL5).
 Tiercellus, Marcus: Romulan Commander of Squadron III-C, Report by Tiercellus (N10), Admiral in SL102.
 Tlav: Federation, Andorian, communications officer on *Republic*, And to the *Republic* (CL5).
 Tor: Federation, navigator on CC *Excalibur*, Objective Juggernaut (CL1).
 Torius: Romulan, scanner officer on *Wolf*, accidentally exposes Romulan position, And to the *Republic* (CL5).
 Tormillus: Romulan sub-commander, captain of SkyHawk-G *Sabre*, KIA in self-destruction, Encounter at Denebola (CL5).
 Tragar: Lyran, helmsman on *Djinn of the Desert*, Brothers (N17).
 Traine, Leon: Federation merchant captain, *Merlin's Wand*, And to the *Republic* (CL5).
 Turm: Romulan; staff officer; mentioned; Refiner's Fire (CL2).

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U

Uncle Ardak: Term used for Klingon Admiral Ardak Kumerian.
Uncle Remus: Term used for Romulan Admiral Remus Maximus.
Usurper: Kzinti rebel in civil war; SL11-13; SH38. Formerly known as "Cat with Favorable Stars."

V

Valgan, Jark: Klingon commodore, mutinied when attempt to assassinate his boss failed, *Demonlayer*; SL26, presumably executed after capture.

Vickers, Paul: Federation Lieutenant, scanner officer on *Republic*, And to the *Republic* (CL5).

Vincent, Helene: Vice Admiral, Federation commander against Andromedans in Y195, SL98, A Meeting of Giants (CL6).

Vrac: Romulan officer; *Senatarian*, Refiner's Fire (CL2).

W

Wayne: Son of Bluebird Six, Patrol, (N8).

White: Federation Lieutenant on *Prince of Wales*, led crew in retaking the engineering deck, Encounter at Denebola (CL5).

Williams: Federation, Rear Admiral, flagship *Reshadije*, commands second division of Sixth Fleet, also deputy commander of Sixth Fleet. Sent to Denebola to make a deal with Orions. Encounter at Denebola (CL5).

Wilson, Trilosita (Sisha): Federation spy on Windstar base, rescued Goldsborough, Encounter at Denebola (CL5).

Wright, Kelly: Federation sensor operator, main character, Behind the Glory (N6).

Y

Yankovnim, Tal: Klingon station commander, SL47.

Yefimov: Federation Fleet Captain, commanded Third Division of sixth fleet, ship *Potemkin*, Day of the Eagle (CL5); survived the initial Romulan invasion to become a major commander.

Z

Zahn: Lyran count, N13 ship list.

Zaob: Lyran count, N13 ship list.

Zegurnii, Karijm: Designer of Klingon fighters; see (R3.90).

Zehrck: Last count of Lyran Dark Star Clan, R14.

Zor: Gorn, chief engineer, *Reptilicorn*; Refiner's Fire (CL2).

INDEX OF SHIPS IN SFB FICTION

A

Acheron: Romulan War Eagle, And to the *Republic* (CL5).

Adamant: Klingon E4, SH11.

Admiral Kang: Klingon C8, T3.

Admiral Kruge: Klingon C9A, SL71.

Agrippa: Federation DE, escort for *Julius Caesar*, seen in conjectural scenario SL95.

Al Rashid: Federation Tug; SL39.

Alexander: Federation DD; mentioned, en route to scene, Objective Juggernaut (CL1).

Anarchist: Klingon D7 captured and used by Hydrans; SL8, SL9; see (R9.18).

Anatolia: Federation CL, part of Second Division Sixth Fleet, Day of the Eagle (CL5).

Annihilation: Klingon D7, SH10.

Antagonist: Klingon D7 in A Tactical Point.

Antrex: Tholian C; SH11.

Archaeopteryx: Gorn carrier, SH21; see (R6.37).

Ares: Federation DD; SH11, SN10; possibly two different ships. One destroyed by malfunction; crew rescued.

Arrakk: Tholian C; main element of story; Objective Juggernaut (CL1); self-destructed.

Attacker: Klingon D7, Nexus #2 article, carried phaser-1 instead of disruptors.

Audacity: Klingon F5C, involved in Bezwel Index episode, SL60.

Audax: Romulan King Eagle, squadron flagship, self-destructed in combat, And to the *Republic* (CL5).

Australia: Federation BC; SH23.

Avenger: Romulan Sparrowhawk, N10 story; also in (SL102).

B

Bakurian: Klingon F6 destroyer; SH23.

Barbarous: Klingon D6, Nexus #2 article, prototype.

Battleaxe: Romulan Sk-A, SH21.

Behemoth: Romulan KC9R.

Bernadotte: Federation DE, SL98, A Meeting of Giants (CL6).

Berol Turquois: Pirate CR, SL82, SL83, UL3.

Berserker: Klingon CVT, attacked by Trojan Shuttle II; SH14.

Blackguard: Klingon F5 captured by Tholians, see TK5 *Exile*.

Bloodshedder: Klingon D6; SH19.

Bloodshedder: Lyran BC, SL76; mentioned in SH30.

Bon Homme Deth O'Kay: Orion DBR, T6.

Bon Homme Richard: mentioned, First Command (N11)

Boneyard: Orion SAL, T6.

Bowie: Federation SC; mentioned en route to scene; Refiner's Fire (CL2); SH11, SL32.

Bunker Hill: CX led Federation forces in Operation Unity; R2.55.

Burke: Federation FF, part of First Division Sixth Fleet, Day of the Eagle (CL5); mentioned en route to scene; Refiner's Fire (CL2).

Byrd, Richard E: Federation GSC; converted to CVL before the General War to test fighter concept, escorted convoy, fought pirates in (SL68), raided pirate base in (SL108).

C

Cassini: Federation Tug; SL7.

Celestra: ISC strike cruiser, Nexus #16 story First and Future Shock, SN19.

Centaurii: Romulan KF5R, SL65.

Ceratops: Gorn CL, SH11.

Challenger: Federation GSC, Announced Nexus #14, dedicated to astronauts lost on space shuttle of same name; this ship is never to be used in scenarios.

Challenger: Klingon D7B, Attacked Hood, SH19.

Challenger: Romulan War Eagle, destroyed by *Republic*, Captain sub-commander Starn, And to the *Republic* (CL5).

Claw: Gorn DD, SH11.

Coil: Gorn DD, SL103.

Concept: Hydran destroyer, fought against Lyran CL, Brothers (N17).

Confederation: Kzinti SCS, see in conjectural scenario SL95.

Connecticut: Federation CL, First Command (N11).

Conqueror: Klingon D7, SH11; mentioned, Nexus 13 Academy; mentioned as ship on which Kaita Kor served as second officer, What Price Victory? (CL7).

Conqueror: Romulan KRL, fought at Denebola, captain S'Torc, Encounter at Denebola (CL5).

Conquest: Klingon D6 captured by Orions after boom escaped, SL35, rebuilt as OK6 CL#4. See (R8.15).

Constellation: Ship used in *Introduction to SFB*.

Copernicus: Federation Tug, part of Sixth Fleet, returning from Starbase 8, Day of the Eagle (CL5).

Crassus: Federation ECL, escort for *Julius Caesar*, seen in conjectural scenario SL95.

Crockett: Federation NSC; destroyed by Andromedans in Y195, SL98, A Meeting of Giants (CL6).

Crockett: Federation SC, part of Sixth Fleet, at Starbase 12 during Day of the Eagle (CL5).

Crocodile: Gorn HDE, SH21.

Cutlass: Kzinti CV; SH10.

D

Damian: Klingon E3 escort; SH11.

Darius: Federation DD, mentioned en route to scene, Objective Juggernaut (CL1); later part of Sixth Fleet, sent to Denebola with Williams, destroyed in combat, Day of the Eagle, Encounter at Denebola (CL5).

Dark Star: Kzinti FF, SH11.

Darkslayer: Klingon D7C; Flagship of the Tholian border squadron; once commanded by Kumerian; commanded by Korath and destroyed by Juggernaut, Objective Juggernaut (CL1).

Darwin: Federation GSC, SL78.

Davout: Federation FFE, escort for *Napoleon*; commanded by Largeau, destroyed by Andromedans, SL98, A Meeting of Giants (CL6).

Death: Klingon C7 commanded by Ketrick, damaged in assault on WYN cluster in Y182.

Deathwound: Romulan WE, fought Feds in Y178 (SL105).

Decimator: Klingon D7; main element of story, joined Romulan Squadron, destroyed, boom separated and rendezvoused with Orions; Refiner's Fire (CL2), SL25; Captain Kritl.

Decimator: Klingon D7DX, commanded by Kerg.

Defense: Federation NCL, destroyed in N10 story.

Defiler: Klingon D7, Where Wisdom Fails (CL4), destroyed, boom escaped and crash landed on a planet; crew rescued later.

Demolisher: Klingon D7, SL71.

Demonlayer: Klingon D7C; mutinied, recaptured; SL26. See Valgan, Jark.

Desecration: Klingon D6; mentioned Where Wisdom Fails (CL4).

Desolation: Klingon D6; SH19.

Destruction: Klingon D6, once commanded by Kumerian; SH11; SL3. Carried extra marines in a raid on Sherman's Planet, Nexus #2 article. Mutinied, captured by Feds, returned.

Devastation: Klingon D6, converted to experimental carrier, Nexus #2 article.

Devastator: Klingon D7; mentioned en route to scene, Objective Juggernaut (CL1).

Devisor: Klingon D7; Kaïta Kor served there as second officer, What Price Victory? (CL7).

Dictator: Klingon D7N, SL65; Nexus #2 article.

Direslayer: Klingon D7C, replacement for *Darkslayer* as flagship of Tholian Border Squadron, mentioned in First Command (N11).

Discovery: Federation GSC, served as testbed for carrier concept; R2.96.

Djinn of the Desert: Lyran CL, fought Hydran destroyer, Brothers (N17).

Donitz: Federation DE, escort for *Raeder*, at Starbase 12 during Day of the Eagle (CL5). A frigate of the same name was lost on the Klingon front at the start of the General War.

Doomsayer: Klingon D7C (modified) used in The First Round (CL3), SL50.

Dragonslayer: Klingon D7C, fought at Blackfoot Pass in SL78; fought against Andromedans in SL98 when commanded by Kronschnabel, A Meeting of Giants.

Drake: Federation FF, part of Second Division Sixth Fleet, Day of the Eagle (CL5).

E

Eagle: Federation CA; mentioned in And to the Republic (CL5) as a ship that Commander Burgess had served on.

Eagle: Romulan War Eagle used in Introduction

Excalibur: Federation CC; main element; Objective Juggernaut (CL1), SN10.

Exeter: Federation CC+, combattant, The First Round (CL3).

Exile: Tholian TK5, built from rear hull of Klingon F5 *Blackguard*, and part of a Tholian PC, SSD published in CL#4 and reprinted in Update #2; (R7.17).

F

Falchion: Romulan SkyHawk, N10 story, destroyed.

Fear: Klingon C7, modified to carry SFG, see (R3.108).

Fighting Star: Kzinti FF, SH11.

Fire Carrier: Klingon F5CVL, SL70.

Fire Leader: Klingon F5L, SL71.

Fire Storm: Klingon F5, SL71; conjectural SL95.

Fire Thrower: Klingon F5, SL71.

Fire Wind: Klingon F5, SL71.

Fire: Klingon ship used in Introduction.

Fletcher: Federation FFR, escort for *Nimitz*, was at Battle Station 11 during Day of the Eagle (CL5).

Fury: Klingon F5, Where Wisdom Fails (CL4), destroyed.

FV-41: Kzinti auxiliary carrier, attacked by Klingons, SH5, destroyed by Kumerian in F5 *Vigilance*.

G

Galilei: Federation Tug; SL10.

Gemini: Romulan Condor, Flagship, mentioned in N10 Story, see (R4.49).

Genghis: Federation DD, part of First Division Sixth Fleet, Day of the Eagle (CL5); on its way to assist *Republic*, And to the Republic (CL5). Converted to DDL. Fought Romulans in (SL105.)

Glorious: Klingon F5, SH11.

Gnasher: Klingon D6, attacked Rita's planet; SL61, SL62, SL71.

Gorshkov: Federation CVS, SL76, SH39.

Gossamer Phoenix: Orion CR; commanded by Felna Greymane, assists Gray in destroying the Juggernaut, Objective Juggernaut (CL1).

Groton: Federation NCL, sent to relieve (and later to assist) *Republic*, part of Stocker's First Division of Sixth Fleet, Day of the Eagle (CL5).

Grouchy: Federation FFE, escort for *Napoleon*, destroyed by Andromedans, SL98, A Meeting of Giants (CL6).

Guderian: Federation FF, part of Sixth Fleet, at Starbase 12, sent to assist *Republic*, Day of the Eagle (CL5).

Gullwind: Orion CA, commanded by Chromin, Encounter at Denebola (CL5).

Gyrfalcon: Romulan War Eagle, captain Sub-commander Storr, And to the Republic (CL5).

H

Halsey: Federation DE, escort for *Nimitz*, was at Battle Station 11 during Day of the Eagle (CL5).

Hammerfield: Orion CA, various extensive modifications; The First Round (CL3); SL51, SL52, SL53, SL54. See (R8.15).

Hannibal: Federation DD, mentioned First Command (N11).

Hawk: Romulan KR; main element, destroyed; Refiner's Fire (CL2), SL25; ship used in Introduction.

Heavensent: Orion CA, The First Round (CL3), SL50, destroyed.

Hegemony: Kzinti SCS, SH11, see (R5.42).

Hen: Federation small Auxiliary carrier, Patrol (N8), destroyed.

Hood: Federation CA; mentioned en route to scene; Refiner's Fire (CL2); Primary ship, SL44; Supposedly destroyed, SH19.

Hornblower: Federation frigate, helped save SC *Bowie*, (SL32).

Hornet: Romulan KE4R, SH21.

I

Imperial Standard: Romulan SuperHawk-B destroyed by *MacArthur* during Operation Remus; see (R4.55). Once incorrectly reported as a SparrowHawk-BV.

Incomparable: Klingon B11 battleship #1 (or B10 #6). Construction was never started.

Indisputable: Klingon B11 battleship #2 (or B10 #7). Construction was never started.

Inevitable: Klingon B11 battleship #3 (or B10 #8). Construction was never started.

Insatiable: Klingon B10 battleship #2. Converted to carrier and then space control ship during construction. Completed in Y189; could have been completed much earlier. Fought against Andromedans at Battle of Klegarine in Y197 under Commodore Khambers (SL99); See (R3.105) and (R3.106).

Inseparable: Klingon B10 battleship #5. Possibly intended for conversion to KB10R for Romulans. Construction was never started. See (R4.109).

Inside Trader: Honest Abdul's ship, SH36; Orion SAL/CVL.

Insufferable: Klingon B11 battleship #4 (or B10 #9). Construction was never started.

Insufferable: Klingon F5J penal frigate, once commanded by Kumerian.

Invincible: Klingon B10 battleship #1. Completed in Y195. Fought against Andromedans in alliance with Federation at A Meeting of Giants (CL6) under command of Admiral Krendal (SL98); fought at battle of Klegarine in Y197 under command

of Commodore Karsh (SL99). Included in the conjectural scenarios SL93, SL94, and SL95.
Inviolable: Klingon B10 battleship #3. Fought while still incomplete against Federation offensive in Y184 (SL96) and was so badly damaged it was never completed.
Invulnerable: Klingon B10 battleship #4. Never completed. Boom was completed in Y185 for local defense of Klinshai system; boom section fought under command of Kilgore against Andromedan raid in Y188 (SL97) and was destroyed.

J
Jahor: Federation Minesweeper, served on Romulan Frontier; see (R2.21).

Javelin: Romulan Falcon mauler, captured by Feds in Y178, (SL105) but recaptured before technology was copied.

John Paul Jones: Federation frigate, used in academy in N8.

Julius Caesar: Federation SCS, conjectural scenario SL95. Escorts listed as *Crassus*, *Ptolomy*, and *Agrippa*.

K
Kang: See *Admiral Kang*.
Kashmir: Federation CL, part of Third Division Sixth Fleet, Day of the Eagle (CL5).

Kestrel: Romulan KR; destroyed before Refiner's Fire (CL2).

Khedive: Klingon F5; SL7.

Konev: Federation ECL, SH17, SL71.

Kongo: Federation CC; See Kosnett; mentioned in SH1, SH3, SH7, SH11, SL4, SL6, SL32, SL60, SL62, SN1, SL82, SL83, UL3; fought Klingon D7 *Antagonist* in A Tactical Point (Tactics Manual).

Konkordium: Federation DN, SL71.

Kruger: See *Admiral Kruger*.

Kublai: Federation DD; modified with plasma torps, SL19; Used in Academy simulation N8.

Kumerian: Klingon DX, led Klingon forces in Operation Unity; (R3.40).

Kynda: Federation NCL, SL71.

L
Langsdorff: Federation FFR, escort for *Raeder*, at Starbase 12 during Day of the Eagle (CL5).

Lehman: Federation FF, part of First Division Sixth Fleet, Day of the Eagle (CL5).

Leviathan: Romulan Phoenix, towed incomplete from Remus to Romulus as Alliance forces approached; (R4.49).

Lexington: Federation CC; Flagship of Commodore Anthony Stocker and the First Division of the Sixth Fleet; Assisted Gorn CA *Reptilicon* in fight against two Romulan KRs and a Klingon D7, Refiner's Fire (CL2); appears in scenarios SH2, SL53, SL65; attacked and destroyed four Romulan ships, then was badly damaged by the fifth, rescued in space by *Reptilicon*, Surprise Reversed (CL5), SL89.

Lost and Found: Orion LR, T6

Lutjens: Federation FFR, escort for *Raeder*, at Starbase 12 during Day of the Eagle (CL5).

M
MacArthur: Federation CVA, lost over Remus; mentioned SH17 and SH11; destroyed *Imperial Standard*; see (R4.55).

Macedonia: Federation CL, in second division of Sixth Fleet, destroyed by Romulan attack, Day of the Eagle (CL5).

Mallory: Federation FF, part of Third Division Sixth Fleet, destroyed by Romulans, Day of the Eagle (CL5).

Mangler: Klingon D6M, SL71.

Marco Polo: Federation GSC, SL44.

Masterson: Federation Police Corvette, fought alongside Republic, Commander Harry Burgess, And to the Republic (CL5); ship destroyed in action, Day of the Eagle (CL5).

Merlin's Wand: Free Trader, part of convoy, Captain Leon Traine, And to the Republic, CL5.

Messier: Federation tug rescued by *Australia*; SH23.

Michigan: Federation NCL; SH38.

Mystic: Kzinti CL, SN2, fought Federation ship for stasis box.

N
Napoleon: Federation CVA; mentioned as out of service in SH17; converted to SCS, fought against Andromedans in Y195 under command of Helene Vincent, SL98, A Meeting of Giants (CL6). Destroyed Klingon C8V *Vindicator*, see (R3.28); mentioned in SH9.

Nelson: Federation CVS; mentioned in passing, Commodore Stevens, A Warrior's Death (N12).

Newton: Federation tug, towed captured Romulan ship (SL105).

Nimitz: Federation CVB, was at Battle Station 11 during initial Romulan assault, Day of the Eagle (CL5); Tony Stocker sent various messages to *Nimitz* suggesting that it prepare for action, load extra shuttlecraft, etc, indicating that Stocker did not exercise command over the *Nimitz* group but knew that it would be his primary backup, Surprise Reversed (CL5).

North Carolina: Fed NCL, A Warrior's Death (N12), destroyed.

Nova: Klingon F5, Frontier Patrol (N9).

O

Obdurate: Klingon E4 escort, SH11.

Omen: Klingon E3 escort, SH11.

Oriskany: Federation CA, simulation used in Academy N5, N8, possibly one of the *Constellation* series.

Ostrich: Federation small auxiliary carrier, SL70.

P

Paris Commune: Federation CX; fought against Andromedans, SL98, A Meeting of Giants (CL6), commanded by Rear Admiral Gray.

Perilous: Romulan SkyHawk-D minesweeper, Report by Tiercellus (N10).

Phantasm: Kzinti CL+, see in conjectural scenario SL95.

Phantom: Kzinti Q-ship, Frontier Patrol (N9).

Pitiless: Klingon D7, ambushed *Yorktown* in What Price Victory? (CL7); Captain Keng, later Commander Kaita Kor.

Plague: Klingon ship used in Introduction.

Potemkin: Federation CA, flagship of Fleet Captain Yefimov and Third Division of Sixth Fleet, Day of the Eagle (CL5); SL71.

Praetorian: Romulan KR; mentioned, undergoing repairs, Refiner's Fire (CL2).

Predatoricon: Gorn CA, attacked mutant plants, (SL103).

Prince of Wales: Federation NCL, sent to Denebola in advance of Williams, temporarily captured by Romulan-Orion forces, recaptured by Federation, heavily damaged, Encounter at Denebola (CL5).

Proconsul: Romulan KR, involved in border incident (SN6).

Ptolomy: Federation DE, escort for *Julius Caesar*, seen in conjectural scenario SL95.

Purgatory: Klingon D6J penal cruiser, SH11; class ship.

Q

R

Raeder: Federation CVS, at Starbase 12 when Romulans attacked, Day of the Eagle (CL5).

Ransacker: Klingon D5K in conjectural scenario SL95.

Ransacker: Orion CVL, T6.

Raven's Nest: Orion PFT, T6.

Raven: Federation auxiliary carrier, mentioned First Command (N11).

Raver: Klingon D5; SL48.

Reaver: Klingon D5, SH23; SL98, A Meeting of Giants (CL6), commanded by Killian.

Red Claw Glory: Lyran CV, destroyed its own fighters Y178; (R11.12).

Regulator: Klingon D5I, flagship for Internal Security Forces; see (R3.23) and (R3.55). Present in T6S3.2 scenario.

Reptilicon: Gorn CA; attacked by two Romulan KRs and a Klingon D7, assisted by *Lexington*, Refiner's Fire (CL2), SL25; mentioned in Introduction to SFB; Rescued Stocker and the hulk of the *Lexington*, Surprise Reversed (CL5); visited at Star Fleet Academy (N9).

Republic: Federation CA, one of six conversions of an older class

of starship, served with home fleet until the Klingon invasion, then with sixth fleet on Romulan border, part of Stocker's First Division on Day of the Eagle, damaged in two battles with Romulan raiders that day, commander Ian Alexander Jeffries, And to the Republic, SL87, CL5.

Reshadije: Federation CA, one of six conversions of an older class of starship, served with home fleet until the Klingon invasion, then with Sixth Fleet on Romulan border, flagship of second division and Rear Admiral Williams, damaged in combat at Denebola IV, Encounter at Denebola, SL88, CL5.

Restoration: Hydran CVA (Cavalier); sent fighters to pursue Klingon booms in (SL106).

Retainer: Klingon D5A, N13 Academy.

Rex: Gorn CC, ambushed by Romulans in (SL102).

Richard E. Byrd: Federation GSC, see *Byrd*.

Rikor: Klingon D5, SH23.

Road Warrior: Orion LR, T6.

Rokosovsky: Federation DE; SH17, SL71.

Rommel: Federation FF, part of Sixth Fleet, at Starbase 12, sent to assist *Republic*, Day of the Eagle (CL5).

S

Sabre: Kzinti CV, mentioned in (SH5).

Sabre: Romulan DD, self-destruction in (SL89) Encounter at Denebola, sub-commander Tormilus.

Sauricon: Gorn CA; mentioned, in refit, Refiner's Fire (CL2).

Scharnhorst: Federation NCL, destroyed in battle described by the Report by Tiercellus (N10).

Scimitar: Kzinti CV, pilots mutinied rather than fight Andros, (R10.1).

Senatarian: Romulan KR; main element; Refiner's Fire (CL2), SL25.

Senator: Romulan Optimized Condor; damaged Y179, repaired at Romulus (R4.44). Lost against ISC in Y187.

Sentinel: Klingon D6S, SL98, A Meeting of Giants (CL6).

Serpenticon: Gorn CA; damaged by engine malfunction; Refiner's Fire (CL2).

Shark: Romulan Snipe Frigate, destroyed by Republic, And to the *Republic* (CL5).

Shillelah: Romulan KF5R, destroyed at Denebola, Encounter at Denebola (CL5).

Shikra: Romulan WE, fought Feds in Y178 (SL105).

Sky Demon: Romulan WE, fought Feds in Y178 (SL105).

Solitude: Tholian PC; SH11.

Soult: Federation New Aegis Cruiser, escort for *Napoleon*; fought against Andros, SL98, A Meeting of Giants (CL6).

Spear of Orion: Orion cruiser built to replace *Hammerfield*. Mentioned in Intro to The First Round (CL3).

Spectre: Kzinti CL, SH11.

Spellbinder: Klingon D7A, SL71.

Spiker's Retreat: Orion SAL, SL51.

Spruance: Federation FFR, escort for *Nimitz*, was at Battle Station 11 during Day of the Eagle (CL5).

Starburst: Kzinti CVE, SL77.

Storm Demon: Klingon F5, First Command (N11).

Storm Leader: Klingon F5L, First Command (N11).

Storm Thrower: Klingon F5D, First Command (N11).

Suffolk: Federation CL, mentioned en route to scene; Refiner's Fire (CL2), part of First Division of the Sixth Fleet, Day of the Eagle (CL5).

Suvarov: Federation DDG, SL71.

Swan: Romulan Snipe Frigate, damaged in action against *Republic* and sent home, And to the *Republic* (CL5).

Sword of the Tri-Star: Gorn SCS, served during ISC War and Andromedan Invasion, see (R6.20).

T

Tenacity: Klingon frigate, engaged *Yorktown*, (SH36), Lt Commander Krull.

Texas: Federation CL; SL28, mentioned First Command (N11)

Thunderchild: Klingon D7 Battlecruiser, commanded by Ketrick

and later by Kerg. Chief engineer was Kelix, later replaced by his son Kelleux. Kron, Kilgore, Kass, Keim, Kokrel, Kolsen, Kopus, Krohl, and Kault served on her.

Thunderduck: Orion BR, T6.

Thunderer: Klingon D7 destroyed by Andromedans; (R10.1).

Timoshenko: Federation DE, SH17, SL71.

Titan: Kzinti CVA, later SCS, SL74; alternate in SL95.

Tooth: Gorn DD, SH11.

Tribune: Romulan KF5R, fought in Border Incident, (SN6).

Truncheon: Romulan SkyHawk, Report by Tiercellus (N10), destroyed.

Typhoon: Kzinti CVL, lost(?) to Andros, (R10.1).

Tyrannosaurus Rex: Gorn DN, SH11.

Tyrol: Federation minesweeper, served on Romulan border, (R2.21).

U

Unicorn: Kzinti PFT, SL74.

Unicorn: Romulan Snipe Frigate, destroyed by *Republic*, And to the *Republic* (CL5).

Unification: Federation DN, flagship of sixth fleet, was at Starbase 12 when Romulans attacked, Day of the Eagle (CL5).

Ushakov: Federation FFG, SL71, First Command (N11).

V

Valencia: Federation minesweeper, served on Romulan border, (R2.21).

Valorian: Klingon F6, named for colony planet Valoria.

Vandal: Klingon FX, main ship in A Warrior's Death (N12); disappeared in Y205; passed through a time warp into Y175; destroyed the Federation NCL *North Carolina*; was itself destroyed when it tried to enter Klingon space without current identification codes; fought against Andromedans in Y195, SL98, A Meeting of Giants (CL6). A famous ship, *Vandal* was the first to receive various refits; (R3.41).

Victory: Klingon C8, flagship of Kumerian in Operation Cavalry; SH11. Boom separated and fought in SL2.

Vigilance: Klingon F5, once commanded by Ardak Kumerian; SH5.

Vigilant: Klingon D6, served on Kzinti front, carried two fighters, Nexus #2 article.

Vincennes: First Federation CX, see (R2.55).

Vindicator: Klingon C8V, lost in duel with Federation CVA *Napoleon*, (R3.28).

Vittorio Veneto: Federation NCL, fought Romulans in (SL105).

Volantis: Romulan Snipe-B; SH21.

Voracious: Klingon frigate, commanded by Kerg.

W

Walkurian: Klingon F6, fought against Andros as escort for B10; see (SL99). As with other F6s, was named for a colony planet on which the Klingons bred warriors.

War: Klingon ship used in Introduction. Later a C7 commanded by Kerg.

Warbride: Orion CR, T6.

Wasp: Romulan KE4RB, SH21.

Whirlwind: Klingon CVT; SH11.

White Hawk: Romulan Sparrowhawk-A+, Captured by ISC, First and Future Shock (N16), see (SN19).

Wolf: Romulan Snipe Frigate, damaged in attack on convoy and disengaged, captain Sub-Commander Flavius, And to the *Republic* (CL5).

X

Xerxes: Federation DD; mentioned en route to assist Stocker in Refiner's Fire (CL2); fought Kzinti CL for stasis box, SN2; sent to Denebola with Williams under command of captain Gileski, Day of the Eagle, Encounter at Denebola (CL5).

Y

Yamamoto: Federation CVS, SL69.

Yorktown: Federation CA; commanded by Merrin Hunter, then the only female captain of a heavy cruiser. Engaged Klingon frigate *Tenacity* in asteroid field (SH36). Engaged Klingon

STAR FLEET INDEX

D7 *Pitiless* in another asteroid field, What Price Victory? (CL7).

Z

Zhadanov: Federation FF, part of Third Division Sixth Fleet, Day of the Eagle (CL5); mentioned in SL71
Zhukov: Federation CVA; flagship *Pleiades Turkey Shoot*; SH17, SL71, alternate in SL95.

INDEX OF GEOGRAPHIC TERMS: PLANETS, BASES, STAR SYSTEMS, ETC.

Allen's Planet: in Fed-Kzinti neutral zone, raided by neo-samauri cult in Y145, population slaughtered. Home of Will Gerard.
Alpha Zeta: Federation asteroid mining station in Thetis star system, near Klingon border, used for intelligence listening post, suffered reactor problem, What Price Victory? (CL7).
Altroth: one of three Hydran Lost Colonies.
Ankrogea: Planet surrounded by maze; SL87.
Bargantine: Klingon satrapy that becomes independent after the General War, UN1.
Bakuria: Klingon colony planet.
Base Oneshot: Mentioned in First Round (CL3).
Beta Cygnax IV: gas giant where *Lexington* had its final encounter with a Battlehawk and War Eagle, Stocker used a fictional base in orbit around this planet as bait; Surprise Reversed (CL5).
Bezwel Index: Neutral planet in SL60.
Blackfoot Pass: Asteroid system on Fed-Klingon border with "tunnel" for ships to cross border, Klingons discovered tunnel in Y183; in scenarios SL20, SL78, SH39. Shown on a special terrain map in Module B.
Cestus III: First meeting of Gorns and Federation, mentioned in Refiner's Fire (CL2).
Chicago 4: Home planet of Kenneth Kaufman, inhabitants sleep 20 hours per day.
Codimark IV: Federation planet raided in First Command (N11).
Dark Star County: Lyran county which became the LDR.
Darmot: Klingon star system near Hydran border, Where Wisdom Fails (CL4).
Dastaal: An ISC colony planet near the Romulan border, Romulan crew from *White Hawk* are interned there, First and Future Shock (N16).
Denebola 4: Gas giant, Encounter at Denebola, (CL5), one moon is named Sidekick, orbited by Orion Windstar Base.
Earth: Home planet of humans, capital of Federation, HQ of Star Fleet; threatened by *Igneous* in (SN7).
Farlin: Klingon star system near Kzinti border, Frontier Patrol (N9).
Fornax: Star system with Federation colony, SH24.
GC-1496-F: Star that went nova, A Warrior's Death (N12).
Gijard III: Gorn base raided by Romulans; SH28
Gordan's Planet: merchant base near Romulan border, And to the Republic (CL5).
Gornshima: Site of decisive sub-light battle between Gorns and Romulans in Y39.
Hokan: Mining planet just inside Gorn border, site of Operation Tribune, SL73.
Holdfast: Tholian territory.
Hole in the Wall: Pirate base, SL108.
Hydraxaport: Hydran base raided by Andromedans, SH26.
K't'tothos IV: Klingon mining planet, SL17.
JKlegarine: Klingon planet, Scenario SL99 was near it.
Klinshai: Klingon home system, raided by Andromedans in SL97.
Kobol's Rock: See Rock.
Krooth: one of three Hydran Lost Colonies.
Landfalk: Planetary system near Klingon-Hydran border, UN1, claimed by Bargantines.
Leebyahh: Planet once used as psychiatric asylum, now neutral; SH12; buys weapons from Klingons, favorite target of Federation fighter pilots looking for easy victories.

Lesser Magellanic Cloud: satellite galaxy used as base by the Andromedans.

Lumien: Kzinti star system near Klingon border, mentioned in Frontier Patrol (N9) as having dilitium mines.
M31: Galaxy from which Andromedans come; (R10.1).
Mad Jack's Hole: Orion base in asteroid belt, SH37.
Minxitth: one of three Hydran Lost Colonies; much of this planet was made uninhabitable in civil wars of Y101. The planet never fully recovered.
Morkedian III: Federation dilitium mining planet; SH20.
Novorosibirsk II: Federation shipyard, First Command (N11)
Phtho-3: Hydran planet, command base for destroyer *Concept*, Brothers (N17).
Phyllos System: System on Klingon-Kzinti border, mentioned in Where Wisdom Fails (CL4) as the site of a previous battle.
Pollux IX: Federation planet target of giant meteor; SH3.
Remus: One of two Romulan capitals, destroyed when Federation CVA *MacArthur* crashes into it, mentioned in SL74.
Rigel IV: Federation planet attacked by Romulans in SL42
Rita's Planet: Federation agricultural colony in neutral zone; SL61, SL62.
Rock: Unidentified planet; site of Klingon-Kzinti battle, SL58.
Sector 4, Quadrant 926: Place where Federation, Gorn, and Romulan borders meet; Refiner's Fire (CL2).
Sefaria: Klingon colony planet.
Sheboygan III: Planet attacked by Planet Crusher; SM1.
Sherman's Planet: In neutral zone between Federation and Klingons, raided by D6 *Destruction* in Y169.
Sidekick: Moon of Denebola IV, Encounter at Denebola (CL5).
Sigma Draconis: Federation planet; SM4.
Signa: Planet in Federation, Behind the Glory of the Heroes (N5).
Tarrin VII: Federation base destroyed by Klingons, technicians evacuated by shuttle, SL92.
Thetis System: In Fed-Klingon neutral zone, Alpha Zeta mining station there, What Price Victory? (CL7).
Tyson's Star: Planet in neutral zone, had both Fed and Klingon bases, SL63.
Valoria: Klingon colony planet.
Vanecok VI: Planet explored by Feds in SL28.
Vidalia: Planet mentioned in Surprise Reversed (CL5).
Walkuria: Klingon colony planet.
Wind Star Base: Orion base at Denebola, (SL89), site of action in And to the Republic (CL5).
Wyskoon: Gas giant in Hydran territory; site of battle in (SH35).
Yank's Hole: Klingon station in SL47; mentioned in SL48
Zeta Omicron: Federation station attacked by Orions in SL6.
Zeta Psi: Planet on which Deth O'Kay was captured, SL53.
Zinthim Base: Gorn base mentioned in Refiner's Fire (CL2).
Zursk: System near Klingon-Kzinti border, mentioned in Frontier Patrol (N9)

INDEX OF MISCELLANEOUS ITEMS (ANIMALS, BATTLES, MONSTERS, OPERATIONS, RACES, TERMS, etc.) MENTIONED IN SFB FICTION OR BACKGROUND MATERIAL

Algoran, Treaty of: Y157, Gorn-Fed Alliance.
Alpha Centaurian: Federation member race, (R2.1)
Andorian Whiskey: alcoholic beverage, CL5.
Andorian: Federation member race, (R2.1)
Arastoz: Monster in SL49
Arcturian: Federation member race, Nexus 6 story.
Articles of Agreement: Kzinti-Federation treaty.
Banshee Ball: Klingon game, Nexus 13 Brotherhood Banquet.
Kault excelled in this sport at the DSF Academy.
Baratry: The legal definition of stealing a starship and using it for purposes not approved by its owners.
Baron: One of the four Kzinti nobles.
Bounty Hunters: Name given to 701st Gunboat Flotilla; SH14.
Cartel: Hydran trade or industrial conglomerate.

Cartel: Orion "tribe", one of several organized criminal units; see the map in Nexus #14 and Rules Update #2.

Cenchron: ISC time unit, First and Future Shock (N16).

Centichron: ISC time unit, First and Future Shock (N16).

Chron: ISC time unit, First and Future Shock (N16).

Clans, Lyrans: See list in Nexus #13 ship list; correct term is "county" not "clan."

Clans, Orion: See Cartel, which is the correct term.

Coalition: Alliance of Klingons, Lyrans, and Romulans during the General War.

Cosmic Cloud: Monster in SM4.

Count: Title of nobility, used by Klingons (Kaleen), Lyrans (16 of this rank), and by one Kzinti noble.

Cromarg: Klingon subject race, mentioned in SL58; dwarfs from a planet poisoned by radiation from a nuclear war two centuries earlier. Used as technicians and serve as heavy weapons crews in ground forces.

Cygnan: Federation member race; (R2.1).

Death Probe: Monster in SL5.

Delian: Federation member race, Objective Juggernaut (CL1).

Delmac, Battle of: Romulan victory over Gorns in Y178.

Disintegrata: Klingon statement of philosophy, *Go boldly among the peace and tranquility, and contemplate the joys to be found in genocide....*, Nexus 13 Academy.

Divad Bradley: The company which makes Federation shuttles.

DSF: Klingon Deep Space Fleet (navy, star fleet).

Duke: Title of nobility, one of the four Kzinti nobles; the Lyrans have three dukes.

Dunkar: Klingon subject race, mentioned in SL58, orange skin, most trusted subjects, a handful of Dunkars have attended the Academy and hold DSF commissions.

Echelon of Judgement: ISC battle fleet consisting entirely of X-ships, returned to ISC capital barely in time to defeat Andromedan attack; see (R13.1B).

Enemy's Blood: Lyrans duchy on Hydran border.

Energy Monster: Monster in SL55.

Era of Tranquility: Organian-enforced ceasefire, Y203.

Esperanto: artificial human language used by Andorians in Behind the Glory of the Heroes (N6).

ESS: Klingon Empire Security Service (secret police).

Expeditionary Fleet: The Hydran fleet assigned to fight its way through the Klingons to reach Federation territory.

Far Stars: Lyrans Duchy.

Foremost: Lyrans Duchy around homeworld.

Frignaut: term applied to Klingon F6 frigate.

General War: Conflict between 8 races lasting 18 years; major focus of Star Fleet Battles game system.

GIA: Galactic Intelligence Agency, Federation intelligence.

Gorn Anchor: Maneuver in which a ship grabs the target with tractor beams before firing seeking weapons. This prevents the target from escaping or using a wild weasel.

Grand Alliance: Federation, Kzinti, Gorn, Tholian, Hydran during General War.

Gratz: Slang from Nexus #5 Academy article.

Gribatz: Unidified object Klingons might have up their sleeve, SL51.

Guilds: Powerful political, economic, and/or industrial groups within the Hydran Kingdom; (R9.1).

Gunline: The forward row of ships in an ISC echelon formation.

Hilladarians: Klingon subject race, mentioned in SL58, reptilian, used for ground forces, about 20-30% of Klingon ground troops are Hilladarian.

Hopkins Theta Code: Used by Orion to contact Federation, Objective Juggernaut (CL1).

Hydran Expedition: Hydran attempt to break through to Federation.

IFF: Identification Friend or Foe, electronic warfare system.

Igneous: Monster in SN7.

Internal Security Forces (Klingon): SL84.

ISF: Klingon Internal Security Forces (police).

J-class freighter: 20-year-old Federation design used by private traders like Jackson Grimes; Surprise Reversed. (CL5).

Juggernaut: Large robot ship from another galaxy; Objective Juggernaut (CL1).

K1, K2, etc: Klingon rank system. K1 is an ensign, K6 a captain, K10 a fleet admiral. See article in Captain's Log #7.

Kail: Klingon exclamation of determination.

Kareli Design Bureau: Klingon naval architects who designed the D6, D7, and B10.

Karzok wiggler: Unidentified animal, probably herbivorous; Where Wisdom Fails (CL4).

Kaufman Retrograde: Maneuver in which Federation ships survive against a superior force by moving in reverse and keeping the enemy at bay with photon torpedoes; see (SL22).

KDB1104: Design study for Klingon D5 war cruiser; see (R3.23).

KDB1183: Design study for Klingon E5 battle escort; see (R3.65).

Kegth: Hydran game, Brothers (SN20).

KGB: Klingon General Bureau, external intelligence service.

KIA: Killed in Action.

King of the Universe: ISC term for God.

Kiva Roat: A Qnaabian staple, First and Future Shock (N16).

Klingon colonies: A series of planets inside Klingon space on which colonies were established to breed additional Klingon warriors. Klingons from the home planet (Klinshai) consider themselves socially superior to colonials. Colonial officers have less career potential in the Deep Space Fleet.

Korlivalar: One of the ISC races, panther?, lays at position, has claws, purrs; First and Future Shock (N16).

Kozenko Design Bureau: Designed D5 war cruiser and E5.

Long Claws: First battle of LDR independence, SN17.

Lower Empires: Organian term for races in SFB universe.

Marquis: One of the four Kzinti nobles.

Marshal: A Lyrans rank of nobility, commanded BCHs.

Masters: Race of powerful beings who amuse themselves by stealing starships and playing SFB for real. See The First Round (CL3), SL50, SG30, SL107.

Mind Monster: Monster in SM6.

Moray Eel of Space: Monster in SM3.

Mutiny: Generally assumed to be any uprising against lawful authority, legally the unlawful removal from command of the lawful commander.

Neutral Zone: A buffer zone between two hostile forces. Either can operate a limited number of ships, bases, and colonies in the zone.

Oblique Attack: Maneuver in which a ship moves to one side of the target allowing it to turn away from the enemy after firing.

Old Kings: Previous galactic rulers, (R3.1).

Operation Cavalry: Alliance attack on Klingon territory; SH11.

Operation Cutthroat: Orion trap involving Q-ship; (SL40).

Operation Hydra: unsuccessful Federation attempt to break through to Hydrans during General War.

Operation Nutcracker: Klingon-Romulan attempt to destroy Tholians.

Operation Remus: Alliance effort to destroy Romulan capital and end the war, was only partly successful as the planet Remus became uninhabitable.

Operation Reptilicon: Romulan attack on Gorn cruiser (SL25).

Operation Tribune: Romulan attack on Gorns; (SL73).

Operation Triumph: Romulan plan to invade Gorn system; Refiner's Fire (CL2).

Operation Unity: Galactic attack on Andromedan base

Organians: race of super-powerful galactic philosophers; constantly meddle in galactic affairs, in Fed-Klingon neutral zone; SL62, SL63, What Price Victory? (CL7).

Pelione, Treaty of: Established Fed-Rom Neutral Zone in Y155.

Pentarchy: Kzinti five-headed government including the Patriarch and four nobles (Duke, Count, Baron, Marquis).

STAR FLEET INDEX

Planet Crusher: Monster in SM1.
Plants: See SL103.
Pleiades Turkey Shoot: Klingon fighters attack *Zhukov* carrier group; (SH17).
Phtholagnyrrh: Hydran ship design agency, designed Gendarme police ship, (R9.39).
Police Gazette: Magazine read by Klingon ISF crews.
Proconsul: Romulan theater commander, rank.
Pronhoulite: One of the ISC races; devoted to religion, duty, and friendship; has a periodic "time of cleansing" when they eat "tribal rations;" First and Future Shock (N16).
Protection Launched Overhead: Leebayahhn military forces commanded by Yessir Imarat; SH12.
Qnaabian: One of the ISC races, has a tail and breathes air laced with chlorine; First and Future Shock (N16).
R-types: class of old Federation heavy cruisers, including *Republic* and *Reshadije*.
Rapid Transportation Network: Andromedan system of bases linked by navigational beacons and used for high-speed travel by Andromedan ships.
Raver's Weekly: Klingon magazine read by PF crews.
Red Claw: Lyran Duchy on Kzinti border.
Red Fleet: Klingon fleet on Fed Border; Commanded by Kumerian; defeated in Operation Cavalry.
Red Wyn Express: Orion convoy to WYNs, (T6.0).
Retrograde: Maneuver in reverse, see Kaufman Retrograde.
Rigelian: Federation member race.
Rockheads: Derogatory Klingon term for Tholians. SL64.
Rovillian: One of the ISC races, amphibious, has their own flippers; First and Future Shock (N16).
Signature, electronic: The pattern of electronic signals, emissions, and echoes from a given target used in identifying it.
Skolean: Mercenary pilots for Gorns.
Slirdarians: Klingon subject race, mentioned in SL58, cross between ape and bear, used for ground forces forming 50% or more of any given unit. A few Slirdarians hold marine commissions. Kobol was a Slirdarian.
Smarba, Treaty of: Klingon-Romulan technology transfer agreement signed in Y159.
Space Amoeba: Monster in SM2.
Space Dragon: Monster in SM7.
Star Fleet: Proper name of Federation navy.
Sunsake: Monster in SM5.
Tholian Frontier Squadron: Sometimes called Tholian Border Squadron or Harassment squadron; Klingon unit on Tholian border. Constantly fighting Tholians in numerous border incidents designed to show the Tholians that the Klingons still claim their territory. Used for extensive combat training. Considered the premier assignment for a senior captain. Once commanded by Kumerian, later by Korath, during the war by Kurlak.
Tollindium: High energy mineral which interferes with sensor scans; Refiner's Fire (CL2).
Triumvirate: Romulan supreme military council, Refiner's Fire (CL2).
Tufts: Sometimes Ear Tufts, Lyran intelligence.
Ulevian Anequid: Mentioned in The First Round (CL3).
Vandha: Second battle of LDR independence, SN18; see (R14).
Vastag: ISC term for items of no consequence, similar to "Baloney" only stronger, First and Future Shock (N16).
Whiskers: Kzinti Intelligence.
White Elephants: Kzinti 23rd Fi-Con division (SH14), (SH32).
Wolfpack: Orion raiding group, SN5.
Zarmoly: Unidentified animal, probably carnivorous, Where Wisdom Fails (CL4).
Zegurnii Design Bureau: Designed Klingon fighters.
Zoolies: Klingon subject race, mentioned in SL58; have large eyes and incredible night vision; used as scouts by Klingon landing forces.

INDEX OF NUMBERED MILITARY UNITS

2nd Star Legion: Romulan forces in Operation Tribune; SL73; divided into 1st through 6th "Cohorts."
3rd Field Force: Kzinti unit, SH5.
3rd Fleet: Federation, SL71.
3rd Fleet: Gorn, SL102.
3rd Frigate Squadron: Klingon part of Tholian Border Squadron, SL64.
3rd Star Legion: Romulan forces in SL74, mentioned N10 story.
4, Romulan Starbase IV, third battlegroup, squadron III-C, Report by Tiercellus, N10.
4, Federation battlestation K4, Klingon border, destroyed in SN3; apparently rebuilt as it is mentioned in SN12.
4th Star Legion: Romulan fleet mentioned in N10 story.
5, Kzinti Battle Station #5, site of major battle, SL86.
5, Federation Starbase #5, near Klingon border, SN13; mentioned in First Command (N11).
6, Klingon Border Station #6: Klingon base on Fed border, near K4; A Warrior's Death (N12), SN16.
6th Fleet, Federation force on Romulan border, commanded by Admiral Matthews, divided into three divisions commanded by Stocker, Williams, and Yefimov.
8, Federation Starbase #8, Day of the Eagle (CL5).
9, Federation Border Station 9: Federation base on Klingon border, mention in Patrol (N8).
9, Battlestation #9, Federation base on Romulan border, destroyed during Romulan invasion, Day of the Eagle (CL5).
11, Battlestation #11, Federation base in rear of Sixth Fleet area, Nimitz group was based there, Day of the Eagle (CL5).
12, Starbase #12, Federation HQ for Sixth Fleet, Romulan border.
12, Ajax 12: Federation convoy escorted by Republic (CL5).
12th Flotilla: Kzinti PF unit, SL77.
13, Battle Station 13: Klingon base destroyed in Where Wisdom Fails (CL4).
15, Federation Starbase 15: near Klingon border, surrounded and cut-off during Klingon invasion; F&E.
16th Cohort: Romulan unit attacked by Stocker, Surprise Reversed (CL5).
17th Battle Group: Kzinti unit, served in Romulan territory, SL74.
19, Klingon Border Station #19, Frontier Patrol (N9).
19th Flotilla: Kzinti PF unit, SL74.
20th Flotilla: Kzinti PF unit, SL74.
23rd Fi-Con Division: Kzinti PF/Fighter unit; SH14, SH32.
23rd Flotilla: Kzinti PF unit; SH 14, SH32.
24th Flotilla: Kzinti PF unit; SH14, SH32.
26, Federation Battlestation #26: on Romulan border, Day of the Eagle (CL5).
26, Attack Shuttle Group #26: Kzinti unit in SH5.
42 (VF-42): Squadron of Federation F-14 fighters in SH9.
77th Gunboat Division: Group of 4 Klingon PF flotillas; SH29.
210th Fighter Squadron: Kzinti unit (carried by PFs); SH32.
211th Fighter Squadron: Kzinti unit (carried by PFs); SH32.
224 (FFK224): Kzinti frigate; SL95.
227 (FD+227): Kzinti drone frigate; SL95.
284 (AF+284): Kzinti aegis escort frigate, SL95.
299th Fighter Squadron: Kzinti fighter unit in SL74.
312th Battle Squadron: Neo-Tholian force, SH22. See R7.60.
317th Ground Division: Klingon ground unit, SL58.
700th Gunboat Flotilla, Klingon DSF, first PF unit formed.
701st Gunboat Flotilla: "Bounty Hunters", commanded by Kollos Kumerian; Klingon PF unit in SH14, SL2, SL77. This was an ISF unit and one the the first two PF flotillas formed.
714th Gunboat Flotilla: Klingon PF unit in SH9.
771st Gunboat Flotilla: Klingon PF unit in SH29.
772nd Gunboat Flotilla: Klingon PF unit in SH29.
773rd Gunboat Flotilla: Klingon PF unit in SH29.
774th Gunboat Flotilla: Klingon PF unit in SH29.
914th Base Force: Romulan unit in SL74.

CAPTAIN'S LOG #7

This issue of Captain's Log includes the following exciting features:

WHAT PRICE VICTORY? The gripping story of Captain Merrin Hunter, Star Fleet's only female cruiser captain, locked in a mortal test of wills with Klingon Captain Keng, with a vital Federation outpost hanging in the balance. Can Hunter triumph? And what will the victory cost her? And what of Kaita Kor, Keng's female first officer?

KLINGON OFFICERS: Everything you ever wanted to know about the officers of a D7 Battlecruiser. Who they are. How they are trained and promoted. Where they work and where they fight. The key differences between line and technical officers.

STAR FLEET UNIVERSE INDEX: A comprehensive index of people, ships, planets, races, star systems, bases, animals, monsters, terms, and numbered military units from the *Star Fleet Universe* background, fiction, and scenarios.

STAR FLEET DATABASE: Data you can use about the *Star Fleet Universe*. Announcements, answers to your questions, product releases, an Input Guide, communications, *Why?*, Urgent Addenda, examples, and the new *Battleforce-500*.

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SCENARIOS: Federation and Romulan squadrons battle for a captured maunder, Hydran fighters overrun a convoy of Klingon booms, a Federation survey cruiser raids a pirate base, and the Masters play their greatest game of all: *Space Hockey!*

NEW SSDs: Federation battlecruiser *New Jersey* (six photons!), Hydran Apache light command cruiser, Klingon MD5 maunder, and the Lyran Single-Tooth Jaguar maunder.

FEDERATION & EMPIRE: Tactical Notes, questions answered, the Molasses Attack provides the strategy for a Klingon Victory, and a new scenario describes what would have happened if the Lyran attack of Y168 had not expanded into the General War.

NOTE: This product adds new play situations, background material, and rules for the *STAR FLEET UNIVERSE*. You must have *Star Fleet Battles Volume I* to use this material. Some material in this product also requires other SFB volumes and products, and some requires that you have *Federation And Empire*.

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