

STAR FLEET BATTLES

CAPTAIN'S LOG #9



FIGHTERS INBOUND!

**TASK
FORCE
GAMES**

FIGHTERS INBOUND!

There has always been a mystique about fighters and fighter pilots. They are probably the closest thing in modern warfare to knights in shining armor fighting duels under a code of conduct. Fighters figured prominently in the recent unpleasantness.

This issue of Captain's Log is devoted to fighters. We have fiction, tactics, term papers, and scenarios about fighters. Our F&E scenario depicts the time that fighters first appeared in Kzinti service. The four new SSDs in this issue are all carriers.

We have plenty of non-carrier material in this issue, of course, but the idea of having a "focus" for an issue of Captain's Log is always a risk because *some* portion of the SFBers won't be interested. We'd like your comments on this issue, the idea of having a focus in future issues, and perhaps some suggestions on what areas you might like to see us focus on.

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GHOSTLIGHT: DAY ONE

Ed McKeown, North Carolina

The Klingon assault on the Federation began on 2 August Y171, a date that has come to be known simply as Day One. The savagery of the attack and the ferocity of the defense have become legendary.

In an effort to preserve a first-hand perspective of these engagements, the Federation Military History Command began the Oral History Project, in which the participants in various engagements told of their experiences in their own words. This selection is from Lieutenant Matt Oberu, commander of Squadron VF123, known as the Ghostlight Squadron, based on Battle Station #7 near the Klingon Neutral Zone on Day One.

TRANSCRIPT BEGINS: I remember Day One.

The attack came without warning. Oh, we'd known for weeks that they would come, ever since the Organians disappeared, but there was no warning that it would be that day. The whole front line was hit at the same time, so there would be no time to concentrate forces or mobilize reserves.

A cruiser near the border got off a micro-squeak when three Klingon cruisers blew it into scrap metal. Don't know what happened to that ship; guess no one does now. I never learned its name. Anyway, that helped us. The Ghostlights hot scrambled off of the border station, and the guard ships called a red alert. We were riding F-8 Crusaders, the original "stubby-winged sewer pipe," with two standards (drones) and a phaser-3. They were good dogfighters (for that time), and we had even engaged a Klingon frigate in the zone a month before. We formed on the frigate *Donitz*. Everyone was surprised to see a second police cutter pull into formation. Someone told me later that she had pulled into the station for a rest a few hours before. Poor timing on their part, but we were grateful for the help. (I never learned the name of this second cutter.)

The station called a big paint coming from the zone. Three D-hulls were coming from where that cruiser went down; six smaller F-hulls, and an even-smaller E-hull, were converging from a different direction. No one saw any fighters at that time. We stayed within 80kks of the station under local control while the *Donitz* and the cutters moved to the inner edge of the base minefield. If it had been a smaller Klingon force, we might have gone wide and tried to sandwich them between us and the station's phaser-4s, but this was too large a force. Our only chance was to give them a bloody nose and hope that they weren't all that serious. We didn't know anything outside of our own sector at that point, and for all that we had heard, it could have been a local incident. A probe to test our reactions.

As squadron commander I received a continuous feed of tactical information. The Klingons moved in at about warp 2.6, the D-hulls and three of the F-hulls in the lead trailed by the rest in a group of three about 80kks behind the cruisers, and a last F-hull about 150kks to the rear of the cruisers. The whole force was throwing out electronic noise and maneuvering off axis to confuse our fire control. On top of that, they had deployed jammer drones.

Our ships opened up with phasers at maximum range, trying for a lucky hit to take out one of the jammers and gain a shot at the ship it protected, but they had no joy immediately. The Klingons kept closing, and our ships continued to engage and finally picked off the jammer. They then began firing on the F-hull that the jammer had been protecting. By this time the *Donitz* and the two cutters were backing toward the station to avoid coming into effective disruptor range. They managed to slap the F-hull that had lost its jammer, and it dropped out of formation

and fell back with the trailing element. At that range, it had probably only sustained some shield damage.

The tempo of the action started to pick up a little as the Klingons slowed and stopped jinking. We began launching drones.

As planned, only half the Ghostlights launched drones initially. With their launch rails empty, half the squadron would be able to land on the station and pick up more drones and launch to fight again as soon as their targeting scanners came back on line. While they were reloading, the other half of the squadron would launch drones and would land after the first flight launched again. In this way we could keep a continuous rolling salvo of drones in flight for as long as the drone supply, or we, lasted. The base commander had already given us our target. We were going to try to nail one of the big D-hulls. I learned during the battle that two of these were D6s, the other a D7.

It was pretty obvious that the Klingons were looking for the edge of the minefield and easing towards the entrance gap used by the resupply freighters and starships. One of the captor mines got off a shot and scored a hit on a D-hull, but it did not even slow that ship down.

Three of the F-hulls stayed up close with the big ships, but kept their fire control inactive as the bigger ones scanned the field. About this time the first spread of drones reached them. The Klingons did not bother launching counter drones, but the ADD racks they had added to their ships just before the war lit up the sky and accounted for nearly all of our drones. They picked off the last few with short bursts of phaser fire.

The Klingons' first disruptor salvo destroyed the base's MRS. At the time I tried not to think of my drinking buddy Dave Weidenaur and his Andorian partner who were the pilot and crew. They were the first of us to die in this war. They were not the last.

With the base's EW support shuttle gone, the Klingons began pounding on the *Donitz* in an offhand way. Some of the ship commanders began to think that maybe the Klingons weren't serious. The base commander, Commodore Thomas, was not having any of this. He ordered the ships to deploy scatter-pack shuttles and added one himself. The Klingons did not like this and salvaged their disruptors at the shuttles, exploding two before they could release.

The targeting that Thomas had prescribed this time surprised me. The Ghostlights were ordered to target the trailing F-hull, which was barely in our range. The base intel section had identified it as a scout. Seemed for just a minute it would work as the Klingons had begun to edge around the minefield. Only one of the trailing F-hulls between their main force and the scout was able to engage the drones with its ADD, and then the drones had a clear run. Base command picked up a rapid exchange of messages between the scout and one of the D-hulls, probably the command ship. The scout then engaged our drones with its ADD, but there were too many. Unfortunately, the drones bunched too much, and the scout was able to get all the rest with a T-bomb.

During this period, the Klingons lowered some shields on their larger ships, carefully masking them from the weapons of the base and our ships, and transported a number of T-bombs into the entrance gap. They did not seem to want us to use it. Then all their ships activated their fire control systems and launched more drones. These turned out to be more jammers. The Klingons then began to move off.

Even I thought that this meant the end of it. It was just a harassment. They were not going to attack, despite the large number of ships present. I took Ghostlight 1 in for a landing along with the rest of the first section. The reload crews had doubled up, and they were hustling like mad to get us reloaded.

Chief Jorgensen, my crew chief, brought me a bulb of coffee to take out. He also informed me that Chief Allenby had brought his section down to the bay to help out. Jorge did not have to tell me why. With the multi-role gone, Allenby and his crew did not have much else to do. A quick look down the hangar showed me Weidenaur's old crew loading a drone into a ready rack for the next cycle. I thought there might be time to talk to them later; I did not know then that that was the last time I would see any of them.

That was when the feed from the command circuit brought more news. The Klingons were not moving off, but had begun to circle the base. Our fire had managed to score a few hits, but nothing that seemed to bother the Klingons. They were keeping most of their units outside of photon torpedo range as they circled. Then Thomas announced his intent to try another drone launch as soon as scatter-packs could be readied.

Jorge signaled that Ghostlight 1 was ready with a thumbs up, and I closed the cockpit as the magnetracs moved me to launch position, followed by Ghostlight 3 and preceded by Ghostlight 5. Ghostlights 2, 4, and 6 were launching from the other bay. It was standard procedure even then to never launch in a sequence that would enable the enemy to target a particular fighter. If the two-seat fighter (they were not quite the electronic support platforms they became later, but they were pretty good even then) always launched first or last, the enemy could pick it off and severely cripple the squadron's offensive ability. Likewise, always launching your best pilots first or last, or the commanders first or last or second or third, invited their destruction.

Once I got clear of the bay, I could pick up the rest of the commanders. The Klingons were almost around the base, and the shuttles had been launched. The Klingons had not fired in a while, but their D-hulls suddenly turned in and cut loose with a salvo of disruptors. One of the scatter-packs exploded before it could release, but the other three got their drones out and were tractorized back to safety. The range was extreme, and the Klingons showed us how extreme by banking out beyond the control range of the ships and the base. All the drones were lost at a cost to the Klingons of nothing more than an insignificant amount of fuel. Once the drones lost tracking, the Klingons turned into the base and began to close the minefield again. They were almost 180° from where the normal entrance gap was. They brought their entire force to a dead stop, with the main group near the edge of the field and that smaller group about 100kk behind them. The scout had joined up with the first trailing group, probably to give it more protection from our drones. A few more captor mines had engaged them during their movement, but the range and jamming had prevented them from scoring any significant damage.

Somewhere in all this the F-hull that had first dropped back had moved to rejoin the formation. The main force then scanned the minefield intensively. They also began to take a serious interest in pounding the *Donitz*, using large amounts of counter jamming energy to try to get a clear shot at her. The EW support lent *Donitz* and the cutters by the base kept them from doing much damage at that range. On the plus side, the last of the Klingon jammers faded out and they did not launch any more immediately.

An F-hull then moved forward, throwing out electronic signals like crazy. Base confirmed that this ship was receiving massive electronic warfare support from their scout. It moved into the minefield and began to target and destroy individual mines. The sureness with which it performed this mission left no question that it was an F5M. There was no doubt now—the Klingons intended to breach the field. It was also then that the station called a new paint on eight fighters launched by the trailing group. I cursed into an open net mike and shoved the

throttles forward. Base command wanted to try to kill that minesweeper, and our best bet was to close the range a little and hope for the best. So far the Klingons had not tried to hit any of the Ghostlights, but I was sure, if we came within 150kk of their main group, that would change quickly. We could get about 30kk closer to the sweeper without entering that range bracket, and we did.

Just then a brighter than normal flash appeared in the distance, and the word was passed that the minesweeper had detonated a mine the hard way. The mine, one of the large ones, had detonated on one of its flank shields, which can't take that large a blast. That F5M was knocked nose up and was clearly badly damaged.

The base and the ships had already launched some drones at the F5M, and the Ghostlights contributed their share. We hoped to angle some around into that deactivated shield. That F5M was not dead yet though. Its ADD rack engaged the drones as they closed, getting a few; they blew one apart with some phasers and managed to turn that disabled shield to good effect by throwing a T-bomb in front of most of the rest. One drone from the base looked like it might make it, but the F5M grabbed it with a tractor beam and killed it with an anti-drone.

Our ships fired a salvo of phasers and photons at the damaged sweeper, but they could not hit the damaged shield, and the shield that was hit seemed to be reinforced. Even though the base had provided enough targeting data to overcome the jamming of the enemy scout, the hits just weren't as effective as they could have been.

Whoever the captain of that sweeper was, he definitely was a cool character. His ship was badly hurt, but it did not stop him from continuing his mission. A shuttle was launched from his ship and moved to destroy another of our mines. The base fired on the shuttle with two heavy phasers (and both photons!), but missed with the photons and only scored minor damage with the phasers. The base fired again with more heavy phasers and destroyed the shuttle.

By this time, the second section had landed again to rearm, and all the Federation ships had gone erratic to avoid damage while they recharged their weapons. The base had managed to transport some drones from our cargo storage to the ships to reload their drone racks. I was starting to get concerned about the drone supply. We had launched a lot of drones at the Klingons. I think more than a third of our available stockpile had been used by this time. We did not seem to have accomplished anything despite the expenditure of more than 100 drones and 5 shuttles (including Weidenaur's multi-role). The Klingons just swatted them down.

In any case, that would not be a worry for long. The Klingons continued to pound on the *Donitz*, but she stuck in there doggedly. We began launching another string of drones together with the base. Targeting was mixed between the sweeper and the Klingon command ship.

Then the Klingons turned their attention on the Ghostlights. Disruptor fire began to blast through our formation. We were too close! I ordered a pullback before we were all fried. Once the fire tapered off, I counted heads. Ensign Chalmers, Ghostlight 5, did not answer. No one had seen him hit; he was just gone.

Base command noted a launch of drones by the Klingon fighters. I watched them on the monitor, but instead of coming in, they went for our drones. The Klingons were taking their time; everything near us must have been gone already.

Another flash in the distance occurred while the rearmend Ghostlights launched and joined up with us. Briefly, I heard Lt Melorian in Ghostlight 7 deal with one of her section personnel who had been a friend of Chalmers. The exchange was short, and if Chalmers was still alive, he would have to await retrieval after the battle.

One note that I thought was unusual at the time involved the Klingons' response to our drone salvo. The base used some of its special sensors to break the tracking of some of the Klingon counter-drones so that our drones would hit the F5M. Commodore Thomas, the Great One keep his soul, was trying. It looked like some of the drones would indeed hit the sweeper. Then, the Klingons fired disruptors at the drones and vaped them. Disruptors! Everyone seemed to know that the F5M was the key to this battle. And while this was going on, that damned sweeper just kept on about its business like nothing was happening. They triggered a chain mine and just kept on going.

Commodore Thomas finally ordered all units to fire on the sweeper. This required a complete reversal of our electronic warfare status, from defensive jamming to offensive counter-jamming. The fire from the base and ships hit the sweeper and did some damage, but it seemed to shrug it off.

We weren't quite as lucky. The reduction in jamming caused the Klingons to fire all they could bring to bear at the *Donitz*, caving in her shield. Her Captain reported that, while the damage seemed to be superficial, one of his photon tubes had gone off-line and would take time to repair.

As if that had been the starting gun, the Klingons suddenly began to move through the gap in the minefield their sweeper had cleared. Their fighters launched a salvo of drones, and then all headed in for a landing on their carrier.

I pulled the Ghostlights back closer to the station as the Klingons came in. They were well echeloned to prevent more than any one of them being damaged by any command detonated mines that the sweeper might not have found.

Commodore Thomas had the base weapons and the phasers of the ships hit the lead cruiser at 16kks. The salvo staggered the ship, but did not seem to penetrate the shield. It was enough to cause them to swing around to mask that shield from any further fire, but they otherwise just kept coming, closing their main force to about 13-14kk.

They then launched drones from what must have been every rack in their fleet. Commodore Thomas ordered that we would kill these with phaser fire and the station's ADD. I was worried that some of the drones might have been targeted on my Ghostlights. Even as we handled those, the Klingons launched more drones.

Drones were constantly in flight, and we had to try to kill as many of the Klingon drones as we could to keep them from damaging the ships or the base, or ourselves for that matter.

The Klingons released a salvo of disruptors on the *Peacemaker*, leaving her a gutted wreck just barely under power. I was worried that she would explode, and my Ghostlights were too close to her.

Commodore Thomas saw the danger and had the wreck grabbed with a tractor beam and shoved a safe distance away before she could explode on top of us.

While this was going on, the station fired on the D6 again, but that shield must have been heavily reinforced as no penetration was scored despite the range. Still, the ship quickly pivoted to rotate a new shield into position.

Seeing what had happened to the *Peacemaker*, Commodore Thomas now realized that the ships must withdraw and gave the orders. It was too late, however. They tried to withdraw, and even as they tried, the Klingons launched another salvo of drones, and Command announced that the carrier was launching her fighters again. Some of the drones managed to catch the *Donitz* and the cutter. The *Donitz* was only shaken up, but the cutter lost her rear shield, and the Klingons threw a salvo of disruptor fire through it. Her aft end became a mass of twisted wreckage after that, and she lost all power and went dead in space.

Between our fire and the station's defensive armament,

none of the Klingon drones had reached the station. Commodore Thomas knew that would not last for long and ordered the Ghostlights to attack and do as much damage as we could. His voice was steady, but it was obvious to me that he knew we were all going to die today.

Now the Klingons opened fire on the base, their first salvo tearing down a shield and scoring damage. The base returned the fire, almost obliterating the shield on one of the Klingon frigates. The ship immediately slipped into erratic maneuvers to avoid further damage and turned to bring a new shield towards the base. In the distance, the F5M began to move off. The Klingon Commander probably considered that her job was done and that she was too badly damaged to assist in the final assault.

The Klingons continued to pound on the base, ripping down another shield. More drones were fired at the base, and Commodore Thomas released a weasel. The Klingons quickly destroyed it before it got more than a kk from the base.

The Ghostlights closed with the Klingons to try to take some pressure off the base, to buy time for help to arrive. I guess it worked a little. The Klingons turned their phasers and ADDs loose on us and our drones, while they salvoed their disruptors at the cutter whose name I did not know and blew her to so much scrap. To make matters worse, they sent a wave of drones after the second Ghostlight section. The squadron freak filled with cries, damage reports, announcements of tone as Klingon drones were identified as inbound on individual fighters. They used their chaff packs and succeeded in decoying all the Klingon drones.

Second section then pushed their attack home with unbelievable courage and managed to score hits on the D6 whose shields the base had weakened. But it wasn't enough, and when the firing died down, second section just wasn't there anymore. I had pulled first section away after making a drone run. We were just about down to nothing but the phasers. That was when the command com informed us that the Klingon fighters were moving in on us. It was going to be my remaining six Ghostlights against eight Klingon Zorans. The odds hadn't looked good from the start, and they kept getting worse. The Zorans drove in, leading with a flight of standards. We turned into the Zorans.

I got involved with staying alive against the Zorans and lost the big picture. I got tone from the warning system. A drone was closing on me. I did a high energy turn and dropped the chaff pack. Then I got another tone. Now what? F-8s only had one chaff pack, and even if I could get a reload from the base, that would not help me now. I hetted into the drone and smoked it with my phaser, a tough shot and a maneuver that won't work every time. I shoved the throttles forward and closed on a Zoran, switching the phaser to dogfight mode.

The Klingon Z-1 fighter, which we called Zorans, is a big wedge-shaped crate. It's slow, and it can't turn worth a fig, but it's armed to the teeth. These guys were good. The net was filled with calls to break or to cover someone. Bob Crete, my wingman in Ghostlight 2, was still with me by this point, although he peeled off briefly to chase a Zoran off my tail. After a few burns and turns, I ended up head-to-head with a Zoran. This was a bad idea as their bigger phasers damaged my flight more than we could damage them. After that pass, we used our superior turn rate and pulled in behind them. This is not as good a thing as it sounds.

The Zoran has a tail gun.

Bob Crete rejoined, and we both got phaser shots into the lead Zoran. We must have killed the tail gunner as return fire stopped. The lead Zoran broke left, and his wingman broke right. I went after the cripple, and Bob followed the undamaged wingman. I planned to polish off the cripple and then help Bob gang up on the wingman.

I was distracted by a huge flash to starboard. The station was in bad shape...very bad. It had stopped firing, and whole sections were missing. All three Klingon cruisers were right there.

By then, my phaser had recycled and I fired into the lead Zoran. Pieces flew off, and it tumbled and exploded. Then I got a tone again. It wasn't close, but my phaser hadn't recycled, and it was still set for dogfight power anyway. I was out of chaff, so I shoved the throttles to the firewall and managed to stay ahead of the drone for a few precious heartbeats. I heard Bob Crete call for help, but he was cut off in mid-word. A few seconds later the phaser had recycled, so I hetted to engage.

The battle was over. The Klingon ships were in a tight formation around the base. I guess they were beaming in troops. The net was quiet, and the HUD showed no targets in phaser range. I tracked four Zorans heading toward the Klingon ships. I guess we didn't do all that well, killing at most four, and maybe only one, but we had no drones by then.

There was no sign of the *Donitz*, and at that time I still hoped that she had survived and broken contact.

Game over. It was time to leave.

I shut down my active scanners and microsquaked an ID signal, all I dared. Ghostlight 7 microsquaked back that it was leaving. This was a surprise since second section had disappeared earlier, but I was glad someone had made it. I picked up a near signal from a POIS beacon. It was 200km away. I pointed the ship that direction and put it on a slow impulse trajectory. For the next thirty minutes I checked out the ship. I was missing half of the port wing, but that was irrelevant as there were no drones to hang on it and I wasn't going into atmosphere. Half of the systems were shot, but I wasn't planning to fight.

The Klingons didn't react to me. I was about 180kks from the station. With all of the debris and radiation, they may have missed me. Or they might not have cared.

I reached the POIS and noted that the capsule was charred but intact. I closed to 20 feet and signaled the pilot inside and got a wave back. I recovered the cockpit air, switched to the suit, and popped the hatch. The F-8 has a small cargo compartment behind the seat. It held manuals and survival supplies and even an airtent. I chucked all of that. Then I moved my own easy chair as far forward as the stops would allow. I'd have to fly cramped up for a while. I threw a magnet with a line attached over to the POIS capsule. Took three tries because I had forgotten about non-gravity. The pilot inside the POIS capsule deflated it and caught the line, then pulled herself over. It was Karen Dibi, the smallest pilot in the Squadron, thank God! She slipped into the space behind my chair, and I recovered the hatch.

I turned Ghostlight 1 toward the rally point and put it on an impulse coast trajectory. Five hours on the low and slow. Any faster and I would have attracted too much Klingon attention. Some bits of wreckage hurled from explosions were going as fast as I was, and it wasn't worth the trouble for the Klingons to track it all.

We switched back to cockpit air and popped our faceplates. Frankly, we were in tears. It was dark and scary. We hurt. I held her small hand against my face for an hour. It was the only comfort either of us had. Having watched so many people die, so many friends die, it was important to us to know that someone else was still alive.

The rally point was an asteroid that I had selected weeks earlier. It was in the same system but a long way from anything else. We put up a quonset under a rock overhang and stocked supplies there. We had to go very slow, compared to our battle speeds, to avoid having the energy flare detected. I felt naked, certain that the Klingons could see me and would be along to kill

me and Karen any time now. I began to hate them for not killing us, for putting us through the fear of waiting for them to kill us.

Karen told me that her section had gone in against the last F5, then got sandwiched between the F5 and the Zorans. There were more drones than chaff pods. She had used hers, then gotten another tone in the warning set and run. She couldn't outrun it, so she hetted to engage the drone with her phaser and missed. She banged out just before impact.

We finally reached the asteroid. I moved around on the far side from the base (or where the base used to be) before I used the low band to call in; I had to assume that the Klingons were still around. I was almost overcome with joy when I got an answer. Karen slapped my shoulder until it hurt. Ghostlight 7 and the two shuttles from the *Peacemaker* had made it. Oslow had even picked up Thera Melorian from Ghostlight 11. We dropped to the surface near the overhang. Four tiny ships.

Actually three. Ghostlight 7 had pancaked, but the two passengers were able to get out of the wreck. The *Peacemaker* shuttles were parked under the overhang, and Oslow was standing there in his suit waving to me. He had led them here, the lame leading the blind. His fighter was crippled, and their shuttles didn't even know about the rally point.

They had arrived only moments before. The *Peacemaker* crewmen were still in the shuttles. We got the quonset warmed up, and they transferred in fragile emer-suits. Four Ghostlights and eighteen from the cutter. Ten men and twelve women. Six of the starship crew were injured. Most of the *Peacemaker* people were hangar deck crew, a couple of marines, and a yeoman who had been nearby.

I asked if anyone had seen the *Donitz* and was stunned to hear Oslow describe the D7 chase her up against the minefield and destroy her with a disruptor salvo. Until that moment, I still had some hope; with the *Donitz* gone, I fell into a deep depression. Probably everyone did, but I didn't notice.

Everyone was tired and in shock. No one spoke for hours. The grief was too raw. I sent Dibi, the marines, and some of the *Peacemaker* crew to cover the wreck of Ghostlight 7. Then we all slept until we woke up, then ate survival rations until we were sick.

We were at the quonset for three weeks. It was a busy time. One of the *Peacemaker* crew was a shuttle maintenance tech; he got one of the admin shuttles set up to listen on passive. There was no sign of Federation forces. The battle station wasn't there any more; Klingons must have demolished it after taking whatever they wanted. We did see a tug hauling off one of the base's cargo modules.

We never did find out if the F5M had survived the battle.

There was a lot of subspace traffic, but it was all Klingon. We could translate some of it, what of it wasn't in code, and it looked like things were going very well for the Empire. There was a message about capturing a Federation starship, but we never knew which one. That's all in the formal report.

There have been a lot of reports of Federation survivors like us in isolated areas. All of them report a period of intense and furious sexual activity, and I guess we were no exception. Some of us, like Karen Dibi and me, paired off; others played the field and tried various partners. It was as if we wanted another way to prove that we were still alive, to release tension, or maybe just to forget the events of the past days.

The other pilots and some of the *Peacemaker* crew managed to cannibalize enough parts from Ghostlight 7 and what we had stored to repair Ghostlight 1 and both shuttles.

We had stockpiled standards at the rally point for possible guerrilla activities, but I nixed that idea. With only one working fighter, we couldn't accomplish much.

We loaded a pair on Ghostlight 1 and a pair on both shuttles. Of course, the shuttles couldn't fire them, but if we

could find an asteroid, I could reload them, and maybe we would look more menacing than we were.

When we had done everything we could to maximize our range and endurance, we left. Everyone was in the shuttles except me, and everyone (except the pilots) took lifeboat drugs and zonked out. They took less air and food that way, and if anything went wrong, it would be over while they slept. Karen flew one of the shuttles.

When we left, the shuttles went on a low crawl while I took Ghostlight 1 back toward the battle area. There was no one there. No ships, no significant wreckage. I figured that there was a sensor mine left to record any visitors, so I stayed at a distance and didn't rendezvous with the shuttles until the next day in case I was being followed. Nobody was chasing us. It probably wasn't worth it to the Klingons to leave a frigate behind in case some of us still needed killing.

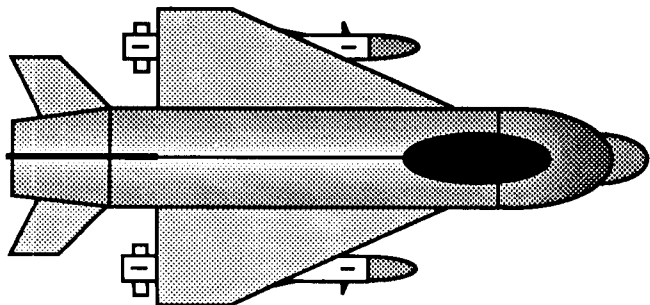
We were in flight for most of a week when the sensors on my fighter picked up an ion trail. I followed it to the old Q-ship *Starduster*, the most beautiful rust bucket I had ever seen. Then I went back to lead the shuttles in. *Starduster* took us aboard and kept up a steady pace away from the border, which suited us just fine. The four pilots took turns flying Ghostlight 1 on a defensive patrol to earn our keep.

We got back to Starbase 15. Some field grade desk-soldier bureaucrat looked up in his procedure manual what to do with a squadron that consisted of four pilots and one fighter. The answer in the book was to ship the pilots back to Earth to be used as the nucleus of a new squadron and give the fighter to one of the local squadrons as a spare. I was later told that if there had been only three of us they would have just fed us into local squadrons as replacements, but four pilots meant that the squadron still existed as a unit, and Federation doctrine is to rebuild units if enough of them remains intact.

We trained on F-18As, the F-8s being phased out by then, and in six months were back on a battle station, one much farther from the Federation border and much closer to the Klingon front lines than our previous base. I still flew lead, Karen flew my wing, while Oslow and Melorian flew wing in 7 and 8 and led the second section of six.

It's going to be a long war. I hope we didn't use up all of our luck on Day One. END OF TRANSCRIPT

NOTE: Lieutenant Matt Oberu and Lieutenant Karen Dibi served two more years in the squadron before both were posted to Earth to train local defense units. They married on the ship during the trip back to Earth. Karen Dibi had been injured in her last mission and required a year in the hospital to recover. Matt Oberu was eventually promoted to Commander and commanded a fighter training wing on Mars that sent over 100 qualified pilots to front-line units as individual replacements and formed a dozen entirely new squadrons. Oslow was shot down while still serving with VF-123 and spent seven years in a Klingon prison camp. He was liberated but too ill to resume flight status. Thera Melorian left the squadron, trained on F-14s, and died in the battle over Remus along with the carrier *MacArthur*.



GLOSSARY OF PILOT JARGON: The terms used by any group of people are a part of their social structure. These terms appear, evolve, and disappear like animal species within an ecosystem. In order for future generations to fully understand the depth and meaning of these oral histories, this extract of terms, jargon, colloquialism, and slang is provided.

Break: Make a sharp turn in order to end an engagement, or to foul enemy targeting.

Day One: The day that Klingon forces invaded the Federation during the General War.

Freak: Frequency. The "squadron freak" is the frequency which all pilots listen to at all times so that urgent orders will reach all pilots simultaneously.

Hetted: Performed a high energy turn.

Hot Scrambled: Launched with full combat weapons; peacetime safety requirements are ignored. This is the type of launch almost always used in SFB.

HUD: Head Up Display, a series of instrument readouts in the pilot's line of vision that provide various types of information without requiring him to look down at the primary gauges.

Jammer: Slang term for an ECM drone. Because of their effect on targeting, the use (and their destruction) becomes the critical factor.

Joy: Success. No Joy means No Success.

kk: Kilo-Kilometers, 1,000 Kilometers, about 621.37 miles.

Microsqueak: A form of communication. A package of information is created, recorded, compressed into a tiny burst, and then transmitted. In this way, the transmitter is active for too short a time for hostile forces to detect the transmission or locate the source. At least, one can hope that the enemy cannot track the source.

Net: Network, the communications system. All of the fighters will be on the same frequency. Flight leaders will have a second communications system listening to the frequency of the local commanders.

Paint: A reflection returning from an active scanner. In peacetime, bases use low-powered scanners for local traffic control. The various units detect these low-powered signals and transmit an identification and status message. In wartime, strong scanner emissions are needed to actually reflect off the hull of an approaching vessel.

POIS: Pilot Out In Space, an escape capsule that an ejecting pilot can use.

Port: Left.

Quonset: An air-tight shelter with airlocks, designed for temporary habitation.

Rally Point: A pre-arranged location where units surviving a disaster can link up. Ideally, it should be defensible and undetectable and stocked with supplies.

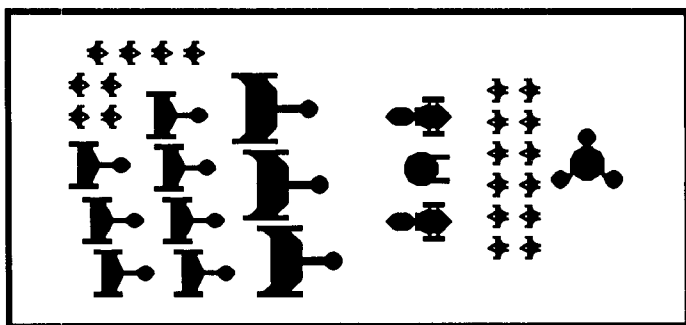
Sandwich: Trap an enemy between two local forces, preventing the enemy from escaping and dividing his firepower when concentrating your own.

Standard: A type-I (i.e. standard) drone, a scanner-guided missile carrying a nuclear warhead. The standards in this battle were the then-new warp 2.7 drones that later became known as "medium speed" drones.

Starboard: Right.

Tone: The fighters are equipped with sensors to detect when enemy fire control is targeted on them or when an enemy drone is approaching. The pilot is warned by an audible tone in his earphones. Most fighters have at least three different warning tones: drone locked on target and ready for launch, enemy drone approaching, enemy fire control locked.

Zoran: Federation nickname for the Klingon Z-1 fighter. ★★

(SL117.0) GHOSTLIGHT: DAY ONE

(Y171)

by Steven P. Petrick, Texas

In the fall of Y171 the Klingon Empire, concerned by signs that the Federation was beginning a massive mobilization, launched a preemptive attack across their joint border. Strategically, the Federation expected such an attack, but tactically they were taken totally by surprise. The desperate and, regrettably, brief defense of battle station #7 was just one of the many disasters that befell the Federation on that grim day. It is unfortunate that the Federation Commissioners would not learn their lessons in preparedness here, but fall into the same trap on the Romulan border less than two years later.

(SL117.1) NUMBER OF PLAYERS: 2; the Federation player and the Klingon player.

(SL117.2) INITIAL SET UP

TERRAIN: 350 BPV minefield described in (SL117.451) set up around the base, controlled by the Federation player.

FEDERATION: Set up in accordance with (SL117.45) BATS+ #7 with two HBM, one PWM, and two CGM in hex 2215. Rotation rate and initial facing at player's option, WS—III.

FFG *Donitz*, POL+ *Peacemaker*, POL+ *Peaceofficer* set up anywhere within 10 hexes of the BATS. All ships heading at player's option, speed max, WS—III.

12 x F—8s (VF123 *Ghostlights*) set up anywhere within 8 hexes of the BATS, heading at player's option, speed max, WS—III.

KLINGON: D7 *Challenger*, D6B *Bloodshedder*, D6B *Desolation*, F5C *Audacity*, F5B *Undaunted*, F5B *Vicious*, F5MB *Meticulous*, F5V (8 x Z-1 36th Squadron "Lightning") *Storm Carrier*, E4EB *Adept*, F5SB *Scorn*, setup anywhere under the conditions of (SL117.453), no closer than 101 hexes from the BATS, heading at player's option, speed max, WS—III.

(SL117.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(SL117.4) SPECIAL RULES

(SL117.41) MAP: The map is fixed; it does not float. Any unit leaving the map has disengaged and cannot return. For this scenario, the map is considered to be 300 hexes across centered on the BATS. Players will need to track the approach of the Klingon force until they arrive within close combat distance of the base. Once the Klingons are 15-45 hexes from the base, two maps should suffice to track most of the action.

(SL117.42) SHUTTLES AND PFs: No shuttles or PFs have warp booster packs.

(SL117.421) MRS shuttles may be purchased [up to the limits in (J8.5)] under (SL117.431). Historically, the BATS

had one, and on the Klingon side there were MRS shuttles on the D7, one D6, and on the F5V.

(SL117.422) EW fighters had not been developed at the time of this scenario, although MRS shuttles were in use in that role. Note that the two-seat fighter does exist, but has only the extra drone control and cannot loan EW. If using EW fighters in a variant set in a later year, one of the fighters on the BATS and one of the fighters on the F5V are EW variants. If not using EW fighters, they are standard two seat variants.

(SL117.423) There are no PFs in this scenario.

(SL117.43) COMMANDER'S OPTION ITEMS

(SL117.431) Each ship can purchase additional or special equipment as Commander's Option Items (e.g. T-bombs, extra marines, etc.) up to 20% of its combat BPV. See (S3.2) for details and exceptions.

(SL117.432) All drones are "medium," speed—20.

Each drone armed ship can purchase special drones up to the historical racial percentages as part of the Commander's Option Items. Note that (S3.2) allows drone ships extra points for this purpose.

(SL117.44) REFITS: The base has the Y170 refit; the FFG and both cutters have the plus refit. All Klingon ships have received their B refit if such a refit is available for that ship. No other refits have been installed.

(SL117.45) SET UP: Set up is done in the following sequence and under the following restrictions.

(SL117.451) MINEFIELD: The Federation player has three 100-point packages of mines (M6.33) to set up a minefield to protect the base. (Total 300 points of mine; disregard the half-cost rule as this is already accounted for.) The Federation player has an additional 50 points to purchase additional command-controlled mines to be deployed outside of the minefield at his discretion. The Federation player must indicate one ingress/egress route through the minefield (used by freighters resupplying the base, ships and fighters going out on patrol, etc). This is NOT required to be a path clear of mines, but must be a path in which any mine that can affect it (to include captor mines) is command-controlled. The Federation player may have more paths through the minefield, but is not required to reveal any other such paths to the Klingons at start. The mines must be deployed and the ingress/egress point indicated before the Klingon player sets up his ships.

(SL117.452) FEDERATION: Once the minefield is deployed, the Federation player must indicate the initial facing and rotation rate of the BATS.

(SL117.453) KLINGONS: The Klingon player indicates from which direction(s) his force(s) are approaching. His ships can be divided into two subgroups at start to approach from a maximum of two different directions. The Klingon player must inform the Federation player of the composition of each force, should he decide to advance from more than one direction in terms of hull types (e.g. force one has two D hulls, two F hulls, and an E Hull; force two has a D hull and four F hulls.) These forces must be specified as to their locations from the base, and no Klingon ship can be more than 7 hexes from all other Klingon ships in its group at start. Note that the E4E MUST be in the same group as the F5V. See (SL117.2).

(SL117.454) FEDERATION: After the Klingon player has indicated the direction(s) and composition of his forces, the Federation player deploys his ships and fighters. Players then proceed to the Energy Allocation Phase of turn 1.

(SL117.46) REINFORCEMENTS: On turn 15, if the base has not been destroyed or captured, a Federation CAR+, DDG+ and two FFGs will arrive from a random direction. Roll a die to

HISTORY

determine from which direction relative to the base the ships appear, and place the ships on the map no closer than 30 hexes from the nearest Klingon ships. If the base is destroyed or captured before their arrival, these ships will be diverted elsewhere. (There is a lot going on just now, and Fleet Command is desperately sending ships wherever they think they might make a difference.)

(SL117.47) FEDERATION ships cannot move more than 15 hexes from the base until the base has taken internal damage from enemy weapons (not including hit & run raids).

(SL117.5) VICTORY CONDITIONS: The Federation player wins by destroying any two Klingon ships, or crippling four, or destroying one and crippling two. The Klingon player wins by destroying the base and not having more than one ship crippled. Any other result is a draw.

(SL117.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SL117.61) Replace the Klingons with a Romulan force consisting of: FireHawk-A, SparrowHawk-A+, two SkyHawk-A, SkyHawk-B (4x G-II and 4x G-SF), SkyHawk-F, SkyHawk-D, SkyHawk-E.

(SL117.62) Allow the Klingon player to substitute other ships for similar hulls in his force. One example would be to replace a D6, the F5V with its eight Z-1s, and the E4E with a D6V with 5 Z-1s and 5 Z-2s, an F5E, and E4E. Or replace a D6 with a D6M. Allow the Federation player a second frigate in this case.

(SL117.63) For a smaller scenario, delete the FFG and both cutters and the power module from the Federation. Delete both D6s and the F5C from the Klingon force.

(SL117.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

(SL117.71) Change the F5C to a D5 (favors Klingon).

(SL117.72) Replace one or both of the Federation cutters with FFGs, or replace one or both of the Klingon D6s with F5Bs (favors Federation).

(SL117.73) Add another cutter to the Federation force, or delete an F5B from the Klingon force.

(SL117.8) TACTICS

FEDERATION: Pick one target at a time and salvo all your weapons at it. This should usually be done on impulse 32 so that your ships can go erratic with max ECM on the following turn while reloading. You will have to put a lot of thought into the minefield. Your best bet in the battle is to get a command-detonated nuclear space mine to go off on a facing shield just before you throw a salvo of direct-fire weapons at that ship. The Klingons have a lot of drone defense, but if you can keep them interested in your drones by keeping a veritable wall of them between you and them, you might last until help arrives.

KLINGON: You are going to run out of ADDs before the Federation runs out of drones. Keep this in mind but do not let it rattle you. Until you can reach range 15, concentrate on the support elements first. If the Feds deploy it, pick off that MRS right away since it can enable the base combined with its supporting ships to hit you right through a max ECM and erratic maneuvers effort. Once the MRS is gone, your major target is the frigate. The corvettes look juicy, but the fact that they are nimble can make them hard to hit. Pound the frigate until you are through the minefield. Hit the corvettes one time, which should be enough to cripple them, when you penetrate the mine field, then start pounding on that base until it goes down. The fighters are something to deal with only when they become a

nuisance—probably when they make their last suicide attack on you when the base can no longer reload their drone rails.

Use the scout to protect the sweeper in the minefield and then to blind the base with OEW once the minefield is penetrated and you are ready to reduce the base itself.

(SL117.9) PLAYTESTER COMMENTS: The design of the minefield is the key to holding the base. The Klingons can, however, come from any direction, so making the minefield strong in any one area is a gamble you are unlikely to win. The greatest Klingon fear is running into a mine while facing the deadly phaser-4s. Three large mines can cripple any cruiser or destroy any of the frigates.

DESIGNER'S NOTES: This recreates a defense in the face of overwhelming odds. The best chance the Federation can have is to have the best single player in the group command their force, while the weakest player commands the Klingon attack force. Careful employment of the minefield, drones, and EW will decide if you can last until help comes.

HISTORICAL OUTCOME: After a desperate, and ultimately futile, defense, the BATS surrendered. Commodore Thomas sent a last message warning off the relief ships shortly before he was killed by Klingon marines during the brief boarding action.

The Klingons beamed off the survivors of the crew, looted what they could of value, and destroyed the station, leaving marker buoys to warn off their own freighters (the minefield still being present). They then pushed deeper into Federation space with the ships which had not been crippled in the battle. ★★★



BEHIND THE SCENES OF GHOSTLIGHT: DAY ONE

When we decided on a fighter theme for this issue, we looked in the files for a suitable fiction story and found the exciting *Ghostlight* piece. Unfortunately, it was written back in the pre-CL6 days when fiction didn't actually have to use realistic tactics or produce realistic results, so Steve Petrick and John Chisum set out to make some minor revisions (i.e. re-write the middle third of the story while keeping characters intact) to bring it into line with our current "reality" standards. (In the original version, six F-8s destroyed a D6 with their phasers, something impossible to duplicate on the game board.)

In describing how they achieved their results (the story now mimics an actual playing of the scenario), I noted that the use of EW was a key factor and suggested to Steve P that he write up a turn-by-turn record of how this was used. His article, which also goes into considerable detail on tactics, appears below. Its publication is intended not only as a gigantic example of the EW rules but also to show fiction authors that we expect them to "play by the rules" in their stories.—SVC

OPENING MOVES

The story began during a hypothetical turn 0, during which the Klingons deployed ECM drones and announced their intention to use erratic maneuvers. During the Energy Allocation Phase of turn 1, the Klingon ships all allocated six points to ECM, except the carrier and its escort which lacked the power for a full six points. The Klingon player had reviewed his ships and determined that the F5Bs, F5MB, and F5SB could all maintain a speed of 19 under erratic maneuvers provided their fire controls were unpowered.

Noting that the F5V and its E4EB escort did not have the power to maintain speed 19 and full ECM, the Klingon decided they would follow 8 hexes behind the forward forces. To provide them as much protection as possible, he had each of the D6Bs launch an extra ECM drone targeted on these two ships. He otherwise accepted that they would not have the full ECM of the rest of the fleet, but would be protected by their position of greater range.

The scout was given a position furthest back of all, 15 hexes behind the leading elements. From there, it would be able to support the combat of the most forward ships, but would itself be a very difficult target to damage badly.

The reason the Klingons did all this is because the combination of ECM, erratic maneuvers, and the ECM drones gave all of their ships (except the carrier and its escort) a total of 13 points of ECM. The maximum ECCM the Federation could produce was only 12 points for any given unit. This meant that the only units that could be hit by fire at the longest possible range was the carrier and its escort due to their lack of power. The speed selected would move the Klingon force through each range bracket with an optimum dilution of Federation fire. Note that the BATS, even with the MRS supporting it, would have to add one to all of its fire no matter what because there was no way in the situation for it to have more than 10 points of ECCM against the 12 points of ECM available to the F5V and E4EB.

The Federation player recognized some of these early problems and sought to resolve some of them by deploying his mobile elements as far forward as possible and initially firing on an ECM drone. The ECM drone, being a small target at such long range, gained 4 points of ECM from the small target modifier (E1.7). Further, under (FD9.0), the 3 points of ECM it generated protected itself, giving it a total of 7 ECM. This was too much for the Federation ships to overcome themselves, but with the BATS loaning them each a single point at a cost of 7 points

of total power (the BATS activated all four channels in order to be able to fire one of its phaser-4s at the drone as well without blinding the channels that were actively supporting the ships), they all had unmodified shots. The base only had to generate 3 points of ECCM itself on this occasion, the other 4 being provided by the MRS. The Klingons had calculated that average die rolls should result in the loss of the ECM drone at some point in turn 3, at which point the protected ship would become vulnerable to fire, probably on turn 4. However, the Federation ships rolled better than average, destroying the drone during turn 2 but failing in the follow-up shot of that turn to do any damage.

You may wonder why an F5 was selected as the target for this volley. The principle reason was that it was small, and therefore easier to hurt than a D6, especially at any kind of range. It also possesses about 60% of the total firepower of a D6, especially at close range. The preferred targets for this fire would have been either the F5M or the F5C; the former because it has advantages in penetrating a minefield, the latter because the ph-1s, extra drone rack and longer ranged disruptors make it considerably more powerful than a normal F5B. These ships could not be individually detected at the range the Federation ships wanted to open fire. In any case, both ships would probably not have been the best of targets because the F5M does have a large facing shield, and the F5C with two points of power more than a standard F5B has no real choice but to use that power as shield reinforcement each turn of the approach, making it harder to damage.

With the ECM drone gone, the F5 now had a total of 10 points of ECM. This could be overcome by the ECCM of the Federation ships supported by the base, which could also overcome the F5's ECM through the support of the MRS shuttle. In this case, the BATS allocated 20 points to EW during the Energy Allocation Phase of turn 3: four to activate sensors, six each for ECCM for the two Police ships, but only four for the FFG which has more power. The base itself used 6 ECCM and again drew on the 4 points the MRS could loan it. The result was four points of damage on the forward shield of the F5 which, while not severe, was enough to cause the ship to slow up and drop out of formation during turn 4 to make itself a somewhat less desirable target. This decision also allowed the ship to recharge its batteries (which it had drained stopping two points of damage to its shield) and allowed it to begin repairing the two actual points of damage.

CLOSE APPROACH

Going into turn 4, the Klingons were keeping the sensors on the three D-hulls active looking for the minefield. Other than the maneuvers of the shield-damaged F5, they continued their approach unchanged. The Federation player transferred his attention at this time to one of the approaching D-hulls, which he was still unable to identify as to type at this time. Following the same basic procedure outlined for turn 1's fire, the Federation ships fired on and successfully destroyed the ECM drone protecting the ship (due to the closer range), and then began shooting at the ship that had been protected by the drone. Since they had not used maximum ECCM for the turn, however, the die shift resulted in most of the phasers missing, and the two points of damage scored were absorbed by the allocated shield reinforcement. The Klingons, however, detected the outer edge of the minefield protecting the BATS and dropped out of erratic maneuvers at the end of the turn.

The Klingon decision to drop out of EM was driven by their desire to search for the mines. This required them to slow to a speed of 6, and each ship that had active fire control and power allocated would be able to search for mines within 6 hexes of itself. Since he was not erratic, the Klingon opted to allocate 4 points to ECM and 2 points to ECCM. The Klingon went into this

turn hoping to get within a range of 24 or less from the Federation MRS. The Klingons realized that the MRS would enable the BATS to overcome most of their EW shifts and wanted to eliminate it before it became too much of a nuisance. For his part, the Federation Commander allocated power to ECCM to overcome the expected Klingon ECM of 9. Since ECCM is not needed to search for mines, the Federation player had expected the Klingons to employ maximum ECM. Instead, the Klingon had his three cruisers use less than the maximum. However, the Klingon also did not activate the fire controls of his three forward-most frigates so that they gained the passive modifier. This gave each F5 (in combination with its 6 allocated ECM and the 3 points from its ECM drone) 11 points of ECM, requiring a major effort on the part of the Federation player to fire at them with no shift.

The F5V did not activate its fire control because it did not intend to launch the fighters and so had no need to loan the fighters ECM. The Klingon intended to employ his fighters in a counter-drone role when he launched them at the selected penetration point by launching their drones to intercept the Federation drones.

The first two salvos of Federation drones reached the Klingon ships and were only barely stopped by the combination of ADD and phaser fire. When the Klingons found that they would have to destroy some drones with phaser fire, they used their labs to identify them to make certain that enough phaser power would be used. The Klingons had to do this because five of the last six drones had been tracked from their launching points, which were the drone racks of the FFG, the two cutters, the base, and the multi-role shuttle, all of which were capable of launching a two-space drone. (In this case they were all type-I drones. It can, however, be very embarrassing to fire two phaser-3s at what you thought was a type-I drone, only to discover it is a type-IV with a 1/2 space armor module, and you rolled a five or six with one of your die rolls. BANG.)

SELECTED TARGETS

As turn 5 progressed, the Klingon Commander came to the conclusion that he would not reach the range to the MRS that he desired, and he would have to overcome the entire small target modifier. He therefore had each cruiser drop 2 points of ECM on impulse #25 and used 2 points of battery to increase their ECCM to 4. The resulting salvo of disruptors, while it rolled slightly worse than average (12 disruptors fired with a 50% chance for each to hit, but only 5 hit), removed the Federation MRS from all other consideration in the game. The Federation player opted to fire two of his photon torpedoes in retaliation, hoping to set up a rolling volley of photons firing half a turn (the base and one cutter firing their photons on one turn, followed by the frigate and the second cutter on the following turn and continuing to alternate) to keep the pressure on the Klingons. The Federation ECCM overcame the Klingon ECM completely, and both photons struck the target but did no damage as the Klingons had put all excess power into shield reinforcement while they were moving slowly. This revealed the fallacy of the rolling photon concept and forced the Federation player to decide that he must fire all of his heavy weapons on a single impulse at a single target.

In the meantime, half of the Federation fighters landed and began to be reloaded by the deck crews who had refilled all the ready racks during the first few turns.

Things picked up a little during turn 6. The Klingons allocated the same EW as they had previously, trying to give themselves options. The Klingons were 18 (the D7 and both D6s) to 33 (the F5S) hexes from the Federation battle station during this period. The Federation applied massive amounts to ECCM to at least threaten the Klingons with fire. The Federation also

deployed their own ECM drones to make it a little harder for the Klingons to fire at them.

On impulses #4 through #6, the Federation launched a number of admin shuttles. The Klingon surmised that these were scatter-packs and decided to use his disruptors to try to destroy some of them before they released. The range was less than 24 hexes, so the Klingons did not have to add any to the 2 points of ECCM they already had, and two of the shuttles were struck by narrow salvos of three disruptors and destroyed. The third shuttle was missed, and the fourth, fired on by the three disruptors remaining to each of the Klingon cruisers, sustained only one hit for two points of damage.

Narrow salvos is a much maligned rule. Inexperienced players tend to use it too often, frequently with catastrophic results (it must be admitted for one side or the other). Here, however, we have a case in point when the narrow salvo is appropriate. There is no sense in hitting a scatter-pack unless you will destroy it before it releases its drones. The Klingon player knows that, at a range of more than 15 but less than 31, he must hit each shuttle with three disruptor bolts to destroy it. Each ship that is firing has four, and rather than waste them he hopes for luck by firing the fourth disruptor from each ship at a fourth scatter-pack. The odds fell on his side in the event since each shot had a 50% chance of scoring, but of the three shots that scored, two were narrow salvos.

When the scatter-packs released on impulse #12, the Federation launched more drones to support those that the shuttles had released. In this case, the Federation player had decided on a daring ruse. He had targeted all the drones on the Klingon F5S. The Federation player realized that the Klingon scout would probably avoid most of the early fighting, but in the middle game it would make a large contribution to the Klingon attack by first supporting the F5M when it tried to sweep a gap through the minefield, and second by jamming the base with offensive EW (a new Captain's Edition rule) as the Klingons closed for their final attack. In the interim, whichever Klingon ship suffered the most attention from Federation fire would receive additional EW from the scout until it could withdraw or make repairs. This latter event in fact occurred on the following turn as one of the D6s was struck on an unreinforced shield by a photon torpedo from a captor mine. In the following turn it gained an extra 3 points of ECM from the scout while it made repairs to its damaged shield. This was to make the ship harder for the Federation player to hit (he could negate all the EW if he was willing to spend the energy) and hopefully encourage him to fire on a different target.

In the event, the ruse of launching all the drones at the scout nearly worked as the Klingons activated the fire control of their F5Bs, F5M, and F5C to ready their ADDs for defense, and also to launch new ECM drones as the old ones began to fade away at the end of their sixth turn of life.

Finally, on turn 6 the Klingons placed a half dozen T-bombs to fill in the path through the minefield the Federation had left. The Klingons were hoping to block the escape of the Federation ships. The Klingon plan was to circle to the opposite side of the base where they hoped the only other exit would be. At the least they hoped that this would put them close enough to any unknown exits that the Federation ships would have to run past their ships in order to avoid their own mines and the mines the Klingons have just laid.

THE SITUATION DEVELOPS

With turn 7 the Klingons again went to full ECM, but did not begin erratic maneuvers as they knew they had to kill the drones. Of course, the drones all passed behind the main Klingon force and went after the scout. There were more than enough drones to overwhelm the scout, and only one other ship

was able to use its ADD to help the scout. Fortunately for the Klingons, they were able to trim the outer edges of the drone wave with the ADDs from the lone F5B and the F5S and got the rest with a T-bomb placed by the scout without dropping a shield facing the Federation force.

Turns 8 thru 10 consisted of the Klingons moving outside effective photon range and circling around to the far side of the base. The Federation attempted to get a hit with a captor mine during this traverse, but scored no damage. Each Klingon ship had 9 points of ECM while moving at a speed of 16. The Klingons lost a lot of time on the move because the larger ships and most forward F5s had to perform a number of side-slips to allow the trailing force to catch up and pass them, and so be in position to support the attack when it came. All through this move the D6Bs and the D7 kept their disruptors charged, looking for targets of opportunity. The Federation kept up jamming and watched the maneuver until turn 11.

A FEDERATION INITIATIVE

On turn 11 the Federation player decided to try a massed drone strike again. Once more he launched scatter-pack shuttles. The Klingons saw the shuttles and turned their three cruisers in to shoot at them. The range was long, and all the shuttles had the benefit of 4 points of ECM because of the range. The Klingons used the same procedure they had used against the MRS earlier, dropping 2 points of ECM and using 2 batteries for 2 points of ECCM giving them a one-third chance to hit any given shuttle. Three of the four shuttles were engaged with narrow salvos of three disruptors, while the fourth was engaged normally by each of the three remaining disruptors on the cruisers. In the event, one admin shuttle was destroyed while none of the others sustained any damage. The scatter-packs released their drones on impulse #14, and each of the Fed ships and the fighters launched drones to support this wave.

Turn 12 saw the fallacy of the Federation plan as the Klingons simply moved to 36 hexes range, and the entire salvo of drones simply lost tracking and vanished from the board.

Unfortunately for the Klingons, turn 12 also saw the last of their ECM drones falter and die, as well as the first ECM drones deployed by the Federation.

Turn 13 saw the Klingons close on the far side of the minefield. They maintained 6 points of ECM in this period simply to force the Federation to spend power to fire at them. They detected the mines and used emergency deceleration to stop short of the actual field boundary. The Klingons then used their batteries to begin to scan for the individual mines. Since this was the point that they actually intended to penetrate, the F5s kept their fire control on to help look. With seven ships looking, the Klingons were able to get a fast look at the layout of the minefield and, in this case, rolled very well as every one of the detection numbers (1-6) was rolled.

THE DIRTY WORK IN THE MINEFIELD

On turn 14 the minesweeper was lent 6 ECM by the scout; the F5V activated its fire control for the first time and began to launch fighters. All the Klingon frigates had 6 ECM up (including the scout which also loaned itself 4 ECM) except the F5C. The three Klingon cruisers and the F5C went to 6 ECCM and began to fire on the Federation frigate. The frigate was targeted because it has two photons and was not a nimble ship. At this range, however, the Klingons were not likely to score much heavy damage rapidly as the base boosted the ECM available to the frigate.

The F5M moved into the minefield and swept two mines immediately by using mid-turn speed changes to slow to a speed of two, at which point there was only a 1/6th chance of

causing a mine to explode, and then stopping next to three mines.

Turn 15 the situation remained unchanged in the EW arena as the F5M swept the third mine and used the mid-turn speed change rules to move on a fourth one. The Federation began launching drones at the F5M since it was clearing a hole in the field much faster than anticipated. At this point luck turned sour for the F5M, and the fourth mine triggered and proved to be an NSM. The F5M had opted to keep its strong front shield to the base and had hoped to sweep the mine with the aft phasers (the forward ones having been used to sweep the first mine this turn). The result was 18 internals to the F5M, 16 points of damage being absorbed by the shield, 1 point blocked by a point of battery. The Klingon player had realized his danger and held the last point to activate a transporter to place a T-bomb and buy a tactical maneuver if it became necessary. This was just one of the decisions that the F5M commander had to make.

The damage to the F5M destroyed a drone rack. The Klingon player knew he would need the ADD to defend himself from the Federation drones (which were now supplemented by drones launched by the fighters), so he selected the normal type-A drone rack for this hit. The F5M also lost three of its five phasers, and the Klingon player selected both of the already fired forward phasers for some of this damage to be able to use the rear phasers for defense. These decisions enabled the F5M to survive the drone wave, without any intervention from the other Klingon Ships. The Klingon player had two drones reach a range of one from his F5 and, noting that he still had two labs left, chose to lab them before firing at them. Once more, these drones had been launched by systems capable of launching large drones. In this case, the Klingon was shocked to discover that both drones were type-IVs with a 1/2 space of internal armor. The drones were not scheduled to move on the following impulse, so the Klingon player had no trouble tractoring one with the tractor and energy originally allocated to tractor the mine which had exploded. He did have to change his mind from firing the two remaining ph-2s as ph-3s to save power since the drones required 8 points of damage to destroy. In the event, one of the phasers rolled a two (doing five points of damage), and even if the other had rolled a six, the drone would have been destroyed. The tractorated drone was then destroyed with an ADD round, although the Klingon had to empty the rack to get the hit.

The Federation player had intended to switch control of the drones as they approached the F5M to one of the cutters, which would have 6 points of ECCM generated and be lent another 6 points by the base so that none of the drones would have to roll for the nearness of their explosions.

Impulse #17, the Federation player switched to full ECCM to try to finish disabling the F5M. However, the Federation fire rolled badly and scored only 14 points of damage, 7 of which was absorbed by 6.5 points of shield reinforcement, the Klingon player using a half point of battery (he had hoped to use this half point for a tactical maneuver) to reinforce the shield to a full 7 points.

With the majority of the Federation's weapons emptied, the F5M launched its minesweeping shuttle to continue its mission to open a gap in the mines. The Federation player immediately tried to kill it, thinking that the F5M itself was pretty much out of the battle. Two phaser-4s were fired, but rolled a five and six at a range of 17 and scored only three points of damage. The Federation commander then fired both of the base's photon torpedoes, rolling a four and a five and missing again. The MSS moved into a mine hex and destroyed the mine safely.

The Klingons continued to fire on the Federation frigate, but could still score no significant damage through the shield reinforcement.

HISTORY

On impulse #32 the Federation ships all announced that they were beginning erratic maneuvers. The Federation player would have to pay for this during energy allocation, but it would take effect on impulse #1 of turn 17 and provide an extra 4 points of ECM while he reloaded his weapons.

The reinforcements for this turn were added to the scenario later as a balance factor and were not used in the original playtest. If the playtesters had not been trying to mimic the early portions of the story (e.g. circling the base), they would not have wasted the first few turns and the base would still fall on schedule, before the reinforcements could arrive.

A TENTATIVE ADVANCE

The Klingon player became cautious at this point. While there appeared to be a clear path through the minefield, some of the destroyed mines had been putting out Deadman signals. The Klingons opted to scan the cleared area, looking for newly activated mines, while the sweeper continued to broaden the gap. For his part, the Federation player wanted to keep the Klingons from sweeping too many more mines and used the fire of two ph-4s to destroy the Klingon MSS. This did not prevent the F5M from using mid-turn speed changes to move up to another mine and sweep it with its remaining phasers.

The Klingons also bombarded the Fed FF with another salvo of disruptor fire, but only scored eight points of damage.

Turn 18 saw the Klingons continue to scan for mines (the Klingons wanted to make sure that every detection number had been rolled before passing through the gap). The Klingons also opted to fire on the Federation fighters, which had inadvertently closed to an effective range. Klingon fire was again in narrow slavs; three fighters were targeted, but only one (Ghostlight #5) was hit and destroyed. The Federation launched a number of drones at the Klingons, which were countered by drones launched by the Klingon fighters. Due to the lateness of the launch, the actual interceptions would not take place until turn 19. To keep the Klingons from continuing to bombard the fighters, the Federation had them all HET and move back towards the base.

Turn 19 was again a quiet turn. The Federation ships continued to run erratic maneuvers, and the Klingons found that many of the Fed drones were not targeted on their minesweeper (as they had surmised), but on their main ships. These were all intercepted by counter drones. The Federation player attempted to use the special sensors of the BATS to "break lock-on" for the drones which were targeted on his drones approaching the minesweeper. The Klingons responded to the defensive drones having their lock-ons broken by targeting their disruptors on the two drones which would have hit the minesweeper. Each drone was engaged by three volleys of two narrow salvoed disruptors. The minesweeper used a combination of ADD fire, phaser fire, and a tractor beam to hold a drone until the drone targeted on it could hit it, to protect itself from some of the drones. The F5M then swept a mine with a drone of its own from its repaired and reloaded drone rack. This proved to be a chain mine (the Klingons knew this since the mine had two detection numbers), and its destruction triggered a T-bomb which exploded off the F5Ms #4 shield, reducing it to 6 boxes.

THRUST AND PARRY

Turn 20: The Klingons fired disruptors at the Fed FF. While they fired disruptors at the Fed units, the heavy EW environment prevented any damage from being scored on this turn. On impulse #32 the Fed ships announced they were dropping erratic maneuvers.

Impulse #1 of turn 21 proved the most exciting turn yet. The Federation fired all bearing weapons on the F5M, using ECCM lent from the base and generated by the ships to fully overcome

the protective ECM of the F5M. This fire struck the #6 shield of the ship and scored three internals, but hit nothing vital, and the ship Taced a new shield into position on impulse #2. The Klingons fired on the Federation frigate with their disruptors and scored a single internal, which regrettably for the Federation was a torpedo hit. The Klingons regretted not firing their phasers at the same time as the frigate turned a fresh shield to them by Tacing on impulse #2 as well. The worst news for the Federation was that the Klingons finally rolled the last detection number for mines in their gap, and both sides knew that this would mean that the Klingons would move through on the next turn, which was a good time for the Klingons since the Federation had just emptied their heavy weapons.

Turn 22: The Klingons recovered their fighters to rearm them after they launched their remaining drones. The F5M simply sat in space and attempted to use EDR to repair its phasers so that it could join the battle. The attempt failed. The major body of the Klingon force moved through the minefield gap in a staggered interval calculated to not allow more than one ship to be damaged by a single command detonated mine. Each Klingon ship began moving with mid-turn speed changes. First, a D6 accelerated to speed 10 (it would move a total of 10 hexes). After it moved two hexes, the D7 accelerated to speed 10 (it would move a total of 8 hexes). Once it moved two hexes, the second D6 moved to speed 10 (it would move a total of six hexes), followed by the F5C (which moved four hexes) and one of the F5s (moving two hexes).

The Carrier group and scout moved about six hexes closer to the fighting. Klingon fire punched a second shield on the frigate, but again only a single internal was scored on the FF, in this case a bridge hit. Federation return fire was directed at the lead Klingon cruiser and reduced the #2 shield to two boxes. In addition, the base deployed an ECM drone to save a little power in the coming turns.

The reduction of the #2 shield on the D6 was a result of Klingon carelessness. The Klingon commander had failed to track the exact movement of the ship relative to the base, and six points of reinforcement applied to the front shield went to waste. In addition, he decided not to use the batteries to block the damage. This did mean that the front shield was intact on the following turn, of course.

The cruiser turned immediately to protect the damaged shield from further fire. Another note of carelessness on the Klingon's part caused his lead ship to close to 12 hexes range from the base. At that range, ph-4s are effective weapons, and disruptors, ph-2s, ph-1s, and ph-3s are no more effective than they would be at range 15.

Completing the turn, all Klingon ships with drones launched them. The purpose of the drones was to tie up Federation defenses while the Klingons engaged the defending ships.

Turn 23 saw the Klingons move up to bring the disruptors of the F5Bs into the battle and launch a second wave of drones at the base to follow up the first wave. The F5SB moved into range to begin jamming the base with offensive EW on the following turn and was covered by the F5V and its escort which now also reached a range from which their weapons (not the ADDs of course) could support the attack. The Klingon position, while too close to the base, was at least selected to only allow the base to have four of its ph-4s bearing on any single impulse.

The Klingon ships moved up to the range of the lead D6 instead of pulling it back to a better range because the Klingons were still worried about command mines. Federation fire concentrated on the previously hit D6, striking the #6 shield and, despite reinforcement and battery power, reducing it to two boxes, and the Klingons immediately Taced it away. Klingon return fire gutted one of the cutters.

Realizing that the cutter would probably be blown up on the

following turn, and seeing it was too close to the fighters to permit that, the Federation player attached a tractor beam to the ship from the base and rotated it away from the fighters.

The Federation player now realized that his ships could not stay near the base with the Klingons inside the mine barrier, and he ordered them to withdraw on the following turn.

Phaser fire from the base, fighters, and ships and ADD fire from the base eliminated the Klingon drones, but the Klingons launched another wave. The F5M again attempted EDR and succeeded in repairing a single ph-2 giving it a total of three.

FALLBACK POSITIONS

Turn 24: The Federation ships began to withdraw the FF and the undamaged cutter under erratic maneuvers. The Federation fighters began moving to the flanks to attempt another drone run. The Klingon scout began jamming the base with offensive EW. Drones targeted on the Federation ships began to catch up to them. Two type-Is struck the #4 shield of the undamaged cutter and, despite jamming, did full damage. Klingon disruptor fire through the shield left the unit a gutted wreck. One drone also struck the FF, but the shield was not penetrated, and the unit moved off towards the edge of the minefield. The phasers of the fighters, and the phasers and ADDs of the base, kept any drones from hitting it, although two drones had to be tractoried at the last moment. To this point, the base had sustained no damage.

The Klingon fighters began launching again as they completed rearming, and the Klingons launched a third wave of drones from their ships. The Klingons intended to have the fighters (and their supporting MRS) launch a wave of drones while they reloaded their drone racks with their remaining reloads to keep the BATS weapons tied up. At this point, the F5Bs and F5SB had only three drones left (one in the rack and two reloads). The F5C and the two D6s had six drones left (one in each rack and four reloads), and the D7 had eight (two in each rack and 4 reloads). This did not include the extra drones available to the D7 and one of the D6s, which were carrying MRS shuttles. The F5M had no drones and only seven ADDs remaining (six in the AD rack and one reload). The F5V had 120 spaces of drones at the start of the battle (100 normal storage plus 20 for its MRS) and had so far used only 18. In addition, there were 12 drones in reload storage or fighter ready racks on the E4E.

The Klingons ordered the F5M to begin shield repairs and otherwise to withdraw from the battle.

THE FINAL ASSAULT

Turn 25: In the early part of this turn, the Federation deployed a wild weasel to distract the Klingon drones. The Klingons waited until the weasel effects went away, picking up a bonus as the collateral damage destroyed the ECM drone and then salvoed on the BATS.

The Klingon salvoed every direct-fire weapon they had at the base (this included the eight ph-2s on the fighters and the ph-3 on the MRS shuttle), punching the facing shield and scoring some internal damage. The Klingons then Taced to unmask their flank phasers and fired them into the down shield as well. The result was to tear away both the Federation photon torpedoes and knock out one drone and one ADD reload rack. The Federation player opted to score phaser hits on some of his special sensors since he really only needed two at this stage of the battle.

Federation return fire practically obliterated the facing (#1) shield on a Klingon F5, leaving eight boxes after accounting for reinforcement and battery power. The Klingons pivoted the ship as above, and the follow-up shot almost dropped the new (#2) shield, leaving only 5 boxes.

The Federation was hampered by the fact that the Klingons were not directly on a hex spine where all six ph-4s could be brought to bear on any give impulse, and the need to fire on two separate impulses gave the Klingons the opportunity to Tac a damaged shield away. The Federation could have held fire until the Klingons Taced, but was surprised on this turn by the Klingon maneuver which was designed to bring more of their phasers to bear. At least the Federation had fired both the photons before they were destroyed.

The Klingons would probably not have scored as much damage had the Federation player not been trying to fight offensively. Instead of using ECM, the Federation player had used ECCM to counter the offensive ECM being generated by the F5SB. With this, even if the base had lent itself six ECM with a channel, the Klingon fire would not have been affected since every firing Klingon ship had six ECCM up, and the fighters were lent four points of ECCM by their carrier. Generating and loaning himself ECM might have delayed the inevitable for some time longer, and at least forced the Klingons in closer.

Seeing the near hopelessness of the situation, the Federation had the fighters launch drones and try to close the Klingon force in hopes of doing at least some damage.

THE FINAL ACT IS PLAYED OUT

Turn 26: The Klingons continued as before, except that the F5B whose shields had been damaged went to erratic maneuvers and full ECM, giving the base a total of 16 points of ECM to overcome to fire at him. The base opted not to fire on this turn, however, while Klingon fire penetrated a new shield and scored a number of internals. No significant weapons were destroyed, although a few ph-3s were knocked out.

The major event was a desperate attack by the Federation fighters from two different directions. Five of the fighters got too close following their drones in, and the Federation player (realizing that they would not be able to get out of range of the Klingons' ADDs before they were destroyed) pushed them in close enough to get a shot with their phasers on the weak shields of the D6, scoring 12 internals. The Klingon player decided to destroy the remaining fighters of that group, and dispatched his fighters to pursue the other Federation fighters.

Turn 27: The first impulse of this turn the Klingons opened fire on the disabled cutter and blew it to pieces. The Klingons had done this in order to keep it from escaping by sublight evasion after fixing an Impulse engine. The Klingons then used their available phasers to destroy any Federation fighters within range. While this left the Klingons with only flank phasers to use against the Federation, the Klingons did not see this as a problem and were prepared to hit one of the BATS down shields on turn 28. At this point, the Klingon ships intended to hit the BATS with a solid salvo of weapons fire and then move in to board it, accepting the damage in exchange for the possibility of capturing the station.

Turn 28: The Federation fired early in the turn, expecting to lose the weapons to internal damage Mizia effects if he held them. The Klingons anticipated that he would do so, and planned a mid-turn speed change to suddenly close to within transporter range of the base with most of their ships, placing 21 boarding parties (5 from each cruiser, and 2 each from the F5C and both F5Bs) on the base before the end of the turn, and using the ship's phasers to destroy the second police ship.

A successful die roll blocked self-destruction, and during turn 29, another group of boarding parties were sent over to begin mopping up. The D hulls (after contributing another group of boarding parties to the battle on the station) moved in and destroyed the Federation frigate (trapped by its own minefield) which ended the battle.

★★★

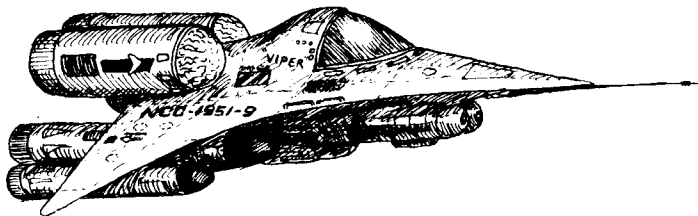
CLASS PROFILE: THE FLEET CARRIERS

While the heavier CVAs led the major operations and fought the most famous battles, it fell to the Federation's strike and battle carriers to carry on the daily grind of campaigns, patrols, and assaults. This article summarizes the careers and achievements of what came to be known as the Fleet Carriers.

The general CV class actually consisted of three distinct sub-classes. These included the CCVs (CVs converted from CCs or CAs, e.g. *Nimitz* and *Raeder*), the CVS (new construction, but with the small bay restricted to F-18s, e.g. *Yamamoto* and *Courbet*), and the CVBs (new construction designed with a larger bay to accommodate F-15s, e.g. *Nelson*, *Gorshkov*, and *Sam Houston*).

NCC-1951 USS NIMITZ (CCV) was converted from the CC of the same name in the spring of Y167 and served with the Home Fleet until the next year, when it went to the Romulan border. Due to its origins, the *Nimitz* was regarded by Star Fleet as less capable than her sisters, a reputation it quickly disproved in combat. The *Nimitz* carried F-4s until late in Y172 when it received F-18s. Records indicate that it used F-4s in some of its early battles with the Romulans, but these may have been attrition spares stockpiled in that theater for carrier use. Plans to convert it to a CVB were never fulfilled, largely due to structural problems that were a result of its CC origins, although the ship was designated CVB for a short time in an effort to deceive Romulan intelligence.

FEDERATION F-18 HORNET FIGHTER



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NCC-1952 USS YAMAMOTO (CVS) was completed in early Y168 as new construction. It was sent to the Klingon border almost immediately, but suffered from teething problems and was pulled back to the home fleet and replaced by the *Nelson*. After partially correcting the problems (which plagued the ship for years), the *Yamamoto* remained with the Home Fleet and trained fighter squadrons for other carriers. When the Klingons invaded in Y171, the *Yamamoto* was quickly dispatched to the front and was involved in the unsuccessful attempt to relieve the siege of Starbase 15. *Yamamoto* carried F-4s until Y172 and was the first carrier to switch to the newer F-18s.

NCC-1953 USS NELSON (CVB) was completed in early Y169 and rushed to the Klingon front. Built with slightly larger shuttle bays than the two previous ships, *Nelson* was able to convert to the powerful F-15 fighter in Y170.

NCC-1954 USS GORSHKOV (CVB) was completed in early Y170 and sent to the Romulan front with F-4 fighters. She returned to Earth within a few months to take on F-15s shortly after *Nelson* received them. The Federation planned to use the two F-15 carriers as "battle carriers" to lead the fleet carrier force until the CVAs (just then on the building stocks) were

ready. *Gorshkov* returned to the Home Fleet in Y171 and was replaced on the Romulan border by *Raeder*.

NCC-1955 USS RAEDER (CCV) was converted from the unfinished CA of the same name in Y171 and sent to the Romulan border to replace the *Gorshkov*, which was regarded as a more powerful unit due to its F-15 fighters. This placed both of the CCV conversions in the 6th Fleet on the Romulan border, which had become known as "the boneyard" due to the collection of "antiques and oddballs" assigned there. (Concurrently, it placed all of the powerful CVBs on the Klingon border.)

NCC-1956 USS SAM HOUSTON (CVB) was completed in Y171 as new construction and was fitted with the larger hangar bay (and F-15s) of the *Nelson-Gorshkov* class. She served on the Klingon border. The name was changed from *Houston* to *Sam Houston* in Y180 when a new cruiser was named for the city of *Houston*. The *Sam Houston* won three battle stars in the Y187-192 period for destroying Andromedan ships.

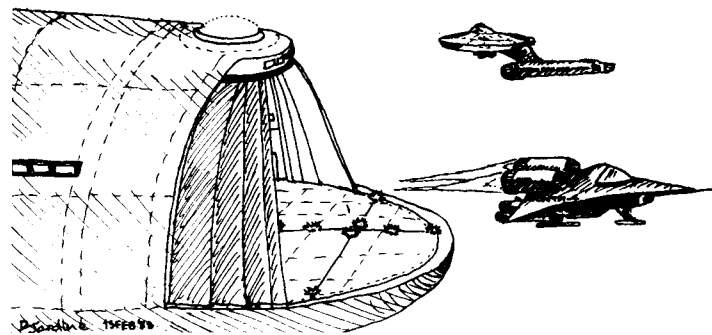
NCC-1957 USS COURBET (CVS) was completed in Y172 as new construction. The *Courbet* represented a compromise between powerful factions within Star Fleet. One faction wanted to eliminate CVS production, using NVL carriers for main line use and CVAs to lead major operations. This faction felt that there were very few missions that required a CVS (rather than an NVL), and that the best way to cover these was to increase CVA production. The other faction wanted to build as many carriers as possible, as large as possible, and as quickly as possible. While a CVS was clearly second best to the CVA, it was vastly superior to the unsatisfactory NVL. The factions ultimately compromised on production of more CVS-class ships (with hangars designed for F-18s). Factors in this decision included the shortage of F-15s (production and hence deployment of which was controlled by the Federation National Guard, rather than Star Fleet) and the egos of the CVA commanders, who resented the F-15-carrying CVBs. The *Courbet* carried F-18s throughout her career.

NCC-1958 USS CONTI DE CAVOUR (CVS) was completed in Y173 as new construction with F-18s.

NCC-1959 USS ALMIRANTE LATTORE (CVS) was completed in Y174 as new construction with F-18s, and was (at least according to available records) the last CVS built. The role of the strike carriers was taken over from that point by the NVS class, beginning with the *Hermes* the same year and the *Vikrant* the year after.

NCC-1960 USS FARRAGUT (CCV) was converted from the cruiser NCC-1702 *Farragut* in Y175. Classed as a CVS (F-18s), she was actually a CCV conversion. An old and tired ship, she nevertheless plunged into combat and racked up an impressive record before being destroyed on the Romulan front in Y178 by the *Imperial Standard*. ★★★

HORNETS LAUNCH FROM CVS COURBET



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IN THIS ISSUE...

As noted on page #1, this issue focuses on fighters. HISTORY has the story of the Ghostlight fighter squadron and the Federation Fleet Carriers.

DATABASE has Carrier Groups in its Battleforce 900 section, and many of the other areas (Example, Why?, Proposals, Questions) devote some of their space to fighters, carriers, and escorts.

Our SCENARIO section has many fighter and carrier scenarios, some of which are the largest published recently.

The TACTICS section focuses on fighters with a special Term Paper section, while Uncle Ardak and a tactics article also turn their attention to these questions.

FEDERATION & EMPIRE has new rules, scenarios, and other articles focusing on fighters.

But of course, we have much non-fighter material too! BONUS: Let's start with the beautiful full-color SFB map, a special bonus from Task Force Games.

HISTORY has a detailed description of the battle.

DATABASE: The various departments cover wide-ranging areas, appropriate for a game that spans a third of the galaxy.

Two SCENARIOS in this issue have nothing to do with fighters, and those that do have variants to leave them out.

Our TACTICS section includes the second in our Victory at Origins series. And as a special surprise, this issue (yet again) breaks all records on the number of Term Papers published, most of which don't apply to fighters.

FEDERATION & EMPIRE has the Total War rules for Police Ships and a healthy selection of Tactical Notes. ☸☸

NEW SHIPS FOR SFB

(R4.77) ROMULAN SEAHAWK-B ESCORT CARRIER (SEB):

While the General War had made the small carrier virtually useless in fleet battles long before the diminutive SeaHawk series entered production, there was a need for a few such ships for convoy escorts and fighter training. Some of these ships also served as high-speed fighter conveyors, ferrying replacement fighters forward to the fleet carriers. As happened with other small carriers, some did find themselves pressed into temporary service with the fleet, and one served on the front lines for several years. The ship was not particularly successful..

The plasma-D racks were provided for efficiency of operation so that the ship and its fighters used the same weapons

Entered Service Y174. One spare fighter. 50 plasma-Ds for the fighters, plus standard reloads for plasma racks.

Docking points = 4. Tactical Intelligence = Seahawk\$.

Explosion strength = 8. F&E Command rating = 4.

Year	Escorts	Fighters
Y174-75	SeH-D	6xG-F†
Y175-85	SeH-E	6xG-SF
Y182+	SeH-E	6xG-FSF

† Convoy escorts had to make do with the older G-F during their initial service. The one SeH-B that served with the fleet had G-SFs in Y174, before the other ships did.

(R5.924) KZINTI FIRST CARRIER (DDV): The Kzintis had begun testing fighters during the Fourth Klingo-Kzinti War. At first, they had tried to use them in the same fashion as the Hydrans, from whom they had gotten the idea and the attack shuttle engine design. The Attack Shuttle had proven unsatisfactory, due to drone control limits that were not a factor for the Hydrans. The Kzintis developed a system that allowed fighters to control their own drones, allowing more fighters to be carried, but needed a ship to test the new AAS fighters in full squadrons.

To this end, the DD *Long-Lean* was taken into a shipyard and re-configured as the first true carrier. After initial trials, the Kzinti sent the ship to the Lyran border near the WYN Cluster for a combat trial of the AAS fighter and the carrier concept.

After a year of combat trials, the ship was relegated to pilot training and deck landing qualifications. It was destroyed late in the war in a battle with the Lyran CV *Red Claw Glory*, to be presented in another scenario (on file) in a future product. It never had a formal escort group, and used second-line fighters.

The ship had no spare shuttles due to lack of space.

Explosion strength = 10. Drone Storage = 75.

F&E Command Rating = 4. Docking points = 4.

Tac Intel: DD variant without obvious external changes.

(R6.915) GORN TYRANNOSAURUS-V HEAVY CARRIER (CVA):

The Gorns were not a major fighter race and never built a CVA (other than some auxiliaries). This design, based on the Tyrannosaurus DN, is purely conjectural, i.e. the best guess of the SFB staff as to what such a ship would have looked like had one ever been built.

Rest assured that this ship will remain conjectural and will never become a "real" ship in *Star Fleet Battles*.

Tac Intel: DN variant, no obvious differences.

Explosion strength = 27. Spare shuttles = 2+4.

The two hangar bays are NOT connected by (J1.59).

Balcony: 3 on each side of each bay (12 total).

Plasma-D storage 200. Docking points = 12.

F&E Command Rating = 10.

Year	Escorts	Fighters
Y173	CLE, 2xDE	12xG18, 12xG10
Y174	HDE, 2xBDE	12xG18, 12xG10
Y175+	HDA, 2xBDA	12xG18, 12xG10

It is unlikely that a CVA would have been built before Y175, but the data for that period is provided. Note that if the Gorns built a CVA, they would have had G10s earlier.

(R11.922) LYRAN SIBERIAN LION HEAVY CARRIER (CVA):

The Lyrans were not a major fighter race and never built a CVA (other than some auxiliaries). This design, based on the Lion DN and the Siberian Tiger CV, is purely conjectural, i.e. the best guess of the SFB staff as to what such a ship would have looked like had one ever been built. Rest assured that this ship will remain conjectural and will never become a "real" ship in *Star Fleet Battles*.

It is reasonable to assume that the basic pattern of the Siberian Tiger CV would have been used. Perhaps a Tiger CA, scheduled for conversion, became unavailable, while a badly damaged CV was in the shipyard for repairs.

Explosion strength = 30. Spare shuttles 2+6.

Drone Storage = 500. Docking points = 14.

Three bays, which are not connected by (J1.59).

Tac Intel: DN variant, with obvious differences \$.

F&E Command Rating = 10.

Year	Escorts	Fighters
Y173	CL, 2xFF	24xZ-V
Y174	CWE, DWE, FFE	24xZ-V
Y175+	CWA, 2xDWA	24xZ-V
Y178+	CWA, 2xDWA	24xZ-Y

It is unlikely that a CVA would have been built before Y175, but the data for that period is provided. ☸☸

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 receive it (unless noted otherwise).

TOURNAMENT RULES UPDATE

For the convenience of tournament players and judges, a complete set of tournament rules and SSDs was published in Tournament Book 1991, available *NOW!* at your store or through your favorite mail order dealer.

There are no changes since TB1991 was published.

TOURNAMENT SANCTIONS

With the release of a new and formal Tournament Book, we will begin enforcing the policy on sanctions. Basically, a Sanctioned Tournament is one that strictly follows the rules in the Tournament Book; any changes to the rules and it's not a Sanctioned Tournament. We will (starting in CL#10) designate which tournaments are and are not sanctioned. This will allow anyone trying to select a "winning" ship from previous reports to know if any of the ships that won were non-standard, and will serve to validate the winners.

SANCTIONED TOURNAMENT KIT

Those running SFB events at conventions can obtain a Sanctioned Tournament Kit from Task Force Games for \$10. This kit includes: Instructions, Battle Report Form, Rated Ace request form, \$25 in TFG gift certificates for use as prizes, list of any recent tournament rules changes or authorized experimental rules, and 12 copies of each SSD. You must include a copy of the convention program or flyer (or a letter from the convention operators) showing your event listed.

BATTLE REPORTS

SFB Tournament winners at conventions since CL8:

★ CAPCON XII, 31 Mar-2 Apr 89, Columbus, Oh: 1st Ron Roden (Kzinti), 2nd Jim Muncy (Kzinti), 3rd Bob Refeld (Federation). Judge: Keith Russ.

★ MICHIMINICON, 8-9 Apr 89, Ann Arbor Mich: 1st Kin Yee (Hydran), 2nd Geno Arindaeng (ISC), 3rd Conrad Chu (Romulan) and Ralph *hondret pointz uf plassmah* Wiazowski (Gorn). Judge: Mark V. A. Emonds.

★ PENTECON 89, 14-16 Apr 89, Cornell University, Ithaca, NY: 1st Chris Proper (Romulan), 2nd Josh Delorenz (WYN), 3rd John Rigley (Gorn). Judges David Wellwood, David Conroy.

★ MICHICHON 89, 16-18 Jun 89, Taylor, Mich: 1st David T. Fabian (Klingon), 2nd Orin Mayer (Romulan), 3rd Jonathan Leszczynski (Klingon). Judges: Scott Doty and Loyd Romick.

★ ATLANTICON 90, 13-15 July 90, Baltimore, MD: 1st Kevin Hillock (Gorn/Andro), 2nd Joseph Mannino (Fed/Romulan), 3rd Hwan Rhee (Gorn/Andro) and Matthew Smith (Fed/Andro). Judge: Edward Slusarek.

★ TACTICON, 14-16 Sept 90, Denver: 1st Dave Dollar (Rom KH), 2nd Scott Moellmer (ISC CC). Judge: Vincent Ferrara.

★ LEHICON III, 21-23 Sept 90, Easton, PA: 1st John Rigley (WYN), 2nd David Buschke (Andro), 3rd Joseph Mannino (Romulan) and Edward Slusarek (Federation). A combat rally event was won by Ken Lin (Andro). Judge: John Hammer.

★ COUNCIL OF THE FIVE NATIONS XVI, 5-7 Oct 90, Albany, NY: 1st Edward Slusarek (Romulan), 2nd Hwan Rhee

(Lyran), 3rd Donald Clarke (Federation) and Matthew Smith (Federation). Judge: John Hammer.

★ MILE HIGH CON 90, 27-28 Oct 90, Denver, CO: 1st David Hopkins (Klingon), 2nd Stuart Eastman (Andromedan), 3rd Erik Eklund (WYN) and Dave Morgan (Gorn). Judge: Marc Michalik.

★ S&S GAMING 91, 5-6 Jan 91, New York, NY: 1st Rick Phelps (Gorn), 2nd Peter DiMitri (Klingon), 3rd Tom Carroll (Hydran) and Bill Schoeller (Gorn). Judge: John Hammer.

★ CONTEST SIX, 30 Mar-2 Apr 91: 1st A.C. Griffin (Romulan), 2nd Scott Fridenberg (Federation), 3rd Charles Strong (Klingon) and Edward Bowman (Federation). Squadron Tournament: 1st Charles Strong and Edward Bowman (Federation), 2nd A.C. Griffin and Scott Fridenburg (Romulan), 3rd Darrel Brown and Jerry Wright (Federation) and Ronal Reed and Jim (Lyran). Judge: Gerald Griffin.

★ LEHICON IV, 15-17 Mar 91, Allentown, PA: 1st Tom Carroll (Klingon), 2nd Carl Schulte (Gorn), 3rd Peter DiMitri (Klingon) and David Buschke (Gorn). Judge: John Hammer. Combat Rally winner: David Buschke (Andromedan), Judge: Tom Carroll. Beginner's Derby winner: Sean Mender.

★ SIMCON XIII, 22-24 Mar 91, Rochester, NY: 1st Andrew Koewler (Kzinti), 2nd Mike Alexander (Gorn), 3rd Andy Zwick (Hydran) and Greg Taylor (Klingon). Judge: Frank Gilson.

★ POINTCON XIV, 5-7 Apr 91, United States Military Academy, West Point, NY: 1st Edward Slusarek (Federation), 2nd Joseph Mannino (Romulan). Judge: John Hammer. Special congratulations to Edward Slusarek who held onto his PointCon Championship for the third year in a row.

★ I-CON X, 19-21 Apr 91, SUNY, Stony Brook, Long Island, NY: 1st Tom Carroll (ISC), 2nd Chris Mazza (Lyran), 3rd Edward Slusarek (Federation) and Joseph Mannino (Romulan). Judge: John Hammer. Beginner's Derby: Scott Wilson. Judge Jonathan Kapleau. Circle of Death: Bill Schoeller.

★ CAPCON, 19-21 Apr 91, Ohio State University, OH: 1st Ron Roden (Romulan), 2nd Jim Muncy (Kzinti), 3rd Buddy Hargis (Romulan) and Greg Myer (Federation). Judges: Bruce Graw and Steve Harris.

★ PHOENIX CON, 19-21 Apr 91, Austin, TX: 1st Tim Ray (Gorn), 2nd Jose Barreto (Gorn), 3rd Bear Stephens (WYN). Judges: Steven Petrick and Frank Crull.

★ SADDAMCON, somewhere in Saudi Arabia: 1st SPC Kile Mardis (Gorn), 2nd SPC Scott Hadley (Klingon), 3rd SGT Sue Hinrichs (Fed). Judge: SFC Marc Cocherl.

★ NORSECON I, 1 June 91, Northern Kentucky Univ: 1st Ed Holzman (Rom), 2nd Dave Preuss (Rom), 3rd Walter Grube (Fed). Judge Ron Roden. Sanctioned.

★ McDONNELL-DOUGLAS INVITATIONAL, 14-21-28 June. 1st Gregg Dieckhaus, 2nd Mike Guntly; Judge Richard Beyer.

★ POLYCON IX, 21-23 June 91, California: 1st Dan Andoetoe (Orion), 2nd Ray Lee (Fed), 3rd Robert Cunningham (Kzinti). Judge: Patrick Stapleton.

★ ORIGINS 91, 4-7 July, Baltimore MD: Fleet Captains 1st Paul Paella (Rom), 2nd Ed Slusarek (Fed), 3rd Bruce Graw (Gorn) and Ralph Wiazowski (Gorn). Canadian Champion Chris Naughton, Overseas Champion Ralph Wiazowski (Poland), Ladies Champion and Miss Star Fleet Dianne Guarino. Patrol 1st Ron Spitzer (Orion), 2nd Chuck Strong (Gorn), 3rd Robert Patterson (Gorn) and Robert Estrada (Lyran). Saturday Patrol 1st Casey Charles (Kzinti), 2nd Chuck Davis (Rom), 3rd Casey Long (Andro). Judges: Steve Cole, Steven Petrick, John Hammer, Scot McConnachie, Keith Velleux, Mark Schultz. F&E Overall Chris Naughton, Best Fed John Long, Best Klingon Vincent Burchett; Judges Owen Riley and Bill Walter.

★ ARCHON 15, St Louis, 15 July. 1st Gregg Dieckhaus (WYN), 2nd Kent Logsdon (Kzinti), 3rd Allan Phelps (Gorn) and Mike Guntly (Tholian). Judge Richard Beyer.

★ The following information was omitted from our report on

Origins 89. Our sincere apologies to the below named individuals that it took so long to recognize their success: Donald Williams won the first combat rally, and Victor Ippolito won the second combat rally event. The team of Scott Ferrier, Pat Moore, and Bob Cowan won the space hockey event. John Sanford was the winner of the Federation and Empire tourney. Steve Beers of England was our overseas champion.

Reports on the winners at SFB tournaments must include the following information: Convention name, date(s), format (ships used, structure, standard rules, etc.), top four finishers (and the ship(s) that they flew), judge(s), any special information. Tournament winners are published in Captain's Log; Tournament Announcements are published in Starletter.

If your tournament was not reported here, send a report to Amarillo Design Bureau for inclusion in Captain's Log #10.

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 SFB Player Contact List. Please do this by letter. Put it on a separate page so we can hand it to the person managing the system and keep costs as low as possible.

The list is arranged in Zip Code order. To obtain a copy of the list for your area, send a stamped self-addressed envelope and \$1 to Task Force Games 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 January 1992 (so that we can compile the most complete list possible) but will accept your order, enter your name, and hold your envelope for the official release date.

If your order SFB products from TFG, you will be put on the list. If you want your name deleted, just tell us.

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, errata, tournaments, conventions, new ships, etc. An active Play-by-Mail operation will be found in Topic 13. You can send term papers directly to Topic 7 or F&E 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 the library on page 1020. (All downloads are official ADB material; non-ADB 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 held on Tuesday nights (11pm ET) in Room 3 of page 805;2.

You can send Electronic Mail to Amarillo Design Bureau care of ADB\$ and to Task Force at TFG\$.

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 topic on the network you are using. It's actually easier for you to get into GENie than for ADB to get into other networks.

If you cannot find the SFB section, send Email to ADB\$, STEVE.COLE, SFB-ASSIST, TFG, or TFG\$.

STARLETTER

The new four-page format for Starletter, the official Star Fleet Universe newsletter, has been very successful. Hundreds of SFBers (and their friends) are now kept up to date on new products, rules, and ships.

Starletter #69 included the Federation NCA *Chicago*, scenario SP275 Passing the Football, and NCAs for F&E.

Starletter #70 included the Klingon D5W NCA, scenario SP79 Second Helping of Hash, and options for F&E.

Starletter #71 included the Hydran DW, scenario SP276 Coming Thunder, and the Kaitic Freestates for F&E.

Starletter #72 included the non-conjectural Neo-Tholian Battleship (with scenario) and Hydran options for F&E.

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 to Starletter should be mailed to: Task Force Games, P.O. Box 50145, Amarillo, TX 79159. 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 the 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 for \$2 each.

Origins-GenCon '92

23-26 August 1992

STAR FLEET BATTLES NATIONAL CHAMPIONSHIPS

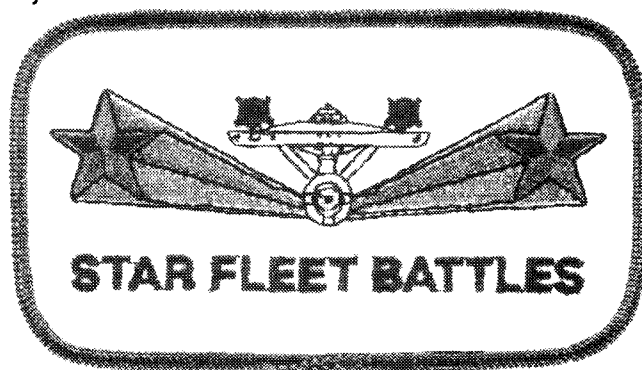
Mecca Convention Center, Milwaukee, Wisconsin

Info: Box 756, Lake Geneva WI 53147

LOST MAIL

The following individuals have mail waiting for them in the ADB office. The mail includes everything from rejected term papers to correspondence without reply postage to unclaimed tournament prizes to mail returned due to a faulty address. Send a Stamped Self-Addressed Envelope, and we'll send it.

Mike Aprahamian, Vincent Burchett, Dave Buschke, Quentin Cantrell, Chuck Davis, Sean Finch, Bill Guiher, Carey Long, Sean Mattingly, Darko Milivojevic, Jeff Spain, Ty Stafford, Amie Tarashke. We are still looking for artist Dan Carroll, who sent in some brilliant SFB art in 1983 and disappeared. We really do want to talk to him. ☺☺☺



STARSHIP CAPTAIN COMBAT PATCH

TASK FORCE SPARE PARTS AND MAIL ORDER

You can order any TFG product directly from Task Force. You can also order extra counters, maps, and other components, as well as the *Warp Five Sale-o-rama* products.

TERMS: Minimum order \$10 (\$20 for Visa and MasterCard orders and all overseas orders). All orders must add \$3 for postage & handling in the US. Canadians add 20% of the retail price for postage & handling. Overseas add 40% for surface and 60% for airmail shipping.

All payments must be in US funds. All checks must be drawn on a US bank and have magnetic code numbers.

Texas residents at 8.25% sales tax.

You can order TFG products on-line through GENie.

IN CASE YOU MISSED IT...

Here is a list of what we've released since CL#8:

Advanced Missions: the primary Doomsday expansion. Boxed. 192-page rulebook. 144-page SSD book. 216 die-cut counters. Stock #5502. Price \$29.95

New Worlds I (Module C1): Lyrans, Hydrans, WYNs. 48-page rulebook. 64-page SSD book. 108 die-cut counters. Stock #5601. Price \$14.95.

New Worlds II (Module C2): Andros, Neo-Tholians, ISC. 64-page rulebook. 48-page SSD book. 108 die-cut counters. Stock #5602. Price \$14.95.

Captain's SSD Pack: SSDs from Basic Set, AM, C1, C2. Stock #5556. Price \$24.95.

STAR FLEET "WARP FIVE" SALE-O-RAMA!

Look what \$5 will buy from the Task Force Games Mail Order Department! Buy a couple or buy them all.

MODULE P1 Playtest Pack #1. Draft rules D11-12 from Module J. Prototype Suicide PF rules (K7.0) from Module K. A new race (the Frax). Hydran DD scout and PF variants. Two special tournament scenarios (Circle of Death, Tour des Klingonez). Six Playtest Scenarios. Total War Prototype rules (Electronic Warfare, Special Attack Forces, Kaltic Freestates, Monitors, Military Convoys, Auxiliary Carriers) plus initial set up charts for Kzintis and Lyrans.

MODULE P2 Playtest Pack #2 is a prototype for Module X1 with rules, scenarios, Romulan Civil War campaign, F&E data, and SSDs for X-ships.

MODULE D1 Veteran's Master Ship Chart covers every ship from Commander's SFB and all issues of Starletter, as well as enticing clues as to new ships.

PATCHES: The official SFB rectangular logo in beautiful six-color embroidery. Available on tan, white, gray, and black backgrounds to match your cap or jacket.

DOOMSDAY DIVIDERS: Ten cardstock chapter dividers printed with an index and important charts, plus a sheet of stickers for your binder.

ATTENTION RETAILERS: The above items are not available through wholesalers, but you can obtain them directly from TFG. Contact TFG sales (806-355-9631) for information. ☼☼☼

RATED ACES

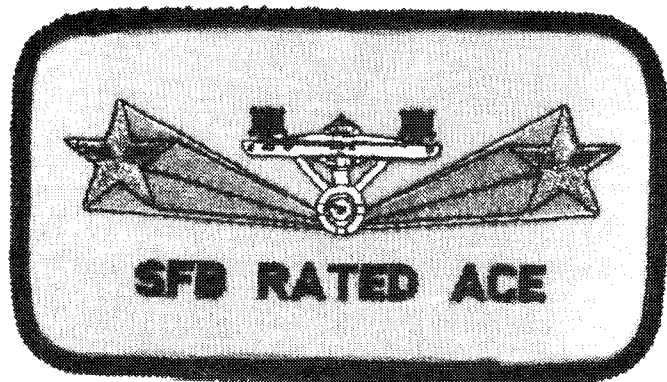
It all began at an Origins several years ago, when we were matching opponents, and one of the judges commented that he knew two of the players who were both "aces" and shouldn't have to meet until the finals. The other judges all nominated other aces, and we avoided matching them when possible.

The next year, we pulled out the records and marked everyone who had made the "finals" (the last 16 players) as aces, along with a few known top players.

The system continued to evolve and has been formalized for the last couple of years. If you make the final 16 in the Origins Fleet Captains or the final 8 in Origins Patrol, you are designated as a "Rated Ace" for the next two years.

With the new "sanctions" policy, those who win sanctioned tournaments might also receive the designation. The "Sanctioned Tournament Kit" (available to tournament judges from Task Force) will include a form to obtain a Rated Ace card.

Rated aces get their names in the next Captain's Log, a handy ID Card, a Rated Ace patch (Origins 91 and later only) and aren't required to play other rated aces at the next Origins until the finals (or until there isn't anyone else available). We have rated ace cards from the 1989 and 1990 Origins (and 1990 GenCon).



ORIGINS 1989

FLEET CAPTAIN: Alan Treschler, Don Clarke, Ed Slusarek, Eric Hyman, James Webster, Jim Viles, John Hammer, John Stiff, Mike Hault, Paul Kramer, Peter Reese, Ralph Wiazowski, Richard Clark, Robert Kries, Steve Kay, Victor Ipolito.

PATROL: Bruce Graw, Don Clarke, Eric Reiser, Michael Olinyk, Paul Graves, Perry Winslow, Ron Spitzer, Syd Polk.

ORIGINS 1990

FLEET CAPTAIN: Alan Tarashke, Alan Treschler, Bill Heim, Ed Slusarek, Eric Hyman, Heath Culp, James Mayes, Jay Schnieder, John Wygretski, Ken Lin, Kevin Hart, Paul Kramer, Sean Mattingly, Steve Kay, Tom Carroll, William Sligh.

PATROL: David Oberhue, Ken Lin, Ralph Wiazowski, Richard Moyer.

SATURDAY PATROL: Donald Clarke, James Ferrell.

GENCON 1990

FLEET CAPTAIN: Eric Hyman, Frank Gilson, James Mayes, Joe McCloud, Ken Lin, Ralph Wiazowski, Stacy Behnfeldt, Stuart Davies.

PATROL: Bruce Graw, John Hanna, John Stiff, Ron Spitzer

SATURDAY PATROL: John Hilgers, Ryan Love.

ORIGINS 1991

FLEET CAPTAIN: Ed Slusarek, Jeff Laikind, Sean Mattingly, Mike Hault, John Rigley, Bruce Graw, Paul Kramer, James Mayes, Paul Paella, Hwan Rhee, Ken Lin, Allen Treschler, Tom Carroll, Quentin Cantrell, Ralph Wiazowski.

PATROL: Sang Moon, Chuck Strong, Paul Kondon, Robert Patterson, Bill Guiher, Ron Spitzer, Don Clarke, Robert Estrada, Russ Schaefer.

SATURDAY PATROL: Casey Charles, Chuck Davis. ☼☼☼

If you are eligible for one a rated ace card and didn't get it, send a stamped self-addressed envelope to ADB to receive it.

Could you give me an example...

...ABOUT CARGO STORAGE ON FED ESCORTS?

In this issue we will discuss the revision to the rules with regards the Federation carrier escorts. Under the Commander's edition rules, it was noted that the Fed DE had cargo boxes for the purpose of carrying supplies for the carrier, specifically extra drones. As the Captain's Edition of the rules marched forward, a decision was made to clarify this rule (which was not intended to be a rule) and resulted in (R2.R5) Note On Escorts.

The main advantage of the rule is the "free" storage of items which normally cost BPV. What actually goes into the cargo boxes of each escort will have to be determined by each player based on his own experiences in campaigns.

Yes, this is a *campaign* rule. The result is to give the Federation CVA group six cargo boxes of additional goodies to tote around with it, or two cargo boxes worth for the CVS/CVB.

We will examine the DE. In its many 'guises' (DE, DER, DEA, or DERA), it has four cargo boxes. Rule (R2.R5) says that two of the cargo boxes must hold the spare fighters listed on the Master Ship Chart. Annex #7K establishes that each fighter so held takes up 25 cargo spaces and that a normal cargo box can hold up to 50 spaces of cargo. Therefore, there is no room remaining in those two boxes for extra storage. However, we do have two empty cargo boxes to fill to our heart's content.

A quick glance at Annex #7N tells us that the ship could have 100 points of drone storage. This drone storage is above what is in the reload storage for the drone racks and the fighter ready racks. However, each drone point of this storage counts against the 100 points of cargo box storage we have remaining, so we have to consider it carefully.

First, we have to look at the DE's drone racks. The ship has two B-racks and two G-racks (after the Y175 refit). This is a total of 32 spaces of drone storage and 8 spaces of ADD storage since under (R2.R4) the B-racks have double storage, but the G-racks must fill their second reload bin with ADDs.

The ship also has two fighter ready racks in its shuttle bay. For our purpose here, we will configure these to service F-14Cs. The F-14C has launch rails for 4 type-I and 4 type-III drones, giving a nominal storage of 16 spaces in the ready racks and another 32 spaces in reload storage for the ready racks. However, rule (FD10.6) is in effect, and DEs are NOT CVs, so only 10% of the drones can be type-III. So, while the racks can hold a full load-out for an F-14C, we will only be able to place one type-III drone in the ready racks at start, placing two into reload storage along with 16 type-I drones. We can, however, get more type-III drones by simply loading the drone racks with them at start and transferring the drones to the fighter ready racks after the game begins. With the 10% rule, we can load two type-III drones into the drone racks, placing three more in reload storage (one is lost because ADD storage does not count for determining special or limited availability drone storage). This gives us a total of 8 type-III drones on the DE at start, enough to fully load two F-14Cs a single time.

At this point, we would have to go look at the carrier. If we want to store drones in the cargo boxes, they must [under (R2.R5)] be proportional to the drones stored on the carrier. The carrier is allowed 20% type-III drones under (FD10.6). If the carrier actually did have one type-III drone for every four spaces of type-I or type-IV storage, we could place five drone spaces at no cost into a cargo box identical to this (i.e. four type-I and one type-III). Indeed, in the above case, we could fill the two cargo boxes with 80 type-I (or type-IV) drone spaces and 20 type-III drones. Only practical experience running a campaign or two is going to indicate what the proper number of drones is. You have access to all the items stored in the cargo

boxes except the fighters or any shuttles (due to longer warp up times) during any given scenario, and to all the fighters and any shuttles during any campaign interface between scenarios.

Experience will also teach you what other items you will need to support your carrier group. You have six cargo boxes available (300 cargo points) in a CVA group when the campaign begins, and you can fill them with anything that will support your fighters. Perhaps you might allow 15 cargo spaces for chaff pods (5 per cargo space for a total of 75 chaff pods carried). Another 50 for ADD ammo for the escorts, MRS, and SWACS (2 per cargo point for a total of 100 ADD rounds). Then use 120 cargo spaces for booster packs (4 spaces per booster pack, total of 30 booster packs carried). Also you could use 15 spaces for EW pods (1 space per EW pod, total of 15 EW pods). You would still have a 100 spaces to carry drones. Of course, you could also carry a few spare admin shuttles, but remember that these take the same cargo space as a stored fighter.

Another point is that you can lose a total of 10 fighters out of your CVA's fighter group and still have 24 fighters (the CVA has four in storage, each escort has two) for the next scenario. (Note that in Doomsday the Federation CVA carries a squadron of 12 A-10s.) Of course, you can never have a fighter in a cargo box ready to fly unless it is allowed by a special scenario rule.

There is a down side to all of this good news. First, the contents of each cargo box have to be recorded, and we have seen that this can be a tedious operation. (It would be best to do it once and use the same loading over and over after you have found what is a proper loading based on your own campaign experience.) Second, anything in that cargo box is lost when it is destroyed. This will cause Federation captains to agonize over cargo hits on his escort. Which is more important: the two replacement fighters in cargo box A or the booster packs, drones, chaff pods, EW pods, and ADD ammunition stored in cargo box B? Remember your spare fighters on your escorts can be destroyed on cargo hits which occur on the DAC on rolls of seven. The only way you can destroy another race's spare fighters is to totally destroy the carrier that they are stored on. Then again, that applies to your carriers as well, and you have the only escorts that carry spare fighters. Third, you cannot stick items in the cargo boxes that do not support the fighter, such as T-bombs and NSMs. You could stick innocuous items in the cargo bays, such as sensitive communications gear or tribbles, at the cost of giving up some other storage. Other races have to bring in a tug or LTT to carry the same number of spares that you do, and yours are free. (Picture a Klingon C8V group being followed around by a D5H without a cargo pod.)

Of course, the Federation player can mitigate this somewhat by placing one of his spare fighters in each cargo box and then loading each one identically with boosters, drones, chaff, EWPs, and ADDs in addition to the fighter. This will complicate the bookkeeping as you must decide carefully which box to draw each item from (and worse, keep track of this in the middle of a battle).

As the campaign wears on, you may want to try to empty one box on each escort to allow it to absorb some damage. Alternatively, you may want to completely empty the cargo boxes of one escort, allowing it to be used as a sacrificial lamb...err, to be assigned to the forefront of the hottest battle.

It should be noted that all of the above applies to the ECL, and that recent Doomsday plans will remove the APRs from the NEC and AWRs from the NAC to install such cargo storage on them as well. No other race will have this advantage, so do not bother sending in redesigns of the escorts of your favorite race place. Note that none of the above applies to any of the Federation escort frigates.

By the way, don't forget to assign marines to guard the cargo boxes against H&R raids.—Steven Paul Petrick ☸☸☸

AFTER ACTION REVIEW

CAPTAIN'S LOG #8

Captain's Log #8 was a major success. The new 80-page format was well received, and we repeated it in this issue.

Page 0: Everyone loved the cover (except Opus).

Page 2: *Escape from the Holdfast* was well regarded, although many felt it was too long. Others felt that the length allowed more plot development and repeated battles. Most felt it was one of the best SFB stories ever.

Page 23: We duplicated numbers, with a second SL108. (There was an SL108 Hole In The Wall in CL7.) Rather than renumber everything else, the one in CL8 should be referred to as SL108—Orion as distinguished from SL108—Hole.

Page 25: References to Part 1 should be to (SL109).

Page 26: *Battle of Olsen's Reach* was very popular, and all but a tiny handful thought it an appropriate tribute to the old *Bedford Incident* movie with Richard Widmark and James MacArthur. Since no officer could reach command if as whacko as Richmark, it can be assumed that the strain of a losing war and dishonorable peace were too much for him.

Page 32: Bill Heim (not Hyman) came in 2nd at Origins. At PointCon, Patterson was 2nd and Kong was 3rd.

Page 38: Many congratulated Petrick on this example.

Page 40: Many liked the expanded WHY? section.

Page 41: Most loved "This is your ship" although a few fuddy-duddies didn't. We did it again, so there!

Page 42: Fed have an actual total of 2000, even after correcting the three NCLs to 381 and the BT to 375. Kzinti force has two Range-22 disruptors, not four. Hydran hellbore force should be 2003, correcting Pal to 322 (12 pts for EWF).

Page 44: Proposals Board was enthusiastically received.

Page 45: Ask Ketrick was another new feature that the players loved and which has now become permanent.

Page 47: The Recon In Force scenario generator was a hit, and we plan to do more of them. Obviously, if playing in Y175 use the full-aegis version of each escort.

Page 51: SL114.47 Dock by normal rules (end of turn).

Page 55: Denver should list Marc Michalik, not Mac. Hatfield's *Are we having fun yet?* paper was considered the most poignant moment in the issue.

Page 57: In the term paper CRITICAL RESERVE, a ship might need more or less than two points of reserve power, depending on its movement cost. The paper assumes a cost of one. Also, a ship can often gain one hex of movement by increasing its speed by just one movement factor at the right time, and this would require only one point of energy since a ship need not pay more energy for movement than would have been needed had the ship moved at that speed for the entire turn.

Page 62: Victory at Origins. Argh. For such a well-written and exciting article, we never did tell you that Tom Carroll was flying a Gorn ship or that his final opponent was Bill Heim.

Page 70: Steve Petrick reached the rank of Lt on page 58 and then was promoted to LtCdr on page 70.

Page 71: Kzinti SCS really has MEC+2xDWE, but we don't have the DWE factors available yet, so we used 2xMEC+EFF. Note that F&E ignores the aegis conversion. This does, however, cause an error in the conversion data, but we'll straighten that all out in Total War I. The Fed conversions don't show the changes in escorts, but use it anyway.

Page 81: The counters for F&E were well received, but some were confused by the SFB counters for the DW and FFB. The LP is correct (9P); it has six fighters itself and three more on the DE. TH should have the ♦ scout diamond and only 4 fighter factors.

MODULE P1

This "playtest" module included a very annoying typo in the Total War EW rules. While this is a "prototype" and not expected to be perfect, we'll get much better playtest reports without this particular error. The Starbase chart should be as follows:

STARBASE EW FACTOR vs ATTACK FACTOR

EWf	1	2	3	4	5	6
ATTACK	36	30	24	18	12*	6*

* Note: Kzinti AF is 18 in this case; Klingon and Fed is 12.

CRIPPLED SB EW FACTOR vs ATTACK FACTOR

EWf	1	2	3
ATTACK	18	12	6 (9 for Kzintis).

Scenario (SL45.0) included a reference to the Gorn G-12 fighter from Module J. Pity, but we forgot to tell you what this is! Speed 15. 2xPh-3-FA, 2xPL-D, 10 damage points, 11 BPV, Available Y180, DFR 3, two chaff pods. Exchange for G-18.

TOURNAMENT BOOK 1991

While we have no mistakes to report on this new product, we do welcome any feedback on how the ships are balanced under the new rules.

We particularly want reports on the Andromedan ship. Few players have flown it in combat, but we cannot tell if this is because of unfamiliarity with the new rules or because it really is too weak. (The Andros claim it is, but then they always wanted a Dominator for their tournament ship.) We have authorized judges to experiment with adding two more phaser-2s (one LS, one RS, total 8), but there is concern that, while this would entice players to try the ship, it might also make it too powerful.

DOOMSDAY RULEBOOK

As promised, we aren't going to fiddle with the Doomsday rules through the Addenda process. There are some annoying typos and a couple of glaring contradictions in Basic Set, and we'd like to tell you how we are handling them. (The later rulebooks haven't been out long enough for a complete review, but there are fewer errors in them than in Basic Set.)

Listed below are the few items that are considered "critical."

(C3.45) Tractors do not reset turn mode. (G7.331) is correct.

(F3.34) The controller of a seeking shuttle is never identified.

(FD2.21) It costs 1.0 points to trade a speed-8 type-I drone for a speed-12 type-III drone. For 0.5 points, you would get a speed-8 type-III drone, which technically does not exist (although it theoretically could).

(FP2.23) Should say no plasma-S on size-3.

(G7.36B) The sentence "The pseudo speed cannot exceed 15..." assumes that both ships have the same movement cost.

(G7.74) The Federation CA should be a DN as equal-size ships cannot rotate each other (G7.715).

(G7.91) 4th item: "A Federation DD tractors a Federation DN..."

(G13.555) The second version of this rule is correct.

(J2.2213) The refs to a WW should be to a suicide shuttle.

(M2.45) Cloaked minesweepers do not receive this benefit.

(P2.223) Legendary Navigator reduces one column.

(P2.542) Delete web caster and snare; add web fist.

(P3.222) Add EM energy to speed; don't go to higher column.

(R1.02-3) BATS and BS have type-D drone racks.

(S3.212) A ship can't buy extra drones if it doesn't have any.

A one-page errata sheet listing some of the various typos and points of confusion was included in several recent products. If you don't have this, send a stamped self-addressed envelope to Task Force and request it (free). Most of the items on that sheet are erroneous cross references that are annoying but don't change any rules. ☺☺☺

COMMAND THE FUTURE!

THE DAY AFTER DOOMSDAY

By the time you read this, all of Doomsday Phase II (Basic Set, Advanced Missions, C1 New Worlds I, and C2 New Worlds II) will be in the stores. The temporary "transition" products (Captain's Rulebook, Captain's SSD Pack) will also be available (at least for a while).

We even managed to sneak out a couple of products (Module P1, Tournament Book 1991, D1) no one expected.

What's Next?

MODULES J & K

Extensive work is being done on these products, and we had complete drafts on display at Origins. They should be out in the Fall.

Module J will have some entirely new material, including RALADs (RAil-Launched Anti-Drones) and an assortment of "pods" that (like EW pods) can be carried in place of drones for special missions. Some pods in development include science, tactical intelligence, and multi-pack-chaff pods. There are also several new fighters, such as the Gorn G-12.

Module K will also include some new material. K6 will be a special rule on "engine pollution" that allows PFs to operate at the extreme limit of their engine endurance, when those fabled "ionic charges" have built up. K7, as you can see in Module P1, compiles a quarter-page of old special scenario rules into five pages of detailed rules on suicide PFs.

MODULE P2

The second module in our playtest series will focus entirely on X-ships, including the complete draft of rules from Module X1, a complete listing of X-ships (including a final decision, unmade at this writing, as to the existence or nonexistence of the rumored SparrowAxe), several new X-ship scenarios, and an X-ship campaign.

Module P2 should appear in late summer. Like Module P1, it will be available only by mail or at conventions attended by Task Force Games or their representatives.

MODULE S1

The first three issues of Captain's Log included a total of 78 scenarios, and indeed the original purpose for the Log was to print scenarios. There were another 20 scenarios in Nexus. We plan to kick off the new S-series of Doomsday Modules with a selection of the best of these, completely re-written to the new Doomsday standards. Many veteran players have been asking for revised versions of those scenarios, and many new players have asked how they are supposed to play scenarios in out-of-print products. Module S1 is being prepared by Steve Petrick for release later this year.

STAR FLEET ACADEMY

This will be our new "introductory-level" version of SFB, and it will be more than that. ACADEMY will be designed as a simple game for the huge number of players who aren't thrilled by 500-page rulebooks. Some of them, perhaps 10%, will move on into SFB, and you can use ACADEMY to train new members of your group.

There will, however, be (hopefully) thousands of gamers who play Academy in its own right. These people won't know the joys of electronic warfare and the agony of overloads, but they'll still be maneuvering within their turn modes to bring their weapons into the same six firing arcs. They won't even have to worry about seeking weapons (at least until Academy II).

MODULES R1, R2, R3, R4

These "reinforcements" modules (with counters and SSDs for variants and some new ships) which comprise "Doomsday Phase IV", should appear during 1992.

REVISED TACTICS MANUAL

Designated staff officers are busily at work revising and updating the old Tactics Manual to reflect the new Doomsday Rules. Release should be within the next year.

TOTAL WAR I: CARRIER WAR

Just when you thought we had forgotten all about F&E, we suddenly remembered that you had been promised some new F&E stuff sometime in the future. As forecast in CL#8, Total War has been divided into three sections: Carrier War, EcoWar, and Civil War. The first of these will be Carrier War, and it should appear this fall or winter.

Carrier War will include a small helping of interesting new rules, including Combat Electronic Warfare, Design-Your-Own Carrier Groups, Auxiliary Carriers, Swarms, SWACS, etc.

We're going to have to be a bit vague because some rules in preparation (e.g. Military Convoys, Monitors, Police Ships) may end up in EcoWar instead of Carrier War, depending on where we have space for rules, charts, and counters.

Carrier War is going to be long on counters, typical for an F&E product.

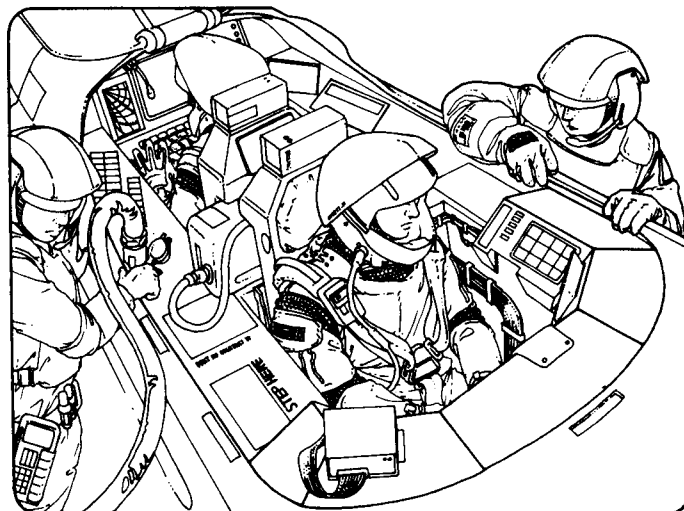
There will be two single-sided sheets. One will have "fighter coins" that you can use to keep track of fighter squadron strengths more efficiently. If you lose a fighter factor, just pick up the counter for it, rather than adjusting your paper records. (You can update those when the battle is over.) The other sheet will have new fleet markers and a counter for every pod (allowing you to keep track of them more easily).

Two double-sided sheets will provide individual ship counters for carrier group components, and a special set of charts will be used to keep track of "design your own" carrier groups. There will be restrictions on what you can do (the B10 is NOT qualified as a carrier escort), but you'll be able to tailor your groups to the mission at hand.

Other double-sided sheets will provide more counters for your existing ship classes and many entirely new ones.

A special feature of Carrier War will be a booklet of "Set Up Sheets" (as seen in Module P1) which will allow you to set up your scenarios and campaigns more efficiently. The odd-numbered pages will provide for basic turn 1 set up, while the even-numbered pages will help set up the special *Year of the Carrier* scenario.

☺☺☺



TO ASK THE QUESTION: "WHY?"

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

ELECTRONIC WARFARE IN TOURNAMENTS

Why don't you use EW in the Fleet Captain's Tournament?

901W: For several reasons. First, it doesn't really add anything to a single-ship duel. With several ships and a scout in a fleet action, it can become critical. Second, it tends to slow down the game, partly because of the time spent in guessing what the enemy did. Third, a majority of players do not use this optional rule. Players who regularly use it in their gaming can adapt easily to leaving it out, but players who do not normally use it could not participate effectively in a tournament that used it. A minor point is that we have spent four years creating a set of balanced tournament ships; adding EW would put us back to square one. Finally, a majority of players clearly prefer to do without it. At LA Origins 86 we offered a special EW tournament, but only 16 players signed up.

THE FEDERATION PF

Why didn't the Feds build PFs? What's the real reason?

902W: As briefly mentioned in Supplement #3, the Federation found "attrition units" to be unacceptable, philosophically due to the high casualty rates. The Federation found a volunteer fighter pilot (with an even lower chance of survival) to be somehow noble, while assigning regular crewmen to a PF would be tantamount to a death sentence.

Shouldn't the Feds have some more PF Tenders?

903W: They aren't really needed. The NCL-PFT was in Supplement #3 (and will be in Module K), and the SCS-PFT was in SSD Book #7 (and will be in Module R2). We originally designed a PFT on the old CL, but decided that by the time PFs came out the few surviving old CLs wouldn't be worth converting. We may print it someday if an appropriate opportunity presents itself. There is a new NVH (basically an NPFT carrying drone-armed heavy fighters) in the works.

Now that the Feds have a "conjectural" PF, shouldn't every other race have conjectural "super fighters"?

904W: We don't plan to add any. Most races already have fighters equal to everything except the F-14 and F-15, and those fighters are in such limited supply (two squadrons of F-15s and three of F-14s active with the fleet at any given time) as to be insignificant in the greater scheme of things. There is little truth to the rumor that the F-14/15 were somehow "compensation" for a lack of PFs.

Would you please state, one way or the other, the range of the Fed PF's photons? We're having quite an argument between range 30 and range 12.

905W: In Doomsday, all PF-mounted photons are limited to range 12. Most other PF direct-fire heavy weapons are limited to 10 (unless they already have a shorter limit), phasers to 15.

HELLO, SERGEANT?

Why is it that my marines on board a cloaked enemy ship cannot radio me targeting data?

906W: "Sergeant? You're on the Romulan ship? Good! Now, just where are you? Well, so I can send you some C-rations by transporter, of course. Did I say anything about photons, Sergeant? Now, look out the porthole. Are you over by the big orange planet or the little purple moon? Sergeant? Sergeant? Hello?" ☺☺☺

PHASER-G

Questions with brief but important answers.

♦ 901G: *How many of the Federation NCLs, CLSs, ECLs, DEs, FFEs, and GSCs carried the fighters that they were equipped to support?* Very few. Carrier escorts could handle fighters but were never equipped with them; their facilities were to help reload the carrier's fighters, not increase the group. Three of the ten GSCs were used as CVLs, but the others never entered into combat. NCLs (like all CWs) were erroneously listed in the Commander's Edition as having fighter facilities; this error was deleted in Doomsday.

♦ 902G: *Why aren't the "shock" rules from F&E seen in SFB?* Shock rules were included in Advanced Missions.

♦ 903G: *In a tournament, let's say that ship A is destroyed, but it had previously fired a plasma torpedo at ship B. As that torpedo does not need guidance, it continues to move and ultimately destroys ship B. Who won? Was it a draw?* Player B won because he destroyed ship A before his own ship was destroyed. However, this is a very close match, and player A would go to the top of the wild card list (i.e. would be the first player called to replace a player who failed to show up for the next round).

♦ 904G: *As I asked in 808G, I have a lot of questions about (U6.0) Operation Unity. Did you ever revise it?* Yes we did. The new version is now in SFB Module C2: New Worlds II.

♦ 905G: *Did anyone ever notice that the Andromedans violate the law of conservation of energy? For example, a phaser takes one point of energy but can put several damage points into their PA panels which can then power several phasers.* Yes, we noticed that. We thought everyone had noticed that. Andromedan technology is "extra-galactic." It works in strange and mysterious ways that we do not understand, but it works like the rules say it works.

♦ 906G: *When was the original Star Trek? What about the movies? And when does the Next Generation take place?* The original five-year mission was sometime back around Y150-Y156, when fleets were just reaching full size, battles were fairly rare, and a lot of unknown planets existed inside the Federation's claimed area. Exact dates are vague, but the Romulan attack on several base stations seems to be part of the pattern of hostilities known as the "Second Fed-Romulan War of Y155." The Timeline places the Organian treaty in Y156, and this was seen on the small screen, and the brief "Gorn-Fed War" also appeared. The movies are apparently set just after the General War, when things were more or less back to normal and the Organians were trying to keep the peace and the Andromedans and ISCs weren't really causing problems yet. The Next Generation is clearly the Third Generation (i.e. well after Y225).

♦ 907G: *Can you take a base (battle station, base station, starbase) apart and move it somewhere else and then re-assemble it?* No, this simply isn't possible. Once a base is built, it stays built. The stabilizers are locked; it's just too big to move, and it's easier to build a new one than to take an existing one apart. Besides, it would take lots of ships and lots of time and lots of money, and you can't do it anyway, like we said. We were recently asked (in F&E) if you could self-destruct a base in order to "evacuate" an area so that you wouldn't get caught on the "conditions of war" rule, and we allowed this. ☺☺☺

DECISIONS

OF THE STAR FLEET UNIVERSE BOARD OF PROPOSALS

Every week, if not every day, Amarillo Design Bureau receives proposals for additions or changes to the Star Fleet Battles game system. Most of these are rejected for various reasons, and this department lists a few of the more notable efforts in order to acknowledge their authors and save others the time of submitting similar proposals. Copies of these proposals (or the addresses of the authors) are not available.

It is better to have proposed and been rejected than to have never proposed at all.

COMBAT FICONS (901B): Tom Chartoff suggested a series of modified Fi-Con PFs that retained their firepower while able to carry two fighters. Tom suggested that this would turn any PFT into an SCS. Unfortunately, Tom missed something about how Fi-Cons work. Since the fighters cannot be serviced (repaired, rearmed) on the PFs, they have to be taken aboard a carrier of some type. This means that a PFT does not become an SCS, it becomes a PFT followed around by a CVM or AuxCV. Even so, this might be reconsidered at some point.

DECOY FIGHTERS (902B): Hwan Rhee of New York suggested a half-space unmanned unit that could be slaved to another fighter or controlled by the ship. It would look like a fighter but have no weapons. This was rejected because:

1. If such control were possible, drones would have it.
2. The gain is not worth the loss of offensive firepower.
3. The distance at which it could be controlled would be too limited to be useful.
4. Allowing such a unit would imply that a command-controlled scatter-pack was possible.

LIGHT FIGHTERS (903B): There have been several proposals over recent years for a "light fighter" that would take only half of a shuttle box, vastly increasing the number of fighters that could be carried. This is another of those proposals that can't be accepted. If the light fighter has half the armament of a regular fighter, it's no real improvement. If the light fighter has more than half of a regular fighter, it is too much of an improvement. There is also serious question as to whether it would be possible to build a fighter which (with its ready racks and deck crews) takes half the space of a current fighter.

FED FIGHTER MECH LINKS (904B): Jim Hart and Steve Rushing suggested that since the Feds don't have PFs they cannot add a mech link to various ships at random and carry a few handy PFs into battle. This puts the poor Feds at something of a disadvantage. They suggested that the Feds should have a mech-link refit that could be used to carry Heavy Fighters (ala the SCS) instead. This was finally rejected because while PFs reload their own weapons fighters do not, and the A-20 could not be reloaded while on an external mech link without the specially-built facilities of the SCS. There was also the factor that the "problem" wasn't all that great as there are serious limits on the ability to carry around extra PFs by other fleets, limits most players did not understand (i.e. there must be a real PFT in the fleet, no variants can be carried, that every group of up to six PFs count as a ship under the command limits, and there cannot be more than 18 PFs in the entire battleforce). There is a new drone-armed heavy Fed fighter in a future product.

LYRAN FIGHTERS (905B): Tony Zbaraschuk suggested that, since drone-armed fighters and ESGs are a bad mix, the Lyrans might design and build their own phaser-armed or disruptor-armed fighters. At one point in the discussion someone even proposed that there might be a "disruptor container" that was the size and shape of a drone which could be fired once and thrown away. In the end, the whole idea was rejected for the following reasons:

1. Drone-armed fighters aren't really *that* hard to use with ESGs if you think ahead about their use. The drones are at least faster than the fighters.
2. The disruptor-armed and phaser-armed fighters could be used by other races in preference to their own fighters.
3. Those disruptor-armed fighters already in the game aren't that great (DAS, Z-D), and disruptor fighters are available only in limited numbers. There must be something wrong with the whole idea that just hasn't shown up in the game.
4. The Lyrans are not big on using fighters anyway, and if the fighters were superior, their racial character would change and the impetus for building PFs would be reduced. (If the fighters were not superior, what would be the point?)

COMMAND AND CONTROL (906B): Several players have proposed Command And Control rules, which keep track of how many units are in the battle and when some of them slip beyond the control of the fleet commander. This could happen if there were too many ships, or if the flagship was damaged or destroyed and a ship with a lower command rating takes over. The effects of this uncommanded status are as varied as the proposals. One player suggested that the ships could not fire, another suggested that their own ships would fire at them, while another proposed simply limiting the ability to transfer seeking weapons. We don't plan to add such a rule any time soon, and continue to accumulate proposals without evaluating any of them. We are not soliciting proposals by this item, nor are we directing you to withhold them. We just aren't holding out much hope.

THE MUTINY RAIDER (907B): Howard Melton proposed an Orion "Mutiny Raider," a modified Light Raider designed to dock with the rear hull of a Klingon D7 cruiser and allow it to move. While certainly a novel concept, we finally decided that it would not work because:

1. It is impossible to predict where and when a mutiny will occur, so the MR could not be sent there beforehand, and any loose rear hull could be towed away by someone long before the MR could arrive.
2. Melton had proposed a number of ways in which the MR could actually encourage a mutiny, thereby avoiding problem #1, but none of these were realistic.
3. The ship would be a unique hull type and would (if it posed any significant threat) be the target of immediate destruction by the Klingon squadron.
4. Melton included a scenario in which the Orions capture a D6M mauler rear hull, sending Klingon Kommodore Ketrick into a komal

AND LEST YOU THINK WE REJECT EVERYTHING here is a short list of some recently accepted proposals:

Federation escorts have extensive storage of campaign supplies for the fighters on their carrier.

The Federation has a new drone-armed heavy fighter (F111) and a mech-link carrier (NVH) to carry it. These will be found in Module K.

The plasma races all received a speed-15 fighter, and the Klingons got the Z-P phaser fighter, in Doomsday.

Heavy fighters were all increased to speed 12. ☺☺☺

CARRIER FORCE 900

edited by Steven P Petrick

The third in our series of fleets built to a specified point limit is designed for use with scenario (SL112.0) Recon in Force, which was published in Captain's Log #8. Each force presents some of the strengths and weaknesses of the fighter forces and carriers of the major races (and some not so major races) when engaged in combat in deep space. Some, such as the Hydrans, use their fighters as major elements in their offensive operations, while others, such as the Klingons, regard them as an adjunct to their tactics.

In all cases, the escorts are equipped with full aegis capability (unless that particular escort never received full aegis, such as the Romulan K4D) and the year in question is considered to be 175. Refits are as stated in each force, except that all units which receive one have the Y175 drone rack refit. CVAs, Andros, WYNs, monitors, X-ships, maulers, auxiliaries, PFTs, SCSs, BCVs, and web caster ships were excluded for various reasons. No modifications (\$7.0) were allowed.

FEDERATION STRIKE CARRIER (Ray Olesen)

CVS+ (156), 8 type-IM drones (+4); Fighter Squadron is 11 F-18 (+88), 1 F-18E (+10); drones for fighters are 22 type-IM (+11), 24 type-VIM (+6) = 275.

DEA (104): drone rack refit (+2), 12 type-IM drones (+6), G racks loaded with ADD; Fighter ready rack drones are 4 type-IM (+2), 4 type-VIM (+1) = 115.

FFA (90): 12 type-IM drones (+6); Fighter ready rack drones are 4 type-IM (+2), 4 type-VIM (+1) = 99.

NSC+ (124): 4 type-IM drones (+2) = 126.

Two DDG+ (200): 8 type-IM drones (+8) = 208.

FFG (75): 4 type-IM drones (+2) = 77. Total = 900.

This force's basic tactics are Kzinti, overwhelm with drones. Once drones do damage, use direct fire to Mizia weapons away.

If you like the DD+ better than the DDG+, fine, you can use the change left over from not buying the drone speed upgrade to buy a T-bomb. If you do not use EW, the NSC can be replaced with an NCL+.

If fighting Kzinti, or to some extent Klingons, load some of the G-racks with ADD and use the extra BPV for T-bombs or special drones (MW). Your opponent will determine composition of carrier and ship load-outs. Drone heavy opponents will mean more ADD and type-VI drones. Type-VI drones are also good for annoying cloaked ships. Opponents with no ADDs and few phaser-3s mean it's time for some type-IVs on your ships.

FEDERATION CVB CARRIER (Ray Olesen)

CVB+ (156), 8 type-IM drones (+4); Fighter Squadron is 11 F-15 (+132), 1 F-15E (+14), 44 type-IM drones (+22), 48 type-VIM (+12); four extra deck crews (+2), 5 extra boarding parties (+2.5); MRS-A (+8) with 1 type-IVM (+0.5), 5 type-IM (+2.5), 6 type-VIM (+1.5) drones = 357.

Two DEA (208): drone rack refit (+4); 12 type-IM drones (+12), G racks loaded with ADD; Fighter ready rack drones are 8 type-IM (+8), 8 type-VIM (+4) = 236.

NSC+ (124): 4 type-IM drones (+2) = 126.

DDG+ (100): 8 type-IM drones (+4) = 104.

FFG (75): 4 type-IM drones (+2) = 77. Total = 900.

Tactics are similar to the CVS force above. The gatling-armed fighters are virtually drone-proof. The additional drones on the fighters made this group much more powerful than the CVS. Remember the type-A MRS can be a six-drone scatter-pack that has four type-I and two type-IVs for a nasty surprise.

FEDERATION (Ron Roden)

CVB+ (156), drones 1 type-IIIECM (+1), 2 type-IVM (+1), 3 type-IM (+1.5); Fighter Squadron is 11 F-15 (+132), 1 F-15E (+14); drones for fighters are 44 type-IM (+22), 48 type-VIM (+12); 4 extra deck crews (+2) = 341.5.

Two DEA (208): drone rack refit (+4); drones 1 type-IIIMWM (+7.5), 1 type-IECM (+1), 2 type-IVM ATG (+4), 14 type-IM (+14); Fighter ready rack drones 8 type-IM (+8), 8 type-VIM (+4) = 250.5.

CC+ (147): AWR refit (+2); drones 1 type-IVM (+0.5), 2 type-IM (+1); two commando (+2) = 152.5.

FFSG (75): 1 type-IECM (+0.5), 3 type-IM (+1.5) = 77.

FFG (75): AWR refit (+1); drones are 2 type-VIM (+0.5), 3 type-IM (+1.5); one extra BP (+0.5) = 78.5.

Total = 900.

This is a VERY powerful group, able to take on any opponent. It can launch 37 drones for 2 turns and 36 on the third, giving even a Kzinti something to think about. If not using EW, then simply replace the scout with another frigate and change all ECM drones to explosive warheads. There are no armored drones in this fleet because of a potential enemies' love for kinetic kill weapons (ADDs). If you can convince your opponent to play on a floating map, then you can ruin his day by retrograding.

KLINGON OLD GUARD (Steven Petrick)

D6V (114); K refit (+3), Y175 refit (+3); Fighter Squadron is 9 Z-V (+70) and 1 Z-VE (+12); drones for fighters are 18 type-IM (+9); MRS-A (+8) with 1 type-IVM (+0.5), 5 type-IM (+2.5), 6 type-VIM (+1.5) drones = 223.5

Two E4A (120): B refit (+6); drones for fighter ready racks are 4 type-IM (+4) = 130.

Three D5 (330): K refit (+6), Y175 refit (+6); drone are 12 type-IM (+18) = 360.

F5 (71): B refit (+5), K refit (+2), Y175 refit (+3); drone are 6 type-IM (+3) = 84.

F5S (80): B refit (+5), Y175 refit (+3); drone are 6 type-M (+3) = 91.

Total = 888.5

Comments: This force has 18 disruptors, of which 16 are range 30. There are 17 phaser-1s, 16 phaser-2s, and 16 phaser-3s on the ships. There are 8 type-B drone racks and 18 12-round ADD racks. Shuttles include 9 Z-V fighters, 1 Z-VE, 1 MRS-A, and 13 Admin shuttles.

Players are urged to experiment with the above force based on opponents expected. The 11.5 points remaining can be used to purchase some T-bombs to hunt cloaked ships, or alternatively to fill some ADD spaces with type-VIM drones to supplement combat potential. These points could also be used to buy a few multi-warhead drones (these cost 2.75 points more than a type-IM drone), or perhaps some type-IIIECM drones (these cost .5 points more than a type-IM drone). You might also consider changing some of the type-IM loaded in the carrier's fighter ready racks to type-VIM to save BPV for other things.

There is also the option to trade two type-IM drones for one type-IVM drone, which will save .5 points per trade for other options. Note that some of the type-IM drones could be traded for type-I-ECM-M drones at no cost at the player's option. Note that all of these changes must be done within the limits of the rules and will probably be influenced by which race you are preparing to fight against. Players who do not like scouts can swap the F5S for another F5K and add seven more points to the 11.5 available at start.

Special Note: As Doomsday is going to press, the Klingon E4A is undergoing a revision which will add a fourth ADD rack and a second shuttle box. This force uses that version.

ROMULANS (Tony Zbaraschuk)

SparrowHawk-B+ (120); Fighter Group includes 7xG-SF (+63), 1xG-SFE (+11), 7xG-II (+49), and 1xG-IIIE (+9); MRS-B (+8) = 260.

Two SkyHawk-EAs (210).

SkyHawk-L+ (124): 1 NSM (+8) = 132.

Snipe-B (75).

SparrowHawk-J (173): 1 NSM (+8) = 181.

Nine T-bombs (+36) and six commando boarding parties (+6) distributed through the force = 42.

Total = 900.

Note that the ships alone, without using shotgun or enveloping torpedoes, can fire 480 points of plasma in a single turn. Add the fighters, and...

If a scout is desired, replace the Skyhawk-L and its NSM and the Snipe-B with a SkyHawk-F with an NSM and a BattleHawk. The remaining 4 points from this exchange will buy you a T-bomb.

Another choice would be to replace the SparrowHawk-J with a SpH-F mauler and 61 points of ship (a K4R or a Snipe-A) and then use it to anchor enemy ships.

Replacing the G-II plasma-F fighters with G-SF plasma-D fighters might be a good idea.

ROMULAN (NEW) (Marc Michalik)

SparrowHawk-B+ (120); Fighter Group includes 6 G-SF (+54), 2 G-SFE (+22), 8 G-II (+56); 2 extra deck crews (+1), 1 T-bomb (+4) = 257.

Note: All SPBs divide their fighters into two squadrons.

Two SkyHawk-EA (210): 1 T-bomb (+8) = 218.

FireHawk-K (179): 2 T-bombs (+8); 2 boarding parties converted to commando boarding parties (+1) = 188.

SkyHawk-L (122): 1 T-bomb (+4); 2 boarding parties converted to commando boarding parties (+1) = 127.

SkyHawk-F (110).

Total = 900.

If you do not want to use the scout, you can trade it in for a SkyHawk-A and two T-bombs.

ROMULAN (CONJECTURAL KR) (Marc Michalik)

K7VB (174); Fighter Squadron includes 5 G-SF (+45), 1 G-SFE (+11), 6 G-II (+42); 2 extra deck crews (+1), 1 T-bomb (+4) = 277.

Two K4DB (134).

K7RB (166): 1 T-bomb (+4), 2 extra commando boarding parties (+2) = 172.

KRB (132): 1 T-bomb (+4), 2 boarding parties converted to commando boarding parties (+1) = 137.

K5RB (84), T-bomb, 2 commando = 90. K5SB (90).

Total = 900.

This force has twice as many S torps as the "new" force. The conjectural KR 900 is better than the "new" force but not as good as the "Mixed" force. If you do not want to use the K5SB, simply exchange it for another K5RB (with T-bomb & two commandoes).

Note that the above is a conjectural force in that the Romulans never converted any of their available K7Rs to K7Vs.

ROMULAN (KR HISTORICAL) (Marc Michalik)

KRVB (162); Fighter Squadron includes 5 G-SF (+45), 1 G-SFE (+11), 4 G-II (+28); 1 T-bomb, 4 extra deck crews (+2) = 252.

Two K4DB (134).

Two K7RB (332): two boarding parties converted to commando boarding parties (+2) = 334.

K5RB (84), T-bomb, 2 commando = 90. K5SB (90).

Total = 900.

ROMULAN (MIXED) (Marc Michalik)

SparrowHawk-B+ (120); Fighter Group includes 6 G-SF (+54), 2 G-SFE (+22), 8 G-II (+56); 1 T-bomb (+4), four extra deck crew (+2) = 258.

Two K4DB (134): 1 T-bomb (+8) = 142.

KRL (181): 1 T-bombs (+4), 1 NSM (+8), two boarding parties converted to commandoes (+1) = 194.

War Eagle with rear phaser refit (103): 1 T-bomb (+4), one boarding party converted to commando (+1) = 108.

Battle Hawk with rear phaser refit (88).

SkyHawk-F (110). Total = 900.

This is the "killer" Romulan 900-point carrier force. Considering that the rules for this Carrier Force ban BCHs, the KRL should be about the most powerful ship in Carrier Force 900. The mix of technology allows the best available ship of each class and an R torp from the WE to be used. The K4DBs were chosen over the superior SkyHawk-Es for their low cost.

Those not wishing to use a scout can remove the SkyHawk-F and take another War Eagle (and R torp) with rear phaser refit, a T-bomb, and three extra commandoes (not converted from existing boarding parties) to the force.

KZINTI (Tony Zbaraschuk)

CVS (169); drone rack refit (+6); drones for ship include 4 type-IIIMWM (+15), 2 type-IXECMM (+2), 2 type-IVM ATG (+2), 4 type-IVM (+2), and 2 type-IM (+1); Fighter Squadron includes 11 HAAS (+88), 1 HAAS-E (+10); drones for fighters are 18 type-IM (+9) and 4 type-VIM (+1); MRS-B (+8); 4 extra deck crews (+2) = 315.

Two DWAs (180): drones for each are 2 type-IIIMWM (+15), 2 type-IIIECMM (+4), 2 type-IVM ATG (+4), 2 type-IVM (+2), and 2 type-IM (+2); drones for fighter ready racks are 2 type-IM (+2) and 2 type-VIM (+1) = 210.

BC (128): drone rack refit (+4); drones are 2 type-IIIECMM (+2), 4 type-IVM ATG (+4), 4 type-IVM (+2), and 2 type-IM (+1); 2 commando boarding parties (+2) = 143.

DWL (98): drone refit (+3); drones include 2 type-IIIECMM (+2), 4 type-IVM ATG (+4), 4 type-IVM (+2), and 2 type-IM (+1); 1 commando boarding party (+1), 1 extra boarding party (+0.5) = 111.5.

DWS (90): drone rack refit (+2); drones include 2 type-IIIECMM (+2), 3 type-IVM ATG (+3), 5 type-IVM (+2.5), and 2 type-IM (+1) = 100.5.

5 T-bombs (+20) distributed through the force.

Total = 900.

Drone launch capacity is 43/turn for two turns, not counting scatter-packs, the HAAS-E, or type-VI drones fired from ADD racks. After that, the fighters and C-racks must be reloaded. The ships can control only 42 drones at once, but the MRS, EWF, and fighters will do their share. Many of our drones also have ATG. Note that all ships have double drone reloads, in addition to the ADD loads for the escorts' G-racks.

Using our power and battery advantages, we will close with and tractor enemy ships, who will then be wrecked by concentrated heavy drone fire. The carrier will remain in the rear with the DWS, serving (with the fighters) as a drone source, while using its disruptors for Mizia-effect fire. The DWL can team its range-30 disruptors with those of the CVS and BC. The fighters may serve to hit enemy ships, or may be used in the anti-fighter role.

With TADS (or even TAAS) fighters, this group would be much more effective. Note that a CVS usually has MAC+DWA for escorts, but the requirement for 4 size-4 escorts led to DWAs. AFFs, though they are superb drone-killers, simply cannot stand up to any kind of direct-weapons firepower.

GORN DOUBLE THUNDER (Robert Patterson)

HDV (101), four extra deck crews (+2); Fighter Squadron includes 12 G-18 with plasma-Ds (120); = 223. (No EW fighter; could buy one with T-bomb points.)
HDA (126). BDA (97). MCC (155). BDS (95). Two BDD (192). Three T-bombs (+12) spread between the ships.
Total = 900.

GORN ARCHEOPTERYX (Tom Carroll)

CVF (150); Fighter Squadron 6 G-18s (+60), 5 G-10s (+50), 1 G-10EW (+12); 4 extra deck crews (+2) = 274.
CLA (142). DEA (90). Two BDD (192). SC (80). HDD+ (117). One T-bomb, one commando on HDD.
Total = 900.

THOLIAN HEAVY CARRIER (Tom Carroll)

CVA (141); Fighter Squadrons include 11 Spider-IIs (+99), 11 Spider-IIIs (+66), 2 Spider-Es (+22); MRS (+8) = 336.
Two PCA (154). Scout (90). Two DD (160).
CC (148); MRS (+8) = 156.
One T-bomb (+4). Total = 900.

THOLIAN BLACK WIDOWS (Tom Carroll)

Two Black Widow (130); Fighter Squadrons includes 6 Spider-IIs (+54), 8 Spider-IIIs (+48), 2 Spider-Es (+22); 2 MRS (+16) = 270.
Two PCA (154). Scout (90). DD (80). CA (128). CC (148). Seven T-bombs (+28) and two commando boarding parties (+2). Total = 900.

HYDRAN COSSACK (John Hammer)

Cossack (105), 4 extra deck crews (+2), one T-bomb (+4); Fighter Squadrons includes 12 Stinger-2 (+120), 4 Stinger-H (+40), 2 Stinger-E (+24); 1 MRS (+8) = 303.
Aegis-Lancer+ (100); 6 Stinger-2 (+60); two commando boarding parties (+2); Two T-bombs (+8) = 170.
Aegis-Hunter (54); one commando (+1) = 55.
Chasseur+ NSC (132); 6 Stinger-2 (+60); 4 extra deck crews (+2); one commando boarding party (+1); one T-bomb (+4) = 199.
Lancer+ (77); 4 Stinger-2 (+40); two T-bombs (+8) = 125.
Hunter (48). Total = 900.

I would have used a second DE+ or an NEC+ in place of the Escort Hunter, but the rules for BF900 construction state that only one of the Hydran's two escorts may be of a type which carries fighters. Also, the rules require four SC4 ships, and that makes it difficult for this fighter-intensive battle force to purchase a big ship. Note that fewer hellbore fighters were purchased than are allowed; hellbore ready boxes use a lot of energy to arm and will begin the scenario empty, and the plan is to fire the fighters and then recover and rearm.

Note that there are 34 fighters (28 St-2, 4 St-H, 2 St-E) in this force. This is nearly three times the number of fighters which most other races will field. Of course, this force has a relatively weak ship support group. If all the fighters get to range 10 on their target while uncrippled, ready to fire, and with no EW shift against them, they will score an average of 112 points of damage on the facing shield with fusions and hellbores alone (135 with phasers, too). This is very nice against a slow moving or stationary target.

On the other hand, most opponents will realize this and keep their speed up, preventing the fighters from getting to range 10 under their own power. The ships have a total of only 8 tractors, so less than one-fourth of the fighters could be dragged into combat in this way.

Remember that there are plenty of EW pods on these ships (two for every fighter carried). Since even one EW shift is crippling to a St-2's damage output, give due consideration to putting 2 EW pods on all fighters (except the Cossack's fighters, which can rely on the St-Es) as 'extra' pods (i.e., pods which do not take the place of weapons). But remember that this will slow down your fighters.

If you don't want to use the scout, change it to a Horseman+ with 6 St-2. This will save 37 points which may be used, along with 22 option points which you will have to take back from the other ships, to change the Hunter to a second Lancer+ with 4 St-2.

Consider using some option points that were spent on commandos and T-bombs to change the Hunter to a Cuirassier.

If this were a year in which boost packs were available, every other BF900 would be dogmeat for this group.

HYDRAN TROOPER (John Hammer)

Trooper+ NVL (92); Fighter Squadron includes 9 Stinger-2 (+90), 2 Stinger-H (+20), 1 Stinger-E (+12); 4 extra deck crews (+2) = 216.

Two Aegis-Hunter (+108).

Chasseur+ NSC (132); 6 Stinger-2 (+60); 4 extra deck crews (+2) = 194.

Dragoon+ (148); 3 Stinger-2 (+30); 1 MRS (+8); two T-bombs (+8) = 194.

Two Knight+ (180); one T-bomb (+8) = 188.

Total = 900.

This hellbore-intensive fleet still has 21 fighters, 75% more than most other carrier forces will field.

The Aegis-Hunters are pretty good direct attack vessels and should be used that way. Their weak shields make them good targets for enemy fire, but this will keep the heat off your other ships.

Your basic strategy should be to get the fusion fighters to 10 hexes of your target (scoring 55 points with the fusions alone) while your ships are within 15 (they can be much closer if you want and can arrange it). Fire one or two hellbores each impulse to rip weapons and power from the target. You will still have the hellbore fighters if you need them. During the pursuit, keep your fighters on board and fire your 8 hellbores at the most interesting target every other turn.

If you don't want to use the scout, change it to a second Dragoon+ identical with the first one.

LYRAN LIGHT CARRIER (Gregg Dieckhaus)

CVL with pack and shield refits (109); Fighter Squadron includes 11 Z-V (+88), 1 Z-VE (+10); drones for fighters 22 type-IM (+11); 1 MRS (+8) = 226.

CWA with pack and shield refits (141); drones for fighter ready racks; 4 type-IM (+2) = 143.

DWA with pack and shield refits (106); drones for fighter ready racks; 4 type-IM (+2) = 108.

DWL with pack and shield refits (110).

Two DWs with pack and shield refits (200).

DWS with pack and shield refits (109).

One T-bomb to be placed on a ship (+4). Total = 900.

Players may want to use the four points for the T-bomb to instead buy a P-refit for one or two ships. Or give up some power pack or other refits to buy more T-bombs as appropriate to their opponents.



LYRAN STRIKE CARRIER-I (Ken Stith)

CV with plus and phaser refits (137); Fighter Squadron includes 11 Z-V (+88), 1 Z-VE (+10); drones for fighters include 22 type-IM (+11); 1 MRS (+8) = 254.

Two DWAs with no refits (190); drones for fighter ready racks include 4 type-IM (+4) = 194.

CW with pack refit (122).

DWL with pack refit (108). DW with pack refit (98).

DWS with pack refit (107).

Four T-bombs (+16) and one commando boarding party (+1) distributed among ships. Total = 900.

You can trade in power pack refits for extra T-bombs or UIM refits (but I would not advise it).

Your carrier and escort ships can all have scatter-packs.

This can help increase your drone wave.

Watch your drone control! Before your ships and/or fighters start using erratic maneuvers, make sure you have the control for your drones on the board. Remember that most of your ships can only control three seeking weapons.

Be careful of your ESG interactions with your own fighters/drones/T-bombs. Remember the *Red Claw Glory*!

You will have a bigger advantage over the plasma races than drone races (and Hydrans) because the plasma races have less drone defense.

If you do not want a scout, then you can trade the DWS for another DW with power pack, two T-bombs, and a commando.

LYRAN STRIKE CARRIER-II (Scott Olson)

CV with plus, and phaser refits (137); Fighter Squadron includes 11 Z-V (+88), 1 Z-VE (+10); drones for fighters 22 type-IM (+11); 1 MRS (+8) = 254.

CWA with pack refit (139); drones for fighter ready racks include 4 type-IM (+2) = 141.

DWA with no refits (95); drones for fighter ready racks include 4 type-IM (+2) = 97. Carrier Group total = 492.

BC with pack, plus, and phaser refits (185).

Two DWs with pack refits (196).

Six T-bombs (+24) and 3 commando boarding parties (+3) distributed among the ships. Total = 900.

Against Kzintis, the best use of the Z-Vs is to cut down on the Kzinti drone waves as Kzintis aren't very vulnerable to drones (too many Ph-3s and ADDs). The EWF may or may not be needed if the plan is to use them in this manner. Try not to get assigned to the Hydran border as Stingers just laugh at the small numbers of drones that a Lyrans force can put out. If you're up against Gorn or Feds though, use the fighters as offensive units. A drone wave can be useful in dissuading a Gorn BC from attempting to anchor you when you're not ready [i.e. ESGs loaded and overloaded disruptors ready (and a weasel, if necessary)] for him.

Lyrans aren't heavy on drone control capability, so be careful with the CV. Losing your drone control capability just before the drones smash a Kzinti drone wave would be VERY annoying, and potentially lethal. So, be careful with placing the CV into erratic maneuvers.

Be careful of your ESG interactions with your own fighters/drones/T-bombs. Obvious, but necessary advice. This potential problem limits the usefulness of Lyrans carrier groups in large battles. They seem to work better in independent operations than in fleet actions, in my experience.

If a scout is desired, replace a DW with pack refit, two T-bombs, and one commando with a DWS with pack refit.

INTERSTELLAR CONCORDIUM (John Hammer)

CVS (176); fighter squadron includes 7 Superiority Fighters (+70), 4 Torpedo Fighters (+28), 1 EW Fighter (+10); 1 MRS (+8) = 292.

Two DEA (200). CA (185). DD (92). SC (126). One T-bomb (+4) and one commando boarding party (+1) deployed as the commander sees fit. Total = 900.

This carrier force will do well against the Romulans and the Gorns (its only potential historical enemies in this time period) and can manage against a Tholian or Hydran carrier force, but it will be at a disadvantage against any drone-wielding force.

Don't forget that the carrier can transport D-torps to the escorts should they run low. The carrier is unlikely to use all its D-torps during the battle simply to arm the fighters.

If you don't want to use the scout, change it to a DDL (Destroyer Leader) and use the extra 16 points for options.

INTERSTELLAR CONCORDIUM (Kelly Donahue)

CVS (176) with 8 Superiority Fighters (+80), 4 Torpedo Fighters (+28), MRS-B (+8) and two extra deck crews (+1) = 293.

Two DEA (200). CS (155). DDL (110). SC (126). Four T-bombs allocated among the destroyers on the gunline (+16). Total = 900.

One of the SF fighters can be traded for an EW fighter for 2 points if you want one.

If fighting a drone-using race, a scout is invaluable for breaking lock-ons but could be exchanged for a DD and enough points to convert the CS into a CA.

The formation as shown has 4 PPDs (the maximum) for long-range striking power and a gunline consisting of 8 plasma-D racks, 2 G-torps, and 2 F-torps, all mounted on destroyer hulls, giving it excellent defensive firepower, some deep strike capability, enough power to use long-range tractors, and heavy enough shielding to stay in the fight.

I would have loved to use the CE, but I believe the PPDs to be more important, and with the four size class-4 ship requirement, both were not possible.

INTERSTELLAR CONCORDIUM (Kelly Donahue)

CVS (176) with 8 Superiority Fighters (+80), 4 Torpedo Fighters (+28), and 4 extra deck crews (+2) = 286.

Two FFA (154), each with two extra deck crews (+2) = 156.

DD (92), with two extra boarding parties (+1) = 93.

Five FFs (365). Total = 900.

This force may seem at first (or even second) to be ludicrous, but it packs 32 phaser-1s, 32 phaser-3s, 14 plasma-Fs, 4 plasma-D racks not including the CVS or its fighters. This massed firepower will help the group stand up against massed drone (and to some extent Plasma) strikes as well as being a nifty way to cripple fighters at decent range. The CVS could be traded for a CV with an MRS (A or B) for better last ditch defense against fighters and penetrating ships and have two points extra, but I prefer to have a PPD at the back of an ISC squadron, otherwise you might as well play lizards.

FRAX (Steve Petrick)

CWV (100) drone speeds (+6); Fighter group includes 11 Demon-3 fighters (99), one Demon-E fighter (11), drone speeds (+17), four deck crews (+4) = 237.

Two DWA, each 102 points, drone speeds (+6) = 216.

One CA (140), drone speed (+6) = 146.

One DW (90), drone speeds (+6) = 96.

One DWS (100), drone speeds (+6) = 106.

One FF (75), drone speeds (+6) = 81.

Points for special drones or T-Bombs: 16

The Frax are found in Module P1. Only a limited selection of ships was provided in their initial publication, so there is no CWE escort to use in this force. (Presumably, one will appear with the Frax in a future C-module.) Players might replace the CA and DW with two CWs for variety. ☺☺☺

Ask Kommodore Ketrick

This is our Rules Questions Department, with answers provided by Steven Paul Petrick, ADB's Chief of Staff. Interesting questions received by ADB are selected for this column to help explain some of the more obscure or complex rules.

TRACTOR POWER (901Q): Can power allocated to tractor beam on the Energy Allocation Form be used for negative tractor beam, or is a separate allocation necessary for pre-plotted power?

A: Yes, energy allocated for tractors is defined **ONLY** at the instant of use (G7.351) in Doomsday Basic Set.

BREAKING LOCK-ONS (902Q): Two drones are launched at a Federation CA, and a nearby Federation SC has several unused channels. Can the SC use several channels to break lock-on to each drone in one impulse?

A: Yes.

903Q: Is the limit on one attempt to break lock-on per impulse per drone or per channel per drone?

A: The limit is "per channel per drone" (G24.221).

ALL AHEAD REVERSE (904Q): Can you begin a scenario in reverse?

A: No. You can only begin a scenario in reverse under two conditions. The first is if the players agree to let a ship begin in reverse. The second is if a "Special Scenario Rule" establishes that a ship or a side is moving in reverse. See "The Kaufmann Retrograde," Scenario Log (SL) 22.0, Captain's Log #1 for an example of the latter. See (S4.14) in Basic Set.

ORION REACTOR DOUBLING (905Q): Orions can double their warp and impulse engines, but not reactors. Can they double the output of an engine that was partially repaired (G17.5) as a reactor?

A: Yes, since it has a place to vent the surplus heat. However, the energy must be accounted for separately because it is restricted to non-movement functions.

906Q: Can a damaged engine be repaired an infinite number of times?

A: Theoretically yes, but actually no. The ship has a limited damage control rating and cannot repair more systems than that rating. An LR, for example, could repair one engine box four times with continuous damage control, but once it has repaired it the fourth time, it cannot (subject to things like outstanding crews etc.) do any more continuous damage repair for the rest of the battle.

CLOAKED PFs AND THEIR PFTs (907Q): If a PFT is cloaked and a docked PF is cloaked, will undocking expose either vessel under (C13.9493)?

A: No, both will remain cloaked. However, docking would void the PFT's cloak due to the locator signal being broadcast.

908Q: Can a PF docked to its PFT provide cloaking for both units under (C13.9492)?

A: No, the PF's cloak is not powerful enough to do this.

GUIDING SUBMUNITIONS (909Q): Can the ATG or type-III guidance of a MW drone frame guide the submunitions for at least the impulse of launch, for as long as the carrier frame survives, or not at all?

A: This answer is "NOT AT ALL." Once again, this is because of (FD8.22) which refers you to (FD7.3), and the operative rules are (FD7.34), (FD7.35), (FD7.36), and (FD7.37). See also rule (F4.4).

PROXIMITY PHOTONS (910Q): The rules (E4.32) say to subtract two from the die roll. Do I subtract from the die roll and THEN use the "proximity" line on the Photon Table?

A: No, the rule was written before the photon table was printed. The "proximity" line already includes the two points subtracted from the die roll.

DRONES AROUND THE CORNER (911Q): The target ship is stopped with a down #1 shield. A seeking weapon is approaching from the direction of the strong #6 shield. The attacker wants to maneuver the weapon to hit the down shield. Can he? Perhaps by using the rule that allows the weapon to pursue the hex that the ship is about to enter?

A: Well, the rule about pursuing the hex that the target is about to enter only works if the target and the weapon are moving on the same impulse. Since your target is stopped, it does not apply. As for the general case, the operative rule is (F2.21), the basic conditions for seeking weapon movement, which specifies that the weapon **MUST** above all else get closer if it can. If the weapon is in the row of hexes extending directly from the #6 shield, it will have no choice but to move in a straight line (as to do anything else would violate the "get closer if you can" rule) and will hit the #6 shield. If, however, the weapon in your question is somewhere in the target's LF arc (but not in the hex row facing the #6 shield), it could keep moving directly ahead (parallel to that hex row) and eventually enter the hex row facing the #1 shield, at which point it would have no choice but to turn and hit that (down) shield.

THORNLEY'S WEB (912Q): A Klingon D7 is flying along when a web caster throws a web in front of it. The free-standing web becomes active when the D7 is in the same hex. Is the D7 subject to penalties for hitting web (G10.59)?

A: Yes, if he is in the hex when it solidifies. See (E12.55).

913Q: A Klingon D7 is flying along between two patrol cruisers when a web caster casts anchored web between the PCs, creating anchored web in the D7's hex. Is the D7 subject to the penalty of (G10.59)?

A: Both PCs must have undestroyed web/snare generators/casters to be used as anchor points (E12.211). If this condition is met, then the web is legal and the answer is yes. Note that the PCs would also be subject to damage if they were moving fast enough when they became web anchors (G10.597).

914Q: If anchored web is cast between two Tholian web-laying ships, can they circle around to make a globular web including the cast web?

A: Yes, once formed as anchored web it can be extended; see (E12.21) and the final note under (E12.6).

915Q: A Klingon D7 is at speed 24 when it encounters a strength-3 web. While it is in the web, the Tholians pour enough power in to raise the strength to 13. Must the D7 check for breakdown (G10.59)? In general, would this be treated as one deceleration of 3, or one of 3 plus one of 10, or one of 13?

A: The ship is already in web hex; so under (G10.591) and (G10.596) this is a single deceleration of three.

HE'S A LEGEND IN HIS OWN MIND (916Q): Can a Legendary Weapons Officer modify the NVC DAC (D6.41)?

A: No, if he could modify that DAC, then he would be able to modify the standard DAC.

917Q: Can a Legendary Weapons Officer Influence the die roll for UIM breakdown (D6.52)?

A: No, his abilities are strictly those outlined in (G22.7).

918Q: Can a Legendary Weapons Officer affect the die roll for a displacement device attempt?

A: His only benefit in the case of a displacement device is his EW bonus, or his ability to modify a damaged scanner.

SEEKING SHUTTLES (919Q): A shuttle can be identified as a seeking weapon, I presume, by labs or aegis systems or special sensors, much as a ship can identify drones. Is there any other way of identifying a shuttle as a seeking weapon?

A: Yes, kill it (J2.152).

920Q: Is there a level of tactical intelligence that will do it?

A: Yes, Level "M" will tell you that the shuttle is manned or unmanned. If it is unmanned, it must be on a seeking trajectory (perhaps ballistic), but this will not tell you what it is targeted on or if it is a scatter-pack, suicide shuttle, or merely an empty shuttle pretending to be a scatter-pack or suicide shuttle to draw your fire. (G4.2) will tell you if it is manned or unmanned, whether or not it is on a seeking or ballistic trajectory, and what it is targeted on. It will not tell you if it is a suicide, scatter-pack, or dummy shuttle. Note specifically that (G4.2) will tell you what the SHUTTLE is targeted on, it will NOT provide you with any data on possible submunitions that it is carrying which may NOT be targeted on the same thing the shuttle is.

921Q: When a scatter-pack, or suicide shuttle has its guidance removed (by special sensor, terrain, damage, or destruction or dropping of fire control of guiding ship), does it stop in place or continue moving in its current direction and speed?

A: My Komrade, Kommodore Mak Konnachy, advises you that the shuttle stops; see (FD7.41), (FD7.46), (J2.224), and (J2.227). Note specifically that an SP which loses tracking does not release its drones but comes to a stop in space and can be recovered. The basic rule is (F3.4), which says that a seeking weapon becomes inert when its guidance is released (voluntarily or otherwise) unless it can guide itself (which seeking shuttles cannot do). Of course, an involuntary release can result from failing to meet any of the conditions of (F3.31) or (F3.32). Now, if the seeking shuttle was attracted by an enemy sensor, it would continue to move (G24.23) but might be released.

922Q: Can a scatter-pack be captured by the enemy by beaming a pilot on board?

A: Scatter-packs use table (D7.62) [see (FD7.41)], so a pilot cannot be beamed aboard (unless he is friendly, and then only after the drones have released), but a BP could be sent to try and capture/disarm it (good suicide mission, but sometimes your only hope of survival).

923Q: Can a scatter-pack be captured with a tractor beam?

A: See (FD7.421), and please read it before you tell your engineer to try this stunt.

924Q: Can a suicide shuttle be captured by beaming a pilot aboard?

A: A suicide shuttle can be captured by beaming a BP aboard, but it is not automatic [see table (D7.62)].

925Q: Can a suicide shuttle be captured with a tractor beam?

A: Sure, but all you will get is pieces of it and your shuttle bay officers (those that live) and your Chief Engineer will be very annoyed with you to say the least [see (J2.228)]. Also see the fiction in CL7.

926Q: Is there a level of tactical intelligence that will indicate the number of drones on a scatter-pack or whether a shuttle has a suicide warhead?

A: No, there is no way to determine if a given shuttle is a scatter-pack or a suicide shuttle or a dummy seeking shuttle short of boarding it or blowing it up or waiting to see if it hits something or releases drones or lands commandos in your shuttle bay (or something else). Since you can not tell if it is a scatter-pack or not, obviously you can not tell how many drones there are. Note that, even if you have boarding parties aboard with an "Issue in Doubt" result on table (D7.62), they will NOT be able to tell you what kind of shuttle it is until they capture it, assuming that they ever do. If they die, they cannot tell you a thing beyond that it was an unmanned shuttle.

SHATTER PACK TARGETING (927Q): Recently, I had a pack of 6 type-I drones targeted on the enemy ship. He launched a shatter-pack with 12 type-VI drones and scattered them in front of my drones. When they met, six of his type-VIs killed my six type-Is. He then declared that he was assuming control of the remaining type-VIs to assign them targets. Is this legal?

A: No, it isn't legal. All 12 type-VIs were assigned targets at the instant that the shatter-pack broke (FD7.33). If they were set to accept any size-7 target, and if your six type-Is were the only drones on the board within their detection range of eight hexes, then two type-VIs would have been targeted on each type-I as per (FD7.343). If there were other size-7 targets around within eight hexes, they would have been assigned some of the type-VIs. If the type-VIs were set to accept other size classes, they would have done so. It appears that what he wanted to do was to send all 12 after your drones (on the theory that you might have killed some of them with phasers to save your drones) and then retarget the surplus after he was certain that your drones were disposed of. That just isn't allowed. Drones just aren't that smart. Not by a longshot.

DRAGGED TO DEATH? (928Q): A fighter is tractorized at "death-dragging" speed by an enemy ship (G7.54). Is it destroyed instantly without opportunity to break the tractor?

A: No, see (G7.543) and (G7.55) in Basic Set. The fighter is permitted to HET out of sequence before the ship moves in this case, but only if it would otherwise NOT have the opportunity to do so.

MID-TURN SPEED CHANGES (929Q): Can a ship perform an emergency deceleration after an unplotted mid-turn speed change?

A: Certainly. See (C12.132) for a specific rule.

DISRUPTED FIRE CONTROL (930Q): Does (D6.682) mean that the ship can only fire on a shuttle if that shuttle was previously identified as a seeking weapon?

A: Yes, that's part of what it means. The ship's fire control is giving priority to seeking weapons, and if a shuttle has been tagged as one, it gets priority treatment.

ENTERING A SCENARIO (931Q): At what weapon status are ships allowed to enter the scenario in erratic movement or cloaked if they choose?

A: Under (S4.14), this can only be done if a special scenario rule defines that the unit was using erratic maneuvers or cloaked. Otherwise, you cannot begin a scenario erratic or cloaked, but can initiate such activities on the first impulse (i.e. you would have the effects of EM on impulse #2, but not impulse #1).

WHAT SHUTTLES CAN HET? (932Q): Can non-fighter shuttles do an HET? Rule (J1.26) seems to indicate this.

A: Non-fighter shuttles (admins, mine warfare, heavy transport, ground attack, etc.) cannot do HETs. The generic term "shuttle" is used in (J1.26) just in case someday we specifically allow some non-fighter shuttle to HET (e.g. there is an ongoing debate on allowing MRS shuttles to do this). Rules (FD1.8) and (C6.42) do not "enable" admin shuttles to HET.

PROTECTING BIG BROTHER (933Q): Can a fighter carry an ECM drone and launch it to protect another ship?

A: See (FD9.35) which allows fighters to carry type-I-ECM drones. If the fighter can carry it, it can certainly launch it, and it could protect a friendly ship. The drone could provide protection for other drones launched at the same time by that fighter, but very few fighters can do this (F-14, F-15, TAAS, Z-Y). ☹☹☹

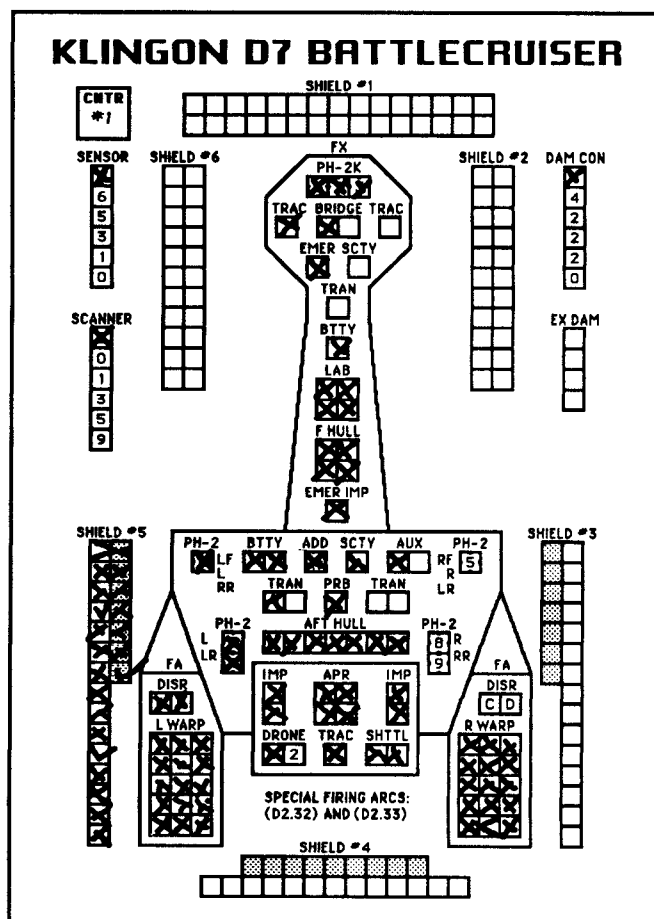
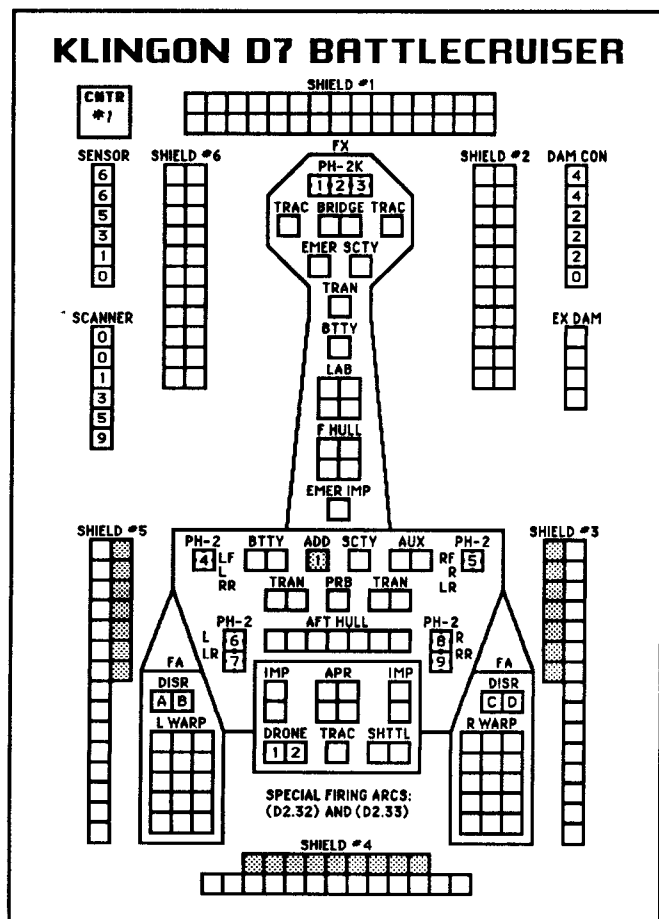
A MESSAGE FROM HYDRAN FIGHTER COMMAND:

IT APPEARS THAT SOME OF YOU KLINGONS ARE STILL NOT PAYING ATTENTION.

OK, ONE MORE TIME.

THIS IS YOUR SHIP

THIS IS YOUR SHIP AFTER THREE STINGER-II FIGHTERS*



GET THE PICTURE?

WHEN YOU ARE ORDERED TO ENGAGE HYDRAN FIGHTERS,

JUST SAY NO!

* This demonstration is based on three Stinger-II fighters at range zero. The fighters used close combat maneuvering (J4.5) to engage the D7's #5 shield. All fired as a single volley. Reserve power was committed to the shield, but not reinforcement as there was no way to predict the direction of the Hydran attack. The boom impulse engine was not taken off line (pity).

10 MORE QUESTIONS ABOUT DOOMSDAY

1. I thought you Turks said Phase II would be out last year? Guilty as charged.

What happened? Well, first there were the two hard disk crashes. While Doomsday was backed up, the report files were badly garbled and their backups were also corrupted by whatever got the disk. Reconstructing the files took a while.

Then there was the Persian Gulf War, which wouldn't seem to have much to delaying Doomsday except that designer Stephen V Cole (and his assistant Steven P Petrick) hold "real world" jobs as military intelligence analysts and writers. Their workload on that side of the office quickly doubled.

Most important, a decision was made to run the whole AM-C1-C2 rulebook set through another round of reviews and revisions, which took nearly two months but eliminated many potential rules problems.

There were all manner of rumors as to why Doomsday was late (e.g. lawsuits, Steve Cole was dead or had retired or had gone to the Gulf, TFG had gone bankrupt, there was a big fight between just about any two people you want to name, etc.), but all were wrong, and the reasons are as we have told you. Sorry for the delay, but we couldn't help it and the result was worth it.

2. I DO NOT UNDERSTAND the conversion of old products to the new product line. I bought the Captain's Rulebook, but it didn't have any counters or SSDs. So I bought Advanced Missions, and found a copy of the same Advanced Missions rulebook I already had! What gives? While most players quickly figured out the previous explanations, some are still confused. So we'll try again. You could describe the new product series as two "tracks" or product series.

THE FIRST TRACK is the primary, new product series, track. This includes Basic Set, Advanced Missions, Module C1, and Module C2. (We'll ignore the Phase III products for now.) This is the new, eventual, permanent (etc.) product line. This track should be followed by new players and by those veteran players who want to replace their SSDs and counters.

THE SECOND TRACK is a temporary product series including the Captain's Rulebook (the four rulebooks from BS, AM, C1, and C2) and the Captain's SSD pack (the four SSD books from BS, AM, C1, and C2). This is the track followed by veteran players who just want the rulebooks, but might later want to get the new SSDs. (The counters, map, and charts are available as spare parts from TFG Mail Order.)

THE PROBLEM AND CONFUSION comes when players try to jump tracks. The first product to come out was Basic Set. Players who wanted to be on the Second Track faced the choice of buying Basic Set (which was a First Track product) or waiting six months for the Captain's Rulebook. (Some also bought separate Basic Set rulebooks as spare parts.) To make it easier for these people, we offered (by mail and through a few dealers) something called the "Captain's Advanced Rulebook" which didn't include a Basic Set rulebook, but had the other three.

3. Why didn't you just bring all of the stuff out at once, so that people didn't have to get on the wrong track because they didn't want to wait for the right one? Two reasons. For one, the date for this mega release of four First-Track and three Second-Track products would have turned out to be June 91. That would have put TFG in the position of waiting another year for something to sell (i.e. for enough money to stay in business), and we couldn't afford it. For

another, releasing all of those products (with a net price tag of about \$200) would have overloaded the wholesalers and retailers (who would have ordered only one or two of each product instead of six or twelve) and the gamers (who couldn't have afforded to buy everything at once), not to mention overloading our credit line at the printer.

4. Why wasn't the J and K stuff and the Volume III ships in the Captain's Rulebook product? Because it was decided to release the game in stages. If we had included that material in the Captain's Rulebook product, it wouldn't be out yet, and when it came out, it would cost more.

Then again, surveys had already shown that some players (purists) didn't want fighters and PFs in their game, and we didn't want to force anything on anyone.

5. I designed the _____, which was originally published in Volume II and has now appeared in Advanced Missions. Do I get a free copy of Advanced Missions? Sorry, but no. Free copies are given for work done, not for proprietary interests. You got a copy of Volume II for the work you did and didn't do any more work to convert the rule to the Doomsday version. Staff members who worked on Doomsday (many of whom designed items that first appeared in earlier editors) got free copies for their work on the upgrade.

6. Why did the Andromedans get their rules changed and their combat power reduced? Because their rules didn't work, and their combat power was out of balance. This is all explained in considerable detail on page 10 of the Module C2 rulebook, and we really don't have anything to add to that.

7. When will the rest of Doomsday be out? The next Doomsday products will be Module J (fighters), Module K (PFs), and Module S1 (revised scenarios from early Captain's Logs). They should be out sometime this fall, barring hard disk crashes or Saddam doing something stupid (again).

After that, the first four R-modules should come out during the summer of 1992, just about wrapping up the conversion of "the old stuff."

8. Why didn't the Master Ship Chart have all of the ships? The Master Ship Chart in each product has all of the data for all of the ships in that product. It would have been confusing to new gamers to find listed on that chart hundreds of ships that were not in their game. We do recognize that some veteran gamers want to get the data for all of those "other" ships from the old edition, so we have released Module D1 to provide a "complete" Master Ship Chart.

9. Where is rule (R0.5), which Basic Set said would be in Advanced Missions? This rule was to have been simply a list of available miniatures. Since no miniatures are available at this time, the rule was fairly useless.

10. Why are some of the SSD books drilled for ring binders and others are not? When we first started printing Doomsday, we drilled the SSD books for ring binders. After noting that this drilling took more time than the actual printing (not to mention the cost and the fact that many books were mis-drilled and ruined), we took a survey of players and found that a majority don't want their SSD books hole-punched anyway. Those that do can get it done at a local print shop or by using a hand punch.

If you have any more questions about Doomsday, feel free to send them in and we'll be more than happy to answer. We want you to know what's going on!

☺☺☺

DOOMSDAY EXPLOSION STRENGTHS



As is well known by now, explosion strengths were drastically reduced in Doomsday, not least to avoid the ridiculous "Suicide Condor" tactic. One aspect of this is that the calculation formula was deleted, and each ship now has this explosion strength listed on the Master Ship Chart.

One result of this revision, however, is that the new explosion strength for hundreds of ships in the hands of veteran players but not yet released for Doomsday remains unknown and incalculable. This article will provide that data for your use during the remainder of the transition period.

Some of this data may be changed by the time the ships are published, but a point or two one way or the other should be of relatively little overall importance.

(R1.0) GENERAL UNITS USED BY ALL FLEETS

ComPlat9+ F-RL, F-EL	5	Ax-PFL, AxSCS.....	11
MB 7+ SAMS.....	4+	F-RS, F-ES.....	2
P-CC.... +0 AxPFS	3	Small Ground Bases ...	0
All Base Augmentation Modules			+0

(R2.0) FEDERATION STAR FLEET

DNG	30	BC (all)	22	CVA, SCS, SCSA	28
CVB	17	COV, CVL	18	ECL, ACL	14
CLS	13	CLH	12	NVH, LTT, NPF	13
CLC	17	NVL, NAC	14	NVS, NECR	15
LTV	16	LBT	20	DE, DEA, DER, DAR	11
DW	12	FFB	11	SC+	10
FFV	7	FFA, FFR	9	FRA, FFL, FFD	9
PV	8	FFS	8	FFM, FFT, FFP	8
P-LBP	+7	P-SD, P-R	+2	P-CVL, P-T	+3

(R3.0) KLINGON DEEP SPACE FLEET

B10S	44	C7, C7A	24	C9A, C8V, C8S	30
B10V	44	D7V, D7D	18	D7E, D6P, D6S, D5D	17
D7M	27	D7N, D5C	18	D5E, D5F, D5I, D5J	17
D6M	27	AD6, D6J	18	D6E, D5N, RKL	16
MD5	22	D5K, AD5	17	D5H, D5M, D5S, D5V	15
D5L	18	D6G, D6E	15	F5D, F5E, F5L, F5C	11
F6, FX	15	D5G, D5P	14	E4A, E4E, E4D, E4J	8
P-D8	+3	AF5, F5J	10	E4V, E3D, G2C	7
P-R9	+2	F5V, E5	9	P-PF6, P-V7	+0
D5N	15				

(R4.0) IMPERIAL ROMULAN FLEET

ROC	28	CNV, PHX	26	NH-K, Sup-A, Sup-K	21
KRM	26	Sph-F	23	ThunH, SupH-B	19
RoyH-K	21	KRP, KE	17	SpH-L, SpH-M, KVR	17
K7V	18	KDV, KFR	14	SpH-J, KRE, KRS, KDR16	
KRG	15	SkH-E, CE	12	SpH-B, SpH-E, SpH-R	14
PE	13	BH, H+, BH-E	10	SkH-B, SkH-C, SkH-G	10
K5L	11	K5M, WH, CH	9	SeH-A, SeH-B, SeH-C	8
SeH-D	8	SeH-E	8	K4D	7

(R5.0) KZINTI BATTLE FLEET

DN	31	BCH	24	SSCS, SCS, CVA	32
TGC	20	CD, CA	19	SR, MMS, MSC	15
MCC	17	MTT, MCV	14	MPFT, MCG, DD, DWL13	
MDC	16	DW, DWE	12	DWA, DWD	12
FFK	9	PFT, DWS	11	FH, DF, DSF	10
MS, POL	8	P-T5, P-R8	+2	P-PF6, P-V7	+0

(R6.0) GORN CONFEDERATION FLEET

SCS	27	BCH	22	CM, CS	18
MCC	19	HDA, HDE	15	CLE, CLA, COM, CV	14
CDD	15	HMS, HDV	13	HDP, HDT, HCD, HDS	12
SR	13	BDL, DDL	12	BDE, BDA, BDS	10
DE, DEA	9	PFT	8	FF	7
P-LB	+4	P-R	+2	P-PF	+1

(R7.0) THOLIAN DEFENSE FLEET

DP	26	CVA, CWP	15	CWS, CWM	14
LTT, CT	13	PCE, PCA, CM	8	BW, PFT	7
P-P	+3	SD-P, B-P	+2	R-P, T-P	+0

(R8.0) ORION PIRATES

BC	30	OK6	28	CVS	24
DBR	22	CVL, PFT	22	DW	20

(R9.0) ROYAL HYDRAN FLEET

LP	27	ID	26	TAR, BAR	16
OV	22	LB	20	NEC, NAC	14
LC	19	APA	17	COS, NVL, NSC, CAT	13
MON	15	WAR	13	NPF, PFT, NMS	12
LTT	11	CRU, SAR	10	CVE, GEN	7
SR	9	P-CE	+6	P-PF	+1

(R10.0) THE ANDROMEDANS

Rat	9	King, Dia	12	P-CM, P-CS	0
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(R11.0) LYRAN STAR EMPIRE

SCS	30	BCH, STJ	23	CVL, CWS, LTT, LTV	15
CWL	18	CWE, CWA	17	CWM, CWG, DWL	14
CC	20	DWM, MP	11	DWE, DWA, DWS	13
PFW	13	PFT	9	POL	6
P-P2	+4	Pal-CV	+2	Pal-R, P-T3	+2
P-B4	+4	P-H5, P-R9	+2	P-C1, P-PF6, P-V7	+0
SR	17				

(R12.0) WYN CLUSTER DEFENSE FORCE

		AxSCS	11	AxPFT	6
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(R13.0) INTERSTELLAR CONCORDIUM FLEET

SCS	31	CVA, DNT	31	CE, CEA, PFT	17
CLG	15	LTT	14	DE, DEA, CVE, DPT	12
FFL	9	FFE, FFA	9	P-CBT	+4

(R14.0) LYRAN DEMOCRATIC REPUBLIC

BC	29	CA	19	CVL, CWS, LTT	15
CC	20	CW	17	DW, PFW	13
CWL	18	CL	12	DD, MP, MPV	11
DWL	14	POL, POLSC	6	SC, MPMS, MPS	10
FF	8	P-P2, P-B4	+4	P-T3, P-H5, P-R9	+2
		P-C1, P-PF6	+0		

PFs AND INTERCEPTORS

All PFs, including Orion PFs and all variants of PFs, now have an explosion value of 9.

All Interceptors, including Orion Interceptors and variants of Interceptors, now have an explosion value of 5.

MODULE D1

For the convenience of Veteran players, we have released Module D1, a complete Master Ship Chart listing all known ships from the Commander's Edition and Starletter. It includes this data, plus docking points, command ratings, etc. ☼☼

WHAT WE DID AND WHY WE DID IT

THE RULES CHANGES IN DOOMSDAY

A lot happened in Doomsday, and some of it is not immediately obvious. This article provides a list of some of the more important rules changes and, in some cases, includes notes explaining why we made those changes. Some of the items listed here are entirely new features.

This list (which covers Basic Set) includes the more important rules changes, but was not intended to be complete nor comprehensive. Part of it was compiled as we did the revision; the rest was added later through staff reports. We plan to publish a further list (covering later products) in the next issue of Captain's Log. If you wish to contribute items to that list, send them to ADB in the format given below.

NOTHING HERE IS ADDENDA TO DOOMSDAY!

(A3.23) Unit Category chart added.

(A4.0) Cadet Game is now divided into three learning steps: Phasers only, then heavy weapons, then seekers.

(B2.4) Simultaneous announcements defined.

(B3.4) Non-expenditure of power explained for first time.

(C1.313) Minor additions here solved the problem of suicide shuttles being revealed by when they moved within the Order.

(C1.32) New players were strongly cautioned to ignore plotted movement. Experienced players should too.

(C1.33) This rule was made a separate heading under plotting because it had been buried under pre-plotted movement while it referred to both plotted and free movement.

(C1.34) This rule was given a separate number because it is very important and was previously hard to find when it was buried in the very long (C1.324).

(C1.45) Movement faster than 32 (for some monsters) is defined and rules provided under this new number.

(C1.5) All impulse charts other than 32-impulses deleted.

(C2.11) We gave the impulse and warp limits separate point numbers because they were hard to find and refer back to. The limit of 30 hexes from warp, which has always been there, resolves certain questions about (C2.46).

(C2.2) One thing we did not do (although it was discussed at length in the Doomsday process and in the original design of SFB back in 1977) was to put a general deceleration limit (i.e. between turns) into the game. It came down to the fact that a ship could be forced by that limit to put energy into movement that it did not want or need to use (or could not afford to use), leaving the ship with no choice but to disengage or self-destruct. We can explain away the seeming contradiction by saying that it is due to "the lack of momentum in warp movement" and just let it go.

(C2.4) Section on definition of speed totally revised. A new form of "speed" known as the Maneuver Rate (C2.414) has been invented to account for gross engine brightness for WWs, cloaking, etc.

(C3.24) Sideslips a form of forward movement.

(C3.33) Turn modes for units at a speed of 1 are defined.

(C3.43) Turn modes for units starting at speed 0.

(C3.72) The base rotation rate and the impulses during which the rotation will occur are precisely defined. Base rotation does not coincide with normal movement equal to the rotation rate.

(C3.8) New rule: Directed Turn Modes. This is an awful lot of rules just for maulers, but there they are in any case. Once you open a can of worms (e.g. mauler firing arcs), the only way to put it back is to use a MUCH bigger can.

(C4.4) Relation between turn modes and sideslips defined.

(C5.0) Warp Tacs are VERY different. Before, plotting WARP TAC 2 would allow one tac on impulse #2 or later, with another earned on impulse #16. Now, plotting WARP TAC 2 allows one tac on impulse #2 or later, but the second tac is earned on impulse #8 (this assumes a standard crew and so forth, of course). This allows warp tacs to be taken faster by a ship which has paid for few of them; however, that same ship cannot now take one tac near the middle of the turn and then another near the end of the turn.

(C5.43) Non-fighter shuttles may not make tactical maneuvers at all. MRS and SWAC shuttles, as well as all fighters, can make warp tacs.

(C5.441) Declaring Warp Tacs has changed.

(C5.5) The original rule allowed plotting a tactical maneuver that you might never use if you decided not to make an emergency deceleration. When the 'no plotting in anticipation of Emer Decel' rule was added (C8.25), this rule had to be changed. Also, the advent of Reserve Warp Power (H7.74) required minor modifications to the rules in this case.

(C6.39) HETs cannot exceed 180°.

(C6.5) The effects of breakdown now extend 16 impulses rather than 1-31 impulses to the end of the turn. This is part of an overall program to eliminate arbitrary time periods (i.e. turn breaks) from the game. See (C6.541) particularly.

(C6.545) Tractor beams generated by ships which suffer a breakdown are released.

(C6.546) Half the BP cannot function after breakdown.

(C6.55) Tumbling is no longer an optional rule.

(C7.13) Fighters can disengage by acceleration.

(C8.0) Emergency deceleration, once a "Feds only" maneuver, was of course changed to "universal" several years ago. As a corollary, all Federation ships now pay for their AWR refits. This was originally a "game" function which could not be supported by the logical framework of the game universe. In the early days of SFB, many illogical things (along the line of "one-eyed Jacks are wild") were included just to make the game more interesting, despite the damage they did to the logical framework. Once the game grew to its present size, the logical framework had to be corrected to support the larger structure. The extremely low cost of adding this capability to other ships was, of course, an admission that all ships should have had it anyway.

(C8.4) A post-deceleration period of 16 impulses has now been defined for ships which perform an emergency deceleration. During this period the ship may not use its impulse or warp engines to move out of the hex in which it stopped. The establishment of a post-deceleration period changes the effects of emer decel from a random number of impulses (to the end of the turn) to a fixed time, further eliminating the incongruity of the "turn break."

(C9.21) Positron flywheel momentum is now directional.

(C9.3) Cost of positron flywheel is now 50% of the BPV of the ship, hopefully too expensive for anyone to use it.

(D2.32-33) Klingon firing arcs clarified.

(D2.36) LPR, RPR, and AP arcs and diagrams provided.

(D3.346) Energy allocated to shield reinforcement can be inactive, or dropped and then reactivated using rules similar to dropping and raising shields.

(D3.41) Shield boundaries explanation has been expanded.

(D3.43) The 'split shield' is given a definitive resolution.

(D3.541) PA panel levels (off/standard/reinforced) announced.

(D4.321) Seeking weapons hit phasers able to fire through the shield that was hit. Direct-fire weapons may only hit phasers able to fire at the attacking ship.

(D5.2) We reduced the explosion strength and range because explosions had become a major tactical goal out of all proportion to their size. The additives (particularly those for armed plasma torpedoes) were deleted because they had encouraged

players to adopt an unrealistic "suicide" tactic of sending a ship into the middle of the enemy fleet with armed enveloping torpedoes to cause an explosion. Such a tactic was, frankly, ridiculous as no one blows up ships on purpose as a standard tactic.

(D6.14) was moved to (D6.6) to allow it to be formatted more correctly. The cost of active fire control, previously buried in section B, was moved to (D6.631).

(D6.312) Each point of self-generated EW (D6.3141) now uses a "circuit" which has an eight-impulse delay between switching between ECM and ECCM. See (D6.316).

(D6.3145) Offensive ECM, or negative ECM, allows a scout to force an enemy unit to fire at all targets through an ECM modifier, as if each of those targets was protected by that loaned ECM. This negative ECM is applied to the firing unit (and therefore to all target units), not to the target units.

(D6.33) Extensive EW example provided.

(D6.54) UIM burnout effects last for 32 impulses.

(D6.614) Inactive fire control has been formalized.

(D6.62) Restrictions on PFC defined and standardized.

(D6.68) Disrupted fire control has been formalized. We created this rule to consolidate several others.

(D6.7) New Rule: Low-power fire control.

(D7.35) Multi-sided combat was expanded to create a tactical reason for establishing a reserve.

(D7.4) The boarding party combat procedure was totally rewritten, reflecting the improved systems developed for *Introduction to SFB* and (D15.0). The old "number of boarding parties plus a die roll" concept was discarded. Under the new system, each side scores a number of damage points determined by its own firepower and a die roll. Grouped control spaces are now regarded as "control rooms," which can be given up in lieu of boarding party casualties; i.e. they no longer add directly to the ship's boarding party combat potential.

(D7.422) Klingon security stations now provide a bonus in boarding party combat on their own ships.

(D7.5) This was changed to have the ship captured when its control stations were captured to account for later boarding party concepts (such as guards) that were not involved in the original combat but which might be reassigned to continue fighting after the ship itself was captured.

(D7.6) Combat against enemy shuttles in your bay changed.

(D7.62) The title of the table for this rule has been clarified to indicate that it is also used for resolving boarding party attempts against scatter-pack shuttles.

(D7.63) This rule introduces a procedure for capturing enemy shuttles in a ship's shuttle bay.

(D7.837) Guards may guard more than one box on certain systems, e.g. connected warp and control stations.

(D7.85) H&R vs cloak has been standardized; see (G13.161).

(D8.2) Critical hits chart has been revised.

(D9.74) carry over rule added to clarify the use of the system.

(E2.25) Phaser-4s can fire as ph-1, ph-2, or ph-3.

(E4.413) The photon feedback/hold chart has been expanded.

(E4.44) Was clarified to eliminate the 'free holding because I am still arming' theory.

(E5.14) ADDs may no longer fire without a lock-on. Previously, a ship on PFC could fire an ADD at an incoming drone at range 1 more effectively than if the fire control were active.

(E5.33) ADDs may be fired at mines.

(E5.62) ADD modifiers have been defined.

(E6.5) MCIDS plasma defense added.

(F1.23) The launch tube or rack of a drone or plasma must be disclosed when the launching ship is within 20 hexes, even without tactical intelligence.

(F2.0) Seeking weapon movement has been greatly expanded. The rules for tracking arcs have been moved into this section

(F2.22) and the rules for impact and basic targeting have been included.

(F2.13) Seeking weapon HETs changed from one per turn to one per 32 consecutive impulses.

(F2.135) Seeking weapons may HET on impulse #1.

(F2.32) Comprehensive same hex launch rule added.

(F3.0) Direct Fire Drone Resolution has been deleted entirely from the game, and this number has been replaced with a seeking weapon guidance section, which discusses the standard seeking weapon guidance rules including guidance on launch, transfer of control, and release of control to self-guiding weapons. Secret targeting, formerly (F2.11), has been moved into this section as (F3.6).

(F3.215) Damage to sensor track does not take effect until end of turn for purposes of a ship's seeking weapon control rating. I am not sure if this is a rules change, but I cannot remember it from Commander's Edition.

(F3.341) Seeking weapons providing their own guidance (ATG drones, type-III drones, type-VI drones, and plasma torpedoes, IF any of these are not being controlled -- also ballistic drones) must be announced as providing their own guidance. Note the rules change on page 20 regarding seeking shuttles.

(F3.423) A self-guiding seeking weapon CANNOT go inert.

(F3.54) Control of a seeking weapon targeted on a cloaked unit cannot be transferred.

(FD1.7)-(FD1.8) Inert weapons defined.

(FD1.8) Seeking shuttles are launched during the shuttle launch step not seeking launch step. Insert seeking shuttles defined.

(FD2.442) Drone (ADD, plas-D) rack reloads are destroyed on the last Excess Damage box, not with the last rack.

(FD2.54) Dogfight drones (type-VI) only contribute 2 points to wild weasel collateral damage, resolving an old argument.

(FD3.4) The previous type-D rack has been replaced by a new type, found on BATS (and Kzinti tugs and battle pods) that has three magazines and fires one drone from each rack per turn, but no two within 1/4 turn. This replaces the previous 16-space no-reload BATS rack.

(FD3.6) Type-F drone rack availability sharply curtailed.

(FD3.72) Type-G drone racks now get one set of ADD reloads in addition to their normal loads.

(FD3.8) There is a new (and horribly lethal) multiple-magazine type-H drone rack for starbases. This replaces the previous 16-space no-reload SB rack.

(FD3.86) The former starbase ADD-30s have been replaced by a 6 ADD x 5-magazine system, with a 4-impulse switch time between magazines.

(FD4.0) Subsections have been enhanced and renumbered.

(FD4.3) Early Klingon ships with only one drone rack can launch one drone each turn. Some players previously believed (incorrectly) that a Klingon ship with one drone rack could only launch one drone every other turn.

(FD5.131) A dogfight drone striking a cloaked ship does NOT allow anyone else to gain a lock-on to that cloaked ship. (It never did, but some thought it did.)

(FD5.25) New Wild Boar and Tame Boar targeting rules are provided for type-III drones, explaining their operations.

(FD5.35) Drones can continue tracking a destroyed target.

(FD5.4) Scramblers have been deleted.

(FP1.221) Formal notation for rolling delay now required.

(FP1.24) Formal notation for held torpedo now required.

(FP1.313) Plasma torpedoes can't target plasma torpedoes.

(FP1.96) Reserve power can now be used to upgrade an arming or completed torpedo.

(FP1.961) Previously completed downloaded torpedoes (e.g., type-G/S in a type-R launcher) can now be upgraded with reserve power, although the resulting torpedo must be fired by the end of the turn.

(FP2.23) S-torps on size class 4 ships are not allowed.
 (FP4.0) Plasma guidance has been rewritten.
 (FP5.31) When an EPT hits, 'remainder' points (those left after the division by six), are now scored on shields of the target player's choice. Formerly, they vanished into empty space.
 (FP5.32) EPTs strike with other weapons, but are treated as a separate volley. Only phasers that can bear through a down shield may be hit by PHASER hits on the DAC by an enveloping plasma torpedo.
 (FP7.22) Excess type-F torpedoes (those without a legal target) from a shotgun blast can now be fired on ballistic courses.
 (FP8.35) Comprehensive list of plasma bolt arcs provided.
 (G2.0) Restrictions on uncontrolled units are worse than before. See (G2.21) for turn mode.
 (G5.25) Probes may be launched (using the 1+1 arming cycle and 360° arc) at any seeking weapon within 6 hexes and when launched are treated as an automatically successful lab attempt.
 (G5.332) Probe arcs provided for directed turn modes.
 (G6.13) Klingon security stations affect boarding party combat.
 (G6.43) Post-mutiny pre-separation combat is defined.
 (G7.251) A ship can now tractor a base, effectively stopping it, but it still is required to shut down its engines (by performing an emer decel or during energy allocation) to launch a WW.
 (G7.274) It had always been understood that you could not ram the other guy into a planet. Now there is a rule for it.
 (G7.32) This rule has been clarified to refer to towing a non-moving ship or other objects while (G7.36) is clarified as referring to towing a moving ship.
 (G7.33) Releasing a unit from a tractor beam no longer resets its turn or slip modes; it simply retains whatever turn or slip points it has accumulated. See (G7.331).
 (G7.34) Players are now required to assign a specific tractor link to a specific tractor box; see hit & run raids.
 (G7.35) We eliminated the need to use a tractor box to channel negative tractor energy. This simplified the whole mess.
 (G7.36) This section has been clarified with graphic examples. A ship's movement that was delayed because of tractor auctions will continue into the next turn (impulse #1) if the ships remain tractored. The restrictions of (G7.32) apply.
 (G7.37) This rule has been expanded to further define the interactions of tractor linked groups of three or more ships. Only the two largest ships may generate movement points to move the connected mass of ships (G7.373).
 (G7.55) A fighter can make an HET breakaway maneuver regardless of the number of previous HETs or the elapsed time since the last HET. See (J4.121). There are some restrictions.
 (G7.715) A ship can now rotate a ship of the same size but only in terms of pushing the other ship away or pulling it closer.
 (G7.8) Combat inside a shuttle bay was moved to (D7.63).
 (G7.81) Shuttles that crash-land in an enemy bay cannot fire their weapons for 32 impulses after the crash-landing.
 (G7.813) Most types non-phaser shuttle weapons will destroy the firing shuttle if fired within an opponent's shuttle bay.
 (G7.90) Tractored bases has been defined and changed.
 (G7.91) Firing restrictions for plasmas added.
 (G7.943) Seeking weapons (except for plasma torpedoes) which are launched by a ship which has been tractored can only be targeted on the tractoring ship and are carried with the linked ships, effectively "riding the link" to the target ship.
 (G7.99) Tractoring a cloaked ship has been clarified. Tractoring a ship provides a lock-on only for the tractoring ship and removes the 5 hex range penalty (G13.302) when firing against the cloaked ship (G7.993). As long as the cloaked ship is tractored, the tractoring ship retain its lock-on (G7.991).
 (G7.994) If unit A has cloaked unit B in a tractor beam, this gives unit C no bonuses whatsoever when firing at unit B.
 (G8.0) We didn't really change anything here, although the

transporter relay (G8.113) wasn't obvious before, but we did straighten it out quite a bit. The examples really help, and the combat/non-combat rate situation was totally re-written to avoid the previous confusion. In the old rules, there was a "normal" rate for crew (which was non-combat) and "normal rate" for marines (which was combat).

(G8.21) Transporter arc defined, resolving arguments.

(G8.322) Transporters can transport boarding parties onto enemy ships at higher rates than one per trans (restrictions).

(G8.323) Transporting boarding parties onto an enemy ship at the non-combat rate is possible, but with a 32-impulse 'beachhead' requirement. Formerly this was impossible except if using (D16.0) and gaining control of a specific area on the ship.

(G9.14) Shuttles can now transport 2-3 crew units, albeit with severe restrictions (time limitations, crew units can be killed or wounded if the shuttle is damaged or crippled.).

(G9.16) Casualty victory points. This rule is no longer an option.

(G9.23) [new rule] Wounded crew units: this happens when overcrowded shuttles are damaged, and also limits the number of casualties that a Legendary Doctor can 'resurrect.'

(G9.41) Starbase Minimum Crew increased.

(G10.1333) Tholian linear web can have 'corners' if you have an anchor for the corner.

(G10.232) You cannot have more than 30 hexes in one web (formerly infinite).

(G10.4) Maintenance energy has been eliminated; web strength is maintained by continually adding reinforcement energy.

(G10.43) The 'decay time' for unreinforced strength-0 web is now 7 turns (224 impulses) rather than 3 turns (96 impulses).

(G10.8) This rule now has procedures for establishing webs before a scenario begins. Weapon status can affect webs.

(G13.0) The optional fade-in/out rules are now standard.

(G13.16) Destruction of cloaking device defined.

(G13.30) Penalties vs. cloak have been standardized.

(G13.331) The range adjustment and speed adjustment charts for cloak lock-on rolls have been modified in favor of the cloak.

(G13.362) Option of using EW instead of chart provided.

(G13.37) Modification to the fire adjustment chart will result in about 40% more damage than the Commander's Edition.

(G13.403) Lock-on reveals the identity, turn mode status, slip mode status, position, and facing of a cloaked ship when using hidden movement (G13.61) and when NOT using (D17.0) tactical intelligence.

(G13.52) Ship explosions now void the cloak.

(G13.54) Cloaked ships can launch wild weasels.

(G13.61) Approximate 33% BPV surcharge for hidden cloak.

(G14.43) Side by side pods have been defined.

(G14.7) Pod campaign notes have been created.

(G15.0) Orion "Clans" became "Cartels".

(G15.12) Orion suicide bombs included in factor on MSC.

(G15.44) The availability of systems for Orion option mounts now depends upon the cartel from which the ship comes. Technologies within the cartel's operating area are more likely to be found.

(G15.8) Stealth bonus has been standardized.

(G15.82) Orion ships now lose the stealth bonus when they double their engines.

(H4.32) AWR on bases (but not SB) are considered center warp engine, not APR for damage purposes.

(H6.21) Phaser capacitor size is no longer rounded up if using Advanced Rules or higher. Fractions are retained.

(H7.13) Reserve power may only be allocated to shield reinforcement after learning how much damage one's opponent has scored.

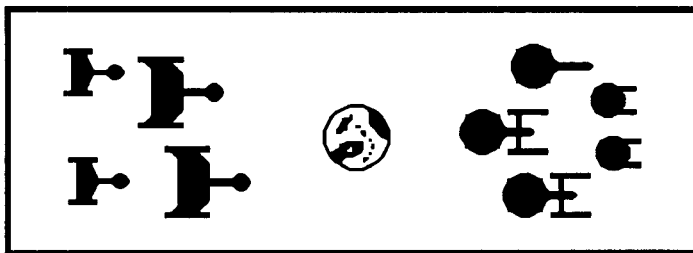
(H7.40) Several types of reserve power defined.

(H7.532) Minimum 8 impulse delay between beginning arming a multi-turn arming weapon with reserve power and firing it.

(J1.223) Shuttles can now perform emergency decelerations.
 (J1.24) Shuttles never could move in reverse, but this has now been given a rule number so it can be easily found.
 (J1.3321) Phaser loss for crippled shuttles changed.
 (J1.333) Crippled shuttles now retain their full sensor ratings.
 (J1.343) There is now an 8 -impulse delay after launch before a shuttle can lend EW points or lay mines.
 (J1.413) H&R vs. shuttle bay defined.
 (J1.422) Allowed to activate spare shuttles after 100 turns.
 (J1.502) Dropping a mine from the shuttle bay counts as a shuttle launch/recovery against the bay's launch/recovery rate.
 (J1.52) Shuttles can launch/land only once per turn each.
 (J1.561) New heavy fighter mech link added.
 (J1.59) New rule: internal transfers between bays.
 (J1.62) Landing by tractor has been standardized.
 (J1.66) You can now land in destroyed shuttle bays.
 (J1.7) Shuttles can disengage by acceleration (C7.13).
 (J1.85) Economic BPV of fighters and shuttles has been 1/2 of combat value for years, but now you can find the rule for it!
 (J1.86) Unmanned shuttles have been defined.
 (J2.2211) Suicide shuttles can have a yield from 6 to 18, depending on the arming energy used. It is much easier to arm a SS during combat, although just as slow.
 (J3.303) WW collateral damage scored on shield opposite launch direction (instead of random shield) if the WW and launching ship are still in the hex of WW launch.
 (J3.5) Specific rule provided for holding a WW in stasis.
 (J4.11) Fighters cannot make tactical maneuvers more often than once per 4 impulses.
 (J4.121) Fighters can HET to break a tractor even if they have already HETed during that turn.
 (J4.23) Rules for different types of launch rails formalized.
 (J4.34) Launch after landing restrictions removed.
 (J4.46) Fighter squadron organization defined.
 (J4.5) New Rule: Close Combat Maneuvering. Fighters can HET to face any shield of a ship in their hex.
 (J4.621) Casual carriers can only carry type-I/type-VI drones in the ready racks (presumably, though, they could move fancy drones from their own drone storage to the ready racks).
 (J4.813) Due to "indefinite transfer," deck crews don't have to be in a shuttle bay, although they can't work if they aren't.
 (J4.8172) Maximum of 4 deck crews can work in one fighter box (max 2 on one fighter at one time).
 (J4.823) Deck crew actions can begin on any impulse; they are not restricted to 'full-turn' operation (i.e., they no longer have to start on impulse #1).
 (J4.89) Ready racks defined and standardized.
 (J4.8962) You can load a drone on a fighter, even if the shuttle box doesn't have a ready rack, albeit with twice the normal number of deck crew actions.
 (J4.922) Eight impulse delay for fighters to switch EW sources.
 (M2.0) NSMs now cost 8 points each and are restricted to minelayers and minesweepers and Romulan ships.
 (M2.9) Dummy mines defined.
 (M4.41) Note that photon and hellbore captors were reduced to two weapons, but this has no real effect as they could never fire more than one weapon at a time anyway. This did, however, add to the confusion caused by (M5.212).
 (M5.212) Clarified that this applies only to A, G, and H captors. This is not a rules change, but some who misunderstood the rule will probably think it is.
 (P2.223) Damage from rings is now a chart like asteroids.
 (P2.322) Planets blocking lock-on defined and standardized.
 (P2.4) Landing on and taking off from planets has been completely revised and detailed.
 (P2.44) Tractor beams can be used to raise or lower objects to or from a planetary surface.

(P2.80) Atmospheric movement defined and standardized.
 (P2.86) Blocked arcs defined and standardized.
 (P3.234) Wild weasels lost the nimble bonus because of the logical contradiction. Either all shuttles are nimble (in which case you could fire a nimble suicide shuttle through an asteroid field) or none of them are.
 (P3.4) Large asteroids are a new terrain type.
 (P4.14) Mines are moved by black holes.
 (P5.351) No unit can disengage within 10 hexes of a pulsar.
 (P5.355) Pulsars may generate natural ECM for certain targets.
 (P6.5) The random facing changes were toned down significantly to avoid the frustration of playing a two-hour nebula battle without ever getting a shot at the enemy.
 (P13.1) Dust clouds were changed to cause damage throughout the turn, rather than at the end.
 (R0.0) General changes: All refits were changed from (R#.70) to (R#.R1). All PFs were changed from (R#.81) to (R#.PF1). All fighters were changed from (R#.91) to (R#.F1). There is now a commander's SSD for every ship, so all data on conversions of other SSDs was deleted (with a couple of exceptions).
 (R0.0) The ground troops of all troop ships were adjusted.
 (R0.0) Virtually all Carriers and Carrier Escorts were adjusted as to their dates of entry. Aegis was set as 1 Jan Y175 to match the Y175 refit.
 (R0.7) Carrier descriptions now include a data chart identifying the fighter groups and escorts of a carrier at various times.
 (R0.8) There were many changes to the SSDs. Phasers are numbered. Added info: hit-and-run boxes, counter notation boxes, shuttle bay data.
 (R1.00) Freighters and variants higher turn modes.
 (R2.0) Virtually all Federation ADDs became G-racks. The BPVs of some ships were adjusted; others were given the upgrade for free for a variety of reasons.
 (R2.R5) Fed escorts get free goodies for their cargo boxes.
 (R2.05) The Fed CL was given two extra phasers. It had the power to use them and was very deficient in firepower.
 (R4.05) K5R: This ship was originally designed in 1978 before the type-F torpedo existed and was armed with the only available weapon. It was changed in Doomsday to match the SkyHawk and BattleHawk (two plasma-Fs).
 (R4.20) SpH-G: Number of Marines reduced.
 (R4.27) SkH-G: Number of Marines reduced.
 (R5.04) The Kzinti BC has its two ph-3-360 changed to ph-1.
 (R5.08) Kzinti FFs do not gain 3 warp boxes during refit.
 (R6.04) The Gorn Destroyer lost its plasma-S.
 (R7.2) PC movement cost reduced to 1/3.
 (S0.0) Note the new scenario format, graphic scenario displays
 (S2.27) Stalemate has been defined and standardized.
 (S3.2) The Commander's Option system has been defined as a standard system for permitting players to purchase items equal to 20% of BPV for their ships within a particular scenario.
 (S4.13) Weapons Status-III. Only two shuttles per ship may be prepared for special roles.
 (S4.32) For each photon tube on a ship which starts at WS-III, the ship receives 2 points of overload energy from previous turns which may be applied to the ship's photon torpedoes.
 (S7.0) Ship modifications were suspended until a full review.
 (SM1.48) Damage table changed.
 (SM3.45) Super-Fast attack, more vicious.
Annex #2: Sequence of Play: You had better go over this with a fine-toothed comb. MANY changes were made.
Annex #3: The Master Ship Chart has been completely revised. The variants are included in the main listings. New columns cover explosion strengths, notes, docking points, and command ratings. Many minor changes to BPVs and service dates.
Annex #6: Increased BPV cost for T-bombs and NSM.
Annex #7: Many new features.



(SL118.0) THE BATTLE OF ADANERG

(Y167)

by Stephen V Cole, Texas

In Y163 a dispute arose over the Adanerg star system, located in the Neutral Zone between the Federation and the Klingon Empire. The Organians designated the Federation as the party most fit to develop that particular system, but the Klingons refused to accept this.

In Y167 the Klingons sent a squadron of ships to Adanerg and took possession by force. In a rare display of *Laissez Faire*, the Organians allowed the Federation to send a military expedition to restore their control over the system.

The Federation response was successful, but it was widely regarded as a comedy of errors that very nearly turned into a disaster. Star Fleet had been composed of individual starships since its inception. Actual combat operations in squadron or fleet size were not practiced, being considered purely military and beyond the domain of a fleet intended more for exploring than fighting by the Federation Council which refused to allocate the necessary funding. (The lessons of previous wars had been ignored as the Federation did not expect another war.) Some analysts point to this battle as the impetus for a new emphasis on fleet maneuvers within Star Fleet, and theorize that but for Adanerg the Star Fleet would have been defeated by the Klingon invasion four years later.

(SL118.1) NUMBER OF PLAYERS: 2; the Federation player and the Klingon Player.

(SL118.2) INITIAL SET UP

TERRAIN: Class-M planet (Adanerg) in hex 2215.

FEDERATION: (Commodore Trudeau) CC+ *Lafayette*, CA *Saratoga*, DD *Charlemagne*, FFG *Degaulle*, FF *Suffren*. Set up within 2 hexes of 4002, facing E, speed 10, WS—III.

KLINGON: Two cruisers and two frigates; see (SL118.46). Set up within four hexes of planet, speed 8, facing at owner's option, WS—I.

(SL118.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(SL118.4) SPECIAL RULES

(SL118.41) Use a floating map. Do not use plotted movement.

(SL118.42) SHUTTLES AND PFs: No shuttles have warp booster packs.

(SL118.421) MRS shuttles may be purchased [up to the limits in (J8.5)] under (SL118.431).

(SL118.422) If using EW fighters, one fighter on any Klingon Carrier will be an EW fighter if set in a year when EW fighters are available. If not using EW fighters, it will be a standard fighter.

(SL118.423) There are no PFs in this scenario.

(SL118.43) COMMANDER'S OPTION ITEMS

(SL118.431) Each ship can purchase additional or special equipment as Commander's Option Items (e.g. T-bombs,

extra marines, etc.) up to 20% of its combat BPV. See (S3.2) for details and exceptions. The Federation player should read all of (SL118.45) before buying any items. Note that whatever is spent here counts in the Modified Victory Conditions (S2.2) as victory points for the enemy.

(SL118.432) All drones are "medium," speed=20.

Each ship can purchase special drones up to the historical percentages as part of the Commander's Option Items. Note that (S3.2) allows drone ships extra points for this purpose.

(SL118.44) The Federation CC and one FF have received the plus-refits, but the other Federation ships have not as noted in the Initial Set Up information. All Klingon ships have the B-refit.

(SL118.45) FEDERATION COMMAND: Because the Federation ships are not used to operating in a fleet formation, the Federation player *must* use these rules.

(SL118.451) The Federation force is controlled by a single player. He may have one or more assistants, but he must fill out their energy forms and make all command decisions himself. He is physically aboard the CC *Lafayette* and has absolute control over that ship (i.e. he operates it normally) or whatever ship he is aboard at the moment, provided he is in a control box. Orders are given secretly to each ship as below. The Klingon player will know that orders were given, but not what they were (until they are executed). Use (G22.13) to control the position of the player (he must be in a bridge compartment to control the ship he is on). If killed, disabled, or not on a bridge, all units (including the CC) use the rules below. The Federation player cannot use pursuit plotting (C1.322) or station keeping (C1.3224).

(SL118.452) During the movement segment of each impulse, before a Federation ship is moved, the Federation player writes down any instructions for the ship, such as turning, sideslipping, or making an emergency deceleration. (If the ship is to continue moving straight ahead, no orders need be given.) The Federation player does this for each ship scheduled to move. Before these orders are executed, however, he must roll a die for each ship that will move that impulse. If the die roll is 1, 2, or 3, the order is executed normally. If the die roll is 4 or 5, the order is recorded and is executed on the *next* impulse that the ordered unit moves, rather than on the current one. If the die roll is 6, the order is ignored. In the event of a roll of 4, 5, or 6, the ship will move straight ahead on the current impulse, except that it will randomly evade a collision with the planet (roll a die) by either:

1. sideslipping to the left
2. sideslipping to the right
3. turning to the left
4. turning to the right
5. emergency decelerating
6. performing a 180° HET

These maneuvers can be done even if they otherwise violate the movement restrictions of the ship (i.e., a second side slip in a row, turning without having moved far enough, assume that the captain ordered the emergency deceleration two impulses previously. The HET is assumed to have used any available reserve power unless power was previously allocated for an HET, and the ship rolls for breakdown normally. The HET might be the second in less than a quarter turn.)

(SL118.453) During the direct-fire segment of each impulse, before the ships fire their weapons, the Federation player writes down any instructions for the other ships in the squadron, specifically listing which weapons are to be fired and at what targets. (If the ships are not to fire, no orders need be given.) Before these orders are executed, however, he must roll a die for each target of each ship. If the die roll is 1, 2, or 3, the order is executed normally. If the die roll is 4 or 5, the order is

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recorded and is executed on the *next* impulse, rather than on the current one. If it is then impossible for those orders to be carried out, any weapons unable to engage the designated target will not fire (their orders are cancelled and can be reprogrammed later that turn or on another turn). If the die roll is 6, the orders to fire are ignored.

(SL118.454) During the seeking weapon launch segment of each impulse, before any drones are launched, the Federation player writes down any instructions for the other ships in the squadron, specifically listing any drones to be launched and their targets. (If no drones are to be launched, no orders need be given.) Before these orders are executed, however, he must roll a die for each ship. If the die roll is 1, 2, or 3, the order is executed normally. If the die roll is 4 or 5, the order is recorded and is executed on the *next* impulse, rather than on the current one. If the die roll is 6, the order is ignored.

(SL118.455) Certain conditions apply to orders:

(SL118.4551) The following orders are always executed correctly without die roll:

Launch wild weasel (this will be delayed until the ship has completed emergency deceleration if the execution of the emergency deceleration was delayed and is necessary).

Fire weapons at a drone or shuttle within two hexes of the firing ship.

Fire control being turned on or off.

No ship has to be ordered to pay for life support, fire control, or shields, but any ship can be ordered to not pay for fire control and will automatically ignore any order to not pay for shields or life support.

(SL118.4552) Orders *cannot* be made conditional on the date of their execution. For example, it would be illegal to state that an order should be ignored if delayed even if the resulting delay meant that the ship which turned late collided with the planet.

(SL118.4553) Delayed orders must be legally possible, or they are ignored. An order to fire weapons at a target that is out of arc, or out of maximum range, or which has been destroyed, will not be executed. However, a delayed order to fire on an enemy ship which has, since the order was given, been captured or surrendered *will* be executed.

(SL118.4554) Delayed orders may be countermanded (i.e. you can send a second order telling that ship to ignore the first order) or replaced (i.e. you can send a second order changing the first order to something else). These orders must also be rolled for, and if a countermand or replacement order is delayed or ignored, the original order *will* be executed, subject to the other restrictions and conditions above.

(SL118.4555) Note specifically that orders to all Federation ships are written at the same time. Those to the flagship (the ship the player is on board), however, run no risk of delay. It is not possible for the Federation commander to wait and see if another ship executed its fire or movement order before deciding whether or not to fire the flagship's weapons or where the flagship will move on the same impulse, e.g. the player must first fire the flag ship's weapons, if he wants to fire them, before rolling to see if any of his other ships are going to fire, or first move the flag ship if it is scheduled to move that impulse before rolling to see if any of his ships will not obey or be delayed in executing their movement orders.

(SL118.456) Additional conditions for Federation ships:

SHUTTLES: No shuttles, other than wild weasels or escaping from catastrophic damage (D21.0), may be launched. This includes suicide and scatter-pack shuttles.

LABS: Attempts to identify seeking weapons may be made by any ship at any time, but only on a seeking weapon within two hexes of the ship making the attempt, and all ships within two hexes of any given seeking weapon which has not been identified must attempt to lab it if they have labs available. This action cannot be coordinated, and in the event of multiple seeking weapons, each ship must roll randomly to determine which ones it is labing. Once identified, all data on a given seeking weapon is known to all, and on any subsequent impulse the seeking weapon does not have to be labed again. Emergency damage control may NOT be used by Federation ships.

TRACTORS: Any amount of available power may be used for negative tractor. No Federation ship may use more than two points for positive tractor.

TRANSPORTERS: Federation ships may not conduct hit and run raids. No transporter bombs may be placed by any Federation ship within three hexes of any other Federation ship.

(SL118.46) TACTICAL INTELLIGENCE: To simulate the tactical intelligence problems of the Federation commander, use (D17.0). The Klingons can select two cruisers (D7C, D7B, D7, D7D, D7V, D6, D6B, D6D, D6V, D6J, D5, D5C, D5D, D5E, D5J, D5S) and two frigates (F5, F5B, F5D, F5E, F5L, F5V, E4, F5J, F5S). No more than one can be carrier; any carrier has Z-2 fighters. No more than one can be a command cruiser. No more than one F5L. The historical forces were a D7B, D6B, F5C, F5B.

(SL118.5) VICTORY CONDITIONS: Use the Standard Victory Conditions to account for the variable Klingon forces. No points are received for firing on the planet.

(SL118.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SL118.61) Replace the Klingon force with a Romulan force consisting of a King Eagle, a War Eagle, and a Snipe-A.

(SL118.62) The changeover to medium-speed drones was in progress at the time of this encounter, and both forces were given priority to receive the improved weapons. Assume, however, that this was not the case, or that insufficient quantities were available. The drones in the racks are type-IM, but those in reload storage are standard type-I-slow weapons. Players may not switch drones between racks and reloads before the scenario begins.

(SL118.63) Use only one Klingon Cruiser and one F5. The Federation force consists of one CA, one DD, and one FF. None of the Federation ships are refitted; Klingons have B refits.

(SL118.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

(SL118.71) Give more (or fewer) of the Federation ships the plus refit or give the CA the rear phaser refit.

(SL118.72) Replace an F5 with a D6 (favors Klingons), or replace the D6 with an F5, or delete an F5 entirely (favors Feds).

(SL118.73) Delete one Federation frigate (favors Klingons).

(SL118.8) TACTICS

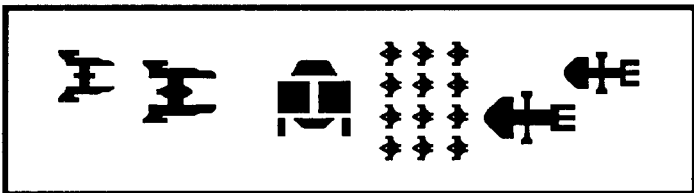
FEDERATION: Use standard combat tactics to employ your superior force, but be careful about planning maneuvers.

KLINGON: Don't bank on a Federation command breakdown, but be prepared to take advantage of it when it comes.

(SL118.9) PLAYTESTER COMMENTS: Probably more realistic than other SFB scenarios, but very frustrating to play.

HISTORICAL OUTCOME: The Federation Squadron succeeded in driving off the Klingon detachment, inflicting more damage than they received. However, the Federation press (who were present on the flagship) made much of the Comedy of Errors which had ensued. The Commodore in charge was used as a scapegoat and relieved of command to appease the press. His career ruined, he retired and wrote a series of novels in which the gentle beings of the press were variously villains, incompetents, or corrupt. The Federation began an extensive retraining program within the fleet on squadron tactics. The captain of the Klingon cruiser, who was in overall command, completed his tour as captain of the ship but was never promoted to flag rank. ▲▲▲

(SL119.0) THE FIRST CARRIER



(Y163)

by Steven Petrick, Texas

The Kzinti had begun testing fighters during the Fourth Klingo-Kzinti war. At first, they had tried to use them in the same fashion as the Hydrans, from whom they had gotten the idea and the attack shuttle engine design. The attack shuttle had proven unsatisfactory, and Kzinti ships simply were not designed to carry very many to begin with. The units were found useful as adjuncts to fixed positions. As the war ground down to stalemate, one Kzinti admiral hit upon the idea of modifying a ship to carry more attack shuttles. To this end, the DD *Long-Lean* was taken into a shipyard and re-configured as the first true carrier. After initial trials, the Kzinti sent the ship to the Lyrans border near the WYN Cluster for a combat test. Just before it departed for its combat trial, the *Long-Lean* was equipped with the new AAS fighter shuttle.

(SL119.1) NUMBER OF PLAYERS: 2; the Kzinti player and the Lyrans player.

(SL119.2) INITIAL SET UP

KZINTI: DDV *Long-Lean* (12x AAS 19th squadron *Harriers*) and FF *F78* set up within two hexes of 4201, both at WS-III, heading E, speed max.

LYRAN: CL *Pouncer* and FF *Slammer* set up within two hexes of 0130, heading B, speed max, WS-III.

NEUTRAL: Large freighter in 2215. See (SL119.45).

(SL119.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(SL119.4) SPECIAL RULES

(SL119.41) MAP: The map is fixed; it does not float. Any unit leaving the map has disengaged and cannot return. The Lyrans may only disengage through the 01xx hex row; the Kzinti may only disengage through the 42xx hex row.

(SL119.42) SHUTTLES AND PFs: No shuttles or PFs have warp booster packs.

(SL119.421) If using the optional MRS shuttles, the DDV may have an MRS shuttle; this must be a disruptor variant.

(SL119.422) At the time of this scenario, EW fighters had not been developed. MRS shuttles were used for that mission.

(SL119.423) There are no PFs in this scenario.

(SL119.43) COMMANDER'S OPTION ITEMS

(SL119.431) The following ships have the following special equipment in lieu of purchasing Commander's Option Items: Lyrans CL and FF each have two T-bombs. The Kzinti DDV and FF each have two T-bombs; the DDV might have an MRS under (SL119.421).

(SL119.432) All drones on the Kzinti FF are "slow," speed 8. All drones on the Kzinti DDV are type-II and type-V drones (speed 12), with extended range. There are no special drones.

(SL119.44) Refits: No refits have been implemented at the time of this scenario, although many races were considering refits in light of the lessons learned in the last war.

(SL119.45) There is a large freighter in hex 2215. This freighter exited the WYN Cluster (off map in direction D) under full power, but has run out of fuel. It is at speed 0 with all shields down and no power. It is otherwise unmanned and totally inert, and none of its systems can be used other than to have damage scored on them. Neither side can fire on the freighter until one of its ships has been crippled, and then only if a ship of the enemy side has not also been crippled. The freighter can be damaged by T-bombs and ESGs intended to damage enemy units, such as fighters, drones, shuttles, or ships.

(SL119.46) The Lyrans have some experience with Kzinti fighters, and hold them in contempt. They will not fire on the fighters unless there are more than four on the map, or more than 12 drones are present on the map at one time (more than 6 drones if one Kzinti ship is destroyed or disengages during the battle), or if they will have to turn a shield to face a fighter(s) that is close enough to have more than a 50% chance of penetrating the shield and damaging the ship. This is because the Lyrans do not know that the Kzinti fighters can now control their own drones. Placing T-bombs or ramming with ESGs is allowed at all times against the fighters.

(SL119.5) VICTORY CONDITIONS: Victory is determined by possession of the freighter at the end of the scenario. Dragging the freighter off your edge of the map counts as possession. This only counts if the side who is still on the board is capable of towing the freighter [repairs under (D9.7) and (D14.0), but not (G17.132), may be attempted after the normal conclusion of the scenario to determine if this is possible]. If the freighter cannot be towed off by the side who nominally won the scenario, treat it as destroyed and resolve victory as below.

If the freighter is destroyed, the Lyrans player wins if a Kzinti fighter is captured during the battle and aboard a Lyrans ship that survives the encounter. This only applies if the Kzinti have at any point had more than 12 drones on the board.

If the freighter is destroyed, the Kzinti player wins if he destroys one of the Lyrans ships or cripples both and forces them to disengage without losing one of his own ships as this will prove the fighter carrier concept.

(SL119.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SL119.61) Replace the Lyrans with a Klingon force of an F5C and an E4.

(SL119.62) Before play begins, allow the Kzinti player to substitute a real DD for the DDV at his option. The Kzinti records this fact in writing. The Kzinti DD will have one of its shuttle boxes configured to carry an AAS fighter and will have the type-II and type-V drones with extended range of the DDV. The Lyrans

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player will not be able to detect this switch until the Kzinti player reveals the fact by performing some function the DDV cannot, such as firing disruptors or firing the 360° phaser-3s as phaser-1s.

(SL119.63) Use only the DDV and its fighters and the Lyrans CL. Note that this does mean that more than six drones on the board will allow the Lyrans player to fire on the fighters.

(SL119.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

(SL119.71) Change the Kzinti FF to a DF.

(SL119.72) Replace the Lyrans FF with a DD.

(SL119.73) Delete or add T-bombs to the Lyrans force. Note that only two T-bombs can be added and only to the CL.

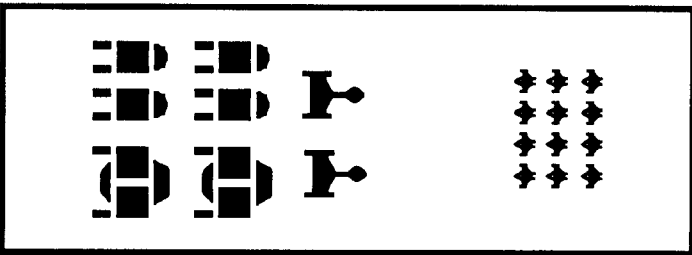
(SL119.8) TACTICS:

KZINTI: While it will give away the fact that you have fighters that can control their own drones, get a lot of drones out there fast. Build a wall of them to keep the Lyrans away from the freighter while you close in to tractor it and drag it away. This means landing fighters to rearm them while some are still launching drones. Timing is critical.

LYRANS: Fire on the FF first simply because you can disable it faster. As soon as you can, start killing fighters. Try to cripple one close to your ship so that you can tractor it and drag it into the shuttle bay where your marines can overwhelm the pilot and capture it for later study by Lyrans scientists.

HISTORICAL OUTCOME: The *Long-Lean* survived an inconclusive battle, but the concept of true carriers was validated. In this, and subsequent battles, it was realized that the carrier needed its own heavy weapons. This resulted in a series of new conversions designed to combine warship firepower with the ability to carry fighters. ▲▲▲

(SL120.0) TANG-CHI!



(Y168)

by Jeffery L Moore, New Jersey

In the two years before the beginning of the General War, the Kzintis launched a number of fighter raids on the frontier convoys of the Klingon Empire. The purpose of the raids was to keep the Klingons from raiding the Kzinti Hegemony and to battle test the new medium-speed drones that the fighters carried.

This scenario depicts one of the more typical raids by the fighter squadron from the carrier *Claymore* on a Klingon convoy early in Y168. The Kzinti pilots called "Tang-Chi!" (forever victory!) as they launched the attack.

(SL120.1) NUMBER OF PLAYERS: 2; the Kzinti player and the Klingon player.

(SL120.2) INITIAL SET UP

KZINTI: 12x AAS fighters (17th Squadron, *Dirks*) enter from any map edge, heading at the Kzinti player's option, speed max, WS-III.

KLINGON: 2x large freighters, one in hex 2117 and the other in hex 2118.

4x small freighters within six hexes of 2115.

G2 #89 and G2 #113 within 12 hexes of hex 2117.

All ships, heading B, speed 4. The six freighters are at WS-0, all other ships are at WS-I.

(SL120.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to the Kzinti player have been destroyed, captured, or have disengaged.

(SL120.4) SPECIAL RULES

(SL120.41) MAP: Use a floating map.

(SL120.42) SHUTTLES AND PFs: No shuttles or PFs have warp booster packs.

(SL120.421) No ship in this scenario is qualified to carry an MRS shuttle, but in a variant of the scenario where that is possible, they may be purchased [up to the limits in (J8.5)] under (SL120.431).

(SL120.422) At the time of this scenario, the EW fighter had not been developed by any race. MRS shuttles fulfilled this role. If the players wish to use the EW fighter rules within the limits of MRS shuttles, add an MRS shuttle to the Kzinti side.

(SL120.423) There are no PFs in this scenario.

(SL120.43) COMMANDER'S OPTION ITEMS

(SL120.431) Each ship can purchase additional or special equipment as Commander's Option Items (e.g. T-bombs, extra marines, etc.) up to 20% of its combat BPV. See (S3.2) for details and exceptions. Note that whatever is spent here counts in the Modified Victory Conditions (S2.2) as victory points for the enemy.

(SL120.432) All drones used by the Kzintis are "medium," speed-20. All drones used by the Klingons are "slow," speed-8. Type-II and type-V drones (speed 12) are available for purchase as special drones.

Each drone-armed ship can purchase special drones up to the historical racial percentages as part of the Commander's Option Items. Note that (S3.2) allows drone ships extra points for this purpose.

(SL120.44) Refits: None of the units in this scenario has been refitted.

(SL120.45) Freighters cannot disengage by acceleration; see (R1.5) and (R1.6).

(SL120.46) The Klingons cannot self-destruct any ships.

(SL120.47) The Kzinti player has the option of assuming that any number of the fighters launched one type-IM under (S4.13) before the game begins. This must be set up an appropriate distance from the fighters at start.

(SL120.5) VICTORY CONDITIONS: Use the Modified Victory Conditions (S2.2) but ignore all ships except the freighters, which are worth 10 BPV (small) and 20 BPV (large). The Kzintis must score 5 points to win. (The small amount of damage will be enough to terrify convoy commanders and delay supplies.)

(SL120.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SL120.61) Replace the Kzinti fighters with a squadron of 12 Stinger-I fighters.

(SL120.62) The convoy is a trap; change one of the small freighters and one of the large freighters into Q-Ships. Use the Q-Ship rules to lure the fighters in to their doom. This is best done as a surprise to the Kzinti player, but not too frequently.

(SL120.63) Historically, the ISF tried to end the plague of the Kzinti fighter raids by the development of the E3D. Players

should try substituting one of these ships for one of the G2s. Do not reveal which one is the G2 until required to under the tactical intelligence rules (D17.0).

(SL120.64) Another option explored by the ISF was the development of their own carriers. Replace the two G2s with an E4V with Z-2 fighters and an E4E escort. Add 6 more AAS fighters to the Kzinti force.

(SL120.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

(SL120.71) Change one or both G2s to E3s.

(SL120.72) Replace one or more freighters with an armed version.

(SL120.73) Delete or add fighters to the Kzinti squadron.

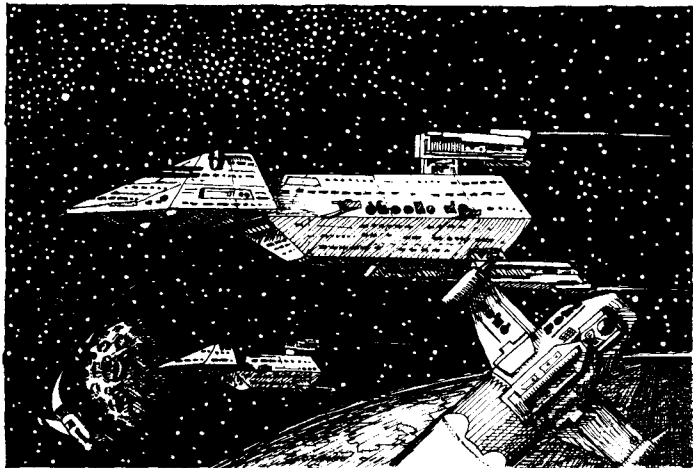
(SL120.74) Limit the number of admin shuttles that the freighters can launch as fire support platforms to two or four. This reflects the unwillingness of freighter captains to lose their shuttles (or crews).

(SL120.8) TACTICS

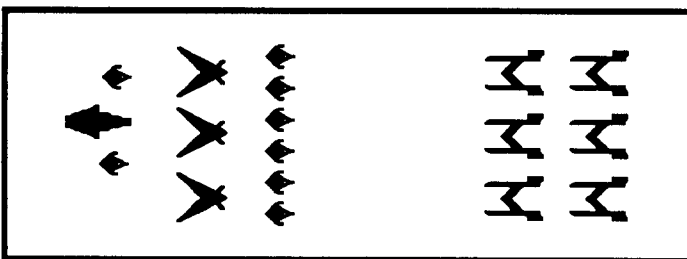
KZINTI: It is do or die on the first pass. Your initial wave of drones will have to shake up the Klingon defense enough, perhaps by targeting a few on the escorts, to let you get in and score hits with the remaining drones and phasers. Once the drones are expended, there really is not anything for you to do but get out, unless the Klingons left first and abandoned a few cripples to be blown up by your phasers. Watch you do not bunch up and lose your ratty tail to a T-bomb.

KLINGON: Where did all these Kzintis come from? No time to try to figure that out. You are in for a very short but very intense dogfight. No weasels ready, and no real time to get them ready. Get the shuttles out as fire support platforms. Look very carefully for places to use your T-bombs. (You did get some, didn't you?) Try to get in close to the freighters to use their command boxes to help make lab attempts on the drones so that you can decide which ones to destroy. Sure, they are all type-I, but letting one type-I hit a G2 will not do too much harm; letting two hit that G2 on the same shield is embarrassing (and possibly fatal). The freighter phasers are going to be all but useless since you cannot even get them armed until turn 2, but the shuttles will be priceless because they will be ready after 8 impulses. Remember, there are only 24 drones available to the Kzinti, so keep track of them, and when the last one is destroyed, go looking for a few pelts. Do not forget that there are a LOT of phaser-3s out there though.

HISTORICAL OUTCOME: One of the G2s and two of the small freighters were wrecked. The Klingons consoled themselves with the two fighters they had managed to destroy and the fact that soon there would be a reckoning. ▲▲▲



(SL121.0) ONLY WAY TO SKIN A CAT



(Y176)

by Kirk M. Towner, Alaska

The Lyrans developed the first interceptor squadrons to be used operationally. A squadron of the first of these new ships was used to ambush a small Hydran unit on its regular patrol route.

(SL121.1) NUMBER OF PLAYERS: 2; the Hydran player and the Lyran player.

(SL121.2) INITIAL SET UP

TERRAIN: Use the Asteroid Belt map from Captain's Module B. If you do not have that Captain's Module, see the notes at the end of this scenario.

HYDRAN: CVE *Blood* (6x Stinger-II), Aegis-Hunter *Sanctity*, Hunter *Vehement*, all set up within 7 hexes of 2215, heading A, speed 6, WS-I.

Gendarme (2x Stinger-II) arrives from anywhere along the xx30 hex row under conditions of (SL121.45), heading at Hydran player's option, speed max, WS-III.

LYRAN: 6 Lynx Interceptors (5th flotilla *Reapers*) set up hidden anywhere on the map before the Hydrans, not within 12 hexes inclusive of 2215. Heading at Lyran players option, speed 0, WS-III. See (SL121.46) for additional restrictions and set up data.

(SL121.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(SL121.4) SPECIAL RULES

(SL121.41) MAP: The map is fixed; it does not float. Any unit leaving the map has disengaged and cannot return.

(SL121.42) SHUTTLES AND PFs: No shuttles have warp booster packs. Interceptors have warp booster packs.

(SL121.421) No ship in this scenario is qualified to carry an MRS shuttle.

(SL121.422) There are no EW fighters in this scenario as a CVE does not carry enough fighters to justify one.

(SL121.423) There are no PFs in this scenario. The six Interceptors are a single flotilla of six and do not include an EW variant.

(SL121.43) COMMANDER'S OPTION ITEMS

(SL121.431) The following ships have the following special equipment in lieu of purchasing Commander's Option Items. Each Hydran ship has its full complement of T-bombs. There are no other option items available.

(SL121.432) All drones are "medium," speed-20 if a variant using a drone using race is played.

No special drones can be purchased for this scenario.

(SL121.44) Refits: None of the units in the basic scenario have refits; variant scenario OBs may specify refits that are installed.

(SL121.45) HYDRAN GENDARME: The turn of arrival of the Hydran Gendarme is determined as follows. The Hydran player

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takes five Kzinti drones number two to six and places them in a cup. He draws one, examines it, and places it face down on the board. The number of the counter drawn is the turn the Gendarme will arrive. The Hydran player places the Gendarme anywhere on the xx30 hex row after the Energy Allocation Phase of the turn it will arrive, and he exposes the drone counter so that the Lyrans player can verify the turn.

(SL121.46) LYRAN SET UP: All Lyrans interceptors must have their locations recorded in writing before the Hydran player deploys his ships. No interceptor can be more than five hexes from every other interceptor. All interceptors were on passive fire control on impulse #32 of a hypothetical turn 0 which preceded the actual beginning of the scenario.

(SL121.5) VICTORY CONDITIONS: The Lyrans player wins if at least two Hydran ships are crippled or destroyed and at least three Interceptors disengage. The Hydran player wins if he destroys four or more Interceptors without having more than one ship crippled or destroyed. Any other result is a draw.

(SL121.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SL121.61) Change the sides; use three Lyrans FFs with a DD (not a Pol) coming to the rescue against six Hydran Harbinger interceptors.

(SL121.62) Require the Hydran force to enter the board from the 30xx hex row and move through all the clear routes through the asteroid belt and leave the map through the 30xx hex row before the end of turn 20. The Lyrans player secretly records the locations of his Interceptors within five hexes of one of the routes. Use tactical intelligence and hidden deployment. The Gendarme will arrive on the 2nd-6th turn after the Lyrans attack based on the drone counter drawn under (SL121.45). In this case, the Lyrans player wins if the Hydran has not checked out all the routes through the belt and exited the map by turn 20, and may in fact not even have placed his forces on the board.



(SL121.63) Use only the CVE with no escort on the Hydran side, but the Gendarme will still arrive, and three Interceptors on the Lyrans side.

(SL121.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

(SL121.71) Change the Gendarme to a Lancer.

(SL121.72) Replace the Hunter with a Crusader.

(SL121.73) Delete or add Interceptors to the Lyrans force.

(SL121.8) TACTICS

HYDRAN: No telling where the cats are at first. Do not wait to load fusion charges. Get the fighters out there for firepower. Have HETs plotted to start running. There are too many to tangle with at first. There are not really enough of your forces with the Gendarme to fight, so just get away. Try to use the T-bombs and what firepower you have to pick off a few. Try to get them to split up so that you can hit a few. Do not hesitate to use your marines to board them if you have a down shield facing a down shield on one of their units; they cannot board you. You do not have time to wait on suicide shuttles and will only need wild weasels in really weird straits, so get the admins out there as fire support platforms.

LYRAN: Hit hard and keep hitting. Get close and overwhelm them with fire power. Do not come into gatling range if you can help it until you have taken out some of the gatling platforms, namely fighters. Get the escorts first. You have only to cripple two ships to win, so do that and run.

HISTORICAL OUTCOME: The Lyrans sprang their ambush and badly shot up the entire Hydran force. Before they could close for the kill, a Hydran Gendarme arrived and disabled two of the Interceptors. The squadron commander of the Lyrans force decided to withdraw. The Hydrans were deeply concerned by this larger exposure to the new Lyrans interceptors and began to develop their own to respond.

ASTEROID BELT MAP: If you do not have the Asteroid Belt Map, the following is a list of the asteroid hexes shown on that map. Be sure to use a standard SFB map; some commercial hex maps have their hexes numbered differently (with the odd-numbered columns below, rather than above, the even-numbered rows), and the pattern will be badly disrupted.

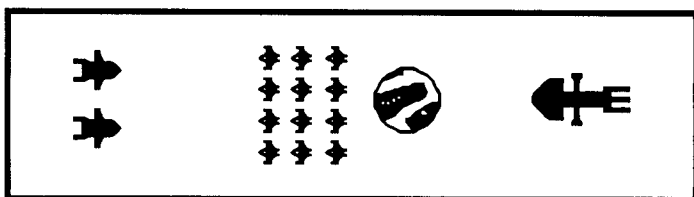
0110-11, 0114-0119, 0121-123, 0210-11, 0214-0218, 0220-0222, 0311-12, 0314-0319, 0321-22, 0411-12, 0414-0419, 0421, 0512, 0515-0520, 0612, 0615-0620, 0712-13, 0715-0720, 0812-13, 0815-0819, 0912-13, 0916-0919.

1011-12, 1018, 1112-1114, 1117-1122, 1213-1216, 1218-1222, 1314-1316, 1320-21, 1415-1418, 1516-1518, 1523, 1524, 1612-13, 1617-18, 1621-1625, 1711-1713, 1718-1724, 1812-13, 1815-16, 1818-1824, 1912-1916, 1918-1924.

2011-2013, 2015-16, 2020-2024, 2111-2113, 2117-18, 2120-21, 2126, 2212-13, 2215-2218, 2225-2227, 2314-2318, 2320-21, 2323-2326, 2411-12, 2415-16, 2420-2425, 2510-2512, 2518-19, 2521, 2523-2527, 2609-2612, 2614-15, 2617-2619, 2621-22, 2624-2628, 2713-2715, 2717-2727, 2812-2815, 2821-22, 2824-2827, 2911-2913, 2925-2927.

3011-3013, 3015-16, 3021-22, 3026-27, 3109-3112, 3114-3118, 3120-3124, 3208-3211, 3215-3218, 3221-3225, 3308-3310, 3317-18, 3323-24, 3407, 3413-14, 3421-22, 3507, 3512-3516, 3520-3522, 3606, 3609-10, 3613-3617, 3621-3624, 3706, 3708-3710, 3714-3717, 3722-3724, 3805, 3807-3810, 3813-14, 3820-21, 3823, 3905, 3913-14, 3919-3921.

4010-11, 4013-14, 4017-18, 4020-4023, 4110-11, 4116-4118, 4121-4123, 4209-4211, 4216-4218, 4221-22. ▲▲▲

(SL122.0) PIRATE STRIKE

by Terrence A. Lee, America

Frequently, pirate ships would prey on isolated planetary systems far from naval patrol ships or in neutral areas. Prior to the advent of fighter shuttles, these were usually high cost effective operations for the pirates unless the planet was wealthy enough to be able to afford some very significant ground based defenses.

(SL122.1) NUMBER OF PLAYERS: 2; the defending player and the Pirate player.

(SL122.2) INITIAL SET UP

TERRAIN: Class M Planet in hex 2215, small moons in hexes 0913, 2825, and 3107.

DEFENDER: 12xClass-I fighters within 5 hexes of the planet. Set up after the Orion player indicates which two entry hexes he will use to enter the map, speed max, all weapons armed.

ORION: 2xLight Raiders arrive on the map turn 1 from one or two map edges, heading at Orion player's option, speed max, WS-III.

YEAR: Players must select a year for the scenario as this will define available ships, refits, fighters, weapons, etc. Y172 is assumed if no alternative selection is made.

(SL122.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(SL122.4) SPECIAL RULES

(SL122.41) MAP: Use a floating map.

(SL122.42) SHUTTLES AND PFs: All shuttles and PFs may have warp booster packs if the scenario is set after the introduction of such packs.

(SL122.421) No ship in this scenario is qualified to carry an MRS shuttle, but in a variant of the scenario where that is possible, they may be purchased [up to the limits in (J8.5)] under (SL122.431).

(SL122.422) If using EW fighters, one of the class I fighters available to the defender is an EW fighter. If not using EW fighters, it is a standard fighter of the type.

(SL122.423) There are no PFs in the basic scenario. In an advanced scenario, replace the 12 fighters with three PFs. No leader or scout PFs can be used.

(SL122.43) COMMANDER'S OPTION ITEMS

(SL122.431) Each ship can purchase additional or special equipment as Commander's Option Items (e.g. T-bombs, extra marines, etc.) up to 20% of its combat BPV. See (S3.2) for details and exceptions. Note that whatever is spent here counts in the Modified Victory Conditions (S2.2) as victory points for the enemy.

(SL122.432) All drones are "medium," speed-20 in the basic scenario. In advanced scenarios players may decide to allow the use of "fast," speed-30 drones.

Each drone armed ship can purchase special drones up to the historical percentages as part of the

Commander's Option Items. Note that (S3.2) allows drone ships extra points for this purpose.

(SL122.44) Refits: In the basic scenario, there are no refits. In advanced scenarios player may decide to allow the Orion player to refit one or both light raiders.

(SL122.45) FIGHTERS: Players are strongly urged to avoid using gatling armed class one fighters (Hydran Stinger-F, Federation F-16s) in this scenario. Assault fighters (Klingon Z-1s, Romulan G-1s, etc.) would not normally be found defending a small planet.

(SL122.46) The fighters are operating from ground bases with no major infrastructure (e.g. phasers or admin shuttles). These bases are not shown on the game map as they have no effect on the play of the scenario.

(SL122.47) REINFORCEMENTS: At the end of turn 2 the defending player rolls a die. The number rolled is the number of additional turns that must elapse before help in the form of a heavy cruiser arrives. The players must agree as to which race the heavy cruiser will be from before the scenario begins. The cruiser arrives in hex 3230, heading F, speed max, WS-III.

(SL122.48) The pirates must land six boarding parties anywhere on the planet and leave them there for 32 impulses and recover them. This must be done at combat rates. Note that this will require two transporter actions by at least one ship on two turns in order to begin the 32-impulse period when the sixth boarding party is beamed down. This means that the soonest the operation can be completed is impulse #1 of turn 4, and then only if the first four boarding parties were beamed down on impulse #25 of turn 1.

There are no defending boarding parties on the planet.

(SL122.49) OPTION MOUNTS: The Orion player cannot take gatling phasers in any of his option mounts.

(SL122.5) VICTORY CONDITIONS: If the Orions accomplish their objective in (SL122.48), and withdraw from the map without losing a ship, they win. If they do not accomplish this, use the Modified Victory Conditions (S2.2).

(SL122.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SL122.61) Substitute a pair of frigates from a hostile race for the Orions.

(SL122.62) Add an early warning station to the planet. This station has little value due to its lack of power, but could attempt to jam the Orion fire control to some extent by using offensive EW if the pirates move into its line of sight.

(SL122.63) Add a third LR to the Orion force and three defense satellites to the defender.

(SL122.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

(SL122.71) Change one of the LRs to a DW.

(SL122.72) Replace the class I fighters with class II fighters.

(SL122.73) Further restrict the optional weapons available to the Orions, or allow a weaker player to use gatling phasers in some or all of his option mounts.

(SL122.74) Change the reinforcing ship to a CW, or a DW.

(SL122.8) TACTICS

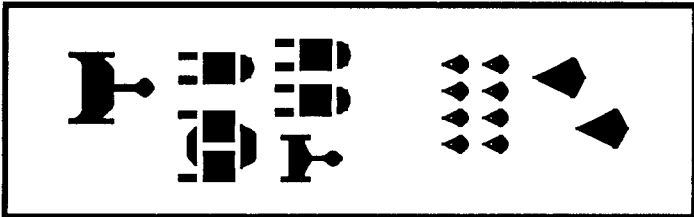
DEFENDER: Like it or not, you will have to split your forces to keep him from getting a free ride down to the planet's surface. You have to consider the entire squadron expendable if it will keep the Orions from winning. The fighters will be replaced by friendly superpowers, and you have lots of eager volunteers to fly any fighters you can get. Try to keep just enough drones or plasma-Ds in flight to keep him from closing, but have

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enough in reserve to continue to keep him off until help arrives. Once the heavy cruiser comes, just get out of the way with the fighters and show the Orions the door with the cruiser.

ORION: Well, at least there is not a battery of phaser-4s waiting on the planet's surface. Select your options carefully. You might even take a couple of ADD-12s. If you can control the range, ADDs may be your best weapon since you cannot use gatling phasers. Basically, with that cruiser coming, you will have to get in fast, so hit as hard as you can, get the marines down there, and back up and get the heck out. There is no profit in sticking around, and the longer you stick the more likely you are to get caught. Class I fighters are slow, but unfortunately they will be between you and what you want, so take them out and GO. Do not forget to use the moons to break lock-ons from his weapons. Be extra careful around Tholian and Hydran fighters as their direct-fire weapons can really ruin your day. Do not forget to maximize your EW edge. ▲▲▲

(SL123.0) THE WIDOW'S SURPRISE



(Y177)

by John Chisum, Texas

In the opening days of Operation Nutcracker, the Tholian High Command was worried about several ships that had not reported. Among their concerns was the missing reports from the *Black Widow Isolation* and its escort, *Shielder*. A week later, the *Isolation* and her escort arrived back at base. While hiding from the Klingons, it ran into a supply group and they attacked the convoy.

(SL123.1) NUMBER OF PLAYERS: 2; the Tholian player and the Klingon player.

(SL123.2) INITIAL SET UP

TERRAIN: Asteroids: 0101, 0206, 0415, 1719, 1005, 1701, 0808, 0512, 0804, 1213, 0906, 0409, 0515, 0713, 0811, 1112, 1315, 1414, 1413, 1309, 1106, 0606, 0108, 0514, 1514, 1613, 1317, 0720, 0419, 1318. See (SL123.46) for special rules.

THOLIANS: BW *Isolation* in hex 0401, PCA *Shielder* in hex 0502, 4xSpider-III in hex 0402, 4xSpider-II in hex 0503. All units, heading C, speed max, WS-III.

KLINGONS: F5K *Fire Lust* in hex 1616, small Q-ship, 2xF-S, 1xF-L within one hex of 1717, all heading A, speed 9, WS-I.

D7K *Nemesis* arrives turn 5 along the 42XX hex row, heading at option of the Klingon player, speed max, WS-III.

(SL123.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, disengaged, or until the end of turn 6

(SL123.4) SPECIAL RULES

(SL123.41) MAP: The map is fixed; it does not float. Any unit leaving the map has disengaged and cannot return.

(SL123.42) SHUTTLES AND PFs: No shuttles or PFs have warp booster packs.

(SL123.421) MRS shuttles: The Black Widow has an MRS shuttle. No other ship in this scenario had one.

(SL123.422) If using EW fighters, one of the Spider-IIs on the BW is a Spider-E.

(SL123.423) There are no PFs in this scenario.

(SL123.43) COMMANDER'S OPTION ITEMS

(SL123.431) The following ships have the following special equipment in lieu of purchasing Commander's Option Items. The Tholian BW and PCA each have two T-bombs. The Klingon F5K and small Q-ship both have two T-bombs, and the D7 has four.

(SL123.432) All drones are "medium," speed-20. There are no special drones in this scenario, but the Klingons can substitute type-IV drones for two type-I drones.

(SL123.44) Refits: The D7 and F5 have both received all applicable refits, and the Q-ship has the drone refit. There are no other refits in the basic scenario.

(SL123.45) Tholians must disengage anywhere between 0115 to 1801 inclusive (this is a corner of the map) by the end of turn 6, or they are destroyed by other arriving Klingon ships.

(SL123.46) This particular asteroid cluster is very dispersed. Each hex is the only location where asteroids are found. The hexes in which there is no actual asteroid counter are clear of all asteroids, and no die roll is required to traverse them without damage. Roll normally to traverse the actual asteroid counters.

(SL123.5) VICTORY CONDITIONS: The Tholians must do the following in order to win: Score at least one internal on the large freighter, disable the small freighters, and disable or destroy both the F5 and the Q-ship. The Klingons win by avoiding the Tholian victory conditions, destroying the Tholian fighters, and disabling the Tholian ships. Any result in which one side fails to accomplish all of its victory conditions is a draw.

(SL123.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SL123.61) Replace the Klingons with a Romulan force consisting of a small Q-ship, K4R as escorts. The ship arriving on turn 5 will be a SkyHawk-A.

(SL123.62) Delete the F5K and replace the Q-ship with a small freighter. The escort is an E4V (6xZ-2) with an E4E escort.

(SL123.63) Delete the PCE and change the F5K to an E4B. The ship which arrives on turn 5 will be an F5B.

(SL123.7) BALANCE: The scenario can be balanced between players of different levels of skill by one or more of the following:

(SL123.71) Change the F5 to an E4B.

(SL123.72) Replace the small Q-ship with a large Q-ship.

(SL123.73) Add a PC to the Tholian side.

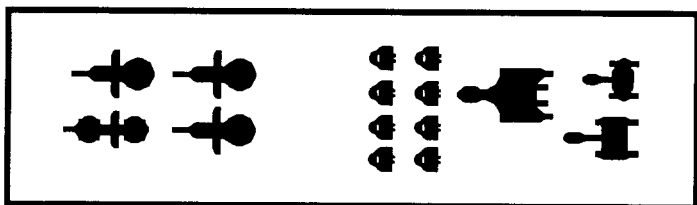
(SL123.74) Delete the Q-ship from the convoy.

(SL123.8) TACTICS

THOLIANS: Strike quickly on turn 1 while they are relatively weak. If you wait too long, it will turn long and bloody when the Klingons circle the wagons. Start your retreat early in turn 5; retrograde if possible.

KLINGONS: On turn 1, have all the ships move to speed 6 to 8 and kick out the admin shuttles. The first turn will be the hardest turn to survive.

HISTORICAL OUTCOME: The F5 and the large freighter were heavily damaged. The Q-ship was destroyed, and the small freighters were disabled. The Tholian ships were damaged, and only three fighters returned with the *Isolation*. The *Nemesis* hit two transporter bombs while in pursuit at the edge of the asteroid field. ▲▲▲

(SL124.0) CLOAKED FRIENDSHIP

(Y178)

by Vincent Solfronk, Alabama

In Y178 a Gorn carrier group was conducting disruptive raids along the Romulan front. Their principle tactic was to launch fighter strikes while the carrier remained unengaged. The purpose was to keep the Romulans off balance with the strikes while not risking any Gorn ships in direct combat. The Romulans, tired of the Gorn impertinence, calculated the likely next target of the group and sent a hunter-killer to settle the matter. As fate would have it, the hunter-killer group found the Gorns while they were waiting for the fighters to return from a strike.

(SL124.1) NUMBER OF PLAYERS: 2; the Gorn player and the Romulan player.

(SL124.2) INITIAL SET UP

GORN: HDV *Snakebite* in hex 1817, HDA *Preserver* in hex 1719, BDE *Iron Scale* in hex 2015, CLF *Dragonbane* in hex 2019, all heading E, speed 3, WS-0.

ROMULAN: SuperHawk-K *Praetor Solfronk* (4xG-II, 4xG-SF), SkyHawk-A *Dagger*, and SeaHawk-A *Speedy*, all within hex of 3927, heading F, speed 15, WS-III.

(SL124.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(SL124.4) SPECIAL RULES

(SL124.41) MAPS: Use a floating map.

(SL124.42) SHUTTLES AND PFs: No shuttles have warp packs; PFs and Interceptors do have warp packs.

(SL124.421) MRS shuttles may be purchased [up the limits in (J8.5) under (SL124.431)].

(SL124.422) If using EW fighters, one of the G-18s can be a G-18E. If not using EW fighters, it is a standard G-18.

(SL124.423) There are no PFs or Interceptors in the basic scenario.

(SL124.43) COMMANDER'S OPTION ITEMS

(SL124.431) Each ship can purchase additional or special equipment as Commander's Option Items (e.g. T-bombs, extra marines, etc.) up to 20% of its combat BPV. See (3.2) for details and exceptions. Note that whatever is spent here counts in the Modified Victory Conditions (S2.2) as victory points for the enemy.

(SL124.432) All drones are "medium," speed-20.

Each drone-armed ship can purchase special drones up to the historical percentages as part of the Commander's Option Items. Note that (S3.2) allows drone ships extra points.

(SL124.44) REFITS: All ships have received all applicable refits for this time period.

(SL124.45) GORN FIGHTERS: On turn 4 12 G-18s arrive in hex row 01xx. The fighters have no plasma-Ds having used them all in the raid, but they have also not sustained any damage on the raid. If the Gorns have been forced to a new map-

sheet, the arrival of the fighters is delayed one turn unless the map sheet entered is in direction E (only one new map can be entered every 42 hexes after the first such map is entered), in which case the fighters will arrive one turn earlier for each map sheet entered.

(SL124.5) VICTORY CONDITIONS: Use the Modified Victory Conditions (S2.2). The Gorns gain a bonus equal to the combat cost of each fighter aboard any Gorn ship when they disengage and a bonus equal to the BPV of the HDV if it is not crippled when they disengage and more than 8 fighters are recovered.

(SL124.6) VARIATIONS: The scenario may be played again under different conditions by making one or more of the following changes:

(SL124.61) Replace the Gorn HDV group with a Federation NVS group, and the CLF with a CL. The Federation ships are fully refitted.

(SL124.62) Normally a carrier operating as the Gorn one is would be accompanied by a scout. Add a scout to the Gorn force in hex 1717. Add a SeaHawk-C to the Romulan force.

(SL124.63) Delete the CLF from the Gorn force and the SkyHawk-A from the Romulan force. Any fighters not recovered when the Gorns disengage are considered destroyed.

(SL124.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

(SL124.71) Change the SuperHawk-K to a NovaHawk-K.

(SL124.72) Replace the CLF with a CM.

(SL124.73) Add some of the G-18s to the Gorn force at start (deleted from the arriving units) as a defensive combat patrol.

(SL124.8) TACTICS

GORNS: Great, just great. You cannot run, you cannot fight, and you cannot hide. Now that we have that out of our system, head towards the fighters and send the CLF to die. Use maneuver to bring the LP/RP arcs to bear, and launch the few ready plasma Fs you have into his advance. Best to try to hurt the SuperHawk because it will kill you. Once the fighters are in the area, get them aboard whatever is still moving and accelerate to disengagement speed and get out. Launch the admin shuttles and let them die, but save the fighters. Once the CLF is gone, send the HDA to run a delay. If you can empty all of his plasma tubes on turn 3, you may make it.

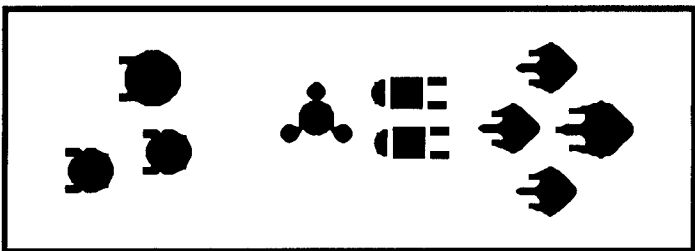
ROMULAN: Charge, Go straight in. Try to get in front of them and force them away from the G-18s. Husband your plasma power until you are in position to overwhelm a target. Be prepared to use phasers to weaken any plasma F torps he will launch at you in the first two turns. By turn 3, you should be set to kill the carrier. Then you have only to prevent the fighters from being recovered by the other ships, and of course the best way to do that is to kill the other ships. Use your fighters to finish off any cripples that drop out of his group.

HISTORICAL OUTCOME: The Gorns tried desperately to recover the fighter group, but the Romulan force was too strong and had caught them totally unprepared for battle (the price of complacency since the Romulans had never managed to mount a retaliation for the other raids the carrier had launched). The Gorns were finally forced to abandon the fighters to their fate and escape with their remaining ships, losing the CLF. The Romulans did not get out of the battle unscathed as they lost the SeaHawk-A. In all, however, the Romulans considered it a satisfactory revenge for the trouble the Gorn HDV's strikes had caused.

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(SL125.0) LOGISTICS ASSAULT



(Y190)

by Alan Stein, New York

During the initial stages of the "pacification program," the ISC was trying to establish a network of supply bases that could support their "final phase" operations. These bases were often attacked, although it came as a surprise that most of the attackers were Andromedans, who had otherwise been relatively quiet during the post-war period. The ISC never understood the pattern of these attacks, but other Galactic races did and prepared accordingly.

(SL125.1) NUMBER OF PLAYERS: 2; the ISC player and the Andromedan player.

(SL125.2) INITIAL SET UP

ISC: Incomplete Battlestation; see (SL125.45) in 2215. The base has no augmentation modules; its rotation rate is set by the ISC player.

Two small freighters docked to the base.

CL *Flameflash*, DD *Fiery*, FF *Supernova*, FF *Pulsar*, within five hexes of 2215, speed 5, heading at option of ISC player, WS-I. ISC sets up first.

Reinforcements, Pacification Group 31A: CA, CS, DD, SC, FF, FF; place on map 25 (or more) hexes from the BATS (or its wreckage) in BATS firing arc RR as per (SL125.46), but not within 8 hexes of any Andromedan ship. Historically, these forces did not arrive until the Andromedans had left, and their names were not recorded.

ANDROMEDANS: Conquistador *DeSoto*, Cobra *Pablo*, Python *Pavarotti*. All enter from any map edge on impulse #1, turn 1, WS-III. The Cobra can enter within 4 hexes of the Conquistador, or it can be in the hangar.

(SL125.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(SL125.4) SPECIAL RULES

(SL125.41) MAP: Use a floating map.

(SL125.42) SHUTTLES AND PFs: All shuttles and PFs have warp booster packs.

(SL125.421) If using the optional MRS shuttles, the ISC CL and CA can each purchase one MRS under (SL125.431).

(SL125.422) There are no fighters in this scenario. If using fighters in a non-historical variation, use the standard rules on deployment, escorts, EWFs, etc.

(SL125.423) There are no PFs in this scenario.

(SL125.43) COMMANDER'S OPTION ITEMS

(SL125.431) Each ship can purchase additional or special equipment as Commander's Option Items (e.g. T-bombs, extra marines, etc.) up to 20% of its combat BPV. See (S3.2) for details and exceptions. Note that whatever is spent here counts in the Modified Victory Conditions (S2.2) as victory points for the enemy.

(SL125.432) There are no drones in this scenario, but if they were included in a non-historical variant, all would be "fast" (i.e. speed-32), and each drone-armed ship can purchase special drones up to the historical percentages as part of the Commander's Option Items. Note that (S3.2) allows drone ships extra points for this purpose.

(SL125.44) The ISC ships are standard types (including phaser and F-refits). In a non-historical scenario, the ships can use any refits available in the time period (which means just about all of them).

(SL125.45) The BATS is incomplete, and many systems are "inactive" [see (G30.0)]. These include: all special sensors, four phaser-IVs, five phaser-IIIIs, the plasma-F, 12 APRs, all of the repair systems in two bays, three of the labs. Only 60 crew and 10 boarding parties are present. In each case, the ISC player decides which systems are inactive. This information is provided to the Andromedan player at the end of Impulse #1, turn #1. In addition, the BATS cannot employ EDR (D14.0).

(SL125.46) At the end of each turn, the ISC player rolls one die and adds the result to a running total. When the running total reaches or exceeds 27, the ISC reinforcements arrive on Impulse #1 of the next turn.

(SL125.47) If the Conquistador is destroyed, the Cobra is considered to be destroyed (at the end of the scenario, for victory purposes) because the reinforcements will hunt it down. The ship can, of course, remain in play until it really is destroyed, or it can disengage, in which case it is considered to have been destroyed (although the Andromedans will score a 20-point Morale Bonus if they can rescue its crew).

(SL125.5) VICTORY CONDITIONS: The Andromedan mission is to destroy the base.

Base Destroyed = Andromedan Decisive Victory.

Base Crippled = Andromedan Tactical Victory.

If the base is not destroyed or crippled, use the Modified Victory Conditions.

(SL125.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SL125.61) Just about everyone took a shot at ISC logistics bases at various times; use ships of another race to replace the Andromedans. Calculate the BPV of the selected force, which must be no less than 350 and no more than 450 points (not counting Commander's Options, but counting drone speed costs). Any points in excess of 397 are treated as a bonus for the ISC under the Modified Victory Conditions; any points short of that figure count as a bonus for the attackers.

(SL125.62) Replace the ISC ships and the attacking ships with any ships of the same general hull types, and use (D17.0).

(SL125.63) Delete the ISC CL and the Andromedan Python for a smaller scenario.

(SL125.64) Replace the destroyer with a scout, and increase the ISC ships to speed-15, WS-III. The Andromedan player must, before ISC set up, indicate which firing arc of the base their ships will be entering from.

(SL125.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

(SL125.71) Change the CL to an CS to favor the Andros.

(SL125.72) Replace the DD with a DDL to favor the ISC.

(SL125.73) Make some of the active boxes on the BATS inactive, or some of the inactive boxes active.

(SL125.8) TACTICS

ANDRO: Decide before you begin which victory condition you are shooting for, and don't change your mind! Stay at high

speeds, and concentrate firepower on your selected target. Watch the Reinforcements Clock, and compare it to your TR reload cycle.

ISC: Here they come! Concentrate your firepower on one ship, probably the Python (or the Conquistador if you are bold), and try to destroy it. Once it's in trouble, switch your attentions to another target.

DESIGNER'S NOTES: This was intended to be a short scenario with a sharp fight. The use of a "partially inactive" base is an innovation in scenario rules.

HISTORICAL OUTCOME: The Andromedans made repeated passes at the BATS, but found themselves forced to deal with the covering ships. On a close approach, they succeeded in badly damaging the *Flameflash*, leaving it a gutted wreck. This ISC succeeded in returning the favor to the Cobra. The base was badly damaged by this time. Just as the ISC Commander was about to evacuate the base, Pacification Force 31A arrived, and the Andromedans were forced to withdraw. ▲▲▲

PLAYTESTERS

Those who playtested material for this issue and other recent products are listed below. The more active groups also provide a contact address for mail or GENie. If your group or some of its members were not listed, drop us a line.

★ **BATTLE GROUP ALABAMA:** Ed Daniels, Ed Gillis, Steven Gillis, Renee Lister.

★ **BATTLE GROUP AMARILLO:** John Chisum, Thomas Chisum, Marc Michalik, Steven Petrick.

★ **BATTLE GROUP AMERICA:** Scott Conner, Graeme Cree, Marc Elwinger, Felix Hack, Bill Heim, Lawrence Quinn, Mark Schultz, Jeff Smith, Jason Thomas.

★ **BATTLE GROUP CALIFORNIA:** Frank Gilson, Paul Scott.

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★ **BATTLE GROUP NEW JERSEY:** Jeffery Moore, Jay Scott, Robert Wal, Chuck Zanetich.

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★ **BATTLE GROUP SEATTLE:** Scott McConnachie, Steve Beatty, Dan Bennett, Rick Burningham, Tim Tozer, Brian Adams, Aaron Bianco, Kurt Dingler, Tony Fosmire, Craig Reece, Steve Zamboni, Drew Malidore.

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★ **BATTLE GROUP SYRACUSE:** Richard Citti, Jeff Reiser.

★ **CHAIRMAN MEOW'S SQUAD:** Dean Stow, Elizabeth Stow.

★ **CHAS GAMING:** David Fabian, Charles Hunt, Paul Kondon, Philip LaBarge, Jeff Laikind, Matthew Westmoreland, Robert Gigure.

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★ **BATTLE GROUP B:** Denson Conn, Buddy Hargis, Ed Holzman, Chris Marshall, Dan Racke, Ron Roden.

★ **BATTLE GROUP C:** Ted Geibel, Karl Killian, Lucas Roberts, Erik Schroeder, Norbert Schroeder, Benjamin Weis, John Weis, Troy Weis. ▲▲▲

DO YOU WANT TO PLAYTEST?

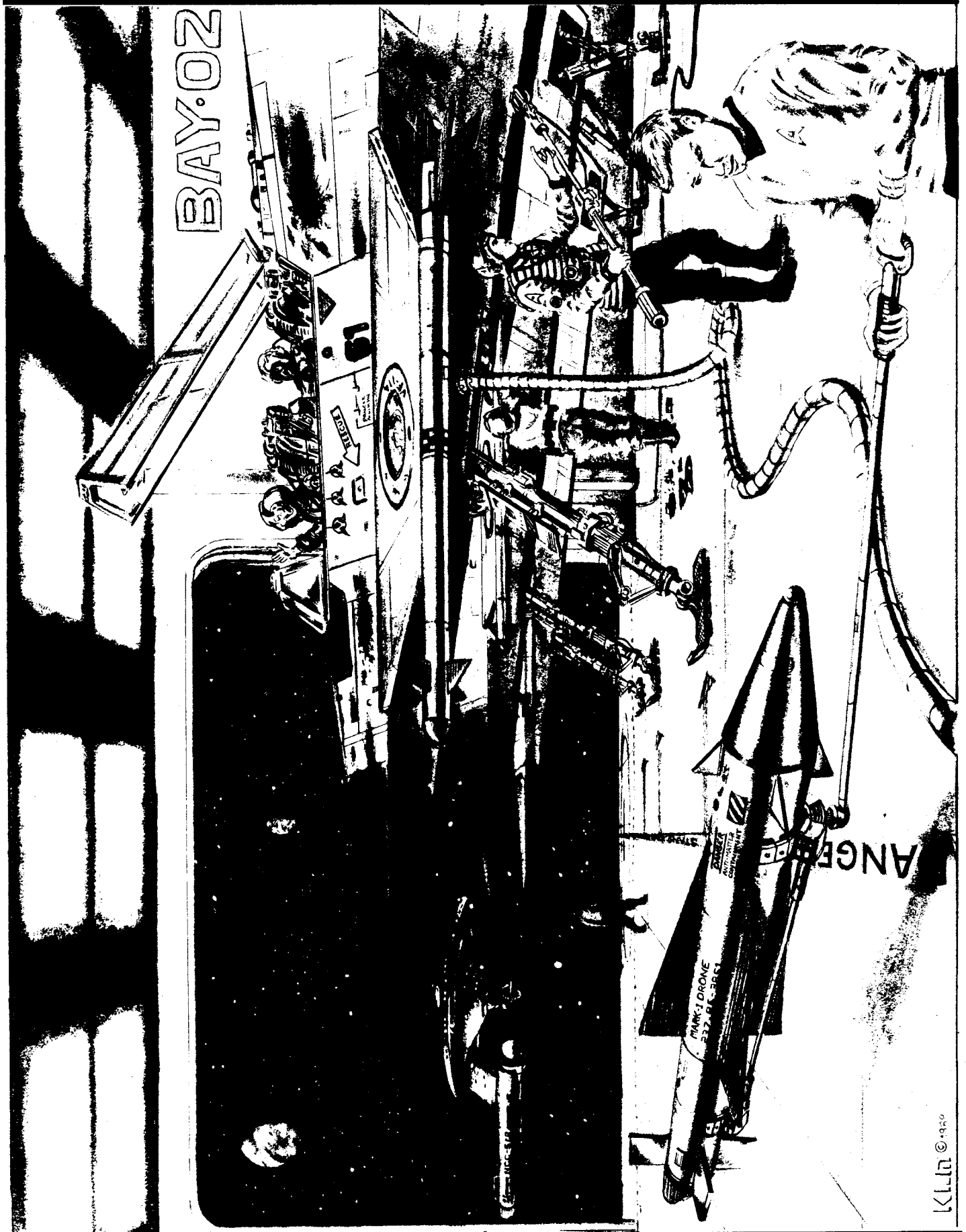
One of the more frequent questions we are asked is:

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THE TACTICS BOARD

The Commander finished grading the cadets' performance in the simulators. They were still a little unsteady, but many of them were showing promise. It was a good class, but then they had all been good classes. Finishing the evaluations, the Commander turned to his last task of the day, the one he always saved as his reward for finishing the day's work. The transcript of the cadet Tactics Board.

<Engineer> Gentlemen, the Tactics Board is assembled. The questions submitted by the junior cadets have been sorted by the instructors, and the five best have been selected for our consideration. We will begin with Cadet Rossi.

<Rossi> My question concerns the reputedly lamest fighter force in the galaxy, the Lyrans. Regarding the ESG/carrier debacle of 178. How does a Lyran commander avoid this?

<Zbaraschuk> Lyrans do two things. One is to mass fighters away from their ships on a flank of the battle and put the carrier in the rear, leaving a few fighters near the carrier to guard against drones, along with the escorts. The other is to send the fighters into battle behind their ships to pick on a damaged ship after the ESG fields have all rammed into enemy ships.

<Petrick> If I may.

<Engineer> Please do.

<Petrick> The key to Lyran fighter use in actions involving carriers is foresight. The ESGs take time to come on line, and a quick analysis of the situation will tell you what radius will be safe for your fighters. You have to allow for speed differentials, of course. The most complex thing will be CRIPPLED fighters. Fighters which are near the ESG and are crippled after it becomes active. This is a thing the enemy will do his best to arrange, especially if he has drones inbound or is about to pop a hellbore.

<Rossi> As a follow up to my initial question: When launching fighters, Lyran carriers become prime drone targets, in close quarters. How can a Lyran carrier handle drone defense without ESGs, and while launching fighters?

<Zbaraschuk> If I may.

<Petrick> After you cadet Zbaraschuk.

<Zbaraschuk> I've seen two methods used in the simulators. One is to have the escorts nearby and let them take care of the drones, with the carrier's phasers getting the stragglers. Number two is to launch the fighters at the same speed as the carrier. You can then use your ESGs set at a radius of 10,000-30,000 kilometers, leaving the fighters space to launch. Be sure to have some tractors available in case your fighters are crippled before the ESGs are deactivated by the enemy drones.

<Carroll> I'd launch fighters before getting into close range when drones and their launchers are still far away. Plus your escorts should be able to help.

<Zbaraschuk> Of course, as cadet Carroll pointed out, you probably should launch the fighters first at long range.

<Petrick> Hmm. The board seems unanimous on the question of "Where are your escorts?" and "Why did you wait so long to launch your fighters?" A key point is that Lyran fighters are Klingon technology, and they did not use any of the disruptor armed versions on their carriers. So you have to deal with a longer delay between launching the fighters and when they can employ their primary weapons, which are drones. It is not like launching a Hydran Stinger, which has both fusion beams, or hellbores, and gatling phasers which can be on line in half the time and can only be stopped by being crippled or destroyed. Most drone armed fighters

have low drone launch rates, and it is actually easier to destroy 12 drones than to cripple 12 Stingers.

<Zbaraschuk> Of course, the fighter phasers come on-line in half the time it takes the drones to, and these can be used to protect the carrier from drones, unless the combat is really close. And one should not bring a carrier into such close quarters anyway, unless the battle is almost won or its firepower is needed to save a deteriorating situation.

<Petrick> Ah, but in order to stop the phasers, you must kill the fighters. Crippling Stingers will at least reduce them to phaser-3s instead of gatlings.

<Rossi> Thank you, members of the board, your answers are quite helpful. (Sound of pager.)

<Engineer> Gentlemen, I need to see the Commander, so I'm turning over this session to Cadet Petrick. Cadet Berg has the next question, followed by Cadets Michalik, Thomas, and Shane. Petrick, you have the conn.

<Petrick> I have the conn. Cadet Berg, I believe you had the next question?

<Berg> You are coming into range of an enemy with your fighters out; what can you do to reduce casualties from long-range fire until you get in position to attack?

<Petrick> Cadet Carroll, do you wish to answer his query?

<Carroll> Certainly. Cadet Berg, have the fighters use maximum ECM plus erratic maneuvers. Of course you may not need erratic maneuvers if the range is great enough as the small size and maneuverability of shuttles in general, and fighters in particular, makes them difficult targets at mid to long ranges.

<Petrick> Cadet Zbaraschuk?

<Zbaraschuk> Cadet Carroll has covered the most vital points.

There are two others for fighters which are armed with drones. First, fire a wave of drones ahead of you to take up enemy defenses. Type-VI drones can be used in the diversion wave by launching them on ballistic trajectories at long range. Second, turn off your booster packs unless you need them to close at high speed; otherwise, enemy fire is much more effective. This latter tactic is especially appropriate to disruptor, hellbore, fusion, photon, and plasma-F and -D armed fighters than drone armed fighters as they must get much closer to be effective, and many do not have drones to divert enemy weapons fire.

<Carroll> I agree with not using the packs if the fighters can catch their targets. If the targets are faster than the top speed of the fighter without the packs, there may be no choice in their use.

<Petrick> As for myself. Much depends on positioning and what the enemy is doing. If he is doing a retrograde, it is probably senseless to even deploy your fighters, depending on their speeds. If you are approaching one another, positioning becomes important. The enemy must be forced to choose. Place the fighters in front of your formation, and he may shoot at them rather than your ships. Behind the formation, and the ships become more important targets. This applies no matter what your fighters are armed with. A fusion and gatling armed fighter following up an overrun attack by its mother ship can be a terrifying sight. Satisfied Cadet Berg?

<Berg> Also, note that your carrier can lend some ECM. I would also like to offer to take the vacant spot on the board until the Engineer returns.

<Petrick> Thank you for your initiative Cadet Berg, however I believe we have the situation in hand. Cadet Michalik, I believe you had the next question.

<Michalik> Is there any alternative to the "ram and shoot" tactics used by Hydran fusion ships against ESGs. I don't see any other way of getting the Stingers through.

<Petrick> Cadet Zbaraschuk, your response to this question?

<Zbaraschuk> There are two alternatives, assuming that by 'ram and shoot' you mean ramming the ESG field with your ship and then firing?

<Michalik> Yes, I do.

<Zbaraschuk> One is to mass your fighters at 100,000 kms range and fire. A squadron of Stingers, assuming they are not jammed by ECM, can bust the shields on a cruiser this way. The other is to have hellbores, either on a ship or carried by some of the fighters, fire at the ESG before the fighters close. If your ship is in close, it may be able to use T-bombs to knock down the ESG. You could also lure him into ESG eating terrain like asteroids. Of course, terrain will affect the fighters too.

<Michalik> Assume a non-hellbore environment.

<Carroll> Try to get him to activate his ESGs, then turn off. Keep the distance open initially, and then run in when the ESG is being recharged. This is hard to do though.

<Zbaraschuk> One final point. If you are trying to spare the ship, then you can have the fighters ram the ESG if there are enough fighters. Remember, it only takes three Stingers at point-blank range to kill a cruiser.

<Carroll> Do not forget that you can use the regular shuttles to help take down the ESG, and you can even use your ship's tractor beams to push some of them forward into the field.

<Petrick> Cadet Michalik, is your question answered?

<Michalik> Yes, I thank the members of the board.

<Petrick> Then that brings us to Cadet Thomas's question. Cadet Thomas?

<Thomas> What is the best use of fighters against a PF group. Specifically Z-YCs versus Kzinti Needle PFs.

<Petrick> Cadet Zbaraschuk, would you provide an answer please?

<Zbaraschuk> PFs will generally eat fighters for lunch.

<Thomas> Yes, I have noticed this in the simulators.

<Zbaraschuk> You can try a 'saturation attack' and storm the PF group trying to kill one or two PFs, but you will probably lose all or most of your squadron. Two drone hits will generally cripple a PF, but you will need to fire a lot of drones to get two hits. With advanced fighters you may be able to get enough drones in the air to overload a flotilla's defenses. Of course, PFs can turn and run. Another possibility is to entice the PFs into chasing your fighters, and then lead them over a minefield set for PFs but not fighters. Difficult to arrange, however.

<Carroll> Get plenty of multiple warhead drones. Dogfight drones are effective against PFs.

<Thomas> I have had the leader PF lay a T-bomb and take out a lot of the fighters in simulation.

<Petrick> First and foremost, you have to look at the weapons of the two sides. It is very important for the fighters to realize that the PFs probably include a leader which will probably have a T-bomb and perhaps a scatter-pack. You cannot mass your fighters in a manner that will allow one T-bomb to get them all or a sizeable number. Look at the PFs firepower. E-rack configured PFs will in general massacre fighters. The rate of fire is just too high. Standard PFs will have about as many drones as a Z-YC squadron all told; the major thing then becomes the phaser-1s and the disruptors. The EW advantage provided by the scout PF may be the most critical thing of all. Essentially, if the fighters do not come into 150,000 kilometers range, the PFs cannot hurt them, nor can the fighters hurt the PFs. It is a standoff.

<Carroll> Don't let the PFs get that close. Use drones to keep them away if possible. Try to divide and outmaneuver them and don't let them trap you.

<Thomas> Then they turn and outrun the drones, and they can lay their T-bomb set for fighters only to lure the fighters over it.

<Zbaraschuk> ADD-equipped PFs are also great fighter-killers.

<Carroll> Keep the fighters near the carrier and escorts. Don't go chasing the PFs. It will just get them killed.

<Zbaraschuk> But the PFs are much more capable at long range with disruptors; fighter phasers are not effective until 20,000-30,000 kilometers range against PF shields, that is.

<Thomas> Sure. Long range of 100,000 kilometers?

<Petrick> I am afraid that we are running out of time, we will have to table this discussion for now. Cadet Shane, I believe you had the next question?

<Shane> I do. What's the best way to arm fighters on a CVA class ship which is caught unprepared and get them out with the most weapons in the shortest time.

<Engineer> I know! I Know! A wing and a prayer! Sorry, Couldn't help myself.

<Petrick> Ah, sir, you are back, I return the conn to you.

<Engineer> I have the conn. Thank you Cadet Petrick. Cadet Zbaraschuk, you appear eager to answer Cadet Shane's question. Why don't you proceed?

<Zbaraschuk> I think it would be wise to have additional deck crews to arm the fighters, but you never know when you are going to need them, so that is an unlikely prospect. OK, load type-VI drones on the F-14s. You may wish to concentrate deck crews on one fighter squadron, probably the F-14s. The photons for the A-10s will not be charged for a while, so their deck crews can be switched to the F-14s. In this case, the unique features of the CVA come into play. On most carriers, different fighters are in different bays, but on the CVAs, half the F-14s are in one bay together with half the A-10s. This permits all the fighter deck crews to work on F-14s or A-10s without time being wasted shifting them from one hangar to another as is the case on the carriers operated by most other races.

<Engineer> Cadet Petrick?

<Petrick> Cadet Shane, how was a CVA caught at unprepared to begin with?

<Shane> Bad planning

<Petrick> Good answer. Best bet is to arm a few fighters fast and get them out to buy time. Keep arming a few at a time on this basis till all are out and can begin cycling by landing the first ones to rearm them and build a wall of drones.

<Engineer> Did anyone mention sending some over to the escorts which have reload facilities?

<Petrick> Good point.

<Carroll> Launching a few F-14s without drones might also be good because they can't be armed right away anyway

<Petrick> They cannot be fully armed, but delaying a turn could get 2 type-I drones or 4 type-VI drones on them.

<Zbaraschuk> For your planning, remember that space will only permit a maximum of two deck crews to work on any one given fighter.

<Petrick> That is why we only are launching a few at a time, Zbaraschuk.

<Engineer> Well, that is all the time we have for today. In case anyone is interested, the reason I was called out was to be briefed on the surprise fighter simulator mission you have all been assigned. (Sounds of good-natured groaning.) Cadets Petrick, Berg, and I will be the flight leaders. Cadet Zbaraschuk, you'll have the EW fighter in my flight. You have ten minutes to report to the simulators. Let's move, people, we're flying F-18s against Z-Ys. Look sharp!

(Sound of chairs scraping and doors opening.) ◊◊◊

Taken from the transcript of a Real Time Conference on the GENie computer network. ◊◊◊

TERM PAPERS

Each issue of Captain's Log presents a series of term papers from the students of Star Fleet Academy (i.e. from you, the players). Each paper presents a specific tactic, dirty trick, play aid, or new idea for use by the players of SFB. Readers of Captain's Log are invited to submit their own term papers to ADB.

Ranks are assigned to players on the basis of how many of their term papers have been published, as shown on the chart below. This includes Tactics articles and F&E Tactical Notes. The best Term Paper and the best Tactical Note in each section counts double for this purpose.

1	= Cadet	2-3	= Ensign
4-7	= Lieutenant	8-13	= Lt Commander
14-19	= Commander	20	= Captain

Fleet Captains are Origins National Champions. Commodores and Admirals hold staff positions. Ship assignments correspond to home states, nations, or provinces.

EASIER R TORPS — Cadet Joseph Mannino, USS New York

A ship which has a type-R plasma torpedo launcher and wishes to launch a normal type-R torpedo (as opposed to an enveloping or shotgun version) should hold a completed type S torpedo in the launcher. This may be held indefinitely for an energy cost of only 2 per turn and may be launched or bolted as an R torp for an expenditure of only 1 point of reserve power during the turn (but note that once that reserve power is expended, the torp may not be held past the end of the current turn). This procedure allows the torp to be held ready until a sure firing opportunity is arranged, yet is more energy efficient than the standard rolling delay (reserve upgrading requires only $2 + 1 = 3$, rolling delay arming requires $2 + 3 = 5$).

RATED THE BEST TERM PAPER IN THIS ISSUE

ECM IS YOUR BEST FRIEND

— Commodore John Berg, USS Illinois

When fighting in a scenario without scouts or an MRS, a drone using ship should always buy at least one ECM drone, although two is better. This will allow you to always (while the drones are active and until they are destroyed) have at least a one ECM shift on your opponent, and more importantly it will force your enemy to waste weapons on the ECM drone or else he will be disadvantaged. (If your opponent shooting at your ECM drone gets to be routine, surprise him by putting it on a type-IV frame with a null module.) You will have to be careful about drone speeds; it can be embarrassing to outrun your ECM drone.

CUTTING CORNERS — Cadet John Brandt, USS Washington

John is given credit for a term paper submitted before the new rule book, which effectively incorporated his term paper as an example in (C4.4).

ECM VERSUS SHIELD REINFORCEMENT

— Cadet Kevin B. Deitle, USS Pennsylvania

The proposition of depleting batteries to serve as shield reinforcement should be weighed against the possibility of a favorable ECM shift. Even a simple +1 shift induced by reserve power at the last second can significantly reduce the possibility of shield damage, or for that matter internal damage. Note that you will have to make this decision during the approach, whether to go for an EW shift or hold the power for shield reinforcement, as you cannot dump power to gain the shift after the enemy has announced his intention to fire. However, if you gamble wrong, or the dice are against you, that ECM shift may have been a poor substitute for straight forward reinforcement.

RANDOM TARGETING

— Lieutenant Commander Tom Chartoff, USS New Jersey

When fighting a fleet which has only one unit of a given size class (DN, SB, etc.), set all your MW drones and scatter-packs loaded with type-VI drones for random targeting of that size class. This way, if the unit drops a weasel before the sub munitions release, half of them will go for the original target any way. If possible, destroy the weasel in the same hex as the target with direct-fire weapons to preserve the deception; otherwise the target will reactivate its fire control since type-VI drones locked on the now destroyed weasel will not revert to the original target if the weasel is voided.

THE MAULER OPTION — Ensign Jon Cleaves, USS Maine

Maulers are a key element in fleet combat. Just prior to the main assault (whether against a base or fleet), the maulers should close with the enemy base or dreadnought. This forces the enemy to choose between firing at the mauler or your main force. If he fires at the mauler, it can use batteries to reinforce the shield instead of firing, thus preserving itself. If the dreadnought/base holds fire, the mauler can do serious damage and escape. The Romulan Falcon is ideal for this. Its large number of batteries can accept a great deal of punishment and it can cloak to get away.

THE BEST GROUND FORCES OFFICER

— Admiral (Retired) Graeme Cree, USS Texas

The most devastating officer to have in a ground combat situation is the Legendary Doctor. While he cannot act as a Legendary Ground Forces Officer, he can: 1) cure wounded boarding parties, thus assuring victory in any battle of attrition; 2) cure dead Legendary Ground Force Officers; 3) if the enemy gets upset at him, they need to spend 4 points of specific allocation to attack him; and 4) even if they wound him, he can cure himself in two turns.

OPTIMIZING THE SHOTGUN LAUNCHES

— Admiral Frank Crull, USS Texas

Whenever you are engaging enemy units, usually fighters, with plasma armed ships, attack at an angle. You can then shotgun your torps from your LP/RP launchers, turn off, and begin moving away from your opponent in just one move.

If you were to fire shotgun torpedoes from an FP launcher, you would still have to head toward your opponent, make one turn to start veering off, and then make another turn to move away from your opponent. You are thus exposing yourself in a better range bracket for your opponent.

TOUGH ECM — Fleet Captain Mark Schultz, USS Pennsylvania

One of the most efficient elements in any drone-using race's arsenal is the ECM drone. Unfortunately, the standard version is easy to kill, and you cannot combine it with armor modules to make it harder to kill. You can, however, give it pseudo armor to some extent by mounting it in a type-IV frame. At least it will take six point to kill rather than four. The result is that it will take the enemy a little more effort to kill it, which is less fire directed at your ship and so less damage to you (whether because they fired at the ECM drone or because their fire was adjusted to a miss as a result of the ECM the drone provided).

ORION DRONES

— Cadet Bill C. M. Tam, HMS Ontario

When choosing option mounts for Orion ships without integral drone racks, select a type-A drone rack as one weapon. This will only cost you the speed upgrades for the drones (unless you want some fancy drones), but allows you the option of a scatter-pack.

LYRAN ANCHOR

— *Commodore Gregg Dieckhaus, USS Missouri*

When approaching an enemy, allocate power to tractors. After the ship is tractor'd, raise ESG(s) at the range of the tractor'd ship. When the Lyran ship next moves, it will move the opponent "parallel to and at the same speed" of the Lyran ship, thus doing damage to the opponent's facing shields. This tactic is usually enhanced by firing weapons at the shield the ESGs will strike (if the enemy has no means to turn that shield away by turning or HETing) so that the ESG(s) will score some damage. Once the ESG(s) have interacted with the enemy's shields, the enemy will not be able to turn between the impact of the spheres and the direct-fire weapons segment. In this way you will get a sort of a Mizia effect. Further insult can be added with a well placed T-bomb that you can push his down shield into contact with.

ORION PHASER OPTION — *Ensign Ted Fay, USS California*

Orions should consider using all phasers in their option mounts. The phaser is the most effective damage producer at close ranges, and it is cheap in both BPV to purchase and power to use. The best is of course the phaser-1, but those who have them available may want to add a few phaser-Gs for that extra close in punch. The power saved equals speed, EW, shield reinforcement, and tractors to grab that freighter out from the middle of the convoy. The total equals less damage to your ship (including a reduced need to double the engines for power to punch), which of course translates into fewer credits spent on repairs and more profits for you as a ship captain, and is that not what piracy is all about?

ROCKY ROAD REDUX

— *Commodore Stewart Frazier, USS Ohio*

Cadet Quinnely's Rocky Road paper is for a mid-price ranged campaign set-up. For the most expensive ring defense, add large asteroids (G10.821) each with one or two ground based phaser-4s on it (P3.44) in the middle ring. When combined with large phaser captor mines in the outer ring and the base in the center, there should be enough firepower to deter all but the most determined attacks, especially if the ground based defense phaser-4s have command of nearby captors. Note that, if any Tholian wishes to place some ground bases in the outer web layer, the damage total is only slightly higher. Best of all, neither can be damaged until the enemy jumps into the web (with phaser-4s only two to five hexes away?).

MINES AND ESGs — *Ensign Ronald W. Gilbert, USS Illinois*

A fleet of Lyran ships can breach a mine field and, if you are not careful, will sweep your command controlled explosive mines with ESGs with ease. The solution is to deploy such command controlled explosive mines with inactive detonators (M5.1133), in which case the only warning the Lyran will have is when he moves next to it, but you intend to detonate it then anyway, don't you.

COMMANDER'S OPTIONS

— *Lieutenant-JG Troy Hammermann, USS America*

Many commanders advocate buying additional boarding parties under the Commander's Option Items. It is best to examine your ship before doing so. A Gorn CA/BC for example has 16 boarding parties already and only three transporters. Purchasing additional boarding parties is wasted because it is simply too difficult to use them. On the other hand, the Romulan KR and K7R each have five transporters and 10 and 12 boarding parties, respectively. Buying an extra 10 boarding parties allows greater use of the transporters and the possibility of capturing an enemy ship in their case.

ENVELOPING PLASMAS

— *Fleet Captain Frank Gilson, USS New York*

An enveloping plasma torpedo is twice as resistant to phaser damage as a normal torpedo. Also, to reduce the damage to each shield by one, twelve points of damage must be done to it. This makes an EPT not worth wasting the phasers on. The logical tactic for their use would be to launch one when the enemy is travelling towards you. This will force him to either waste all his phasers on it, attempt to outrun it, or charge it. If he keeps coming, launch another EPT after the first has hit and turn away. If he still keeps coming, most of all of his shields will be gone and you still have your F torps and phasers. If he outruns the first one, follow him up and launch the second when he turns toward you (at an effective range, of course). Since you will generally have only one torpedo on the board at a time, he will most likely not use a wild weasel (which is unfortunate). If he does, he will lose the initiative and you can destroy him at leisure because you will still have all your PPTs and most of your torpedoes ready still. If he simply charges, you will find his shields reduced to tissue and easily pierced by your phasers.

PREVENTATIVE MEDICINE

— *Lieutenant-JG Tim Groh, USS Florida*

Often a commander finds himself shepherding a convoy of vastly underpowered and under-protected freighters while a pirate or raider strips each freighter of its engines at long range. Eventually a freighter will have to be towed or left behind (exactly what the pirate wants). Consider towing the freighters before they are crippled. The energy that they had been putting into movement can now be put into electronic warfare and shield reinforcement. In this way an escort can effectively lend ECM to a convoy ship (granted only inasmuch as it allows the freighter to use its own power). Tugs are especially good at protecting a convoy in this way. If the Raider or Orion ship decides to close in, you can drop the freighters and turn to fight.

BLAZE OF GLORY

— *Cadet James C Gronosky, USS New York*

When all is lost, and your ship is no longer able to fight, make sure you use some of your last power to place all your T-bombs where they may do some good before you go down. The best commanders always fight to the bitter end and, if possible, reach beyond the grave to take their enemy with them.

GORN HEAVY WEAPONS

— *Cadet Jim Hart, USS North Carolina*

If you're a Gorn, don't forget that your heavy weapons aren't necessarily those big plasma torpedoes. Your cruiser, for example, has eight phaser-1s. These can produce as much damage as an S torpedo at range 5 and are a lot more difficult for the target to avoid. Use your torpedoes to soften his shields, then use your phasers to dice, slice, and make scintillating particles of the enemy's ship.

TRACTOR HIT AND RUN — *Cadet Geof Pinello, USS America*

When over-running or anchoring an opponent while in a drone-oriented ship, consider executing hit and run raids on his tractors, especially if/when he lowers a shield for you. In this case, he will have fired at you with the brunt of his arsenal, and it may be obvious that he intends to use tractors on some of your drones. Note that such raids can be conducted regardless of where your drones are: ready to fire, in flight, or being held by his tractor, although it is best to direct the hit and run raids at tractors that are already holding your drones.

Consider this tactic from the other side of the coin when assigning guards against hit and run raids by drone ships, especially when you are planning to tractor a few of his drones.

ROMULAN BUZZARD MANEUVER

— *Commodore William Heim, USS Maryland*

This tactic was originally devised to deal with the ISC echelon. It was also fairly effective against the Gorns. The idea is to divide the Romulan squadron into thirds. For example, if the squadron consists of six ships, the Romulans will operate in three groups of two.

On the first turn of the scenario, the first third of the Romulan ships uncloak near the end of the turn (impulse #26 or later) and launch all of their plasmas and PPTs at the leading gunline ships from 11-15 hexes range. The torpedoes are targeted on as many different ships in the gunline as possible so that a few wild weasels do not distract them all. The range is chosen so that it is beyond effective phaser, PPD, and plasma bolt range, yet the echelon will be advancing on the plasma torpedoes and thus allow the torpedoes that reach their targets to impact with considerable force.

At the beginning of the second turn, the first third cloaks, lays mines, turns away from the advancing echelon to get behind the two subsequent thirds, and begins reloading. Near the end of this second turn, the second third now repeats the attack of the first third, turning away at the beginning of turn 3. The third third now performs the maneuver beginning near the end of turn 3.

It should be obvious that near the end of turn 4 the first third's weapons will be recharged, and they will be able to execute the attack once more, although with no or few PPTs and no or few mines.

A refinement is to have the ships uncloak so as to present flank (#2 or #6) shields which will be intact at that point. The rapid up and down cycling of the Romulan ships will minimize the chances for the ISC ships to retain PPD lock-ons, and their own torpedoes will lose lock-on to the cloaking Romulan ships and not hit. While they will get to fire phasers and bolts if they wish, the range will be extreme which will limit their effectiveness.

REPAIR FORWARD — *Cadet Bernhard Holmok, HMS Quebec*

Whenever choosing forces for a base assault or a fleet battle, consider buying a repair ship (or a repair pod for a tug or LTT) to assist in repairs to damaged ships. Keeping it 30-35 hexes away from the base or enemy fleet and assigning it a light escort (a DD, fighters, or PFs) will allow you to bring damaged ships back into combat quicker, especially in the long process of wearing down a base.

ORION IMPULSE ENGINES

— *Lieutenant-JG Geof Mahl, USS Indiana*

Orion ships should take care not to double their last impulse engine box. The one extra unit of power you gain by doubling it is not usually significant, but the ability to use a sub-light tac and move at speed 31 later in the battle could be. Thus, you may find that you will be glad you kept that last point of impulse power around.

DAMAGE MITIGATION II

— *Cadet Mitchell D. Michaelson, USS Nebraska*

If a ship is in danger of destruction in a fleet battle, and you are concerned about an explosion, do not waste turns trying to repair weapons when you can repair a few hull boxes in a single turn. The ship will probably last longer, maybe long enough to get it to safety or away from your other ships, PFs, fighters, or drones. This is most useful for small ships which probably would not have the power to use any weapons that they did manage to repair. The primary time to do this is in a campaign where ships that are damaged can be repaired at bases during strategic interphases and come back to fight another day.

CLOAKED EVASION

— *Ensign Paul Kramer, USS Texas*

Cloaked ships often have difficulty evading enemy ships in the vicinity. Even uncloaking to resume the battle can be hazardous when enemy ships nearby are intent on staying close to the cloaked ship. The best solution to this problem is through the use of substantial mid-turn speed changes. Begin the procedure by performing tactical maneuvers to face in the direction of movement of nearby enemy ships. Accelerate to speed 8 to 10 in reverse during the middle to later portion of the turn. The exact choice of speed should be determined during energy allocation to make best use of the ship's turn mode, i.e. move at the fastest speed for a given turn mode. Your ship can then under-run the enemy ship(s) and uncloak behind them, using plasma torpedoes to prevent your enemy from turning to engage you. If the enemy ship(s) HET to engage you during fade in, you can still emergency decelerate and fade back out and launch a wild weasel on the way down to cover your cloak. The procedure can then be repeated in a subsequent turn, but at least the enemy will have burned his HET bonus(es).

ANDROMEDAN RANGE FIVE DEATH ZONE

— *Cadet Marc Michalik, USS Texas*

A quick look at the Master Weapons Chart shows that the heavy tractor-repulsor beam outguns any weapon in the game, other than plasma torpedoes or PPDs. Close to range five with all weapons armed and preferably facing the enemy's #1 shield. During the Impulse Activity Segment, place T-bombs in front of him (this is not really necessary). During the Direct-Fire Weapons Segment, fire everything except a phaser or two, depending on the situation, and then displace back 12 hexes to make the range 17. The Sequence of Play facilitates this as displacement occurs immediately after weapons fire.

DISPLACEMENT DEVICE TACTICS

— *Cadet Christopher Patton, USS California*

One very devious strategy a Conquistador can use is to HET at 9 hexes range and seem to move away, laying transporter bombs on purpose behind you. Your enemy may think that you are trying to run away, and unload his weapons into your rear panels. Once he has done so, you self-displace yourself behind him about two or three hexes (to allow your fire control to become undisrupted) and roar in for a point-blank overrun attack with all weapons armed on his rear shields. Even if he has an HET, he will not have any heavy weapons to fire at you. After you blast him, use the other displacement device to displace your target ship away from you before his weapons can recycle. He should be so badly damaged as a result that you will have no problem reloading and finishing him off.

PLASMA SURVIVAL HEDGE

— *Lieutenant Mike West, USS Pennsylvania*

If you are about to make a battle pass that is at best questionable, try to go speed 31. In this way, if the pass does not work out, you can simply announce that you are disengaging. Note that this tactic is almost impossible for non-plasma ships because they cannot make the speed and have their torpedoes ready to fire.

ROCKS LOVE TERRAIN

— *Ensign John Quinnely, USS Missouri*

Everyone has heard the wonders of encountering a web caster equipped Tholian in an asteroid field. Smart Tholians will, however, use the strength of the web to establish bases near pulsars. The web will protect the base and its defending ships while forcing the attacking fleet to sustain damage from the pulsar outbursts in order to fire at the ships powering the web.

BALLISTIC TARGETING

— *Rear Admiral Tony Zbaraschuk, USS Washington*

When attacking ground bases with seeking weapons, try to get to range five so that you can fire them ballistically and will not need a control channel, and the base will not be able to distract them with a wild weasel. This is especially useful for plasmas.

DOUBLE TROUBLE — Lt Cmdr Steven P. Petrick, USS Texas

Virtually all Lyran and Gorn ships have two shuttle bays. This allows you to drop two T-bombs or launch two suicide shuttles (with speed and facing carefully selected so that they will strike the enemy on the following impulse on his damaged or down shield) simultaneously. When making an overrun attack with your ESGs, you can drop two (rather than one) unpleasant packages in the enemy ship's hex, leaving him in double trouble. Note that as only bays that hold admin shuttles can be used to drop mines, Hydrans cannot use the multiple T-bomb laying option, but they can have moved admin shuttles into the fighter only bays and charged them up during the scenario, a thing that allows a Ranger to drop three suicide shuttles as part of an overrun.

SEQUENTIAL EJECTION

— *Admiral Ray Olesen, USS California*

Many tactics against photon-armed ships involve getting them to eject their overloads then charging in while they reload. Photon ship commanders should remember that each tube is handled individually. You do not have to arm them all at the same time. By ejecting half, or even one-at-a-time, you maintain your ability to respond to such an attack. Your power requirements will be unchanged but slightly more favorable since it costs as much to hold a full overload as to load a standard torpedo. You can continue to hold the overloads with non-warp power providing energy for movement.

CLOAKED DELAY

— *Ensign Steven Rushing, USS North Carolina*

Standard cloak tactics is to exchange fire and then cloak while your opponent reloads. This can be improved by not cloaking on the turn immediately after the firing since this is the first turn of reloading for most of your traditional opponents, and they cannot fire at you anyway. Use the power for speed and to recharge all the power holding systems, batteries and phaser capacitors, while increasing the range to your opponent. The range will help you to ensure the breaking of his lock-on when you cloak on turn 2 of his re-arming. The power will help you to cloak and to fire once out of cloak and to put up EW while cloaking.

DRAWING THE SPEED LINE

— *Ensign Alan Treschler, USS California*

Graph the speed changes your ship will make by first circling its speed at the top of the impulse chart and then circling each move made down the chart until and including the changed impulse. On the impulse of the speed change draw a horizontal line touching between the column of the previous speed and that of the new speed. Continue to circle any subsequent moves made and draw lines across for additional speed changes. This should of course be made with an erasable marker.

PFL PAPERWEIGHT — Cadet Shawn Upchurch, USS America

A PFL might support its flotilla by tractoring an enemy ship using its extra power. The point here is that a PFL (especially a drone or plasma F armed one) can have a lot of discretionary power in its tractor, making it hard to break (up to eight points

without using the batteries). If it applied its tractor to a B10, that ship would not be able to launch a weasel as the rest of the flotilla unleashed waves of drones/plasmas. A flotilla of drone or plasma armed PFs make a good launch platforms for drones or plasmas, respectively, as they move on the enemy fleet. A smaller unit, such as a frigate, would be significantly slowed while tractorred. This technique is most frequently used by the WYN Freedom Fighter PFL in an effort to keep escaping ships from entering the radiation zone until they can be boarded by WYN troops.

LEGENDARY SCANNER OFFICER

— *Cadet Shayne Weyker, USS North Carolina*

Most players only use the weapons officer's ability to subtract one from the die roll. However, in some cases his ability to subtract one from the scanner track above range eight is of more value. Consider that at range 16 a phaser one would have a 50% chance of hitting if you subtracted one and a 33% chance of doing two points of damage. By subtracting one from the scanner factor, you STILL have a 50% chance of hitting, but now you also have a 16% chance of doing three points of damage. This also has some applications in tactical intelligence gathering.

ZERO ENERGY ANCHOR

— *Cadet Ralph Wiazowski, USS Michigan*

One way to "anchor" your opponent with fast drones or plasma torpedoes is to achieve a range of 0 or 1 on impulse #32 of any given turn. Launch the seeking weapons on that impulse, and your opponent will be severely restricted. If he fired weapons such as phasers on impulse #25, they will not be available to fire on that impulse and the fast seeking weapons will strike on impulse #1 of the following turn before he can fire them on that turn. He will not be able to use a weasel if he is already going any speed greater than 4 for the same reason. Thus, you gain most of the benefits of a tractor beam without expending the power. Indeed, your opponent may attempt to channel power to his exposed shield to try to preserve his ship. Thus, it is best to fire all your phasers on impulse #32 at the facing shield since, other than shield reinforcement, there will be no way that he can mask that shield from the strike of the weapons short of movement caused by a black hole, a tractor rotation, or forced tractor movement on impulse #1. All of which would be very rare circumstances.

PREPARE FOR DEFEAT

— *Ensign Simon P. Zwart, HNIMS Holland*

When the battle is going against a Klingon Commander, there comes a time when he must begin preparing for the end. At this point, take the boom impulse engine out of service, even if you desperately need the point of power, and post a guard to protect it from hit and run raids if you have not done so previously. Use any remaining damage control to fix systems on the boom to make sure it is viable, especially hull boxes since you can fix one per point of CDR you have not already used (if you have the power and labs available to use EDR, you are not defeated yet and should not be reading this). But above all make sure there is one bridge box AND one security station working in the boom (better post guards on them too if you have not already). Take a last look around to see if there is anything else you can or should do [for example, if you were playing "The Dictator's Diplomat" (SL65.0), it is important to make sure that the Ambassador is on the boom because you might still be able to get him to Romulan space], like pulling any marines or legendary officers into the boom (if there was a boarding action going on in the rear hull). At this point, you have done all you can to get ready.

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FIGHTER TERM PAPERS

HYDRAN FIGHTER FORWARD ROTATION

— *Cadet Eric Hyman, USS California*

Tractor your fighters on the last impulse of a turn, then during energy allocation you can rotate them ahead to close with the enemy and release them. Since this is not a landing procedure, their fire control will not be deactivated and they can suddenly be one hex closer to an enemy during the firing step of impulse #1. This can also be used to rotate the fighters one hex farther away from an approaching seeking weapon salvo that would otherwise hit them on impulse #1 before they could fire at the seeking weapon.

BEST FIGHTER TERM PAPER IN THIS ISSUE

FIGHTER FLIGHTS — *Ensign John Brandt, USS Washington*

After launching, organize your fighters into "flights" of three to four fighters each. Each flight should retain enough firepower to 1) get enough drones past the defenses of a cruiser and 2) down a shield and get 10-15 internals.

Send the flights in pairs so that the first three fighters knock down the shield and the second flight (being three to five hexes behind the first) can take advantage of the situation. The other fighters should be 10-15 hexes to the side, to cover a wide front which maintains greater flexibility in terms of where the fighters may react. Note that this will allow only at most six fighters to benefit from the EWF, but the effectiveness of the attack will more than make up for this. The fighters should be echeloned left or right within each flight so that generally only two could be destroyed by any given T-bomb.

Grouping the fighters in this manner will also reduce their vulnerability to transporter bombs and make the fighters appear to be less of a threat to the enemy commander which again increases their chances of inflicting major damage.

Forming the flights maintains the offensive for the fighters and keeps the enemy wary but not terrified where he might be willing to do something rash.

Flight formations allows one flight to land and be rearmed by twice as many deck crews so that each is readied for combat quicker and a continuous presence is maintained on the board.

Obviously, each fighter type would need to be evaluated for this formation. All types will normally benefit from even a variant of this formation, except Hydran fighters. The reason Hydran fighters are excepted is that their massed direct fire capability is better utilized with all the fighters together from range eight.

The mass formations recommended in the tactics manual are too vulnerable to two or three T-bombs. When spread in flights, many more T-bombs would be needed to destroy them.

CHAFF

— *Ensign Mike Lay, HMS Oxon*

When using fighters against a drone armed opponent, do not drop your chaff until the last possible moment to minimize your opponent's opportunity to launch a new wave of drones. Of course, if you are far enough away, do not drop chaff at all and have your fighters use their phasers to kill the enemy drones.

A-10s IN THE ATTACK

— *Cadet Dave Weidner, USS Massachusetts*

When your A-10s are going to make an attack run, have the F-14s launch a wave of drones to proceed ahead of them by about 8 hexes. This will force the target to use its weapons on the drones, enabling the A-10s to make their attack. The A-10s should come no closer than 4 hexes and immediately announce the beginning of erratic maneuvers and HET away after firing to open the range and get back to the carrier as quickly as possible.

EMERGENCY DELAY I

— *Lieutenant-JG Barton Bolmen, USS California*

When a few large ships are faced with a carrier group of equal size, the ships can find themselves in trouble very quickly (particularly if the fighters are of the "ship killer" variety). A delay tactic that can be used to buy yourself time needed to go after the carrier is to erect a wall of shuttles between yourself and the fighters — and then have the shuttles attempt to engage the fighters in a dogfight. The fighters basically have three choices if they wish to press their attack: engage in dogfighting which can take a relatively long time to resolve; blow the shuttles away before they are close enough to force a dogfight (when one fighter/shuttle attempts to dogfight, the other must accept and engage) which means valuable ammo meant for the enemy ships has been wasted on enemy shuttles; or use their superior speed to go around the sloth like shuttles (a maneuver that might cost them dearly to complete). Most any way you look at it, it's going to buy you some time. The cost is high; spend it wisely. Note: this tactic is not particularly effective against multi-phaser or phaser-G armed fighters unless you've sent a few drones or such their way first [in an attempt to get them to fire their phasers — thus making them unavailable to stop your shuttles (remember, this is a desperation tactic)]. The obvious tactic for fighters to use to prevent shuttles from doing this is to use their phasers to cripple or destroy the shuttles just before the shuttles are in close enough to force the fighters into a dogfight. This way the shuttles are stopped, and the fighter's heavy weapons are still ready to use on bigger and better targets.

The best method is to fire type-VI drones at the shuttles, forcing them to use their phasers to protect themselves and then killing them in the dogfight.

EMERGENCY DELAY II

— *Fleet Captain Sandy S. Hemenway, USS North Carolina*

When your ship is running into a stinger swarm, to avoid the Stinger's Gap scenario, at range 4 use reserve warp to 'accelerate' to a speed that does **not** move the next impulse. This means the swarm must move to range 3 (or slip/turn away). This will give you at least one good ADD volley at best range, widen the gap enough so you might sneak through, or at least give you one extra impulse to deal with them before they reach effective range.

FIGHTER PRESERVER

— *Cadet David Gardner, USS Virginia*

When launching your fighters toward a target protected by a minefield, but within 35 hexes of the carrier(s), include several admin shuttles in the fighter group. The admin shuttles can lead through the minefield to trigger mines set for shuttles, and if by chance they make it through, your enemy may think that they are scatter-packs or suicide shuttles (which in fact they just might be) and fire on them. Note that ballistically targeted scatter-packs could have been launched from greater than 35 hexes range so long as something is able to provide guidance from 35 hexes range when it releases.

KILLING LOTS OF BIRDS WITH ONE STONE

— *Lieutenant Commander Tom Chartoff, USS New Jersey*

When facing massive drone or fighter/shuttle waves in a tight formation, save your firepower and use T-bombs set for size class 7 targets. Since T-bombs affect everything in their radius, a single T-bomb can destroy countless drones and/or fighters! Remember to place mines both directly in front of and behind the fighters to ensure their triggering at least one mine even if they HET. Don't, however, forget that fighters might be bluffed by using a dummy T-bomb.

TACTICS

HELLBORE FIGHTER SUPPORT

— *Ensign James C Gronosky, USS New York*

Stinger-Hs are a Hydran's best friend. Have them follow your ship into battle against the Lyrans to drop or reduce his defending ESG at just the right moment to optimize your attack run. Generally, they should be three to five hexes behind your attacking cruiser. They may be towed by tractor beam to reach the right place and released before the actual attack. Care must be used to release them before the enemy can cripple them with long-range fire, but this can be assisted by pulling a few standard Stingers as well in order to confuse his targeting.

SAVE THOSE FIGHTERS

— *Ensign Joseph W. Hatfield, HMS New Brunswick*

In scenarios where you have both PFs and fighters, have the fighters follow the PFs into the attack as a second wave. The PFs are better able to sustain damage than the fighters. The fighters pack a considerable punch themselves but are more fragile. Drone users should go for the three tiered effect, having a wave of drones precede a wave of PFs which precede a wave of fighters. The enemy's phasers and other drone defenses will be used to stop the drones, his heavy weapons will damage the PFs, and then your fighters will have a fairly clear run in to release more drones at close range. Note that the fighters will still need to be dispersed to minimize the chance of too many being destroyed by T-bombs, and you must still be wary about getting too close to PFs that might explode.

STINGER-II TACTICS — *Cadet Thomas Lallier, USS California*

Keep the hellbore fighters in the same hex as their carrier. This will add long-range fire support (at least out to range 10), protect the ship from waves of incoming drones with their phaser gatlings, speed the reloading of the fighters because they can land right after firing, and cause the enemy to spend power on ECCM to fire at the fighters (making it easier for your Hydran ship to avoid damage and hit the enemy ship). Remember to recover the hellbore fighters as soon as they have fired their hellbores. This will protect them from enemy fire, and they can be relaunched without reloading their hellbores if they are needed for drone defense.

CHEAPER IS BETTER

— *Ensign Eric Nussberger, CVB Houston*

Hydrans are no fun in pick-up scenarios because their swarms of fighters greatly inflate their BPVs. There is an alternative to the Stinger-II, however. Realize that, in most scenarios, at least one third of your fighters will have defensive missions and will never fire their fusions. Therefore, buy one-third to one-half of your fighters as Stinger-Fs. They have all the defensive abilities of a Stinger-II. In a fleet with 24 fighters, this will save you up to 36 BPV. Also the lack of heavy weapons makes them less inviting targets for those pesky disruptors, so they will probably live longer, and their deck crews can help load fusion charges on the fusion fighters.

POP GOES THE SQUADRON

— *Ensign Keith Rogers, USS Maryland*

When playing Hydran fighters, NEVER forget how devastating they can be at close range. If you do, you are likely to blow up the ship you are fighting and all your fighters along with it. Just three Stinger-IIs (assuming die rolls of four only for all rolls) will do 84 points of damage at a range one: enough to blow up all frigates and most destroyers, cripple a light cruiser, and heavily damage a heavy cruiser. Twelve of those same fighters under the same assumptions (range one, all die rolls are fours) will do 336 points which is enough to kill ANYTHING (but a starbase). God help you if you roll well.

FIGHTER SURVIVAL

— *Cadet Mark Yeager, USS West Virginia*

Fighter attrition is reported to be on the order of 25% or higher, but with a few tricks a fighter can enjoy a long, useful life. First, launch your fighters out of effective range of the enemy (at least 9 hexes, preferably 16). At this point begin erratic maneuvering at a speed of 0. By doing this you will not close with the enemy while under the firing delay and will make yourself harder to hit. After the delay is up, accelerate into the fray. Just remember not to get too close. At four hexes, one overloaded disruptor can be devastating. Most important is to operate fighters in groups. A single fighter isn't much more than a nuisance to the enemy and will probably end up phaser bait.

Launching at speed zero is highly controversial, and many experienced captains prefer to launch at full speed and circle.

COMBAT SPACE PATROL

— *Cadet Thomas Clifton, USS Tennessee*

In a fleet battle or carrier duel, always hold a few fighters back to protect your carrier and help your escorts deal with the enemy fighter or drone strikes. It is important to keep the carrier in action, and enough incoming weapons and fighters could swamp the escorts (to the extent, in some cases, of running them out of ammo, especially the Klingon ADD only escorts such as the E3E/A and E4E/A series). A few fighters can make the difference in avoiding major damage and buy the escorts the time they need to reload.

MULTIPLE WARHEAD DRONE DEFENSE

— *Ensign John Peterson, USS New York*

Using multiple warhead drones against fighters is one way of delivering more seeking weapons than can be shot down and has been proven effective against the inexperienced. However, experienced fighter players will recognize that the MW drone's submunitions can easily be evaded because of their short range, and any submunition from the drone can be destroyed with a single phaser-3 shot at close range, or even canceled with your own type-VI drone launched to intercept. So long as the fighters stay fairly close together (which is fairly hard to do in a T-bomb environment), they should be more than able to deal with any MW drones sent their way.

PLASMA D TORP DELAY

— *Ensign Jeffery Wong, USS California*

Plasma D armed fighters can prove a useful adjunct to a plasma fleet by launching the D torps at the enemy ships while their ships are trying to get their plasmas recharged. Faced with waves of plasma Ds, attacking enemy ships will have the option of either firing their phasers (and it takes a lot of phaser shots to wear a plasma, even D, away), allowing them to hit which will weaken their shields to other strikes, or turning away (which at this point is probably what you want). Note that the carrier escorts for the carrier which launched your fighters can provide their own plasma Ds in support of this operation.

DECK GANGS

— *Rear Admiral Tony Zbaraschuk, USS Washington*

Always operate your deck crews in groups of at least two, unless you have a vital need to launch all fighters with a (light) drone load. This allows you to rearm selected fighters faster, while others launch, land, or fight. It also allows speedy reloading of selected ready racks. This carries the further advantage that damage to your shuttle bay will not kill deck crews until much of the bay is gone. Note that, while only two deck crews can work on a single fighter, you could have two reload the ready rack, while two more repair the fighter or reload chaff or EW pods.

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WILD WEASEL PAPERS

WEASEL AMBUSH

— *Lieutenant-JG Robert Tweedy, USS Missouri*

Plasma ships can sucker an enemy ship into prime torpedo range by judicious application of passive fire control and the Sequence of Play. As the enemy ship closes behind a wave of seeking weapons, slow and drop a weasel. His ship will continue to close with overloads. At a range of greater than four hexes, launch the plasma torpedoes under passive fire control, voiding the first weasel, then launch the second weasel you have held for this moment. His seeking weapons will track the second weasel while yours will track his ship, and he will be too close to get away.

RATED THE BEST WW PAPER IN THIS ISSUE

WILD WEASEL USERS BEWARE

— *Lieutenant-JG Barton Bolmen, USS California*

After your opponent drops a WW, you can still launch your scatter-pack. Set the SP for ballistic targeting toward the WW. Knowing that the WW will attract all seeking weapons targeted on him, he will very likely dismiss the shuttle as no more than an extra phaser-3 for your side — his mistake. Make sure to burn the weasel four impulses before the SP will scatter. When the SP scatters, you can anchor him for added insurance against any additional WWs he may be packing. Although the SP is set for ballistic targeting, you can still set drones for primary targeting. And since they didn't become active until after the WW had become ineffective, they aren't affected by it! This tactic can be used in other situations as well. By sending the SP off in an odd direction, your opponent may feel less threatened and thus less likely to fire on it — again his mistake.

GETTING THE WEASEL

— *Ensign Troy Feickert, USS Nebraska*

One tactic to help plasma armed ships against a common anti-plasma tactic (wild weasel), is to launch all of the pseudo plasmas and one real plasma-F. This should destroy the shuttle and leave most of the plasma torpedoes available. If he then launches a second weasel, it can be destroyed with phaser fire.

HYDRAN WEASELS II

— *Ensign Fred Hood, HMS Shropshire*

Seeking weapons are not a problem for Hydran ships, thus wild weasels are rarely used. They are, however, useful for EW gains. Since an attacking Hydran cruiser has difficulty in reaching high speeds, due to the high power demands of its heavy weapons, a useful tactic is to move at speed 4 (or change speed with mid turn speed changes down to speed 4) and, after firing your weapons, launch a wild weasel. This weasel should preferably be launched toward another friendly unit that can provide it some protection to preserve its EW effect. The EW gain should be a big help to the launching ship.

PULLING THE PLUG

— *Lieutenant Commander Tom Chartoff, USS New Jersey*

A method of dealing with wild weasels that is frequently overlooked is actually boarding them. Maneuver into position so that the enemy ship is on a different shield than the wild weasel, drop a shield, and place a boarding party onto the wild weasel. On a roll of one, the wild weasel is shut down and the weapons targeted on it will revert to their original target. A roll of a five or six causes the wild weasel to explode, but that was going to happen anyway. If done near the end of a turn, you may actually get two chances to shut down the weasel.

LIMITING WEASEL RESTRICTIONS

— *Cadet Rusty Smith, USS California*

If faced with a large number of drones and a WW is your best (only) alternative, you must consider closely how quickly to free yourself from its protection/restrictions, otherwise you may find yourself at speed 4 or less with large numbers of enemy ships who know where you will be and do not have your best interests in mind. It may be best to void the weasel and allow some of the last seeking weapons to hit you in order to have a chance of escape.

WEASELS AND TERRAIN

— *Cadet Robert J. Watson, USS America*

Wild weasels can gain a few edges in some terrain types. In asteroid fields, send the weasel on a course that will lure pursuing seeking weapons into the rocks. In this way, they may all be destroyed before they can reach the shuttle. If a planet is in the scenario, try to have the weasel move behind the planet; this will cause all the seeking weapons (even type-VIs!) to accept the planet as a target. Care has to be taken though since you do not want to do this if the planet is friendly to you! Note that this can also work to some extent with a small moon, but is not a sure thing. Weasels can be your best friend if you are still suffering negative effects from penetrating the WYN radiation zone, but remember the effects of the zone will last longer than your supply of weasels, so use them with care and thought. While the weasels will not survive use in areas with black holes or pulsars, you can use these terrain features to hasten the death of your gallant weasel and allow yourself to begin reactivating your fire control sooner.

PF WEASELS

— *Cadet Kevin J. Connolly, USS New York*

It's a good idea to keep the PF tender close to the PFs for those occasions when the flotilla acquires more seeking weapons than it can handle. Recover the flotilla to the external mech links. Under (F2.335) the seeking weapons accept the PFT as their target. The PF tender then emergency decelerates and launches a wild weasel. After a suitable delay, the PFs can launch again, and if the seeking weapons have not all hit the weasel, it will still remain the target under (F2.336) if the tender does not void the weasel. Your PFs can then continue their mission, free of those pesky drones and plasmas. This can work for carriers and their fighters as well, but the execution is much slower and more difficult, except for those carriers with balcony and track systems able to handle a large portion of their fighters.

EMERGENCY DECELERATION-ACCELERATION

— *Fleet Captain Sandy S. Hemenway, USS North Carolina*

If you find yourself too close to a seeking weapon user, and he launches his seeking weapons in such a way that you cannot ED (and weasel) before they hit you, announce ED and use reserve warp to speed up [and gain the hex(es) you need]. A reserve warp speed change may also help you gain the four impulses you need if you have just HETed (C6.36), and your opponent has launched seekers that he was sure would hit you before you could launch your weasel.

THE PLASMA BOOMERANG

— *Commodore John Hammer, USS New York*

If your opponent launches a plasma torpedo at you from range 1 when you are eligible to launch a wild weasel, launch it at a speed that will move on the next impulse (1-6 normally, 1-12 if boost packs are available) and face it into your opponent's hex or the hex into which he will move. The plasma torp will then strike the weasel and score collateral damage on your opponent. This is particularly useful if your opponent has more than one unit in that hex.

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VICTORY AT ORIGINS 88

Fleet Captain Sandy S. "Firemane" Hemenway, KHS Ice on Fire

When we published Tom Carroll's Victory at Origins 90 in CL8, we regretted that it would not be possible for previous champions to remember enough of their battles to write similar articles. Shortly after that issue appeared, however, 1988 National Champion Sandy Hemenway sent in this article, which he had written after his victory but never sent in.

I had not originally planned to go to Origins 88, but participated actively in our group's preparation for it. We played tournament rules exclusively for over a month; no one would catch us on a rules error!

I had played several races as a utility sparing partner, and when I found out I was going, I finally settled on the Kzinti (despite a brief moment of panic when CL#6 forgot to mention its double drone control rating).

The Raleigh group includes Jim Hart (who wrote *Escape from the Holdfast* and *A Warrior's Death*), Steve Rushing (a rated ace who served a year as the Romulan commander), Ellis George (another rated ace), and Lisa Parker (who became the 88 Ladies Champion). It has been said that aces breed aces, and it was certainly true.

We had some travel problems (our flight was cancelled), but I managed to maintain a calm and carefree attitude. We had trouble getting our luggage when we arrived, but that didn't faze me either. I had all my SFB materials in my carry-on luggage along with a shirt, a pair of shorts, and my toothbrush. I was ready to play.

I did not go to Origins expecting to win many games, much less the whole tournament. I went to play against new people who know the game, to have fun, and maybe to watch one of the others (Steve, Jim, or Ellis) win.

DAY 1: THURSDAY, AUGUST 18TH, 1988

After little sleep and the standard confusion of registration we all gathered for our assault on the Star Fleet Universe. Ellis started by deciding to play Feds rather than Andros, and he lost several games before paying for his mistake and re-entering the Patrol with Andros.

I drew my first opponent in Patrol: Matt Leuthold, a rated Gorn ace. The game was my longest of the entire tourney until the semifinals. On our initial pass, I had 16 points of reinforcement on my #6 shield with no disrupters armed. I began the game at speed 12, launched my scatter-pack, and moved to stay with my shuttle. Once the shuttle blossomed, I tractor and recovered it. I also launched four medium speed drones from my racks, putting ten drones in one hex.

I used this tactic in almost every game I played for several reasons. One, psychologically it scares anyone to see 10 drones in the same stack if you have no T-bombs. (I did not employ this strategy against Andromedans.) Two, it allows me to recover my SP shuttle for future use, while most SP shuttles end up sitting on the board doing nothing once they've blossomed. Three, my speed plot is such that I will fall about four hexes back of my drones, allowing me to follow them in. The one drawback is that I am restricted to speed 24 max for the first 8 or 10 impulses of the following turn. I decided it was worth the trade off.

During the first turn as we are closing, Matt launched an enveloping-S, and after deep thought, I turned away. Hindsight told me this was a bad choice as it allowed Matt a full turn of

cutting down my drones with phasers before I could get back on him. Basically, I got scared and abandoned my game plan. I vowed I wouldn't make the same mistake again.

It was a tightly contested game, and I won when Matt tried to do an HET at speed 31. I pointed out that the rules do not allow this, which blew his attack plan for the turn, and he conceded. Simply put, I won the game by knowing the rules.

RECORD: PATROL 1-0 FLEET CAPTAIN'S 0-0

Word got around of an early upset by some red-haired Kzinti from Raleigh. I enjoyed the attention, but figured it was a fluke. (I had won my first game in Baltimore and ended with a sparkling 2-4 record.) If you have never been to a tourney, you will find that if someone beats a "name" player the other "name" players find out. Some will make it a point to avoid the bullpen if they see a new hotshot, while others will make it a point to seek them out to see if they're for real.

In my second game (Patrol again), I drew Andromedan rated ace Dave Bushke. My only thought when I find this out is, "Here I go again". You see, Dave had parked his Andy on top of my Hydran Ranger in 1987, blowing me to bits. Revenge was not a motivator, but this was the only game I entered scared. Once again I put 16 points of reinforcement on my #6 shield and kept it toward him. I launched four medium-speed drones on turn 1. Dave got into range and fired his TRs, knocking down my #6 shield despite the reinforcement, but did no internals.

On turn 2 I launched 4 fast drones, which he immediately destroyed with a T-bomb. This was exactly what I wanted him to do because my SP and type IV-fast drones were still on my ship. I chased him as he reloaded.

On turn 3, he took a range 3 shot and displaced. Unfortunately for him, he failed his roll and displaced backwards and off the board, which stopped him dead with my ship only six hexes away and most of the turn remaining. I closed, launched my drones and SP, and decelled to park at range zero. When my first two drones and phasers did 21 internals, he conceded.

RECORD: PATROL 2-0 FLEET CAPTAIN'S 0-0

I took 4 hours off because I had developed a headache, borrowing some aspirin from Steve. (We found out about tourney headaches in Baltimore and came prepared). Then I ate. When I returned, I wandered around to see how some of the games were going; checking out the competition.

Mentally prepared for another game, I got my first Fleet Captain opponent, a Federation CC. I opened with my standard attack of 10 drones and recovered my shuttle. I let my drones get four hexes in front of me and then sped up to 20. The Fed player had moved slowly, so no combat took place on that turn.

On turn 2 the Fed tried to deal with my drones by dropping from speed 14 to 4. This is illegal, and a judges ruling forced him to emergency decelerate. After doing 16 points of shield damage when 2 of 4 photons hit my reinforced #6 shield, I turned and did an overrun just as he emerged from the weasel restrictions, firing my phasers at range 1. He conceded rather than roll for the damage. Again, knowing the rules paid off.

RECORD: PATROL 2-0 FLEET CAPTAIN'S 1-0

I then called it a day and watched other games for a couple of hours. Ellis lost several Fed games before changing to Andros. Bob, Lisa and Jim were doing poorly. While Steve was eliminated from the Fleet Captain's tournament, he had an unblemished record in Patrol. Overall, I had the best first day out of our group, which came as a total shock to me.

DAY 2: FRIDAY, AUGUST 19, 1988

This is the day I expected to lose big. It started out just as I expected. I thought I might have a shot at the Patrol final and decided to begin the day with a Patrol game. I drew Klingon ace Tom Chartoff, who rather quickly dispatched me in a nasty little knife fight. He got me with 2 weasels and his SP (which I forgot about).

RECORD: PATROL 2-1 FLEET CAPTAIN'S 1-0

After the patrol loss, I decided I might as well play round 2 of Fleet Captain's. I drew another Klingon. (Having just lost to one, I was not exactly overconfident, but I did feel prepared.) This Klingon started out at speed 27 (which forced me to alter my initial SP deployment slightly) and subsequently destroyed the shuttle before it could blossom at range 22! I then chased him around the edge of the board and "hacked & slashed" him to death. The "hack & slash" maneuver is designed to tear down a screen on impulse #32 with phasers and then pump overloaded disrupters through the down screen on impulse #1. (See term paper by David Zimdars in CL#6. Thanks, Dave!)

RECORD: PATROL 2-1 FLEET CAPTAIN'S 2-0

With 2 games played by 1:00pm, I took a lunch break and rested awhile. When I heard another rated ace (Ron Spitzer) was waiting for a 3rd round Fleet Captain's opponent, I decided to make my next game Patrol. I needed a Fed/Hydran/Tholian to finish my Patrol Food Group requirements. Will Wheaton showed up (no, not the one you're thinking) flying a Tholian.

He webbed my turn 1 drones, which I deployed in a standard stack of ten, although I split them up as best I could when he fired his web caster. We closed. He fired overloads at range 3; I took his volley and returned fire at range 2, causing more damage. Then I smothered him with drones before he could rearm or get away.

RECORD: PATROL 3-1 FLEET CAPTAIN'S 2-0

With time slipping away in the evening (and the requirement to play a third game by midnight to get into the Fleet Captain's finals), I asked for an opponent and drew Mike Hautt flying an ISC ship. Mike was (and is) a rated ace and the ISC deputy commander, so I knew I was up against the best the Concordium could offer. I knew that the Captain's tourney wasn't going to get any easier, but I was there for the ride and wasn't going to be upset if a good game went bad for me. I had a slight advantage: having played the ISC in a local campaign for a year I was familiar with their ships.

Turn 1: I launched a standard attack. Ten drones, recover shuttle, get four hexes back, speed up to 20. Mike, however, crept out slowly and went toward his far corner.

Turn 2: He weaseled the drones as I closed in. My 10 drones took out the shuttle (doing a really swell job, but not the one I wanted them to do), and I stayed on his #6 shield. I was heading straight for him, but was careful not to allow him to bring multiple torps to bear. His slow speed helped me to stay one hex forward of his forward arc hex row. He could not fire his PPD effectively because of the weasel. He launched a G at range 7, just after my drones hit his weasel. I ignored the G torp and slipped onto his FA hex row as he moved forward. The sequence and timing of the end of turn 2 was tricky, but (with a timely HET) I took his two G-torps on different screens, while the one F-torp he could launch was forced to HET and hit a rear screen on the next turn.

I fired all bearing phasers and an overloaded disrupter on impulse #32 at range 1, destroying all the phasers he had bearing on me. Most of them had fired during the last 8 impulses of turn 2 anyway.

Turn 3: I powered shields, fire control, life support, and a few phasers; recharged my batteries; and put 20 points of power into tractor. On impulse #1 I grabbed him and launched 90 points worth of drones and a suicide shuttle that he could not stop. I believe the most horrifying look I saw in Milwaukee was Mike's when I announced speed zero. He asked, "Any tac warps?" No. "No impulse tac?" Nope. "I bet you have a bunch of power in tractors, don't you?" He was right, but he was one minute too late. In an SFB tourney, that's one too many. He conceded, putting me into the Sweet 16 to play on Saturday.

RECORD: PATROL 3-1 FLEET CAPTAIN'S 3-0

Unbelievably, I moved into the Sweet 16; an occurrence far beyond my wildest fantasies. It's getting late on Friday night, but I'm was so pumped up I decided to play another Patrol game as a "what-if-I-had-lost" gesture. I knew that the two finals ran concurrently, and I could only play in one. Fortunately, plenty of players who had already been eliminated from the Fleet Captain's tournament were desperate for players who might provide the kill they needed to get into the Patrol finals.

I was paired against a WYN armed with a PPD and two photons. I used my standard opening, and he shot poorly at my reinforced screen while trying to deal with 10 drones. With my ship at 30,000 kilometers and drones at 10,000, he did an HET. I pointed out the WYN doesn't get the first time HET bonus when he rolled a 4. He did not realize this and, after checking with the judges, conceded defeat. For a third time, an opponent lost because he hadn't studied the rules.

RECORD: PATROL 4-1 FLEET CAPTAIN'S 3-0

DAY 3: SATURDAY, AUGUST 20, 1988

At this point, everyone left was a rated ace, either from before or at that point. Making the final 16 is how rated aces are chosen. Also, pairings are now assigned by a tree, rather than randomly as players report to the desk.

The pairings placed me against Lyran Captain Conlan Ladd. Conlan had played Steve Rushing (from my group) earlier in the Patrol tourney and lost on an energy allocation error. Steve gave me a brief description of the game, although I MOSTLY ignored the info because the best players will alter their strategies as necessary. Also, at Baltimore in '87, Steve lost one of his games to Ed "Spacedust" Slusarek after Jim coached him on Ed's style. This type of thing does go on, but I would advise players to ignore "intelligence" reports of your opponent's style and concentrate on your own strategy versus the race you are playing. I did, and it worked.

Turn 1: (Yes, you guessed it), 10 drones, recover shuttle, etc., etc. This time I stayed only 3 hexes back though (a minor alteration in my style based on ESG range). We closed and exchanged fire at the end of the turn. He did an Alpha strike, while I employed the "Hack & Slash" technique. He did 33 internals; I did 23 at the end of turn 1 and 10 more (missing with a disrupter) at the start of turn 2.

The knife fight ended early on turn 2 when I destroyed his remaining ESG and tractorated him, allowing drones to go through his down shield. He conceded when the drones hit.

The fairy tale continued as I advanced into round five. There were only eight of us left, and every one of us was now an ace.

TACTICS

RECORD: PATROL 4-1 FLEET CAPTAIN'S 4-0

Steve and Ellis both managed to make the Patrol tournament Sweet 16, but both fell in the fourth round. Steve lost to Tom Chartoff (who apparently took great pleasure in destroying members of our group).

However, we were not the only group well-represented in the tourney. My next opponent was Glenn, one of 3 Nebraska players who made the final 16 of the Fleet Captain's tourney.

This Nebraskan was flying a WYN TC with hellbores. The game was fairly long and very tough. He weakened a shield on his first pass, then he turned and ran. I chased him across the board for two turns into the far corner, never allowing him to get me back in his forward arc.

As I closed in, he missed two of my drones when he mistimed a launch of his own drones. This miscalculation overloaded his defenses and I "hacked & slashed" (and drone) him to death. His hellbores only fired once. The key point being that I didn't arm my disrupters while I was chasing him, giving me enough speed to prevent him from turning around and getting me in his forward arc. He hadn't counted on that.

This moved me into the final 4, and for the first time I actually believed I had a chance at winning the "Gold Hat." Up until now I was playing for sheer enjoyment, and simply having fun. My emotions rolled up and down like a roller coaster. I waited to discover my semi-final opponent with another quarter final winner named Bieksha, who was also flying a Kzinti. He had beaten Gorn Matt Leuthold in his quarter-final.

RECORD: PATROL 4-1 FLEET CAPTAIN'S 5-0

Eric Hyman and that other Nebraskan (I think) advanced to the semis, and the judges decided to pair the two Kzintis vs. each other because we've had an hour off since winning, and the other players were exhausted. This simply switched the semi-final match ups. So my door to the finals was blocked by my own reflection. My record was now 9-1 overall, but I was having to face the one race I had never expected to fight.

I used my standard opening, but on our first pass, he came out slightly ahead. He fired at me and ran, while I fired at his drones. This gave me a very slight drone advantage for a turn or two. Unfortunately, I was never able to exploit this advantage.

We met for a second pass in a corner. This was a relatively even exchange, and we both sustained damage. The main difference was that he moved off while I sat still. We both initiated repairs while I accelerated. I did a couple of internal volleys with long-range phasers and disrupters, firing one at a time, although I didn't really get any great Mizia benefits.

Finally, we closed again. On this final pass he went for a direct-fire alpha strike, hurting me badly. However, he left himself open to three drones (two of them type IVs), which he could not stop. My drones won the game for me, barely (and appropriately), and I advanced to the finals.

RECORD: PATROL 4-1 FLEET CAPTAIN'S 6-0

The accomplishment I was proudest of was that I had beaten nine different races, including getting revenge on the Klingons (the only race that beat me).

DAY 4: SUNDAY, AUGUST 21, 1988

"...and then there was one."

Hydran Ace Eric Hyman was my adversary in the finals. Eric went on to finish 2nd in 1989 and 3rd in 1990. He was jok-

ingly called the Duke University of SFB, and I wish him the best of luck in all his future efforts.

Having played Hydrans as my primary race for 3 years, I felt very good about the match up. I was also thankful that I had managed to avoid having to play a cloaked vessel. The Romulans in my home gaming group play noncloaked, leaving me with very little experience against cloak capable ships. However, since I faced 10 of the 12 races in 12 games during the weekend, I felt I had been tested about as well as one can be.

It's traditional to allow the final players some quiet and privacy, so the judges erected a fortress of chairs and tables to keep people 10 feet away and let us (and the Patrol finalists) resolve the issue. Eric's girlfriend, always a fixture at his side during the festivities, was allowed in the "Circle of Honor" by special dispensation of the judges. No one objected. (*Editor's Note: Eric and Jacy were married on 25 May 91.*)

TURN ONE: I used my standard opening plot (10 drones), put 8 points of reinforcement on my #6 shield, and armed standard disrupters. This was the only game in which I armed 4 standard disrupters. I was more concerned with his fighters than his ship and wanted to take them out as quickly as possible. I've learned to think of Stingers as roving nuclear space mines.

Eric's attack was executed brilliantly. With his fighters just behind, Eric took a shot at range nine(????!!). He then turned away. His direct fire (two fusions beams, four phaser-1s, and a hellbore) were intended to weaken my shield enough to make his enveloping hellbore effective. It would have been enough except for the eight points of reinforcement on my #6 shield. His enveloping hellbore was thus divided over FOUR shields; virtually negating its effect. This gave me four 22-point shields and two 20-pointers.

I crippled one Stinger by impulse #32, despite horrible shooting. It then took too many phaser-3s to cripple the other (after it knocked down some of my drones).

TURN 2: I finished his Stingers, killing the cripples to prevent any possibility of later repair, and chased him down the left sideline into the corner. I did not have disrupters armed, a tactic I had used before. By impulse #32, he had turned just enough to get me back in his forward arc and fired his four phaser-1s at my ship's forward shield. This is when things got REALLY interesting.

TURN 3: I put 10 points on my forward shield, expecting overloaded hellbores on impulse #1. My drones were two hexes away from him, giving him just enough time to fire and pop a weasel. Instead, Eric weaseled immediately and took collateral damage. I fired some phasers and turned away just before he announced a speed change. When he announced the speed change, I examined the movement chart carefully and realized I had exactly enough time to close and fire before his weapons cycled and his fire control became active.

I had no disrupters armed and only 1.5 points of power left in my phaser capacitor. Although I knew the move was risky, I believed I could cripple him with four drones, so I used my entire battery capacity to HET and go toward him.

I reached range 1 and launched the four drones. All during the tourney my drone mix was constant. I had made one of my type-IV drones slow to use as a surprise. So when I launched drones, I launched one slow type-IV, two fast type-IVs, and a fast type-I. I also launched a suicide shuttle at a speed that would move on the next impulse.

With his fire control off and the Sequence of Play working against him, things were pretty bad. The fact that his phaser-1s were not on line just made matters worse. I thought I had him, and then he did something totally crazy that saved his neck.

He fired the one gatling phaser that was in arc, two overloaded fusion beams, two overloaded hellbores, and an extra phaser-3 from a stray shuttle he had out at range 3. He fired all

this at my drones!! He did not bother firing at the slow drone, working under the assumption that the three fast drones were my type-IVs. In all of my warm ups, and every game I played at Milwaukee, this was the only time this strategy actually worked for me.

He took out two of my drones and my suicide shuttle, but he had fired only an overloaded hellbore at one of my type-IVs, so two drones got through and both were my big ones. This did 18 internals.

I slipped into his hex as his remaining phasers cycled. He knocked my #6 shield down, but got no internals, while all I could do was add three phaser-3s through the down shield. This did 12 more internals, but I failed to hit a hellbore. His other gattling knocked my rear shield down to about 6 boxes as I flew past. This left me with my #6 shield down, my rear shield down to about 6, and weakened shields all the way around for his hellbores to chew on. Eric moved away at speed 10, while I slowly wheeled around through a maze of shuttles he tossed at me. He launched every single one.

We ended the turn with my ship about 8 or 10 hexes back (directly behind him). One of his shuttles managed to get a range 3 shot through my down shield, doing 3 internals, hitting phaser, warp, and hull.

TURN 4: Eric had 2 options as I saw it: (1) turn around to fire or (2) HET to fire. But he needed to recharge first. I recharged my phasers and batteries and moved speed 17, which was my maximum due to a plotted decel (to seven) during the latter stages of turn 3. I then did my best to stay behind him and cut off his escape out of the far corner, while not letting him turn around enough to put me in his forward arc. I just made sure to stay on the hex row that would be one behind his forward arc line when he made his next turn. We ended turn 4 with him still running toward the opposite corner, though I had a pretty good angle on him.

TURN 5: I based my movement plot for this turn on how many hexes I needed to cover immediately to prevent him from escaping the corner, with the added assumption he was moving speed 26. This made my movement plot speed 26 for 10 impulses, 15 until impulse #20, then speed 7 for the rest of the turn. I put 11 points into tractor and overloaded a single disrupter.

Eric tried to turn around without using an HET, being forced to by the edge of the board, but my high speed prevented him from getting a shot at me. With only a couple of impulses left in the turn, I tracted him lined up directly on his #3 shield with his ship pressed right up against the edge of the board.

I launched three drones (leaving only one drone in my entire arsenal). Then I hacked his #3 shield down with phasers and two overloaded disrupters (one armed with battery power). This took out his RS phasers as I prepared to slash him on impulse #1 with two more overloaded disrupters.

Eric conceded, knowing that he could not stop my last drones or my disrupter fire.

After the judges carefully checked the energy forms, I was crowned 1988 Star Fleet Battles National Champ, and allowed to name my Kzinti TC *Ice on Fire*.

RECORD: PATROL 4-1 FLEET CAPTAIN'S 7-0

If I have any advice at all to those planning to attend Origins, I would suggest you not think about winning so much as having fun. (Except maybe Eric, who ought to win sometime soon). Try to reach the final 16 and earn a Rated Ace card, the mark of a world-class player. There is too much luck involved (who you draw, how the dice roll, if you guess right about your opponent's plan) to expect to win it all.

After all, it's just a game.

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ASK UNCLE ARDAK

Dear Uncle Ardak: My fleet commander assigned my squadron of two D5s to screen the fleet from a potential attack by a squadron of packed Federation F-14 fighters with two type-III-MW-F drones each. Do you have any advice?—Commander Kbar

Dear Commander: Standard doctrine in such cases would be to retrograde and use your disruptors to target the fighters at medium range. A packed F-14 will be crippled by 4 damage points, which two disruptors can provide at ranges up to 30 hexes. Remember that you only need to cripple the fighters to make their attack impotent.

He won't be firing drones past you as he could just as easily go around you. You'll have room to retrograde because the fleet commander will post you far enough out to give you room for three-five turns of retrograde (minimum). Of course, if overwhelmed, just run at speed 31 for a few turns until the drones run out of fuel, but the fleet commander probably won't appreciate you letting the fighters get past you.

You might use your phaser-1s to pick off any fighters that come within 15 hexes, where you have a 33% chance of a kill or cripple. Save the phaser capacitors on the ph-2s and ph-3s for defense against any leaking drones, and keep your ADDs and drone racks for that too. Allow adequate spacing between the D5s for the ADD racks to cover each other's close-range zone. Obviously, your own multi-warhead drones will be highly useful.

You might consider setting up some shatter-packs with 12 randomly-targeted type-VI drones, but that will lose the shuttle because you'll be retrograding too fast to recover it.

For an added surprise, use a few Swordfish drones and set them to firing at range 2. You get a 50% chance of a cripple.

Dear Uncle Ardak: My F5L has been assigned to convoy duty, and intelligence reports that local pirates have acquired plasma-armed fighters. What do I do?—Commander Kilgore

Well, Kilgore, don't accept any dinner invitations from freighter captains unless you trust your XO implicitly. Seriously, the Orion can't win by blowing up the freighters, only by capturing them.

You need to turn the convoy from a target into a weapon. Have the convoy maintain its best speed (about six) with their phasers armed. Launch all of their shuttles as this will nearly double the convoy's firepower. Every freighter can use its bridge as a lab for plasma target identification.

Try to cripple fighters with disruptors (and phaser-1s) before they can fire. Whenever a fighter launches and you have a 50% chance of damaging it, fire away. Then (if you get a hit) fire a second shot for a cripple before it gets out from under the post-launch restrictions. (You have 16 impulses, so don't panic.)

Have a WW ready on your ship, but don't worry about having freighters prepare them because any freighter that stops is dead anyway! Plasma-armed fighters have notoriously bad phaser armament, so use your drones (and a shatter-pack with 12 type-VIs) to keep them away. Consider reloading your ADD with type-VIs.

Dear Uncle Ardak: How can my Lyran squadron best employ casual PFs to defend against Stinger-II fighters?—Commander Mrown

Too much depends on your mission for a complete answer, but any unit (PFs included) facing Stingers should try to engage them at medium (or longer) range with disruptors. The various disruptor-armed Lyran PFs are useful for this task, although the phaser-armed Bobcat-P may be more suitable as it can engage at a longer range and is more power efficient.

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FLEET VS FIGHTERS

Transcript of an address by Squadron Leader Karsh to the Klingon DSF Academy, sometime before the Federation entered the General War, when occasional Federation visitors were still allowed at that institution.

More and more rapidly our enemies are committing themselves to fighter-based fleets. The Kzintis and Hydrans have already established themselves to be dependent on these weapons, and the Federation is moving in that direction. Due to these factors, we must formulate a defense to deal with the growing number of enemy fighter groups.

Producing more carrier ships ourselves is not the entire answer. We must not hide from the fact that we are not up-to-date on the latest in this technology, and while great strides are being made, we still face a period of opportunity for superior fighter technology. The fact remains that Klingon ship superiority can triumph over this problem. Direct firepower will always be the strongest weapon, but it must be properly employed to face this new threat.

When dealing with a CV group and you possess no fighters of your own, a few basic rules should be remembered.

1. Never, repeat never, close to a range of 20,000kms on a fighter squadron unless they cannot fire at your ships in the near future. This is the most important fact in anti-fighter combat. Maneuver to keep enemy fighters, particularly Hydran fighters, at ranges of 30,000kms, preferably more.

2. Use overloaded disruptors at a range of 40,000kms, firing one at each fighter. At that range, a hit will destroy early fighters and cripple almost any fighter. Against early fighters, an overloaded disruptor will cripple them at 80,000kms. This will allow you to determine what damage you have incurred on the enemy before you get too close. UIMs should never be used against fighters as the reward is not worth the risk, but they can be used against the more valuable SWAC and MRS shuttles and EW fighters. Narrow salvos can be used at 90,000kms with standard loads, but only against valuable targets.

3. Fire your phasers at 30,000 kms. This is a very good range at which decent damage will be scored. Fighters crippled by your disruptors can be killed (if there are no uncrippled fighters present), while those merely damaged can be crippled with certainty. When the new point-defense anti-drone systems are installed, these will also be prime anti-fighter weapons and should be fired at this same point. The new D5 class, with its improved small target tracking system and copious anti-drone ammunition, can take particular advantage here.

4. Never fire at a crippled fighter unless all active fighters and ships in the area of combat are dealt with. Strive to cripple; you can kill the cripples later by a variety of means. This saves weapons to do other things, and a crippled fighter is no threat. There are rare (and obvious) exceptions, such as a crippled fighter facing a down shield.

5. Fighters will be slower than your ships, although new technology may someday change that. Never slow down sufficiently to allow a group of fighters to catch your squadron. You can divide the enemy ships from their fighters in space and time by simply relocating the battle a million kilometers or so, assuming that you have avoided fighting where you cannot maneuver.

6. Wild weasels are not the answer to fighting drone-using fighters as this merely allows them to get closer to you. The new Federation fighters found in your latest classified briefings will not need drones to destroy you. Do not fall into the trap of treating these new Federation fighters as Hydrans; they have less direct-firepower than the Hydrans, but this is offset by drone armament equal to the Kzintis. You will have to use a

combination of tactics should you meet them in battle, rather than just adopting one combat mode or the other.

7. Often the ships carrying the fighters are not very powerful and can be dealt with after the fighters. This is not always the case, and more powerful carriers appear each year.

8. When firing a screen of drones, use multi-warhead weapons, or even scatter-pack shuttles (using the dogfight drones you stocked in your ADD rack.) It is true that these drones are expensive and in limited supply, but without them the fight is, shall we say, awkward. Target these carrier drones on a ship, or ballistically, so that the fighters cannot use their chaff to eliminate them. When the carrier drones release, their weapons will target the fighters according to their programming. Pay special attention to how that programming is set.

9. Make sure to stagger your drones so that each will target different fighters within the enemy formation or fighters that used their chaff against previous drones.

10. In a fleet engagement, it may be possible for the combined firepower of several ships to totally destroy one small enemy ship. This can be a useful tactic if there are enemy fighters within the explosion radius of that ship.

11. Transporter bombs can be used to destroy fighters, but there is considerable finesse required in putting the bomb where fighters will strike it without dropping a shield facing the fighters. This can be arranged in various ways, such as dropping the bombs for pursuing fighters to strike, dropping a shield that faces fighters which cannot fire before the shield can be restored, or having a ship drop a shield which does not face the fighters but which does allow a bomb to be transported in front of them. It can be particularly effective to drop patterns of two or more bombs so that the fighters cannot easily avoid them. At the least, bombs will discourage the fighters.

12. While tractor beams can destroy fighters if your ship is fast enough, an uncrippled fighter can break them. This will, at least, force the fighter to break off his attack, but a fighter that close to your ship is very dangerous, and you should not maneuver a cruiser after an uncrippled fighter.

13. Electronic warfare becomes more critical when facing fighters than it ever was against other ships. The fighters will almost always have less EW support than your ships, particularly if you can destroy the EW support platform (usually a multi-role shuttle although new dedicated EW fighters are in development) or force the fighters away from their carrier. You can use erratic maneuvers and EW drones for defense against fighters because the fighters will seldom have the counter-jamming to compensate for your ECM superiority.

In summation, fighters cannot be ignored and must be respected, but need not be feared. Know your enemy and you know how to destroy him. *Survive and Succeed.* ○○○

AGAINST FAST FIGHTERS

More than a decade later, Kommodore Ketrack expanded on Squadron Leader Karsh's comments with regard to the improvement in fighter technology since the earlier remarks.

The advent of warp booster packs has made fighters more dangerous due to their ability to close the range and force the fight. The vulnerability resulting from their use, however, limits the increased attack capability. Disruptors can be particularly useful against these fragile fighters because of their high rate of fire and superb accuracy. Maintaining a constant barrage will force the fighters to drop their packs and give up their ability to control the range. Warp booster packs have relatively little impact on drone-using fighters, which are able to follow their drones to the target, but are devastating when used to maneuver a high direct-firepower fighter to point-blank range.

The new Federation fighters, with drones and gatlings, are your most dangerous opponents. *Survive and Succeed.* ○○○

IN THIS EMPIRE...

by Owen G Riley, Director of Strategic Studies

The F&E section in this issue is as large as the record-breaking F&E section of CL#8, and it includes some terrific features that will keep you busy until next time. In keeping with the fighter theme of the issue, we have an example, some questions and tactics, a Total War preview, a tactics article, a designer notes article, and a dynamite scenario, all focusing on the role of fighters in strategic warfare.

We also have plenty of non-fighter material, including another Total War rule, some Strategic Options, tactics, and questions. And our Commentaries project concludes the material included in the 1990 update of the 1989 DF&E rules.

The biggest excitement for F&E fans in this issue, however, is over on the Command the Future page, where you'll discover that the first installment of Total War is nearing completion in the galactic shipyard. Stay in touch!—*OGR* ***

NEW SHIPS FOR F&E

F&E data for the new carriers in this issue of Captain's Log

ROMULAN SEAHAWK-B: All necessary data (even a counter!) was in Captain's Log #8. However, the Command Rating has now been set at 4, rather than the 3 all other SeaHawks have.

KZINTI DDV FIRST CARRIER: There is one DDV in the Barony Fleet. No more can be built or converted. Ship is a 3-6(6)/1-3(3). There were no formal escort groups for this ship.

GORN CVA HEAVY CARRIER: The ship itself is 14 (12) / 7 (6); assemble the group counter based on Annex #757. Convert from DN for 4 pts (not including fighters or escorts).

LYRAN CVA HEAVY CARRIER: The ship itself is 11-12 (12) / 6 (6); assemble the group counter based on Annex #757. Convert from DN for 4 pts (not including fighters or escorts). ***

FEDERATION & ENQUIRE

FEDERATION CARRIER PODS

Q901F: 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?

A: 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.

FED FIGHTER DILEMMA

Q902F: 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?

A: 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 is easier to just say that a factor is a factor and let it be.

DEATHLESS FIGHTERS

Q903F: Why is it that fighters (and PFs) flying from a base in an adjacent hex (205.7) can continue fighting for the entire combat phase while fighters based within the Battle Hex are lost immediately when their base/carrier is destroyed?

A: Because the fighters from the adjacent hex are going back to their base to reload every round, while the fighters from within the Battle Hex no longer have that option. While the base in the next hex may have been destroyed during the same combat phase, it is assumed to have happened later in that phase.

USED FIGHTERS, CHEAP

Q904F: Why can you provide fighters to adopted homeless ships but you can't co-mingle allied fighters on carriers (e.g. using Kzinti CVEs to restock Fed CVBs)?

A: When you adopt a homeless ship, you reconfigure its bays to handle the fighters and shuttles of your own race. With some limited exceptions, having mostly to do with the fact that a Lyran fighter is simply a Klingon fighter with a Lyran pilot and markings, only the Klingo-Lyran alliance is able to land fighters

from one race's carrier directly onto the other race's carrier and rearm it. Kzinti fighters are NOT designed to be reloaded in Fed bays, and a Fed fighter simply does not fit properly into a Kzinti bay. While Fed fighters are used by Gorns, a fighter modified for use by the Gorns can not use Fed weapons, nor can a carrier of the Gorns rearm a Fed fighter.

BROTHER, CAN YOU SPARE A DIME

Q905F: Why are homeless ships charged a flat fee for adoption while expeditionary fleets pay a per diem charge for support from the home supply grid?

A: First, the homeless ships are NOT charged the fee, the adopting Empire is. We probably should have had the home race pay a price to convert the ships back to their own systems when they returned. Second, consider that the cost of doing business with an expedition is cheaper in the short run (and quite possibly in the long run) than building a supply line of bases, and that without the expense the Federation (for example) could not use its larger fighter factors. Third, consider that the Expedition can be repaired at the bases of the race it is operating in WITH ITS ORIGINAL RACE PAYING THE REPAIR COST, which can take a great strain off the logistics of the race being supported by the expedition.

ROMULANS VS THOLIANS

Q906F: If on turn 10 the Romulans do not invade the Federation but instead invade the Tholian Holdfast, the Tholians would join the Alliance (i.e. the Federation) which would then put the Federation and Romulan forces at war. Would this be a limited war where Kzintis could help the Tholians or full war where the Federation could invade Romulan space on turn 10?

A: Well, first you are assuming that the Klingons invaded the Federation. If the Federation is not at war, the Tholians would still join the Hydran-Kzinti alliance but this would be meaningless (and the Tholians just might be destroyed, which may be the only real chance of that actually happening). If this is the case, (603.12) would allow the Federation to "join the alliance" on turn 10 or later and all would proceed accordingly.

If the Federation is in the Alliance, the Tholians would join and the Federation could indeed attack the Romulans, which is probably why the Romulans (never known for stupidity) didn't do this in the first place. ***

Could you give me an example of.... USING CARRIERS IN COMBAT?

by Owen Riley and Steven P Petrick

A Federation reserve fleet in hex 3611 includes a CVA group and a CVS group, among many other ships. A Romulan fleet enters the hex and attempts to pin the Federation reserve fleet. The Romulans deploy an SKB and a WH, collectively with their 9 total fighter factors [one and a half ship equivalents, but the half can only pin a crippled ship (203.54)] counting as 7 ships, and a KR as the flagship for a total of 8 ship equivalents. The Federation player is able to count the 12 fighter factors on the SB as two "ship equivalents" [(203.53) and (203.54)], and he also leaves the CVS behind as it counts as four ships (carrier, two escorts, and the six fighters as the fourth ship equivalent). By using the CVA's command rating, which is two better than the KR's (203.55), the Federation player does not have to leave any other units unless there was a crippled unit (effectively ignoring the three extra fighter factors). The remainder of the reserve fleet, including the CVA, a scout, and four other ships, move to hex 3414 and participate in the upcoming festivities.

The Federation reserve fleet joins and merges with the existing forces in the hex, which include a BATS, a tug with a CVA pod, an FFV group, and a CVB group among other ships. Together with the CVA, this forms a powerful fighter group.

All carriers are at full strength; however, the BATS sent its fighters to pin an enemy ship in 3315 (205.7) thinking the Romulans intended to bypass the base. Actually, the Romulans had tricked the Federation in this case and will fight only a single round of combat with the fighters and then retreat. Since the attacker chooses the order in which all battles are fought (301.4), he will fight this battle last of all hoping not to suffer any damage from the fighters and allowing them to be destroyed when they cannot reach a carrier because the bases will be destroyed and all Federation forces driven off. In any event, under (205.73) these fighters will not be able to participate in any of the battle hexes surrounding their location, and the Romulan could actually resolve this engagement first. From the Romulan's standpoint, any reinforcements sent to this hex by the Federation will not be available to fight the main battles, which are at the two adjacent BATS to this hex which he intends to destroy.

The Federation player sets up his Battle Force for the first round. There are, of course, two ways to get fighters into combat, either including their carriers (501.3) or sending independent squadrons [(302.35) and (501.4)]. The Federation player decides to do both.

The CVA group is included in the Battle Force because, while it counts as four ships, it has considerable firepower and its density (9.75) is better than four command cruisers, partly due to the fighter squadron rule (302.352). There are other factors in this decision. The CVA group, having four ships, will be difficult to destroy (308.1), and the CVA itself (which is the Battle Force Flagship) will be difficult to destroy (308.11).

The Federation player selects other cruisers and command cruisers, but holds out his other carriers. He decides, however, to include an independent fighter squadron (501.4) and considers the three possible sources. The FFV could field a squadron of only three fighters, taking up a command slot for relatively few factors. [It could combine with another carrier, but then both could be attacked by (302.563), and there is no need to risk two ships.] The CVTA could provide two squadrons, but rule (302.334) limits a Battle Force to having no more than three ship equivalents of fighters (there are no PFs in the game at this point), so it can only provide one squadron. Worse, a carrier

which provides an independent fighter squadron is, under (302.563), itself vulnerable to directed damage (albeit at a 3-to-1 ratio). This wouldn't be a problem for a major carrier group, but the tug is a vulnerable single ship (as our player hasn't been able to get a copy of Carrier War yet and cannot form a "custom" group by adding escorts to the CVTA), and tugs are high-value targets in their own right.

The choice of which carrier will supply the independent squadron thus falls to the CVB, which can contribute a full eight-point squadron and is relatively resistant to directed damage. This is particularly useful because the 8 points of F-15s on the CVB count as one ship equivalent (302.352) and are 33% larger than a standard fighter squadron.

Even if the Federation player wanted to send in another fighter squadron and leave out another ship, he could not do so because the two squadrons on the CVA combined with the independent squadron from the CVB is the maximum allowable number of fighter squadrons in a single battle without a base or PDU being directly involved (302.332).

If the battle is taking place at the Federation BATS, the six fighter factors of the BATS could have been added to the battle without exceeding the command rating [(303.3) and (302.332)], but the Federation player wants to protect the BATS from immediate destruction and has decided to fight an approach battle (302.22). The fighter factors might be added in later rounds, or even used as replacements in the early rounds under (501.6). Readers may note that the BATS fighter factors are not currently present having been lured to 3315 above, but the Federation could transfer other fighter factors to the BATS from the CVTA or one of his other carriers on any given round.

The Romulan player has fielded a fleet that includes, among other units, two SPBs. In his Battle Force (the flagship is a Condor), he includes one of the SPBs, counting as three ships although it provides eight fighter factors (302.332). He keeps the second SPB out of the battle, but decides to send some of its fighters forward as an independent squadron, which will take up a command slot. Unfortunately, the second SPB can only send forward six fighter factors as (302.351) limits an independent squadron to that number [the reader is, however, reminded of the Federation exception above which is outlined in (302.352)].

In the first combat round, the Romulan player cripples one of the DEs in the CVA group using $(6 \times 2 + 3 =)$ 18 points of directed damage (308.111). The Romulan player determined the defense value of the DE and that it was the smallest escort in the group by referring to Annex (757.0). The Federation player marks the CEDSed CVA with a "D" counter (308.12) and resolves the rest of the damage with some NCLs and FFs. We will assume that there were no plus/minus points (308.2) in this round. The Federation player notes that, for all practical purposes, carrier forces cannot end up with plus points (308.21) because they can (and thus have to) use a single-point fighter as their "smallest unit" for purposes of (302.61). At the end of resolving the damage, the Federation player must allocate the last two points of Romulan damage. He could cripple an FF (gaining three "minus" points for use in the next round), or he could give up two fighter factors, which he does.

The Federation commander recognizes that carriers are most effective when they have all of their escorts and fighters, and while he cannot repair or replace the escort in the middle of a battle (308.13), he can and does use the fighters from the FFV to replace his two lost fighter factors (501.6) for the next round. Note that while the two lost factors were "F-14s" or "A-10s" and the replacements were probably inferior "F-18s," the F-18s became F-14s in the transfer so that the CVA still has 15 fighter factors. Note that the overall strength of the CVA group will be reduced somewhat by the crippled status of the DE in subsequent rounds (308.12).

In the ensuing rounds, the Romulan forces the battle close to the BATS. The BATS can operate fighter factors, but sent them to another hex. The Federation player transfers fighters from the CVTA to the BATS. He does this because it increases his Battle Force without counting against the limit of fighter groups allowed by (302.332). Should the BATS survive, it can send the fighters back to the CVTA using (501.6).

The Federation player decides at one point in the battle to have his CVTA send in its six remaining fighter factors as an independent squadron thinking the Romulan will concentrate on the BATS. The Romulan, however, recognizes the future importance of the tug and the added cost to replace the tug's pod. He allocates all 24 points of damage he generates that round as directed damage to cripple the CVTA even though it is not in the Battle Force (302.563), hoping to finish it off in the pursuit battle later. The Federation player now finds that he has six fighter factors that cannot return to the tug (509.4) and tries to find basing for them. The FFV has one fighter factor remaining, and two of the CVTA's fighters land there, but the remaining four are lost as there is no available basing for them, being converted to "minus points" [(302.53) and (308.23)].

On a subsequent round, the Federation player decides to resolve three points of damage by destroying his crippled DE (302.61) in the CVA group. As this was voluntary and not directed by the Romulan player, the doubling and escort bonuses were not used. This also avoids making the CVA itself vulnerable to pursuit.

On the following round, the Romulan allocates 20 points of directed damage to destroy most of the fighter factors operating from the CVA (302.54) in order to further reduce its effectiveness in the battle. At this time, the BATS had already been crippled by the Romulans. The Federation now has only 12 fighter factors remaining, and he transfers eight of them to the CVB and three to the BATS and holds one on the CVA, taking it out of the battle.

Still later, in another round, the Romulan player decides to cripple the CVB and directs seven points of damage to it using a mauler. This is enough to cripple the FFE, the mauler providing five points to cripple a frigate, but the two-point escort bonus must be allocated from normal damage (308.111). The Federation player then destroys the FFE by allocating three more damage points to it. The Federation player would like to transfer the FFV's FFE to replace his lost FFE (from the CVB group), but cannot do so until after the battle is over (308.13).

The Romulan player, on the succeeding round of battle, directs another 13 points of damage on the CVB, crippling the DE. The Federation player decides to fight one more round and then retreat using the base to block Romulan pursuit.

On the following round, the Romulan player directs enough damage to destroy the station. The Federation player is annoyed that he was caught by the BATS' destruction as there will now be a pursuit battle (302.74). The Federation player transfers the one fighter factor from the CVA to the CVB (the Federation lost a total of four fighter factors in this round, but three of them were from the BATS, which was destroyed anyway).

The Federation player now begins preparing for the pursuit battle. He notes that the crippled DE of his CVB group must be in the Battle Force that the Romulans will pursue (307.3) and that his CVB will therefore be one of the three allowable covering force ships, while its destroyed escort (the FFE) will count as a second ship so that only one more ship can be added. During the battle, the FFV group had its FFE crippled also and must also participate in the battle, and the FFV itself takes up the third and last command slot. While the CVA had lost an escort, no elements of it had been crippled and it does not have to participate in the retreat battle [(307.3) and example in (308.13)]

and, in fact, cannot participate at all since it still counts as four ships even though it is missing an escort. If it had a crippled escort, it not only could but would be forced to participate. The rulebook is unclear on this point (307.3) because a carrier group with a crippled escort *must* be in the pursued force, but no more than three uncrippled ships can be in the *covering force*. If there are two or more carrier groups in the retreating force, then all must be in the pursued Battle Force but only three uncrippled ships count for purposes of ComPot (and, most importantly, the unused uncrippled ships cannot be damaged, by either player).

The Romulan has 12 fighters remaining and wants to use one of his SPBs in the pursuit because the fighters will be replaced at the end of the turn at no cost (501.5), and he intends to use them to soak up any damage that might be allocated to his pursuing ships. Unfortunately one of the SPBs had a crippled escort and could not participate at all (308.12), and while the other group could have pursued, it had lost a SkyHawk-E and still counted as three ships. The Romulan wanted to use this SPB because he wanted to use the "empty slot" for a Falcon, but the Federation player reminded him of (307.22) which states that a carrier group counts as the sum of itself and all of its escorts even if all that is left is the carrier, or one escort and no carrier in an extreme case. Instead, the Romulan used a SuperHawk, which at least can carry four fighter factors to absorb some of the potential damage he might take in the pursuit battle.

In the Pursuit Battle, the Romulans score 24 points of damage by rolling a +2 on the variable battle intensity and a 6 on combat coefficient table. Eight points is used to destroy the CVTA. The Romulan briefly considers directing damage on the CVB, but since he can only CEDS it one step at a time, and must first destroy the crippled DE (308.111), he decides it is not worth the effort. Instead, he destroys a crippled Federation DN and CA for 6 (using the Falcon) and 8 respectively, allowing the Federation to resolve the final two points on lost fighters. (Another ship had been given the formation bonus.) The Federation now completes his retreat by moving to hex 3314. The Federation player has done so simply to tweak the Romulan's nose as now the fighter factors in hex 3315 can retreat to and land on the carriers in 3314 (205.73). While there is no practical gain or loss for either side in terms of the rules for this maneuver (the fighters would have been replaced at no cost after all), it does infuriate the Romulan.

Both players will now go into the resolution of CEDS steps which occurs after all battle hexes have been resolved. The carriers of BOTH sides have the option to retrograde to a repair facility (308.131). In this case, the Federation player pulls the CVA back to the starbase in hex 3611, but leaves both the CVB and the FFV in hex 3314. The Romulan pulls both of his SPBs and one crippled SkyHawk back to the starbase at 4015.

The Romulan, under (308.132) pays one EP to repair the crippled escort of one SPB. He then pays one EP to repair the crippled SkyHawk and another EP to convert it to an escort and absorbs it into his second SPB, bringing both back up to strength. Within the Battle Force the Romulan left in hex 3315 is a SKB. This group also had a SKE crippled in the fighting, but the Romulan has chosen to leave it in the hex. He uses one of his repair ships and two EPs to repair this escort in place (308.131). The repair ship is available for further repairs to ships in that specific hex if the Romulan is willing to pay the price, but cannot be used anywhere else that turn.

The Federation announces that he will convert a DD (which was already at the starbase in hex 3611) to an escort variant and pays a single EP to do so and absorbs it into his CVA group. He also announces that one of the NCLs he will be able to build in his construction turn will instead be a DD, and that he will convert it to an escort variant that will be absorbed by the

CVB. This action is taken immediately, deducting the NCL from the next turn's production, and will cost the Federation a total of 7 EPs. This is because the DD costs 6 to build versus 5 for an NCL, and of course the one point to convert it to an escort. Alternatively, the Federation player (or the Romulan player) could have overbuilt the appropriate escort, but it is seldom worth the cost (an overbuilt Fed DE would cost 13 EP). The Federation player then uses one of his repair ships to repair the FFE of the FFV group, paying two EPs, and announces that he will perform no other repairs.

At the start of the Federation player's turn, during the repair phase, the Federation player announces that he is transferring the FFE of the FFV to the CVB, bringing it up to full strength (308.133). The FFV will be left with its remaining CEDS damage (now caused by the transfer of its FFE to the CVB) unresolved under (308.134), and he replaces it with "ship counter #4" and records its final status.

All fighters on both sides are fully replaced (501.5). The Federation player prepares to launch his counterattack seeking revenge on the Romulans for destroying the BATS. ○○○

KZINTI CARRIERS IN DF+E STILL POWERFUL AFTER ALL THESE YEARS

by Owen G Riley, Director of Strategic Studies

Everyone remembers the heyday of the massive Kzinti carriers (and the resulting 102-point fleets) in the original edition of F&E. The fearsome reputation of the Kzinti Strike Carrier Force was based on three errors in the original game design:

1. The escort frigates were rated as full combat frigates, giving the carrier groups incredible densities.

2. The CVL conversion cost was only 3, allowing the Kzintis to convert existing ships to a CVL at every starbase every turn and reach turn 6 with virtually nothing but carriers (*good carriers*) in their fleet.

3. The unused fighters from destroyed BATS and PDUs (and there were plenty of those thanks to the helpful Klingons and Lyrans) were "pooled" with the fleet fighters, allowing cheap production and conversion of new carriers.

Alas, poor furballs, these glaring errors were corrected in Deluxe F&E, leaving the Kzintis with fewer carriers of a lower density. Even so, the carrier force remains the backbone of the Kzinti Fleet and, with a few simple steps, can remain a force that the Klingons will fear to reckon with.

First, you need to build plenty of carriers, the maximum allowed. The new "free" fighters provided in DF&E will help offset the cost. Basically, you will build one CV group each turn and convert existing ships to a CVL group. Then you convert a generally useless CL and frigate into a CVE group.

Second, you must stack lots of carriers into each battle, keeping at least one uncommitted (and untouchable) group in Battle Force Reserve for each carrier actually in the Battle Force. These are used to feed new fighters into the front-line carrier groups, allowing them to trade their fighters for casualty points while retaining the better density of the big carriers. (Never use these groups to support independent fighter squadrons; the density is awful, and the carrier is vulnerable to Directed Damage in the new DF&E rules.)

Third, and this is the difficult part, you must very carefully burn up your carrier escorts at precisely the correct rate. You should run out of escorts just about the time the Feds enter the war, and by using up your escorts, you may save your capital.

The key to Doctrine #3 is in Doctrine #2, the Battle Force Reserve carrier groups, groups in the battle hex but never put into the Battle Force itself. Since their only function is to provide replacement fighters for the front-line carriers, they do not need escorts and, as such, their escort groups are wasted. You need to burn those escorts to utilize their most valuable asset (their defense factors), leaving standard warships with better attack factors to put into the Battle Force with the big carriers.

Under this Carrier Escort Sacrifice Doctrine (CES-D), the front-line carriers give up their escorts in their last Battle Round. (If a subsequent Battle Round is to be fought, you either don't give up the escorts, replace the carrier group in the next round with a full-strength one, or replace it with standard warships.) After the Battle Hex is resolved, you transfer the escorts from the Battle Force Reserve CVL and CVE groups into the front-line CV groups. Needless to say, do not replace the lost escorts in the reserve groups. (If you had the money to do that, you should have burned standard ships and replaced them; they're cheaper.)

An example may be in order. A given Kzinti Fleet includes two CV groups, two CVL groups, and two CVE groups as well as 20 other ships. The Battle Force fielded by this fleet consists of the two CV groups and five other ships. (The CVL and CVE groups shouldn't be put into Battle Forces as their density is too low. CMs are better than CVLs, and even DDs are better than CVEs.) In a given series of Battle Rounds, this fleet loses all of its fighters and four ships.

Now, if those four ships are warships, the fleet will enter its next battle with two CV groups, two CVL groups (with four useless escorts), two CVE groups (with two more useless escorts), and 16 other ships, four ships weaker than before. However, if it had given up four carrier escorts instead of four warships, it would still have 20 warships to feed into the next battle, and the CVL/CVE groups that had lost their escorts would be none the worse for it as their only function is to feed fighters into the front line.

Stated another way, look at the fleet you have left on turn 7. Every carrier escort in a CVE or CVL group that survived represents a warship that you didn't have available for the final battle for your capital. (Meaning that you had nothing to put into that battle but low-density CVE and CVL groups which by then were out of fighters, which may explain why you lost the capital.)

Of course, it is better to get the enemy to destroy your escorts by directed damage using CEDS, and you should give him a chance to get into this habit before you expose your plan. If he is impertinent enough to cripple an escort, give up the cripple as a casualty immediately or the carrier group can be caught during pursuit. If he destroyed the frigate, go ahead and give up the escort cruiser and pull the CV group out of the Battle Force. You'll have to pull it out anyway due to the missing frigate, and you can take the CLE from a CVL group when you borrow its EFF. Obviously, if you don't have any spare escort cruisers, don't voluntarily give them up!

You may ultimately have to buy some new escorts for the CVs to avoid having them kicked completely out of the game, but these will be frigates (which you have in plenty) as you cannot lose two escorts from one carrier group involuntarily.

You never really have to replace the lost escorts from the CVL and CVE groups; those ships will function adequately as suppliers of spare fighters all by themselves for a good many years to come. And even if you someday want to replace the escorts, that probably won't be necessary until you have access to the Federation treasury.

This article was written from notes provided by Owen Riley on the new Kzinti Carrier Doctrine he had developed while playtesting DF&E. ○○○

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 in various sections. One "Best of the issue" award, counting as two published papers for promotion, is granted for F&E in each issue. In this issue, a second is granted in the special section.

LITTLE FRIENDS

— *Commodore William Heim, USS Maryland*

Sometimes you don't have enough ships and fleets to defend all your bases and planets. Rather than leaving them empty and allowing your opponent to pick both BIRs when attacking the base/planet, leave a single frigate (or other small ship) at the location. You now can pick a BIR and thus inflict more damage on the enemy. By taking the damage on the planet/base, you can usually safely retreat the ship at the end of the battle.

RATED THE BEST TACTICAL NOTE IN THIS ISSUE.

LOSING FIGHTERS

— *Lieutenant Commander Tom Chartoff, USS New Jersey*

Fighters are almost always taken as losses in the first round of combat. This is not always the best move. In a long defense of a base or planet, take losses on ships before taking losses on fighters from the bases or planets. This way your ComPot will remain higher since the fighters do not count against the command rating of the fleet.

Of course, in a short battle, lose the fighters first.

CASUALTY REDUCTION

— *Cadet Jonathan Famous, USS Pennsylvania*

When taking small numbers of casualties in the final rounds of combat with carriers, it is advisable to take these casualties as fighters if you are in your supply grid. The fighters will be easier to replace, and few ships will require costly repairs.

FREE RESERVE CONCENTRATION

— *Lieutenant-JG Jay Clendenny, USS Illinois*

When you start a turn, figure out where you are going to need a reserve for the next turn, then send your new construction to that point. Since new construction is allowed free strategic movement, it can all arrive at one place and be immediately designated a reserve.

ASSIGNING MISSIONS TO TUGS

— *Cadet David Coulthrust, USS Wisconsin*

There are three basic situations and resulting "Best missions":

1.) On the Defensive: Keep most of your tugs out of the actions to upgrade mobile bases, BATs, and Planetary Defenses and to move mobile bases and FRDs. One should be kept at the capital to serve as a repair ship.

2.) On the Offensive: Use most of your tugs as carrier tugs to send fighters forward to the main carriers. Keep one as a repair ship at the capital; also use one tug to position mobile bases to support the offensive in areas where there are few planets.

3.) Stagnant Front: Tug deployment is tricky. Consider the use of tugs as Battle Tugs as part of your Reserve Fleet. Plan ahead, and use tugs to deploy bases that can support future offensive operations or build second line defenses if a retreat seems to be in the cards for the future.

DON'T LEAVE HOME WITHOUT THEM

— *Ensign Jon Cleaves, USS Maine*

When advancing into enemy space, have a force including a mobile base and Fleet Repair Dock nearby. The Fleet Repair Dock will allow you to retrograde forces into that hex, and the mobile base will force him to attack you there or accept a base in his own territory. Even if the enemy is successful, the time he spends attacking your mobile base is time he does not spend invading you.

PROTECT THE RIGHT SHIP

— *Commodore Gregg Dieckhaus, USS Missouri*

Many times players will automatically place their command ship in the Formation Bonus box. This is not always the wisest thing to do. If there are two or more ships of the same class in a battle force, it is useless to place one of these in the formation bonus box because the other is still vulnerable to normal directed damage and only one ship can be attacked in this manner. Scouts, Battle Tugs, and other special units should have priority in receiving this bonus, or you should assign only one DN to the battle force and protect it.

LYRAN BASES

— *Commodore Stewart Frazier, USS Ohio*

The Lyrans must pay close attention to where they deploy their advanced bases. Without them, they will be unable to help in the assaults on the Kzinti capital and Federation border.

The most important base must be built at 1407 (a Klingon planet). This base can reach the Kzinti capital, most of the Kzinti territory out of range of home bases, and the four key Federation border stations between 2004 and 2010. It cannot be attacked from the Barony. Build the base in the same system as the planet, upgrade it quickly, and encourage the Klingons to build extra defenses on the planet.

Relying on a single base invites disaster. A second base at 1307 has some of the advantages of 1407 but cannot reach (or be reached from) the Fed border. A base in 1409 can reach the Fed border and support forces along the Klingo-Kzinti border. A base in the Klingon capital hex can reach the Fed border and would be a welcome addition to the Klingon defenses.

Reaching the Fed capital will require two more bases. Put the first one in row 18xx, co-located with a Klingon base for mutual defense, either 1807 or 1809. The planet in 2306 would be a good place for a forward base as you can build PDUs and the base at the same time for mutual defense. This would also support ships all the way to the map edge, cutting the Feds off from the Kzintis (except for the awkward off-map route).

On the Hydran front, base 0413 covers all Hydran planets, making it a prime Hydran target. If it is destroyed, build the replacement in 0513, which covers the planets and cannot be attacked from the Old Colonies.

KILL THE TUGS

— *Lieutenant Commander Steven Petrick, USS Texas*

In all cases, if a tug appears in the enemy's battle line, even if you are in the middle of a capital assault, KILL IT. Whether it has battle pods or carrier pods, is upgrading a mobile base or a BATs, or is deploying a Planetary Defense Unit, or is repairing a base or acting as a supply point. Kill it. In the first place, the replacement of the pod itself is going to hurt your opponent economically. In the second place, eliminating all of your opponent's tugs will severely hamper all of his future operations. If he runs out of tugs, he canNOT upgrade any more bases, deploy any more bases, or restore or establish Planetary Defense Units on planets that have been devastated. This makes the rule reflect what battle tugs were supposed to be in SFB. An emergency use of an extremely valuable unit in a role for which it is not intended.

WAITING CLAW

— *Ensign Jesus Huerta, USS California*

The Kzinti and Hydran players can tie up large numbers of Coalition ships by retreating into their off map areas and conducting raids every turn with their carriers and other ships carrying fighters. This will force the Lyrans to build bases through Klingon territory to supply attacks on the Federation. The Kzinti and Hydrans must be continuous bleeding wounds in the soft flesh of the Coalition if the Alliance is to eventually gain victory.

IT PAYS TO COVER THE BASES

— *Vice Admiral Owen Riley, USS Pennsylvania*

Players can cause massive economic damage to opponents by destroying their bases on the turn they are upgraded. Under the present base upgrade rules, a player pays for a base upgrade which does not take effect until the following turn. The base has the original factors on the intervening turn. More importantly, the economic points paid for the upgrade are lost if the base is destroyed during this period. Conversions are generally expensive and those for bases charge a premium. Thus, a destroyed SB from BATS will cost a player 36 wasted economic points. The opposing player would have to contest most of the enemy's space to accomplish this feat. In general, it is good to destroy enemy bases before the upgrade takes effect for strategic reasons. The economic damage is a nice side benefit though.

REDUCE YOUR PURSUIT LOSSES

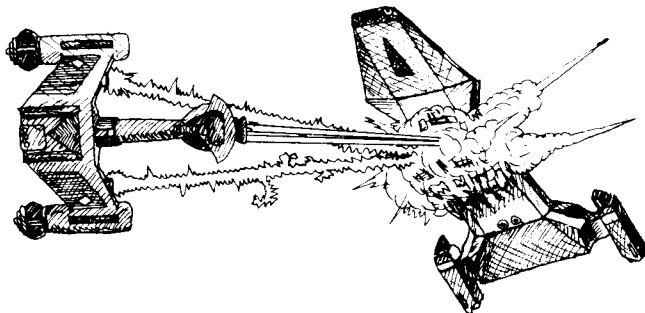
— *Admiral (Retired) David Zimdars, USS Montana*

If, when retreating from a battle hex, you are pursued, include a scout as one of the three uncrippled ships allowed in the battle force. This might reduce your opponent's combat coefficient by five percentage points. Furthermore, if your opponent counters your scout, his total combat strength will be reduced. The net effect is about the same. Since the pursuer is limited to only six ships in his battle force, the chances of a scout being destroyed by directed damage is minimal.

KLINGON D6Ds

— *Lieutenant-JG Paul Kramer, Battle Group Houston*

The D6D conversion (from a D6) is a very useful minor conversion. With the new drone bombardment rules, D6Ds can be employed where high combat potential is necessary, such as in a capital assault or when directing on a starbase with SIDS system. Furthermore, D6Ds can double as fleet scouts when not in use as drone bombardment ships. With the special scout protection rules (triple damage and add one point), these ships are very difficult to destroy when employed in this role. Thus, the Klingons should convert several D6s to D6Ds early in the game.



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KILL THE PLANETS FIRST

— *Ensign Shawn Upchurch, USS America*

When launching an attack, concentrate on your opponent's planets. A deep thrust into his territory (while making sure you have an escape) will accomplish many things. A planet is as powerful with its fighters and PFs as a base. Also, a devastated planet will reduce your opponent's economy. If he does not counterattack to retake the planet, it can become a useful supply point to support your own offensive. Finally, due to the importance of planets, the enemy probably will concentrate on recapturing it, so fortifying it could result in slowing down their counteroffensive.

FRIGATES: SMALL SHIPS FOR SMALL MISSIONS

— *Commodore Bill Walter, USS Pennsylvania*

The attacker should use frigates left over after pinning and other requirements to destroy small targets. This generally includes BATS and minor planets. One cruiser and five or six frigates can destroy a relatively undefended BATS or minor planet. The low combat density of the frigate is not detrimental because a full line is not needed at these targets. At starbases or other heavily defended targets, the battleline must be made up of cruisers or larger ships to inflict sufficient damage. Small ships are of little value here (unless needed for pinning). By placing heavy ships at large targets and one cruiser commanding a frigate line at small targets, the attacker gets the most use of his fleet.

CARRIER TUGS IN FEDERATION AND EMPIRE

— *Lieutenant-JG 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.

KLINGON STARBASE CONVERSIONS

— *Rear Admiral Tony Zbaraschuk, USS Washington*

The Klingons need at least one new starbase on each frontier to support the initial Coalition attacks. The starbase provides a much more secure supply point and extra repair capability. There are many possible locations for the BATS/starbase upgrades, but some are better than others.

On the Kzinti border, both BATS 1307 and 1507 are in range of Kzintai. Since the Lyrans can handle the western reaches of the Hegemony, 1507 is the better choice. It can also support a turn 7 attack on planet 1802, thereby cutting the direct strategic movement route from the Federation to Kzintai.

On the Hydran frontier, BATS 1013 and 1214 are possibilities; 1013 is the better choice as it offers more routes into the Hydran capital. It doesn't matter much, though, as the Hydrans are easy prey no matter which you choose.

On the Federation theater, the choice matters greatly since the frontier is so long. Without doubt, BATS 1807 is the best choice for your turn 7 upgrade. It is in range of two Federation starbases (2204 and 2211) and so can support attacks on both. It is also well-positioned to support a turn 8 attack northeastward, splitting the Federation and Kzintis and devastating many Federation planets.

You may wish to upgrade another BATS on the southern border with the Federation; it is probably best, however, to build a new starbase on planet 2214.

CAPITAL DEFENSE

FALLBACK PLAN

— *Vice Admiral Owen Riley, USS Pennsylvania*

When the Klingons invade the Federation on turn 7, the Federation should generally fight one combat round in each battle hex, trading fighters (from bases or carriers) for damage points and then pulling back. Hold onto the starbases, but allow the BATS to go down. Repeat the procedure on turns 8 and 9, but avoid having forces surrounded.

You (as the Federation player) want to end up with your third round of retreats (those on turn 9) pulling into positions about 5–6 hexes back from the border, just far enough that the Klingons cannot attack your positions from supply bases in their original territory.

On turn 9, move most of your new production and anything else that isn't needed to hold threatened positions into the 6th Fleet zone to meet the Romulans. The historical 6th fleet is so weak that it would be destroyed in the first assault, but with proper reinforcements it can survive and fall back to positions out of range of Romulan supply bases.

With your new defense lines established just out of the range of the Coalition home supply bases, the Coalition will have to build mobile bases or dispatch supply tugs and convoys into the Occupied Zone. This will provide targets for limited offensive operations as your fleets advance from secure positions to kill these supply dumps. If the Coalition tries to protect these dumps, it will tie up fleet elements that would otherwise be attacking your planets. This allows you to control the tempo of the campaign, keep your forces from being destroyed, and pick your battles.

This strategy will stall the Coalition offensive and keep your fleet more or less intact. After a few turns of this, your superior economy will have come on line and your fleet will rapidly build to a strength equal to, and then superior to, the enemy.

BEST CAPITAL DEFENSE TACTICAL NOTE

CAPITAL VULNERABILITY

— *Lieutenant Commander Steven Petrick, USS Texas*

Due to the vagaries of the borders, the capitals, and hence main production facilities, of some races are more vulnerable to attack, and more difficult to defend, than others.

The Kzinti home-world is immune to direct assault from Lyrans space, but it is within range of two Klingon BATS (1307 and 1507) and one Klingon planet (1407) and can be reached from only a single BATS (2004) in Federation space. The Lyrans capital can only be reached by attacks launched out of Klingon space, which should not be a problem.

The Hydran capital is vulnerable to attack from one Lyrans (0413) and two Klingon (1013 and 1214) BATS.

The Klingon capital can be reached from a single Kzinti BATS (1405), two Hydran BATS (0915 and 1115), and three Federation BATS (2008, 2010, and 2012). A greater threat is posed by the neutral planets in 1506 and 1910. If those are held by the Kzintis and Federation (respectively), Klinshai can be attacked at will. The Lyrans planet at 0810 is also a threat in a non-historical campaign.

The Romulan capitals are immune from attacks out of Federation space, but can be attacked from three Gorn BATS (4408, 4608, and 4808) and the neutral planet at 4309. Only a single hex of the Gorn capital is vulnerable to Romulan assault from the neutral planet at 4309, though two hexes of it could be reached from Federation BATS at 3804 and 3806.

The Federation capital is immune to attack from all comers until they have advanced into Federation space. Watch out for any captured planets, however, as they are a major threat.

The point to all this is that, if the bases listed above can be eliminated by initial strikes, your own capital will be secure from assault until the enemy can establish a new base or seize one of the planets which might serve as a substitute supply point to launch an attack. Denying the enemy the ability to raid your home planets can have a bonus in production of other combat units since fewer defenses will need to be built there.

CRIPPLE ON THE DEFENSE

— *Ensign Matt Leuthold, USS Montana*

In order to defend the capital, it is critical not to passively await the enemy's attacks. Send forays out during your own operational turn to hit any large attack groups that are nearby. This procedure requires you to use carriers since your desire is to try to disrupt his attack without losing any of your own ships. The enemy will probably cripple his ships rather than destroy them because of the expense to build replacement ships. Once you have expended your fighters, return to the capital and use your repair ships to fix any damaged ships. The opposing players will find that they can not repair the ships in their assault stacks before they attack because they probably will not even be on a base or FRD since they would have thought attacking that was your goal. This can weaken his offensive and buy you valuable time.

CAPITAL DEFENSE STRATEGY

— *Lieutenant-JG Eric Nussberger, Battle Group Houston*

A good capital hex defense requires an understanding of the enemy's goals. If he attacks with a small fleet, he intends to devastate your economy. If he attacks with a large one (100 ships or more), he is moving in. Decline the approach battle, unless you know you can kill a DN.

If he's attacking to devastate, spread out your static fleets and engage him in every system he enters, to maximize the damage he takes. Avoid any battles which you don't have at least a 50% firepower advantage, or else he will wear you down.

If he is coming to stay, send the entire static fleet to the capital area. Let him have all the other systems; you need to make your stand at the place where you will have the largest firepower advantage. Send one frigate to any other battle to prevent your opponent from setting the battle intensity to 2 to minimize his losses. Treat your capital like any other part of your territory. Fight as little as possible until he reaches your front door. Then hit him with your entire fleet.

Proper defensive preparations will help in either case. Each planet should have five battalions (i.e. a brigade and an independent battalion) so that it cannot be destroyed in one shot. Mobile bases should be deployed in the capital and upgraded to BATS and then SBs. Two starbases make a capital a VERY tough nut to crack, and allow extra conversions. Even races not expecting an attack on their capital might set up an MB there to save time if a strategic threat develops.

TEN PAGES OF TACTICS

This issue of Captain's Log not only has ten pages of Term Papers and Tactical Notes, but also the five separate sections gave everyone a chance for multiple papers to appear. (We only accept one paper per cadet/section/issue.) Sixteen new cadets, ten new ensigns, seven new lieutenants, and two new lieutenant commanders appear in this issue. We hope to see the number of pages, sections, and promotions continue at about this rate.

Something that isn't immediately obvious is that these are *better* papers; the minimum grade was a B- rather than the previous C. Even knowing we would have a larger section, we used a *much* larger pool (200% anticipated number published, rather than 150%), mostly because Steve Petrick wiped out years of backlog and typed in every paper on file.—SVC

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DF&E COMMENTARIES

When DF&E-'89 was revised to become DF&E-'90, we incorporated all of the Commentaries from Captain's Log #8 and made some additional clarifications based on later reports. Those additional clarifications are given here. If you have a DF&E-'89 rulebook plus CL#8 and CL#9, you effectively have the same rules as someone with a newer DF&E-'90 rulebook. If you already have a DF&E-'90 rulebook, you already have all of this information.

Commentaries are not Addenda (revisions and new rules). Commentaries are an organized collection of examples, clarifications, and the answers to various questions.

- 203.741 *Such movement as provided by this rule will create new battle hexes along the path of the reserve fleet's movement. Can other reserve fleets be sent into these battle hexes which have been created by reserve movement?* No, Reserves cannot move to such hexes.
- 203.83 Unsupplied ships cannot use cloaked movement.
- 204.2 *Can unsupplied ships use Strategic Movement? (Note: The only way this can happen is an unadopted and non-exceptional allied ship in friendly territory.)* If the host race is willing to allow use of its strategic movement facilities, then the movement may be conducted. Strategic movement involves high rates of fuel consumption and spare parts use, and if this is being provided, you can use strategic movement.
- 206.22 *Does this mean that the retrograding ships themselves negate adjacent enemy units for the first hex of retrograde movement, or must at least one ship remain behind for the other ships to use retrograde?* The retrograding ships do, themselves, negate the presence of adjacent enemy ships, but only for their first hex of movement.
- 302.332 *Is it possible for a carrier group to leave some of its fighters out of the Battle Force in order to fall within the 3-squadrons limit?* Hmm... This does cause a problem for the Romulans (who have some wacky fighter groups), so we'll allow one carrier to leave out up to half of its printed fighter strength.
- 302.36 *Does this mean that if the only three ships I have in the battle hex comprise a carrier group I can excuse the entire group because two of the ships are unchosen flagship candidates and the other is part of a group?* No, it cannot be interpreted to support that contention.
- 307.0 *Shouldn't the pursued force be allowed to use the special rules which the CL8 Commentaries prohibited them from using?* No, it should not be able to use those rules. If it could, we wouldn't have outlawed that use.
- 308.9 The use of command points is announced when the first battle force is revealed. You cannot make a decision to use a command point in that hex once combat has begun.
- 432.12 Cost of DN-based CVs is 16, not the amount calculated by this rule.
- 432.12 *Could I build a carrier group with some escorts missing, counting it as more ships than are actually present?* No, you have to build (or convert) the whole group. *Can I build it with fewer than the normal number of fighters?* No, you have to build the whole thing.
- 433.413 This information is slightly modified by (600.32).
- 433.422 *Why would anyone use this method of building PDUs in the capital when (508.32) is cheaper?* Perhaps because they are stupid? You can do it this way, but you don't have to and aren't advised to. The option is yours. And who knows, there may later be some rule or other to make this worthwhile.

- 502.65: The Federation PFT should be 2-7P♦ / 1-4P; the higher factors were based on a new design that has since been rejected.
- 506.0 In case no one figured it out, the Tholians, LDR, and WYN do not have off-map zones. Unlike the Klingons, they cannot lease off-map zones because they have no survey ships to send there.
- 506.0 *In the Free Campaign, what happens if the Klingons have no allies to lease an economic zone from? What happens if the Lyrans "change sides" and thus deprive the Klingons of their off-map zone?* In this case, the Klingons cannot generate exploration points until they lease an exploration area from someone. Any explored off-map territory in the off-map area of an ally who changes sides would be frozen, not usable by either player unless the two erstwhile allies become allies again.
- 508.231 Note that PDU construction method (433.421) isn't available, and (433.422) can't be used until a PDU has been built there by (508.23).
- 508.32 *Can this method be used without a tug in the capital-shipyards hex?* Certainly. We said you needed a tug when in a capital/non-shipyards hex and assumed you would figure out that you didn't need a tug in a shipyard hex.
- 509.1 The tug can of course have 'no mission' and function as an ordinary ship. This is designated as mission M in the revision 2 rulebook.
- 602.0 Reference to Independent Scenario (602.2) should be to (602.5).
- 604.11 The Tholians are not part of the Alliance unless the Coalition attacked them in a prior scenario.
- 652.4 Klingon ships can be converted at any Romulan conversion facility (within the capability of the facility, of course).
- 653.0 *Isn't 20 points a lot for SIX K4s?* It certainly is! Of course, this is for all TWELVE K4s, not for six. Apparently you were confused by the comment on them being the "last" to be delivered. We did not mean the last individual delivery, but the last class to be sent.
- 700.0 You can always substitute a CA for a CC. Why you would want to is something of a mystery.
- 702.0 *Can the NCD be substituted for an NCL?* Certainly, within the limits given of course.
- 703.0 *Can the D6D be substituted for a D6?* Certainly, and for a D7 or D7C or even a C8 if you wish!
- 703.0 *Can F5s be substituted for F5Ls?* But of course!
- 704.0 The Romulans can convert a maximum of one WH per turn, although why they would want to is beyond us. The Romulans can produce a maximum of one SUP per turn; if this is done in the Spring, it can only be a conversion of or substitute for an NH; if in the Fall, it can only be a substitution for a CON/CNV. Reference to (603.0-5) should be to (603.15).
- 709.0 CV substitution uses CA not CC, but is limited to once per year. Can substitute LM for RN in Y180+. Can substitute LB for DG in Y180+. CA = DG and RN. The crippled factors of the LC are < (1) 5>.
- 711.0 *Can the Lyrans substitute CA for BC on the Fall turns?* NO! The ships are not built at compatible shipyards. And besides, what you really want is a CA you can convert into a DN, and you can't have it.
- 752.0 Production cost of the Federation DN, DN+, and DNG are ALL 16 points.
- 755.0 PFT description should include Federation NPFT.
- 757.2 Hydran CV equivalent hull is CA not CC.
- 757.2 *Shouldn't the FED ECL be crippled at 2-3 not 2-4?* No, it should be 2-4. It's a tough ship (armor, you know).
- 758.0 The Federation FF has a scout corollary, the FFS. ☐☐☐

TOTAL WAR PREVIEW

The F&E expansion known as "Total War" has been divided into three sections. The first of these, Carrier War, is described in the *Command the Future* section.

The second, EcoWar, will provide such rules as ceding provinces, secondary shipyards, planetary investment, X-ships, casual PFs, etc. It is unclear at this time if the ground combat element will be included within EcoWar or moved to a fourth product, presumably known as GroundWar.

The third installment, Civil Wars, will provide rules and counters for Kzinti, Romulan, and Lyran civil wars, as well as the LDR, WYN, Neo-Tholians, etc. It will be configured to provide the "unique" counters that you don't need extras of.

The original plans to include a preview of the ISC and Andros within Total War were dropped years ago because once you had the rules you didn't lack much of having the whole product. These will now be presented entirely within the originally-planned ISC War and AndroWar products.

Of course, our plans have changed before. Anyway, here are some recently-developed rules sections from Total War. Your comments and playtest reports are most welcome.

(513.E) POLICE SHIPS

Most races operate significant numbers of "police ships" on non-military and paramilitary duties such as border patrol, space rescue, convoy escort, anti-piracy, tariff & customs, among others. Theoretically, many of these ships can be called into military service in time of emergency.

(513.E1) USE OF POLICE SHIPS

(513.E11) The following races use police ships: Federation, Klingon, Romulan, Kzinti, Gorn, Hydran, Lyran, ISC, and LDR. If other races which use police ships are added to the game, they will be designated as using police ships in their OB.

(513.E12) The following races do not use police ships: Tholian, Orion, Andromedan.

(513.E2) CALLING INTO MILITARY SERVICE

(513.E21) Police ships can be called into military service during the construction phase of any turn that the race is at war. The maximum number that can be called into service on any given turn is two for the Federation and one for all other races, except as per (513.E22).

(513.E22) On the first player-turn after a race is invaded (i.e. after enemy ships enter its territory and remain there without being interned), it may call up five times the maximum given in (513.E21). This may also be done on the first player-turn after the capital is captured by enemy forces the first time.

(513.E23) While "calling up" police ships is done during construction, it is not construction per se. (The ships are already built; they are simply transferred to military service.) Police ships "called up" do not count against construction limits. They are simply placed on any starbase (at a maximum of one per starbase) or (without limits) in the capital/shipyard hex or (again, without limits) in the off-map area. Police ships previously call up do not count against these limits.

(513.E24) Police ships "called up" cost 2 economic points except when called up under (513.E22), in which case they cost 1 economic point. This reflects the cost of outfitting them for military service, providing special training, disrupting the shipping schedule while new convoy escorts are assigned, etc.

(513.E25) Police ships remain on military duty until released or destroyed. If destroyed, replacements need not be built. If released (513.E26), there are no refunds of the "call up" costs.

(513.E26) Police ships can be released back to their normal duties during the construction phase of any subsequent owning player turn. In this case, they are simply removed from the map. If a race is not at full wartime status (both politically and economically), it cannot have police ships on military duty. If a race which is on wartime status leaves this status, all police ships on military duty must be released immediately. Other than this case, a race is never required to release police ships, but might do so for some other reason, perhaps as a symbolic gesture of good will.

(513.E27) A race may build additional police ships. They replace frigates (or the smallest warship) on the production schedule. The cost of production varies from race to race. Police ships built by a race are automatically on military duty without additional cost, but must be released if the race is no longer at war.

(513.E28) No race can have more than 20 police ships on military duty at any given time, except the Federation which can have up to 36.

(513.E3) POLICE SHIPS IN COMBAT

(513.E31) Police ships function in combat as any other warships. They can retreat, have crippled steps, can use all forms of movement, can be crippled and repaired, etc.

(513.E32) Police ships have a command rating of 3, but can only command other police ships. They can be commanded by other units.

FED	KL	ROM	KZ	GORN
POL	G2	SNP	POL	POL
3	3	4	4	4
POL	G2	SNP	POL	POL
2	2	2	2	2

HYD	LYR	LDR	LDR	ISC
GN	POL	POL	MP	POL
1				
2-3	4	4	5	4
GN	POL	POL	MP	POL
1-2	2	2	3	2

(311.1) ADVANCED COMBAT COEFFICIENT TABLE

In order to more accurately portray the results of combat, and to provide for meaningful results of a die roll or Battle Intensity shift, players can use the following Advanced Combat Coefficient Table. The Advanced Table should be used in every battle or in none of them. Do not go back and forth between tables during the course of a single game.

ADVANCED COMBAT COEFFICIENT TABLE						
DIE ROLL	1	2	3	4	5	6
BIR = 0	10%	12.5%	15%	17.5%	20%	22.5%
BIR = 1	12.5%	15%	17.5%	20%	22.5%	25%
BIR = 2	15%	17.5%	20%	22.5%	25%	27.5%
BIR = 3	17.5%	20%	22.5%	25%	27.5%	30%
BIR = 4	20%	22.5%	25%	27.5%	30%	32.5%
BIR = 5	22.5%	25%	27.5%	30%	32.5%	35%
BIR = 6	25%	27.5%	30%	32.5%	35%	37.5%
BIR = 7	27.5%	30%	32.5%	35%	37.5%	40%
BIR = 8	30%	32.5%	35%	37.5%	40%	42.5%
BIR = 9	32.5%	35%	37.5%	40%	42.5%	45%
BIR = 10	35%	37.5%	40%	42.5%	45%	50%

(513.D) FEDERATION SWAC SHUTTLES

suggested by Tony Wong, Alberta

Federation SWAC (Space Warning And Command) shuttles are the most powerful electronic warfare systems in the Star Fleet Universe. Only the Federation was able to build and use these powerful, if expensive and vulnerable, systems. A SWAC is a shuttle loaded with special sensor and electronic warfare equipment.

Within *Federation and Empire*, SWACs are represented by a counter which simply says "SWAC." They have no combat factors of their own. (The counter is simply a record-keeping device, keeping track of the location of all surviving SWACs.)

SWAC

(513.D1) PRODUCTION

(513.D11) ONLY the Federation can produce, deploy, carry, or use SWACs.

(513.D12) The Federation can produce one SWAC per turn at no cost and can produce a second at a cost of 3 points. SWACs can only be produced in the Federation capital. They cannot be overbuilt.

(513.D2) DEPLOYMENT

(513.D21) SWACs, like fighters, must be deployed on a "carrier" unit. If the carrier is destroyed, the SWAC can be transferred (as a fighter factor could be) to another eligible carrier within the same hex. This transfer cannot be made if it exceeds the receiving unit's ability to carry SWACs (513.D22).

(513.D22) The maximum number of SWACs that can be deployed on a given carrier is as follows:

BATS, CVTs, Carrier Pods, NVL, NVS, FFV	0
CVL, CVS, CVB, Defense Brigade	1
CVA, CVN, SCS, Starbase	2

The Federation capital and any starbase can have an unlimited number of SWACs, but cannot use (in a given combat round) more than the numbers provided above.

(513.D23) SWACs cannot move independently of their carrier, except that they can move by strategic movement to be transported to a carrier unit able to operate or store them.

(513.D24) SWACs have no pinning effect.

(513.D3) COMBAT

(513.D31) SWACs can only be attacked by directed damage. To destroy a SWAC with directed damage requires 4 damage points (total); maulers cannot be used.

(513.D32) SWACs cannot be voluntarily given up to resolve damage, although if their carrier is destroyed and they cannot be transferred, the SWAC is destroyed and the Federation player is credited with 3 points of damage resolved.

(513.D33) If a SWAC "goes wild" under (513.D42) or (513.D43), it has only a minimal chance of survival because it has attracted large numbers of seeking weapons. The SWAC has only a 1/6 chance of surviving the mission. (The Federation player rolls a single die; the SWAC survives only if the die roll is 6.) This die roll is resolved after the Fourth Point of (302.4) Step 4 of the combat procedure. This die roll is modified by +1 for every six points that the Federation player subtracts from the offensive potential of the fleet using the SWAC (to reflect ships and weapons assigned to protect the SWAC).

(513.D34) SWACs cannot have the formation bonus.

(513.D35) SWACs have no command rating and do not increase the command rating of their carrier. They have no effect on the limits of fighters that can be operated.

(513.D4) MISSIONS: A SWAC shuttle can be assigned one of three missions in any battle round in which it participates. The decision as to which mission it will undertake is made and announced at the end of the First Point of (302.4) Step 4 of the Combat Procedure; see (311.3). The SWAC can change to a different mission in each round. The SWAC does not have to be committed to combat, even if its carrier is, although it will suffer the fate of its carrier in any case unless it can transfer by (513.D21).

(513.D41) Electronic Warfare: The SWAC counts as two EW factors for use in (313.0). The EW rules are in Module P1 for those who want a preview of them.

(513.D42) Bombardment Disruption: A SWAC can cancel the effect of any drone bombardment points. This is treated as "going wild" for purposes of its further survival.

(513.D43) Going Wild: A SWAC can "go wild" and degrade the ability of the enemy force to use seeking weapons. The effect is to artificially reduce the Battle Intensity Rating of the enemy force as follows:

Hydrans, Tholians, Lyrans	0
Klingon, Romulan, or Lyran Maulers	0
Klingons, Federation, Orion	1
Klingon, Fed, Lyran, or Orion carrier groups	2
Kzintis, Romulans, Gorns, ISC	2

If the enemy force contains units from two or more categories, use a single die roll but resolve each such category separately at its own Adjusted Battle Intensity Rating. If a SWAC goes wild, it has a degraded chance of surviving the battle round; see (513.D33).

(513.D44) In the event that several SWACs are available for use in a given battle, those assigned to the EW role (513.D41) are cumulative, while those assigned to disruptor bombardment or go wild are not additive and only one of each would count.

EXAMPLE: A Federation fleet including a CVA with two SWACs is defending a planet (with no SWAC of its own) against a combined Klingon-Lyran fleet. During the second battle round, the CVA deploys one SWAC to disrupt drone bombardment and the second to go wild and disrupt the attack forces.

SWAC #1 cancels the effects of the three Klingon D6Ds, costing the Klingons 12 points of Combat Potential and their composure. The Federation player dedicates 12 points of his own offensive potential to protect this SWAC, resulting in a +2 shift on the die roll. A die roll of 4 becomes a 6, and SWAC #1 survives the incoming wave of bombardment drones.

SWAC #2 is used to degrade the enemy attack. The Battle Intensity is 5, and the Coalition die roll is a '2' in this case. The Coalition Fleet includes:

Two Lyran ships and a Klingon mauler (total 24 ComPot) that are not affected by SWACs. These produce 6 damage points (25%).

Four Klingon warships (total 27 ComPot) are affected by a -1 BIR, reducing their intensity to 4. They score 5 damage points, although they would have scored 7 without the SWAC modifier.

A Lyran carrier group of 3 ships (total 26 ComPot) which has its BIR adjusted by -2 (to 3), with a result of 20% (5 damage points).

The entire Coalition force (including the 12 drone factors) would have scored 22 points but because of SWACs scored only 16. The SWAC was protected by 12 points of Federation offensive ComPot, but a die roll of '2' (even modified to '4') means that it did not survive.

During the subsequent Directed Damage Step, the Coalition player uses 4 damage points to destroy SWAC #1, which only thought it was going to survive. **OOO**

(685.0) THE FOUR POWERS WAR

(Y157-162)

by Steve Rossi

Taking advantage of the disrupted state of the Lyrans during and after the Civil War of 156-157, the Hydrans launched a surprise attack on Lyrans Territory. The Hydrans assumed that this would be an isolated incident and were not prepared for a full-scale long-term war. There were grounds to assume that friction between the counties of the Lyrans Empire would prevent a coordinated Lyrans response and that the Enemy's Blood Duchy could be induced to make a deal.

The Hydrans were utterly mistaken. Faced with an external threat (or the chance of new conquests), most of the Lyrans counties buried their differences and counter-attacked. (The Far Stars Duchy excused itself, citing the long-term goals of building up their distant domain.)

This was originally known as the "Fifth Lyrans-Hydrans War".

The Klingons, seeing the Hydrans engaged by Lyrans attack, took the opportunity to attack the Kzintis, their ancient enemies. The Klingons had hoped that the Hydrans would be too busy with the Lyrans to honor the Kzinti-Hydrans Defense Pact. They were as mistaken about the Hydrans as the Hydrans were about the Lyrans, and the Hydrans (who still held the initiative at that stage, not to mention a number of unsettled grievances with the Klingons) shifted forces to launch a spoiling attack on the Klingon border.

The war then reached full scale when the Lyrans were politically prompted by the Klingons to attack the Kzintis. This was, however, almost a technicality as all four races were already at war and coordinating with their respective allies.

In Fall 158, the Lyrans reached an agreement with the Lyrans Democratic Republic under which the LDR shipyard was upgraded and the Lyrans used it for repairs. The LDR remained technically neutral. While the Hydrans were annoyed by the LDR-Lyrans pact, they avoided driving the LDR any closer (politically) to the Lyrans Empire. Doing so would simply add the LDR fleet to the Lyrans and force the Hydrans to reinforce their border with the LDR. The LDR might have rejoined the Lyrans Empire in any case except for the lingering memories of the abortive Klingon-LDR War the previous year.

Trying to remain out of the war, the Federation (in Y158) threatened the Klingons with attack, but the Klingons countered with the Treaty of Smarba, vastly increasing the Romulan threat to the Federation and eliminating the Federation threat to the Klingons. The result was that even more Klingon units were released for the war with the Hydrans and Kzintis.

The Lyrans-LDR Shipyard Agreement continued until the Spring of Y161. At that point, the Hydrans offered to give gatling phaser technology to the LDR in exchange for an abrogation of the Shipyard Agreement. The LDR, looking toward its long-term future, quickly agreed. This almost provoked a Klingon-Lyrans invasion of the LDR. The Hydrans renewed their attacks on the Lyrans at this time, using their new command cruisers, and prevented the planned attack on the LDR. The two Coalition powers decided to set the LDR problem aside until the Hydrans were defeated.

In Spring 161, the Kzintis introduced the fighter shuttle using Hydrans technology (or at least Hydrans doctrine). This is probably the largest single reason why the war ended. Originally deployed on planetary defenses, starbases the new battlestations, the attack shuttles stiffened the Kzinti defenses and made any Klingon-Lyrans attack too expensive. The Hydrans had used fighters for a considerable time, but their ships were comparatively weak, and the fighters were considered only extra weapons. The deployment of new hellbore-armed Hydrans ships

in increasing numbers made their forces more powerful, devastatingly so when used against Klingon shields or Lyrans ESGs.

Finding themselves on the wrong end of a technology shift, the Coalition realized that victory was impossible and a devastating defeat was only a few years in the future.

The Kzintis and Hydrans, however, knew that they could not assume the offensive for several years and saw a continuing war of attrition as a meaningless exercise. They offered a ceasefire, which the Coalition quickly accepted. In the following years, the Klingons quickly developed stronger shields and their own fighters, while the Lyrans made minor shield improvements and shunned fighter development (partly due to the promises of a project to design an ESG that was immune to hellbore damage, a project that never worked but did yield capacitor technology).

The seeds of the General War had been sown.

(685.1) GENERAL SCENARIO RULES

(685.11) FIGHTERS: No race except the Hydrans may utilize fighters on turns 1-7. The Hydrans have fighters on their ships, bases, and PDUs. The Kzintis receive fighters on all of their bases and PDUs on turn 8 and must purchase fighters for new bases and PDUs from turn 8 until the end of the scenario.

(685.111) Carriers are not used in this scenario with the exception of the Hydrans hybrid carriers.

(685.112) The first Kzinti Carrier, the *Long-Lean*, did not enter service until just after the Four Powers War. To simulate its earlier arrival, it can be converted from a DD for 2 points (plus fighters) on turn 9 or later.

(685.12) LDR: Lyrans Democratic Republic is province 0711.

(685.121) Crippled Lyrans ships may be repaired at and may retrograde to LDR battlestations and the LDR planet in 0711. The Lyrans must pay the repair cost. Lyrans ships in the LDR may draw supply from LDR sources. This agreement lasts from Fall 158 (turn 3) to Spring 161 (turn 8); see (685.125). It cannot be used on turns 1-2. It cannot be used by Klingons.

(685.122) All Lyrans units must leave the LDR on Lyrans turn 9 or be interned. Repair and supplies are not available from the LDR from turn 9 until the end of the scenario.

(685.123) Uncrippled Lyrans ships cannot enter the LDR except to accept internment. (Lyrans non-ship units may enter the LDR.) Repaired Lyrans ships must leave the LDR on the turn they complete repairs; they cannot be designated as reserve units. Lyrans cannot trace supply routes through the LDR. Lyrans ships leaving the LDR must first enter a hex which is in supply from Lyrans sources other than the LDR without passing through LDR territory. Klingons entering the LDR must accept internment.

(685.124) The LDR provides one economic point to the Lyrans Empire each turn from turn 3 to turn 8.

(685.125) If the Lyrans are not at war with the Kzintis, the Hydrans will give the LDR gatling phaser technology sooner (turn 4 or later), terminating the LDR Shipyard Agreement prematurely. If the Hydrans are not able to trace a line of supply to any LDR hex, then the LDR shipyard agreement is not terminated until that line of supply is formed.

(685.13) ECONOMICS: For your convenience, the beginning wartime economies of the four races are:

Race	Klingon	Lyrans	Hydrans	Kzinti
Eco	116	93	74	89

(685.131) The Hydrans begin turn 1 at wartime economy; everyone else is at peacetime. Each race will switch to wartime economy only when it attacks an enemy, or on its player turn after it has been attacked. In a purely historical game, the Lyrans would go to wartime economy on turn 2 because they

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were attacked on turn 1, and the Klingons would go to a wartime economy on turn 2 when they attacked the Kzintis. The Kzintis would go to a wartime economy on the second half of turn 2 because they were attacked on the first half.

(685.132) The Klingons receive no economic points for the seven provinces bordering the Federation (this includes 2 major and 1 minor planet).

(685.133) OFF-MAP AREAS: There is no off-map exploration, and there are no survey ships.

The Lyrans receive no economic points from the Far Stars off-map area, but do receive points from the LDR (685.12).

The Kzintis receive only 13 points for their off-map area.

The Hydrans receive their full off-map area economics.

(685.14) TUGS AND PODS

(685.141) Battle pods cannot increase a tug's command rating above 9. There are no carrier pods.

(685.142) Lost pods can be replaced; new pods cannot be built.

(685.143) Repair pods became available in Y160. Tugs cannot perform mission E until turn 6.

(685.15) LYRAN CIVIL WAR: To reflect unreplaced casualties from the just-ended Lyran Civil War, the Lyran player and the Kzinti player each select three ships from each of the four Lyran fleets (no tugs or CCs). These are arranged in four groups of six (one per fleet) in any order selected by the Lyrans. The Alliance player rolls two dice for each fleet, and the Lyran player must cripple the ships that correspond to the die rolls. If both die rolls are the same, the ship is destroyed. Does not count for victory.

(685.16) BASES: All BATS are BATS; the upgrade from base stations prioritized those most likely to be in combat. Mobile bases were first deployed in Y140 and are available, but due to the technology limitations prior to Y167, MBs take two turns for Step 2 of the set up (510.22).

(685.17) SUPPLY: The supply range (411.1) is 4 hexes, not 6. No more than one tug per race can be a supply point. No more than one convoy per race. No supply from captured planets.

(685.18) COMBAT

(685.181) Drone bombardment can only be used in battle rounds involving enemy bases, PDUs, FRDs, convoys, and planets. (This is due to slow drone speeds.)

(685.182) If more than half of the attack factors in a Hydran battle force are from DG, LM, K, CR, or CU ships, AND if more than half of the defense factors in the opposing battle force are Klingon, the Hydrans gain a +1 on their Battle Intensity.

(685.19) MAP AREA USED: Hydran, Lyran, LDR, Kzinti, and Klingon space, plus the neutral zone hexes between those races. Any units entering Federation or Tholian space, or neutral zone hexes adjacent to Federation and Tholian territory, are interned for the remainder of the game. The Hydrans cannot provoke Federation involvement as they tried to do in the General War; neither can the Kzintis. There are no restrictions on Coalition forces entering the Kzinti Marquis area.

(685.2) TIME TABLES FOR THE SCENARIO

TURN 1, FALL Y157

Historical: Hydrans attack the Lyrans.

HYDRAN Available: Gold Fleet, Second Fleet, Old Colonies.

LYRAN Available (If attacked): Home Fleet, Enemy's Blood.

KLINGON, KZINTI: No movement unless attacked.

NOTE: The game begins with the Alliance portion of turn 1. The first half of turn #1 (the Coalition Player Turn) IS played.

TURN 2, SPRING 158

Historical: Klingons attack Kzintis, Hydrans attack Klingons.

HYDRAN Available: All Fleets.

LYRAN Available: Enemy's Blood Fleet, Home Fleet. May attack Hydrans if Hydrans have not attacked them.

KLINGON Available: North and Northern Reserve, Tholian Border Squadron. If Hydrans attack, West and Southern Reserve are released. Home Fleet is released if Hydrans or Kzintis move within 3 hexes of 1411. Klingons may attack Kzintis but not Hydrans.

KZINTI Available: Fleets released by Klingon attack, plus Home Fleet if Klingons attack. Kzintis may attack Lyrans if Klingons have not attacked Kzintis (due to Hydran-Kzinti Defense Pact) using the Count and Home fleets, plus all new construction.

TURN 3, FALL Y158

Historical: Lyrans attack Kzintis, Lyran-LDR shipyard deal.

HYDRAN Available: All Fleets.

LYRAN Available: Enemy's Blood Fleet, Home Fleet, Red Claw Fleet. May attack Hydrans or Kzintis. LDR-Lyran Shipyard Agreement in force unless Lyrans do not attack Kzintis; see (685.125). Far Stars Fleet is released (and Far Stars provinces produce income) if any enemy enters 0408.

KLINGON Available: All except Fleet of the East and Home Fleet. Klingons may attack Kzintis and/or Hydrans.

KZINTI Available: Fleets released by Klingon or Lyran attack, plus Home Fleet if Klingons or Lyrans attack. Baron's fleet arrives at 1401 by strategic movement. Kzintis may attack Klingons (using Home and Duke fleets plus new builds) if the Klingons are at war with the Hydrans but not the Kzintis.

TURN 4, SPRING Y159

Historical: The War continued.

HYDRAN Available: Same as turn 3.

LYRAN Available: Same as turn 3.

KLINGON Available: All except East Fleet and Home Fleet (unless those are released by enemy action).

KZINTI: All except Marquis Fleet. If capital is attacked or a Kzinti starbase has been destroyed, all of Marquis Fleet except the six ships provided in (601.12) are released. Those ships are released if Coalition forces enter their deployment zone.

TURN 5, FALL Y159

Historical: The War continued.

HYDRAN Available: Same as turn 3.

LYRAN Available: Same as turn 3.

KLINGON Available: All except East Fleet and Home Fleet. (Six ships from Home Fleet released due to signing of Treaty of Smarba).

KZINTI: Same as turn 3.

TURN 6, SPRING Y160: same as turn 5.

Historical: Hydrans introduce Lord Marshall CC.

All races receive one set of tug repair pods (685.143).

TURN 7, FALL Y160: same as turn 5.

TURN 8, SPRING Y161: Same as turn 5.

Historical: Kzintis introduce fighters.

TURN 9, FALL Y161: Same as turn 5 except LDR-Lyran LDR-Lyran Shipyard Agreement is inoperative.

TURN 10, SPRING Y162: Same as turn 9.

TURN 11, FALL Y162: The War Ends.

(685.3) FLEET DEPLOYMENTS

(685.31) HYDRAN: Home Fleet (0617): LC, 3xRN, 3xLN, 2xHN, CR, SC, TG, 2xFRD, 2xMB, RESV.
 Gold Fleet (0716): LC, 3xRN, 3xLN, 2xHN, CR, SC, TG, RESV.
 First Fleet: LC, 3xRN, 3xLN, CR, 2xHN, SC, TG (deploy within three hexes of Klingon NZ).
 Second Fleet: LC, 3xDG, 3xK, CR, 2xCU, SC, TG (deploy within three hexes of Lyrans NZ).
 Old Colonies Squadron: LC, 3xLN, CR, 2xHN (deploy off-map area).
 PODS: 2xBattle.

(685.32) LYRAN: Red Claw Fleet: CC, 4xCA, 5xCL, 5xDD, 5xFF, SC, TGC, MB, RESV (deploy in bases or provinces on Kzinti border and starbase 0404).
 Home Fleet (0408 and 0608): 2xCC, 4xCA, 6xCL, 6xDD, 6xFF, 2xSC, TGP, MB, 2xFRD, RESV.
 Enemy's Blood Fleet: CC, 3xCA, 4xCL, 4xDD, 4xFF, SC, TGC, MB, RESV (in bases or provinces on Hydran border including starbase 0411).
 Far Stars (off map): CC, 2xCA, 3xCL, 4xDD, 5xFF, SC, TGP.
 PODS: 2xBattle.

(685.33) KLINGON: Home Fleet (1411): D7C, 3xD7, 3xD6, 3xF5Q, 3xF5S, 6xE4, TG-B, FRD, 2xMB, D6D, RESV.
 This fleet is released if enemy units move within 3 hexes of the capital (1411).
 North Fleet: D7C, 3xD7, 3xD6, 3xF5Q, F5S, 3xE4, TGA, D6D. (Deploy within two hexes of Kzinti NZ, but not in 1807-1808.)
 West Fleet: D7C, 3xD7, 3xD6, 3xF5Q, F5S, 3xE4, TGA, D6D. (Deploy within two hexes of Hydran NZ.)
 East Fleet: D7C, 3xD7, 3xD6, 3xF5Q, F5S, 3xE4, TGA, D6D. Deploy in provinces adjacent to the Federation Neutral Zone, but not in 1707-1708. Released only if its deployment area is violated.
 North Reserve (1509): D7C, 3xD7, 3xD6, 3xF5Q, F5S, 3xE4, TGB, D6D, FRD, RESV.
 South Reserve (1716): D7C, 3xD7, 3xD6, 3xF5Q, F5S, 3xE4, TGB, D6D, FRD, RESV.
 Tholian Border Squadron (2517): D7C, D7, 2xD6, F5Q, F5S, 3xE4, RESV.
 PODS: 2xBattle. (Note: F5Ls are F5Cs; same factors.)
 Mothball Fleet: 48xD6, 24xF5, 24xE4. Activate 2xD6, 2xF5, 3xE4 beginning turn after capital is attacked. Must conduct and pay for activations and give ships to Romulans starting Y159. (Imperial War Reserve is also present; released if capital is attacked.)

(685.34) KZINTI: Home Fleet (1401): CC, 3xBC, 3xCL, 6xFF, DF, SF, FRD, MB Tug-C.
 Duke's Fleet: CC, 3xBC, 3xCL, 6xFF, DF, SC, TGC, RESV (deploy within 2 hexes of Klingon neutral zone).
 Count's Fleet: CC, 3xBC, 3xCL, 6xFF, DF, SC, TGT, RESV (deploy within 2 hexes of Lyrans neutral zone).
 Baron's Fleet: CC, 2xBC, 2xCL, 3xFF, DF, SC, TGT, FRD, (in the Kzinti Barony).
 Marquis's Fleet: CC, 3xBC, 3xCL, 3xFF, DF, SC, TGT (in provinces on Federation border).
 PODS: 2xBattle.

(685.35) GENERAL

Repair ships are used as per the F&E rules for Y168.
 Set up in this order: Lyrans, Kzintis, Klingons, Hydrans.

(685.4) PRODUCTION SCHEDULES

(685.41) HYDRANS: Spring Turns: RN, 2xLN, CR, 2xHN
 Fall Turns: DG, 2xK, CR, 2xCU
 Pre-War (Spring): LN, HN; (Fall) DG or K, CU.
 Can substitute LM for RN Y159+, LB for DG Y162+. No conversions to LM or LB before dates shown.
 Can substitute TUG for RN or DG once per year.
 Hydrans get 4 "free fighter points" per turn.

(685.42) LYRANS: All turns: CA, 2xCL, 2xDD, 2xFF.
 Pre-War: CL, DD, FF. DD production cost = 5.
 Can substitute TGP or TGC for CA once per year.

(685.43) KLINGONS: All turns: D7, D6, 1xF5Q, 3xE4.
 Pre-War: D7 (Spring, D6 in Fall), F5, E4.
 May replace D7 with TGA or TGB once per year.
 Production cost of E4s is 3 points.

(685.44) KZINTIS: All turns: BC, 3xCL, 3xFF.
 Pre-War: CL, FF. (Y159, DD replaces one CL.)
 May replace BC with TGC or TGT once per year.

(685.45) ALL: The only conversions allowed are:
 CAs to CCs
 warships to SCs, TGs, or drone ships
 transport tugs to combat tugs
 captured ships
 base upgrades (MB to BATS, BATS to SB)

(685.5) VICTORY CONDITIONS

Score Victory points as follows:

per enemy BATS destroyed:	2
per enemy SB destroyed:	8
per 10 points (Compot) of enemy ships destroyed:	1
per enemy province captured:	4
per enemy minor planet devastated:	1
per enemy major planet devastated:	3
per enemy minor planet captured:	2
per enemy major planet captured:	5
per enemy home minor planet devastated:	3
per enemy home major planet devastated:	8
for devastating racial home planet†:	12

† Klinshai, Kzintai, Hydrax, Lyrantan.

(685.6) OPTIONAL RULES FOR FOUR POWERS WAR

(685.61) TEN-POINT DREADNOUGHTS: Inconclusive data indicates that many races may have operated an early form of the DN during this period. If so, these ships would have a combat and command rating of 10, a production cost of 12, and could not be converted from other ships. (Exception: Lyrans can convert from CA or CC for 4 points; max one per year.) Players can experiment with these by using the BCH counters. Add two to the Kzintis (D, H), three to the Lyrans (RC, H, EB), four to the Klingons (H, N, E, W), and two to the Hydrans (H, E). Production is one per year (Spring) in wartime only. This is added to the schedule; it does not replace anything.

(685.62) HYDRAN FIGHTER CONVEYOR POD: The Hydrans can convert one (only) tug to a fighter conveyor. This has the same factors as a tug, but has 14+2 fighter factors. Conversion costs 20 points. The tug CANNOT use the 14 fighter factors in combat, but CAN transfer them to other carriers in the same hex. This rule is experimental.

ooo

(653.0) MORE OPTIONS

(653.1H) National Training Center (+5): Allows accumulation of command points in peacetime. Maximum of 3 points stockpiled, and each point is lost 4 turns after it is earned due to the planning getting stale.—*Owen Riley*

(653.4) ROMULAN OPTIONS

(653.4G) More Romulan Carriers (+20): The Roms get 6 free fighter factors per turn. Romulan carrier production is limited only by the following (and, of course, the amount of money they have): No more than two carrier groups per turn. No more than one CVA group per year. They may produce one SKB, SEB, or SUP per turn in addition to these limits.

(653.4H) No King Eagles (-10): The KE was never built. All KEs are WEs, and no KEs can be built/converted.

(653.4I) Peace with Tholians (+10): The Roms have an ironclad nonaggression pact with the Tholians. All ships of the Patrol Detachment except 1 WE and 3 SN (customs patrol) are transferred to the West Fleet. The Romulans may not enter Tholian space.

(653.4J) No Rom Carriers (-20): The Roms never built any carriers. Replace the carriers given at start with their equivalent warship hulls, and disallow all carrier group builds or conversions.

(653.5) KZINTI OPTIONS

(653.5D) Firm Federation Alliance (+20): The Kzintis have a tight alliance/nonaggression pact with the Federation. The Marquis Fleet (except for six ships, one of which must be a CC) is divided as evenly as possible (using the capital assault procedure) between the Count's Fleet and Duke's Fleet. This option ceases once the Coalition enters the Marquis provinces (thereby releasing the 4th Fleet) or if the Federation enters the war (in which case it is no longer necessary).

(653.5E) Federation Lend-Lease (+10): The Feds support the Kzintis even if the Marquis provinces are not invaded, and the Federation remains at a peacetime economy. The Feds can deliver up to 5 Econ Points per turn to the Kzinti starbase at 1704 (paying for any such transfers by cancelling ship production) and will allow the Kzintis to capture Fed/Kzinti Neutral Zone hexes. (They will not send ships unless the Marquis provinces are invaded.)

(653.5F) No Destroyers (-6): The at-start DDs are deleted; the DDs on the production schedule are replaced by FFs.

(653.5G) Marquis Rebellion (-10): The Marquis Fleet release is delayed one turn due to political factors (the Marquis is feuding with the Patriarch). The same option might be used with the Baron's Fleet.

(653.5H) WYN Cluster Support (+20): The WYNs decide to ally with the Kzintis. The Kzintis can have up to 6 ships (with a total of no more than 50 uncrippled attack factors, including fighters/PFs, even if some or all of the ships are crippled) inside the WYN Cluster and can enter or leave the Cluster freely. They receive 5 Econ Points per turn in the WYN Cluster. Also, the Kzintis can use the WYN Cluster as a supply source and valid hex (under all circumstances) in a Supply Path. Finally, the Kzintis can perform 6 repair points worth of repairs per turn in the Cluster; they do have to pay for these repairs. Should the WYN Cluster be cut off from the main Kzinti supply grid, the Kzintis receive only 3 Econ Points per turn (due to shaky WYN support), but all other benefits remain unchanged.

(653.5I) More CVs (+4): Convert a BC+CL+FF to a CVL before the war begins. This option can be used no more than twice.

(653.5J) Better Cruisers (+1): Convert one BC to a CC before the war begins (max one conversion per fleet, +1 each). ○○○

DESIGNER'S NOTES

HOW THE NEW FIGHTER RULES CAME TO DF&E

The fighter rules were totally rebuilt in Deluxe Federation & Empire, and many players have asked how this came about. It was the end result of a long series of proposals and playtest programs over a five year period.

PLAN 1: This was the version used in the original playtesting. It was basically the same as the published edition, but you paid for replacement fighters. This was discarded because the accounting took too much time.

PLAN 2: The published version, in which there was no cost for replacement fighters. Dead carriers lived on as their dedicated fighter factories were inherited by new carriers. This didn't work because those races originally on the defensive used the fighter production from destroyed bases to create huge carrier fleets.

PLAN 3: The Zimdars Clarification was an attempt by Committee Member David Zimdars to make plan 2 workable. Pools of fighter production for dead carriers, bases, and PDUs were separated to avoid the "50 Kzinti carriers" syndrome since fighters from dead bases could only be used for new bases.

PLAN 4: The Riley Proposal, which brought Owen Riley to the forefront of the F&E staff. Each race had a specified number of fighter factories which could produce replacement fighters as needed. Plan 4 was ultimately rejected because it took too much accounting (keeping track of which carriers didn't have fighters because you had more losses than factories, plus the cost of fighter production).

PLAN 5: The Zimdars-Riley-Compromise, also known as Zimdars-Plus. Basically the same as Plan 3, but replacement fighters were paid for at the costs established in Plan 4. This was popular with the F&E staff, but not with the players as it still required too much paperwork.

PLAN 6: Attrition Accounting, better known as the 2am Inspiration as it happened during a phone call to clarify something about Plan 5. The phone call established that Plan 5 was still too much work. In this plan, the players kept a running total of how many 'deck spaces' or 'fighter slots' they had, and regardless of how many fighters were lost in a combat phase, you replaced (and paid for) a set percentage of them, being 67% of those on carriers, 33% of those on bases, and 10% of those on PDUs. This failed in playtesting because the players never remembered to update their list and ended up taking inventory every turn, which took too long.

PLAN 7: Known as the Inheritable Annuity System. When buying a new carrier, you paid 5 points per fighter factor for a factory and a trust fund to produce as many fighters as you needed. This avoided excess accounting (the problem that doomed plans 5 and 6) but returned to the problem that carrier losses meant cheap production of carriers later. This was the first new plan from Steve Cole since Plan 2.

PLAN 8: Known as the Lifetime Annuity System. Similar to plan 7, except that you pay only 2 points per fighter factor, but when the carrier dies, there is no continuing fighter production to go into a pool. There is no pool. This was developed by Owen Riley as being even simpler in accounting than Plan 7 and because it avoided the pitfall of 'ghost carriers' willing their fighter factories to new carriers that dated back to Plan 2.

PLAN 9: Known as The Plan From Outer Space for reasons that are now obscure. This was a development of Plan 8 (based on extensive playtesting) which included a small number of free fighters to offset the high cost of CVAs and lowered the fighter cost for PDUs and bases. This was ultimately the plan that was published. ○○○

KZINTI FIRST CARRIER
] **K.H.S. LONG-LEAN**

CNTR

SHIELD #1

[illegible]

3							

PH3 4 DRN 2 RS

PH3 3 DRN 1

DRN 4

DRN 3

[illegible]

EX-DAM

DAM CON 2220

BANNER 0149

SOR	6	5	3	0
-----	---	---	---	---



4

1

SHIP DATA TABLE	
TYPE	= DDV
POINT VALUE	= 80/65
BREAKDOWN	= 5-6
SHIELD COST	= 1/2 + 1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R5.924
SHIP NEVER REFITTED	

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

A diagram of a hexagonal network structure. It consists of a central node with an upward-pointing arrow. This central node is connected to six surrounding nodes, which are labeled L, R, LF, RF, LR, and RR. These six nodes are further connected to a second ring of nodes, which are labeled L, R, LF, RF, LR, and RR. The diagram illustrates a hexagonal lattice structure with a central node and its immediate neighbors.

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

AAS FIGHTERS
1xPh-3-FA
DFR = 2
CRIPPLED = 6
SPEED = 8

CREW UNITS						ADMINISTRATIVE SHUTTLES					
	*					IDEN	HIT	POINT	S	NOTES	
					10						
					20						
					30						

THIS SHIP HAS ONE SHUTTLE BAY.

BOARDING PARTIES						
						10

TRANSPORTER BOMBS		
		D D

DECK CREWS										PROBES				
														5

DIE ROLL	RANGE		5		6-8		9-15		16-25		26-50		51-75	
	0	1	2	3	4	5	6	7	8	9	10	11	12	13
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	3	1	0	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 III DEFENSE PHASER					DRONE RACKS				
DIE ROLL	RANGE		1	2	3	4	5	6	7
	0	1							
1	4	4	4	4	3	1	1		
2	4	4	4	4	2	1	0		
3	4	4	4	4	1	0	0		
4	4	4	4	4	3	0	0		

1				
2				
3				
4				

DRONE RACKS

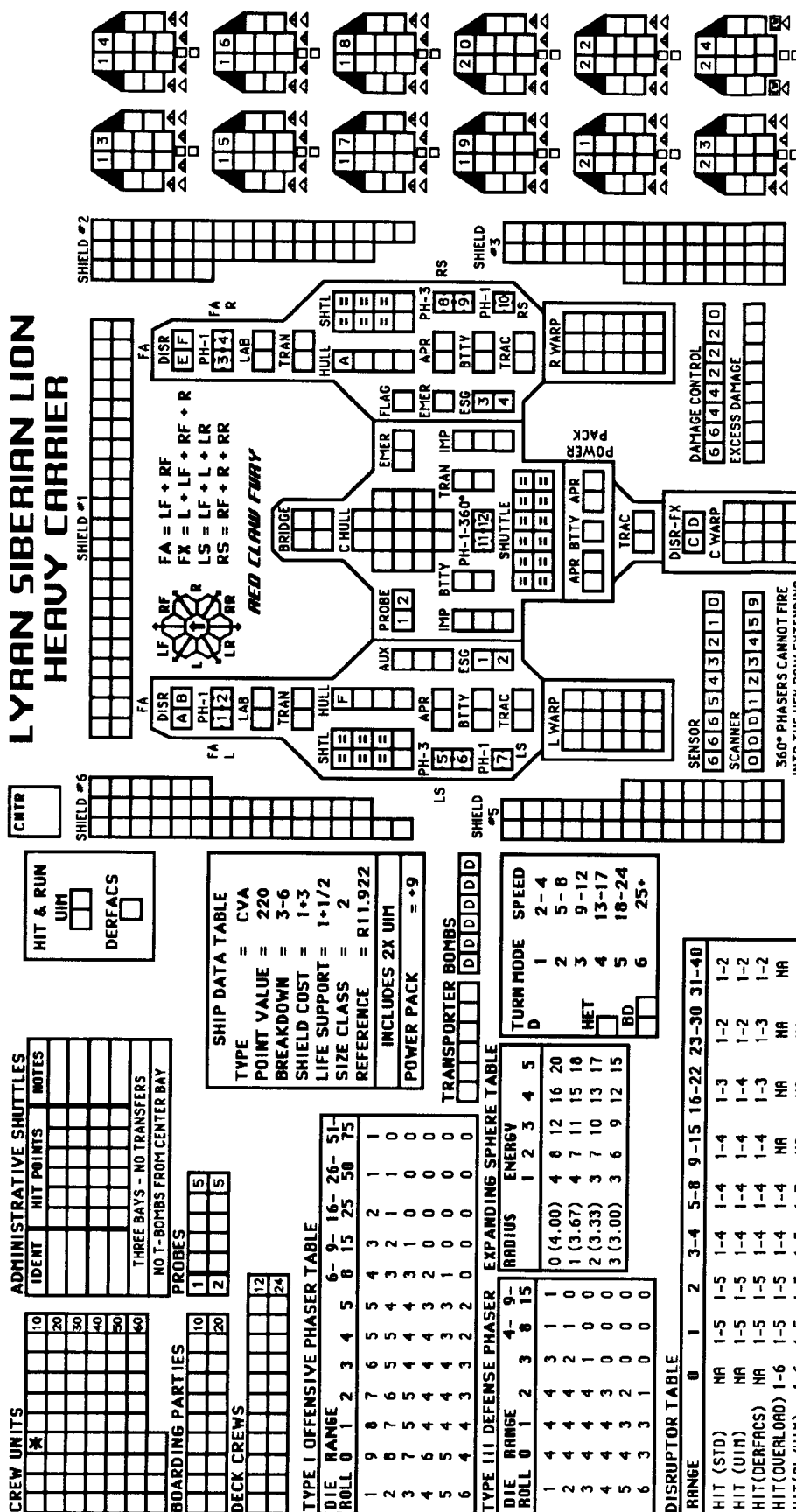
SHIP HAD TYPE-A D
(ONE RELOAD)

TYPE III DEFENSE PHASER					
DIE ROLL	RANGE		4- 9- 3 8 15		
	0	1	2	3	
1	4	4	4	3	1
2	4	4	4	2	1
3	4	4	4	1	0
4	4	4	3	0	0
5	4	3	2	0	0
6	3	3	1	0	0

1  2  3  4  5  6  7  8  9  10  11  12 

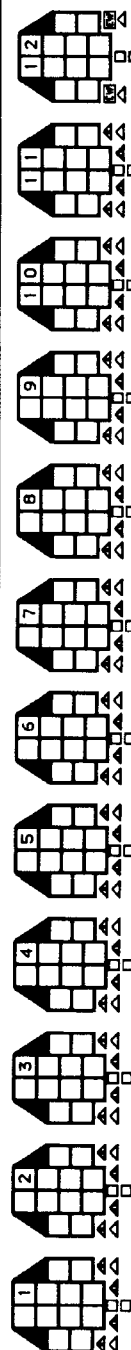
WARP ENERGY MOVEMENT COST = 1/2 ENERGY POINT PER HEX										⑤ = HET COST										⑥ = ERRATIC MANEUVER WARP COST											
SPEED		1	2	3	4	⑤	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	2	2	3	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10	10	11	11	12	12	13	13	14	14	15	15
Fract.	1/2	1	1 1/2	2	2 1/2	3	3 1/2	4	4 1/2	5	5 1/2	6	6 1/2	7	7 1/2	8	8 1/2	9	9 1/2	10	10 1/2	11	11 1/2	12	12 1/2	13	13 1/2	14	14 1/2	15	15

LYRAN SIBERIAN LION HEAVY CARRIER



Z - Y FIGHTERS
2xPH-3 -FA
DFR = 4
CRIPPLED = 8
SPEED = 15

THIS SSD IS SOMETHING OF AN EXPERIMENT. WHILE IT IS PRINTED IN A SMALLER SCALE, IT HAS ALL OF ITS FIGHTERS. WE WOULD APPRECIATE PLAYER COMMENTS SINCE ADB IS NOW PREPARING MODULE J.



CREW UNITS ADMINISTRATIVE SHUTTLES

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

TRANSPORTER BOMBS

PSEUDO-PLASMA TORPEDOES	PROBES

SHADED BOXES ON THE SSD ARE THE F-REFIT.

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

WARP ENERGY MOVEMENT COST = 1 + 1/2 ENERGY

	SPEED	1	2	3	4	5	6	7	8	9
Standard	2	3	5	6	8	9	11	12	14	
Fract.	1½	3	4½	6	7½	9	10½	12	13½	

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

TYPE III DEFENSE PHASER									
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			

21-23	24	25	26-28	29	30
20	20	20	10	5	1
10	5	1	0	0	0
0	0	0	0	0	0
0	0	0	0	0	0

5 = HET COST

4	4	15	16	17
1	1	23	24	26
1	1	22 $\frac{1}{2}$	24	25 $\frac{1}{2}$



0	0	21	22	23	24	25	26	27	28	29	30
0	0	32	33	35	36	38	39	41	42	44	45
0	0	31½	33	34½	36	37½	39	40½	42	43½	45

CAPTAIN'S LOG #9

This issue of Captain's Log includes the following exciting features:

GHOSTLIGHT: DAY ONE is the story of a Federation F-8 fighter squadron on the first day of the Klingon invasion. Also included: a Ghostlight scenario, a description of the battle in game terms, and the class history of Federation Strike Carriers.

STAR FLEET DATABASE: Communications, announcements, product releases and schedules, Why?, Decisions of the Board of Proposals, Ask Kommodore Ketrick, Conventions and Tournaments, Battle Force 900 (Carrier Groups), and *Just Say No!*

DOOMSDAY: Even more information on the new Doomsday Edition of Star Fleet Battles. Explosion Strengths. Ten more questions from players. A list of rules changes from the new rulebook and notes on why they were made.

SCENARIOS: The Federation learns fleet tactics in the Battle of Adanerg. The first Kzinti carrier. Fighter pilots attack a convoy to cries of *Tang Chi!* Hydrans learn there is only one way to skin a cat. Pirates raid a planet defended by fighters. Romulans and Gorns learn the meaning of Cloaked Friendship. Andromedans assault an ISC base.

TACTICS: The largest selection of term papers in the history of Star Fleet Battles, including special sections on fighters and wild weasels. The Tactics Board. Victory at Origins. Ask Uncle Ardak about fighter tactics. Squadron Leader Karsh explains how fleets should engage enemy fighter squadrons.

FEDERATION & EMPIRE: Questions and Answers. A detailed example of carrier operations. The largest selection of Tactical Notes ever! Commentaries. Preview material from Total War. Kzinti CVs in DF&E. Romulan and Kzinti Options. Designer's notes on the new carrier rules. And the Four Powers War.

FOUR NEW CARRIER SSDs: The Romulan SeaHawk-B Light Carrier, Kzinti DDV First Carrier, Lyran Siberian Lion CVA, Gorn Tyrannosaurus-V CVA.

NOTE: This product adds new play situations, background material, ships, and rules for *STAR FLEET BATTLES*. You must have SFB Basic Set to use this material. Some material in this product will also require other SFB products, including Advanced Missions, New Worlds I, and New Worlds II. The material for *FEDERATION & EMPIRE* requires that you have that game. ISBN # 0-922335-18-4



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