

STAR FLEET BATTLES

CAPTAIN'S LOG #10



SPECIAL TACTICS ISSUE!



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GAMES™**

Another year, Another Captain's Log!

I honestly hope that this is the last time I will say that. We've been doing one issue of Captain's Log per year for quite a while now, and if all goes well, the next issue is only six months away. Whether the next one is six months beyond *that*, we'll have to wait and see how it all works out.

Our larger format works well and is flexible enough to accommodate an issue with various proportions of the standard elements. There is no theme for this issue, other than having a LOT of tactics articles, far more than previous issues. Given how popular tactics are, there's nothing wrong with that! See you next time!—SVC

CAPTAIN'S LOG STAFF

Editor-in-Chief Stephen V Cole
Executive Editor Leanna M Cole
Managing Editor Steven P Petrick
F&E Editor Owen G Riley
Publisher John Olsen
Producer Timothy D Olsen
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Walter, Brian Moon, Scott Mercer, Ken
Burnside, Chris Cafiero, Gary Plana.
Cover Artist Dan Carroll
Prime Directive Artist Jim McGonigle
Tactics Artist Lee Moyer
Computer Artist Stephen V Cole
Chief of ADB Security Blackie
ADB Security Staff Waylon, R Rex

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HOLD UNTIL RELIEVED

by Mel Lee

★ Bridge, Federation Frigate *Chadwick* NCC-350 ★

"There it is," said Wolfe, speaking from the science station.

"Put it on the main screen, maximum magnification. Let's take a look at her," ordered Commander Kevin Thomas.

As Lieutenant Gerald Wolfe complied, a small point of light centered in the main viewscreen of the frigate *Chadwick*.

"Range?" asked Thomas.

"Four hundred thousand kilometers," answered Wolfe.

"ETA?"

"About 20 minutes, present speed, Captain."

"Very well. Helm, maintain course and speed; make a close pass for scanning." The frigate slowly circled the base, then moved into position opposite the entry to the minefield shown on their maps.

Ensign Mathers turned to face the command chair from his position at the navigational panel. "We're at 135,000 kilometers now, sir. Just outside her minefield."

"Very well, Ensign," replied Thomas.

"How about that minefield, Wolfe. Is it active?"

"Completing scan now, sir," Lt Wolfe replied from the science station. His hands played across the control keys briefly. "Yes, sir. Armed and active. I've compared it to the map of the field held in the ship's memory banks. There seems to be some gaps in the outer ring, probably due to enemy action. Also, there are a number of small mines present, not accounted for by the memory bank. I think the crew might have reinforced the field with their transporter bombs or mines they had stored in the cargo bays."

"I see," said Thomas. "Do you pick up any 'captor' type mines?"

"No, sir. None of that type show on the scanners." Wolfe turned to face the command chair.

"Good," said Thomas. "Those captors mounting phasers and photons can be touchy to disarm. Be on the lookout for them anyway." He considered the station floating in the main screen for a moment. "Ensign, take us to the edge of the minefield now. Engineering, surplus power to the shields."

"Helm, ahead dead slow," Mathers directed.

"Aye aye, sir," answered the petty officer sitting at the helm next to him. "Ahead, dead slow."

"Mr Thelahm, you have the con," Thomas said to his Antarean first officer. "I will be in the science lab in case they find life signs. That's where I'll have to make the decision on how to proceed."

"Con have I, Captain," Thelahm responded. "Status advise when information obtained. Will the store mind."

Captain Thomas stood and moved toward the turbo lift doors. "Jerry, would you come with me, please?"

"Yes, sir," replied Wolfe.

Inside the turbo lift, Captain Thomas turned to his science officer.

"It's been a long time since anyone has been out here. As science officer, I want you and Doctor Cline to make an in-depth scan of the station from the science lab. There just might be survivors still on board, although I think not."

"How long has it been since the last ship was here?" asked Wolfe.

The turbo lift doors snapped open, and the two officers stepped out onto deck four.

"Well, said Thomas, "the Romulans forced our fleet units out of the border areas during the first six months of the war.

They didn't directly assault this station because a destroyer squadron operated out of it, or maybe they just bypassed it. The squadron was withdrawn about a year later. By that time the Romulans were bypassing the outer strong points to mount operations against the inner worlds. They reached Rigel, you know. The squadron may have been sent there; I don't recall. The squadron could have evacuated the base, but Star Fleet wanted it to remain as a warning station.

"At first Star Fleet attempted to keep the outer stations resupplied by warships in order to maintain an early warning system. But the Romulan forces found that, if they left a cloaked ship on station near our outposts, they could ambush our supply runs. They usually got in the first shot. And with those damned plasma torpedoes, the first was most often the last.

"Anyway, after we had about a dozen ships destroyed or crippled, Star Fleet decided it was too costly to continue the operations. Ships were sent to retrieve the crews and destroy the stations. Some completed their missions, some didn't. No supply runs made it through to this station, and a retrieval ship disappeared. That was about 27 months into the war."

"Why, that would make it over four years since any attempt to resupply!" exclaimed Wolfe. "Those stations only carried two-year stocks. They could hold out maybe three if they rationed, no more."

"That's why I don't think there's anyone left," said Thomas. "There is a possibility that the retrieval ship evacuated part of the crew and left others here. But we can't know, at least not yet. If anyone is alive, I want to know."

"When was the last comm transmission, Captain?"

The captain paused in front of the sickbay doors. "Two years," he said. "They could only get through the Romulan jamming some of the time, and probably never knew if any given message was received or not."

★ Bridge, Battlestation #10 ★

The station's battle center was darkened. The only light came from the soft luminescence of the control panels. All displays, except for the long-range sensors, were blank. Background noise was almost nonexistent, only the quiet clicks of the relays as they opened and closed, following the scanning sequence.

Deeper in the bowels of the station the huge warp reactors slept a few degrees below operating temperature. A slight stream of power flowed through them to the essential systems. Only a trickle of energy, just below the threshold of full potential. A slumbering dragon.

ALERT.

SENSORS INDICATE A VESSEL APPROACHING.

BEARING 320 MARK 3. SPEED WARP FACTOR ONE.

ALL SYSTEMS STAND TO.

GENERAL ORDERS QUERIED.

★ Science Lab, Frigate *Chadwick* ★

Commander Thomas nodded to Lieutenant Wolfe and Doctor Cline. "Begin your scanning now, doctor. Let's see if you can earn your pay for all that training Star Fleet has invested in you, instead of loafing around all day, treating a few sprains and head colds."

"Come on now, Kevin," replied Cline. "Can I help it if Star Fleet has wasted a brilliant R&D man on an active duty assignment with a frigate? At least they could have assigned me to a commando ship or a survey cruiser. I might have gotten some mileage out of my medical training then. Now I ask you, Kevin,

is it my fault that I'm here?" the doctor asked as he manipulated the scanner controls.

Thomas frowned. "Jeff, you ought to count yourself lucky to be here. I've seen combat, and it's not some grand martial undertaking or some glorious adventure or anything else they push in those recruitment posters." Thomas' voice grew grim. "It's just doing a job because it's the right thing to do, because it's your duty. It's following orders, and it's dying to carry them out. And worst of all, Jeff, sometimes it's dying and no one is even around to know it. But if you don't do the job you were ordered to do, someone else who is counting on you will pay the price for it."

"That's what the crew of this station did," Wolfe surmised. "They died and nobody could help them. One ship to retrieve them, just one. And when that failed, they no doubt received their last order from Star Fleet Command: 'Hold until relieved.'"

"You know what that order really means, Jeff?" Thomas snapped. "Well, I'll tell you. It means you've been written off, marked expendable, sacrificed. Except that the brass at Star Fleet doesn't like to put it in those terms. No sir, they gloss it over. You see it gives a little hope to hang on to, that 'until relieved' part. And sometimes the situation changes, and they can relieve you, and every Cadet is told the stories of bases that held out. But the commander of this station knew better. He and his crew, they knew what it really meant. Their only hope was that a ship would get through, or the Romulans would bother to accept their surrender."

"We can only hope," Wolfe suggested, "that they did get a resupply, or that the retrieval ship, the one that never returned, evacuated part of the crew and gave the others more time."

"They might have had casualties," Thomas suggested coldly, "or maybe they drew lots to see who would hang on and who would give up."

"Kevin, I'm sorry," the doctor replied. "I didn't mean to get you upset."

"Now I'm no 'war lover' either. And I don't really want to see combat. It's just, well, guys like me feel, well, inferior to those like you. We haven't had the chance to prove ourselves. You have, and you made it. And those that didn't, well, at least they died with, well, you know, they died like..."

"Died like men?" finished Thomas hotly. "Died with honor? That's the sort of trash a plebe at the Academy would spout. Don't put it on me, Jeff. I've been there; I know."

"Like I said, Captain, I'm sorry." Cline paused then went on. "Do you really think they're all dead?"

"Check your bio-scans, Jeff, and tell me what you think."

Kevin Thomas drew his hand across his face. I shouldn't have been so hard on him, he thought. I shouldn't have let it get to me. But he doesn't know what it's like. Nobody who hasn't lived through it can know what it's like. No one.

After a moment's silence, Cline spoke. "Bio-scan completed, Captain."

"And?" asked Thomas.

"No life forms present. There's no one down there."

The science lab of the *Chadwick* grew deadly quiet. Wolfe glanced hurriedly at his captain. Only the soft beeps and clicks of the ship's systems functioning broke the silence.

Thomas, however, took no notice of the mood now prevailing as he entered the turbolift. His mind's eye was playing back a tape of horror. One which he would rather not have seen.

★ Bridge, Light Cruiser *Richelieu* ★

Beams of white hot fire stabbed out of the void as the Romulan ship closed at attack speed. The orders of Captain Divelbliss echoed through Thomas' mind. Orders and counter

orders and then the eye-searing globe of energy leapt from the launcher of the enemy ship and filled the main screen.

Divelbliss' voice had remained calm even as he ordered full reverse. Then the phasers misfired. There had been no time to re-energize them. Thomas had waited for no order. From his position at navigation, his hand had slapped the photon controls. He turned to find Captain Divelbliss looking him in the eyes. The captain had nodded without speaking; there had been nothing else to do.

Thomas looked back to the main screen. His torpedoes had been locked in overload mode. The first two to strike had shattered the Romulan's forward shield, while the remaining two smashed into the main hull just below the port engine boom.

Thomas saw no more for at that moment the plasma torpedo had struck the light cruiser. Intense heat, violent shudders, mind shattering noise, and finally darkness. As the emergency lights came up, they revealed a scene of utter chaos. The bridge was smashed almost beyond recognition. Captain Divelbliss' body was draped across the back of the command chair. The main screen had shattered, and a shard of dura-glass had impaled the helmsman, pinning him to his chair. Thomas himself was bleeding from several cuts to his head and left arm. The science officer was pulling himself from the deck, his right arm twisted and useless.

Thomas stumbled to the science station. The science officer now sat in his chair staring dumbly at the controls. Thomas leaned over him to key the ship's viewers into the science console's screen.

The Romulan ship was moving slowly away. As Thomas watched, a secondary explosion flared briefly from the port warp engine.

Thomas keyed the console's intercom. "Engineering, this is Lieutenant Thomas. Begin emergency life support procedures. Divert all available power to maneuvering. Route all damage reports to auxiliary control. Bridge out."

"Auxiliary control, the bridge is out. Assume helm and navigation. Plot a course for Starbase 6, best possible speed. I will retain weapons control for now. Bridge out."

"Sickbay, medical team to the bridge, emergency. Bridge out."

On the screen the Romulan ship continued to limp away.

In all this void, thought Thomas, we two ships found each other. No great battle hinged on the outcome of our fight; no campaign depended on it. He looked back at Divelbliss' body again. No one even won. We shot each other to pieces so badly that we'll be lucky to limp home. We're both retreating. This is madness, he thought. There is no victory, only death. Only death. Thomas noted that the starboard phasers had rearmed and locked them on the Romulan ship at 240,000kms. He fired.

★ Bridge, Frigate *Chadwick* ★

"Captain? Captain Thomas?"

Thomas blinked rapidly. "What is it, Mathers?"

"We've completed our orbit. No significant damage in evidence. Should I take her around again?"

"No, all stop. Hold us on station here."

★ Battlestation #10 ★

QUERY OF GENERAL ORDERS COMPLETE.

ALL SYSTEMS, GENERAL ORDER 3 IS NOW ACTIVE.

VESSEL MATCHES CONFIGURATION OF FEDERATION

FRIGATE.

STAND BY TO EXCHANGE RECOGNITION CODES.

TRANSMITTING NOW....

★ Bridge, Frigate *Chadwick* ★

A pulsing light drew the attention of the communications officer on the bridge of the *Chadwick*. That's odd, he thought. There's no ship near enough to use that frequency. It must be a malfunction. Flipping a switch he listened for a moment as his eyes grew wide.

"Captain, transmission of frequency 2930. It's the battlestation!"

"What?" asked Thomas incredulously.

"I have a repeating code, sir. I'm routing it through the computer to interpret now." Thomas turned to stare at the image of the battle station on the screen.

"I have it, sir. It's a request that we identify ourselves using standard code 774."

"But, Captain," Ensign Mathers broke in, "there's no one down there. Who could be transmitting?"

"I think, Ensign," replied Thomas, "you mean 'what' could be transmitting. I think someone has placed the station in automatic defense mode."

"First Officer Thelahm, does our computer have the code the station is requesting?"

"Searching, sir. Yes, have it now, I. Replying now, I am."

"Good," Thomas said, looking at the station again. He keyed the intercom and spoke. "Science lab, Captain Thomas here. We seem to have a rather interesting development up here, Jerry."

"A problem, Captain?"

"I'm not sure, but I think you and Doctor Cline should come up to the bridge."

"On our way," replied Wolfe. "Science lab, out."

Kevin Thomas stared intently at the main screen. *I don't like this, he thought. I don't like this at all.*

★ Battlestation #10 ★

RECOGNITION CODES EXCHANGED.

GENERAL ORDER 3 IS STILL IN EFFECT.

RECOGNITION CODES CLEARED.

GENERAL ORDER 3 IS STILL IN EFFECT.

CODES CLEARED.

GENERAL ORDER 3 IS STILL IN EFFECT.

CODES...

COUNTERMAND, COUNTERMAND.

GENERAL ORDER...

COUNTERMAND, COUNTERMAND.

LIEUTENANT ROBERTS, PLEASE VERIFY.

LIEUTENANT ROBERTS, PLEASE VERIFY.

★ Bridge, Frigate *Chadwick* ★

"Any answer?" asked Thomas.

"No, sir," replied the communications officer. "I don't understand it. Our return code was acknowledged, and I was instructed to standby. Then nothing. No other transmissions. Now I don't even get an answer to my transmissions. The station is not replying anymore."

"Odd," said Thomas. "What do you make of it, Jerry?"

Lieutenant Wolfe was back at his position at the science station. "I'm correlating all available data now. I'm not sure why the automatic system doesn't respond to our signals. After we identified ourselves, it should have directed us through the minefield. So far it has done nothing."

"I've scanned for external damage to the station itself, but I've found nothing to account for the computer not responding."

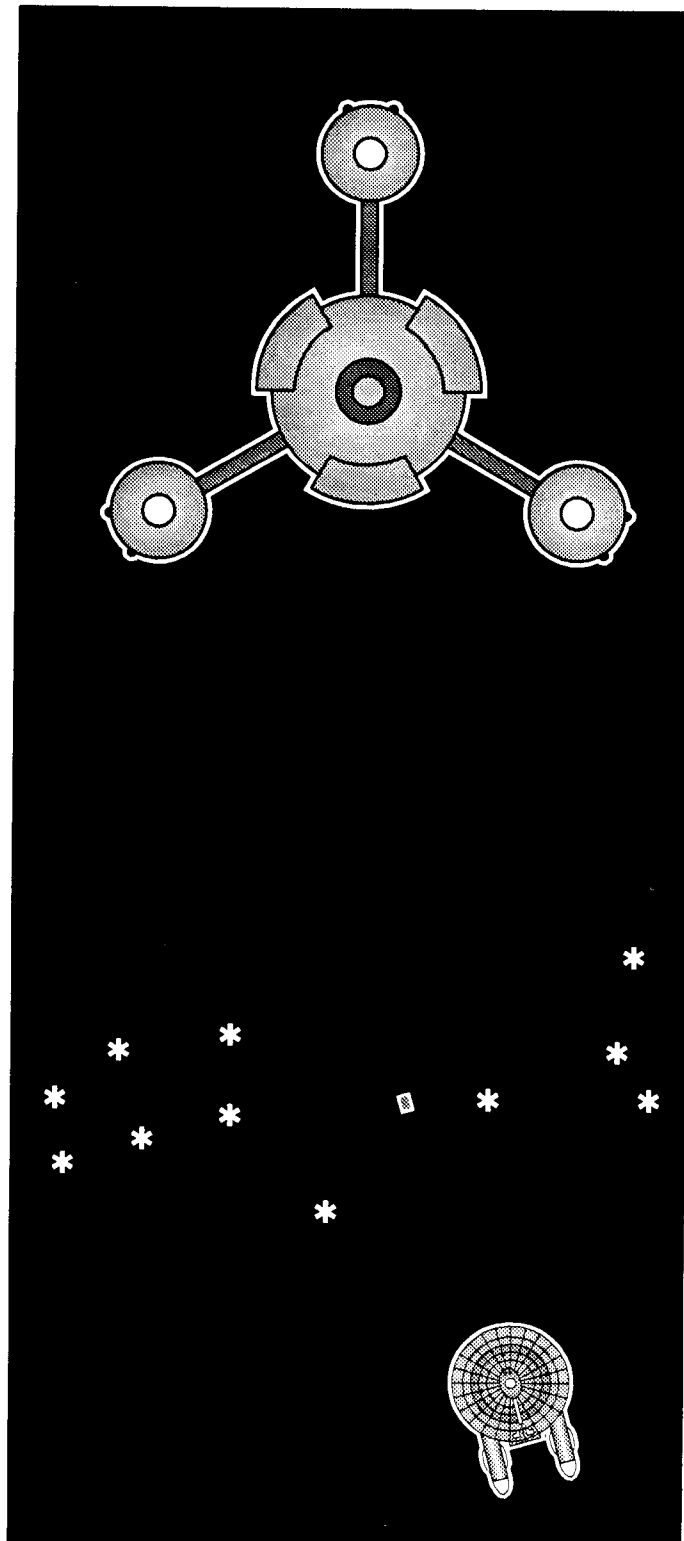
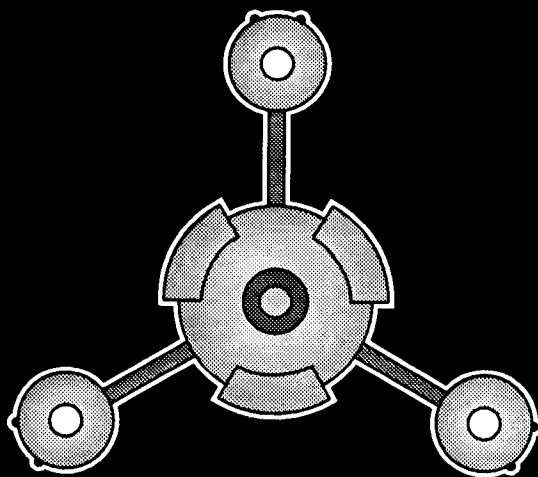
"Now, while I can't scan the station's computer itself, I can draw the conclusion that the problem must lie within its own systems. After all, we did receive its transmissions in a clear,

ungarbled, and strong signal. This would seem to indicate that the comm system is in good working order. And also we exchanged codes without any sign of trouble. All this points to a problem in the station's computers. And there's nothing much I can do from here."

Thomas considered this. "Perhaps if we requested specific docking instructions?"

Wolfe said nothing, but only shrugged.

"Communications, proceed."



The communications officer shook his head. "No change, Captain."

"Well, Kevin, what do we do now? We can't just sit out here doing nothing," said Cline.

Thomas glanced sideways at his ship's doctor. "No, we can't." He keyed the intercom. "Engineering."

A voice came from the speaker. "Engineering, Michaels here."

"Sean," said Thomas, "I need two of your best computer boys down in the shuttle bay in 10 minutes. Tell them to bring whatever they need to crack into a battlestation's defense system from the inside. Thomas out."

"Aye, sir," answered Michaels. "Engineering out."

"What are we going to try, Captain?" asked Wolfe.

"Let me tell you what I think has happened first."

"I don't think that a computer glitch is responsible for not deactivating the minefield. As you said, Jerry, there is no major damage to the station itself. And a computer failure is highly unlikely. So what I think has happened is this. One of the station's last officers put the station's defense systems on automatic. Now, since the computer refuses to respond to our codes, I believe that the last officer changed the codes. Why? I don't know. But the only course of action that we have left is to go aboard the station and deactivate the computer manually."

"If we fire on the station or try to pass through the minefield, the automatic systems will fire, or at least they might."

"Since we don't have the access codes, we'll have to 'hack' into the station's systems. That's where Sean's two computer specialists come in. Once we're into it, we can then shut down the station's onboard weapons systems."

"Which will still leave us the problem of the minefield. That will be rather tricky but not too bad. It would be set up to function on a separate level from the onboard weapons. Once we bypass them, it will probably lock the mines on active."

"Then how will we get the shuttle by them in the first place?" asked Wolfe.

"We should have no difficulty, Jerry. We'll go through that gap Mathers found. There are no small mines there, and those two large mines probably won't detonate for something as small as a shuttle. It's a gamble, but the best shot we have."

"Could we send an unmanned shuttle in first?" Cline asked.

"We could, but mines are often set to count the number of targets that pass and detonate on a later one."

"So we may as well go ahead," Wolf explained.

"Right," Thomas confirmed. "While Lieutenant Wolfe and myself are on board the station deactivating the weapons, Commander Thelahn will have the con."

"Thelahn, you will work with Lieutenant Michaels in Engineering to disarm those two mines singly."

"Once you have a clear path, bring the *Chadwick* through slow and easy and dock her."

"Any questions?"

No one spoke.

"Good, let's get started."

★ Battlestation #10 ★

**THIS IS LIEUTENANT ROBERTS.
GENERAL ORDER 3 IS NOW IN EFFECT.
GENERAL ORDER 3 SUPERSEDES
ALL PRIOR COMMANDS.
PRIORITY CODE, PLEASE.
CODE IS ABLE THREE NINER SIX NINER
ABLE FIVE FIVE.
CODE CONFIRMED. READY FOR PRIORITY COMMAND.
EXECUTE GENERAL ORDER 3.
RECEIVED.
EXECUTING GENERAL ORDER 3...**

★ Corridor, Battlestation #10 ★

"Well, Kevin," Wolfe's voice echoed hollowly in the dimly lit corridor outside the station's shuttle bay, "you were right about that minefield. But I don't mind saying that I was still pretty jumpy as we passed that last one."

"So was I, Lieutenant," said Thomas grinning, "but I served some time on a station like this one, and you don't waste large mines on small targets."

"The air is stale but breathable," Wolfe noted from his tricorder. "And some of the lights are coming on."

"All of the shuttles are gone," one of the computer technicians noted. "Maybe they evacuated somewhere?"

"There are two possibly habitable planets that might be within extreme shuttle range," Wolfe suggested.

"We can check them later." Thomas looked around. "Yeoman Jenkins, where do you need to be to start work?"

"Well, sir," the crewman said, "any control interface console should be sufficient."

"Jerry, you have the station layout. Is there anything on this deck to fit the bill?"

Wolfe consulted his tricorder. "Nothing on this deck, but auxiliary control is on the next deck above this one and three radials to starboard."

"All right," said Thomas as he moved toward a nearby turbo lift. "Let's go."

★ Bridge, Frigate *Chadwick* ★

"Well, Ensign," said Cline, "this is a little more exciting than patrolling empty sectors, isn't it?"

"Yeah, but not as good as combat would have been, Doc. This is more like Russian roulette."

Mathers drew a deep breath. "Too bad I couldn't have enlisted two years sooner. I'd have made it in time for that last big fleet action at Rigel. More than 80 ships all told. Broke the back of the Romulan Western Fleet. Pretty much ended their offensive against the inner worlds." Mathers shook his head. "Makes me kind of jealous, Doc. Not knowing what it was like."

"Not knowing what it was like, Ensign?" asked Cline.

"You know, Doc, what it was like to be out here on the cutting edge. Right in the thick of the fight, to prove what you're made of."

"The men on this station, now. They proved what kind of men they were, didn't they? They stayed out here to hold this station. They sacrificed themselves to hold it. They were men, Doc, real men."

Jeff Cline thought back to his earlier conversation with Captain Thomas. "Yes, Ensign," he said, "I guess you're right."

★ Corridor, Battlestation #10 ★

"What's wrong with the door?" asked Thomas.

"It's jammed," Wolfe said. "Sealed tight. Just a minute." The tricorder hummed briefly. "There's vacuum on the other side!" he cried. "The gas tight doors are sealed!"

"That's strange," said Thomas. "There was no damage apparent from outside. I wonder what could have caused this room to spill its atmosphere?"

"It has been sometime since the crew died," said Wolfe. "There's been no maintenance, so maybe a defect in the life support system caused it."

"Maybe," said Thomas. "Anyway, where's the next control area, Jerry. The battle center or the emergency control?"

Wolfe consulted his tricorder again. "Battle center, two decks up, two radials port."

HISTORY

As they turned back to the turbo lift, Thomas glanced once again at the sealed doors.

Something is not right here, he thought.

★ Battlestation #10 ★

**VESSEL MOVING INTO MINEFIELD.
VESSEL HAS DESTROYED MINES 14 AND 22.
VESSEL HAS PENETRATED MINEFIELD.
VESSEL IS TAKING STATION AT 20,000 KMS.
GENERAL ORDER 3 IS IN EFFECT.
POWER RESERVES TO FULL.
SHIELDS TO FULL.
ENERGIZE PHASERS TO MAXIMUM.
NEGATIVE ARMING PH OTONS.
DETECTION MUST BE AVOIDED.
DRONE RACKS REGISTER EMPTY.
LOCK WEAPONS ON VESSEL.
VESSEL HAS NO JAMMING ACTIVE.
INTERNAL DEFENSES PREPARED TO DEAL
WITH INTRUDERS.
CONTINUE TRACKING LOCATION OF INTRUDERS.**

★ Bridge, Frigate *Chadwick* ★

On the bridge of the *Chadwick*, the warrant officer now manning the science console turned to Commander Thelahn and spoke. "Sir, the station's power systems just jumped to full. Its shields are up also and at full combat intensity."

Commander Thelahn looked at Jeff Cline. "What suppose you that they doing down there are? Station's systems they are checking?"

"I don't know, Commander," said Cline. "Maybe you had better contact the captain."

★ Control Room, Battlestation #10 ★

The battle center of the station was quite different from the bridge of a starship. Four large, curved view screens presented a nearly 360° sweep of the surrounding space. The *Chadwick* was centered in the screen opposite the entry.

Jenkins and the other crewman walked to the control pit and set to work. As they did, Thomas' eyes swept the room and finally came to rest on the command chair.

"Look at that, Jerry," said Thomas softly.

Gerald Wolfe's eyes came to rest on the command chair also. The skeletal remains of a man's body sat there. His head was bowed, and his arms and hands rested on the side panels. He wore the golden tunic of a command officer, but the rank insignia of a senior lieutenant. A hand phaser was in a death grip in his left hand.

"How long do you think he's been there?"

"Maybe two years," said Thomas. "Maybe since that last transmission."

"Have you noticed that we haven't seen any other bodies?" asked Wolfe. "I wonder where they're at?"

Thomas shook his head. "The log might tell us. There are those planets nearby. Then again, we might not want to know."

Wolfe drew a shuddering breath. "I...I wonder how he died?"

Thomas stared at the dead man. "He died alone."

"Captain," called Jenkins, "there's something you and Lieutenant Wolfe should see over here. There's a different unit added to this control panel."

Thomas and Wolfe walked over to the control pit. Wolfe bent over the square, gray box attached atop the console. Thick, black cables ran from it, under the console, and into a large conduit in the deck.

"What do you make of it, Jerry?" asked Thomas.

"I'm not sure, but it seems to be an add-on module of some sort. It looks like an M-35 computer replacement module with a box built around it and spliced into the main control circuits."

Wolfe ran his tricorder probe over the box and the spliced lines. He looked up at Thomas with a startled expression on his face.

"The safety interlocks on the defense system are fused open. All control seems to have been routed through this module."

"The automatic defense program is running after a fashion, but it can't shut down. Its failsafe circuits are being bypassed. This station wouldn't respond to anyone's codes. The entire defense program has been altered. Someone has substituted their own programming!"

Thomas turned and gazed up at the body in the command chair. "I wonder why?" he muttered.

"Captain!" shouted Jenkins, "the station's power systems are coming up to full!"

Wolfe's eyes grew wide as he watched system after system activate to full operational mode. "Kevin! The phasers just energized to full! Shields are at combat intensity! Targeting scanners are locking on the *Chadwick*!"

The eyes of the four men in the control pit turned to the screen containing the image of the *Chadwick*. As they watched in stunned horror, computer enhanced target vectors superimposed themselves over the frigate.

"*Chadwick*," said Thomas hoarsely.

A comm screen brightened. "*Chadwick* to Captain Thomas. Here is Commander Thelahn. What happening is, sir? Coming to life the station seems to be."

"Thelahn!" screamed Thomas, "get the ship out of here!"

"Launching log bouy, am I, Captain," were Thelahn's last words, the last transmission from the *Chadwick*.

The other three main view screens suddenly blazed into life. A man's face, wild eyed and maniacal filled them. His eyes were full of hatred and betrayal. "Leave us out here to die all alone, will you," he spat. "Hold until relieved you said. No attempt to resupply and just one lousy ship to pick us up. Just one! And we watched it die." A look of pure, insane fury washed over the speaker's face. "You wanted us to hold this station?" he asked venomously. "Well then... **YOU TRY TO TAKE IT BACK!**"

Six ravening beams of annihilation lanced into the frigate. A millisecond later she erupted into a ball of seething, blazing fury.

The shock of the sudden destruction of the *Chadwick* had barely registered on the four men in the control pit when each was struck by a shaft of phased light energy from the station's internal security systems. Their thoughts of bewildered terror were sheared from their minds as their bodies dissolved into random patterns of nuclear energy.

And as the rapidly expanding cloud of incandescent gas that had been the *Chadwick* faded into the blackness of the interstellar void, the systems of the battlestation sank once more into their low, slumbering states.

★ Battlestation #10 ★

**ALL SYSTEMS, STAND DOWN TO MINIMAL LEVELS.
GENERAL ORDER 3 HAS BEEN EXECUTED.
EXECUTION WAS SUCCESSFUL.
MAINTAIN SCANNING.
THIS IS LIEUTENANT ROBERTS.
AS PER STAR FLEET ORDERS:
HOLD UNTIL RELIEVED.
REPEAT:
HOLD UNTIL RELIEVED.**

The dragon returned to its slumber.

★★★

THE KLINGONS (by the Federation)

The captain stormed onto the bridge, shoving aside two crewmen and knifing a cadet.

Moving to the command chair, he whirled and drew his phaser to immolate an assassin standing in a dark corner of the bridge, then took his seat and snarled at his first officer.

"What should we do today?" the captain asked.

"Well, we could go smash a Federation convoy," the XO suggested. "Or send threats across the border by subspace."

"I don't feel like doing a convoy today," the captain sighed, "and we taunted the *Kongo* only last week. How about a little shore leave? I could do with a little hand-to-hand combat to help me work out these sore joints from my bursitis."

"Well," the XO suggested, "we could go massacre some colonists on Belladonna III."

"Marvelous!" the captain exclaimed, then paused. "These are *totally* defenseless civilians, right?"

"Of course!" the XO exclaimed. "Do you think I'm *crazy*?"

"Well, frankly, yes, but that's not the point."

The two Klingon officers glared at each other, hands on phasers and murder in their eyes, until the moment passed.

"With your permission, Captain," the XO asked, "I will have the men practice growling and grimacing en route."

"Excellent idea," the captain belched. He did not need to remind the XO that it would be a good idea if most of the landing force got roaring drunk so that they would have hangovers during the assault.

The ship turned for its new heading as the crew sharpened their knives and began drinking the required quantities of ale. After the drinking was well under way, the captain (who had been torturing a yeoman) again sent for the XO.

"I inspected the engineering spaces before coming on the bridge this morning, Commander," the captain began, "and I observed that Chief Engineer Krookshank is obviously incompetent for that position, despite his prior service."

"I must agree," the XO admitted, "It's a fate that befalls every engineer exposed to that radiation; the eyes grow dim, and the brain turns to putty."

"Obviously, we'll have to replace him immediately," the captain said. "I recall that Assistant Engineer Kollander did very well in the last emergency battle damage repair tests of the agonizer booth. Give him the job."

"That is true, but Kollander is a line officer and probably is plotting a mutiny. I would suggest that Technical Lieutenant Kristak be promoted. He also did well in the tests and is an engineer with no further ambitions than to be Chief Engineer."

"Good point," the captain agreed. "Have Kollander and Kristak fight a duel. If Kristak wins, he's the new chief engineer. If Kollander wins, he'll serve as Chief Engineer while we keep an eye on him. His career depends on my goodwill."

"And Krookshank?" the XO asked.

"He has served the Empire well," the captain observed, "and deserves the chance to die in battle. Have the winner of the duel between Kollander and Kristak fight him. He's old and will die quickly, and that's how we promote people anyway."

"He will be honored to die in battle," the XO mused, "but what if he wins the duel?"

"Have him executed, of course," the captain responded.

The ship continued toward Belladonna III, pulling into orbit.

"Take charge, XO, while I lead the landing force," the captain announced. "One of my bodyguards will be watching you for any sign of a double-cross." The captain departed and returned after a few hours, ordering the ship to turn toward its home station. The captain thumbed the intercom circuit.

"This is the captain. The random executions will continue until morale improves. That is all."

THE KLINGONS (by the Klingons)

The captain exited the turbolift and took a quick glance to see which officers were on duty.

Moving to the command chair, the captain took a moment to look over the shoulder of the engineering technician to see if all ship's functions were nominal before seating himself.

"What did the last message from the squadron commander direct us to do, XO?" the captain asked.

"We have been assigned to conduct a ground raid on Belladonna III, Captain," the XO replied.

"That is an undefended colony, XO," the captain rebuked. "What could the commodore be thinking? He'll get us in deep Keelvosh with the Organians!"

"Well," the XO explained, "we're not supposed to cause any more civilian casualties than necessary. He wants us to knock out their power generator, which will disrupt the whole colony during the harvest. This would force the Federation to ship in food, proving that they can't maintain the colony there."

"I knew it had to be something like that."

The captain nodded, dismissing the XO. The XO started for his duty station, then turned back to speak to the captain.

"With your permission, Captain," the XO asked, "I will have the crew practice battle drills and simulated gunnery exercises en route. The off-duty crewmen can get their morning meal."

"Permission granted," the captain replied. He did not need to remind the XO to concentrate on those areas where the crew needed improvement the most.

The ship turned to its new heading as the crew ran a series of routine system and circuit tests. After the tests were complete, the captain (who had been reviewing notes from his last inspection) again sent for the XO.

"I inspected the engineering spaces before coming on the bridge this morning, Commander," the captain began, "and I observed that Chief Engineer Krookshank was not as sharp as the man I met when I came on board five years ago."

"I must agree," the XO admitted, "It's a fate that befalls every warrior who escapes death long enough; the eyes grow dim, and the intellect, still there, is slower than it once was."

"Obviously, we'll have to replace him at the end of this cruise," the captain said. "I recall that Assistant Engineer Kollander did very well in the last emergency battle damage repair tests of the warp drive."

"That is true, but Kollander is a line officer who needs a tour in gunnery. I would suggest that Technical Lieutenant Kristak be considered. He also did well in the tests and is an engineer with no further ambitions than to be Chief Engineer."

"Good point," the captain agreed. "Discuss this with all three of them. If Kristak can handle the job, it's his. If not, Kollander can do a tour as Chief Engineer while we look for someone else. That won't hurt his career at all."

"And Krookshank?" the XO asked.

"He has served the Empire well," the captain observed, "I shall send a few messages and find him a planetside billet in an industrial or agricultural colony. A place to taste air and earth, and perhaps raise fine sons to take his place."

"A pity he will not die in battle," the XO mused, "but he will serve the Empire with the skills it has taught him."

"As shall we all, whatever our fate," the captain responded.

The ship continued toward Belladonna III, pulling into orbit.

"Maintain this orbit, XO, while I go down to the transporter room to brief the Marines. I don't want any mistakes on this operation, or any evidence left behind. Call me if you need me."

After the operation was complete, the ship turned toward its home station. The captain thumbed the intercom circuit.

"This is the captain speaking. Battle drills will continue until this ship holds the squadron record. That is all."

PRIME DIRECTIVE

In PRIME DIRECTIVE, the RPG set in the SFB Universe due out this fall, you are a Prime Team member — one of the Federation's elite trouble-shooters. Your character can be from any of the six major races in the Federation: Human, the most numerous race; Vulcan, masters of logic, philosophy, and psionics; Cygnan, albino technical geniuses with a flair for psychic art; Rigellian, gruff and macho Negroids with a craving for combat and glory; Alpha-Centaurian, the matriarchal race from which the greatest female commanders in Federation history have emerged; or Andorian, blue-skinned and antennae'd, renowned for their superior powers of observation, they are inhumanly attuned to their environment and alert to any danger or threat. Choose your race carefully as who you are affects what you become. If you want to be where the action is, choose either Rigellian or Alpha-Centaurian. Remember — it's up to you to protect the others while they get THEIR jobs done! You might be a naval officer (Yes *SIR*, Lieutenant!), a Marine hombre (*This ain't too bad. The assault on DPS 119 — THAT was bad.*), or a Senior Technical Rating (Well, sir, you blew the main transverse coil, and the primary power feed is shot to hell. It'll take me an hour to fix...maybe less.)

Using a Point Allocation System, YOU assign values to your ten characteristics — Strength, Accuracy, Speed, Leadership, Logic, Intuition, Discipline, Tech, Perception, and General Knowledge. YOU start the game not only with the wide range of skills shared by ALL members of Star Fleet, but also with the additional skills that come with your area of specialization -- there are over 80 skills to choose from! Hey, you're a member of a Prime Team, remember? If you were just an excellent crew member, they'd have left you onboard ship!

Prime Teams are the cream of the crop, so don't be surprised if YOUR stats and skills leave the mundanes...and even a few of your superior officers...in the dust. —TDO&MC ★★★

PRIME TEAMS

Every starship has an officer in charge of landing parties and other detachments of personnel sent from the ship for various missions. This officer, usually known as the Briefing Officer, has several personnel assigned to the department and draws additional specialists from the ship's other departments as required for a specific mission. In this regard, all landing parties (known as Action Teams) are temporary 'task forces' organized for a specific mission and disbanded when it is over.

In some cases, however, ships which consistently face this type of mission (e.g., most cruisers), and which have suitable personnel available, form more or less permanent action teams which remain together for extended periods and have personnel with a sufficiently wide variety of skills to handle any (or at least most) missions.

When these teams reach a certain level of competence and cohesion, they may be recognized by Star Fleet as a Prime Team and may then adopt a unit name, logo, etc. In some cases, Star Fleet (or the numbered tactical fleets) specifically form and train potential Prime Teams. Prime Teams are considered the elite of the Star Fleet special operations corps.

Some Prime Teams are permanently assigned to a given ship and are under command of the captain just as the gunnery or navigation department is.

Because of their independent missions (and attitudes), however, members of the ship's Prime Team may show slightly less deference to a senior officer of another department than would be the case elsewhere in the ship.

Other Prime Teams belong to the commanders of squadrons or numbered fleets and are transported by various starships to specific missions. Captains who have Prime Teams jealously guard them, just as they would guard a skilled engineer or a sublime chef, lest an admiral or commodore 'borrow' them more or less permanently.



Sometimes a Prime Team is disbanded because too many personnel have been retired, transferred, or lost in action. Sometimes a Prime Team is divided to become the nucleus of two new Prime Teams. Sometimes a Prime Team member is assigned to lead an Action Team consisting of personnel who are not 'Primes' in their own right, but the emphasis of a Prime Team is that it IS a team, which remains together, works together, knows each other's skills and strengths, and covers each other's weaknesses.

Typical Action Team

- Naval Lieutenant from Action Team department.
- Naval technician from Action Team department.
- Medical technician borrowed from medical department.
- Engineer borrowed from Engineering.
- Two marines borrowed from the Security Department.

Typical Prime Team

- Naval Lt Commander
- Naval Warrant Officer, scientist/doctor
- Naval Ensign, engineer
- Marine Lieutenant, surface combat specialist
- Marine Sergeant, surface combat specialist
- Auxiliary officer, a contract civilian with some speciality

In wartime, Star Fleet often forms Strike Teams, semi-permanent landing or commando squads used for special missions. In wartime, Prime Teams are often assigned to the same missions as Strike Teams (for which they are fully qualified), but true Prime Teams remain capable of handling a much broader range of missions than the commandoes of the Strike Teams. The Strike Teams usually consider themselves the equal of Prime Teams, but most could not expect to complete some of the missions assigned to Prime Teams.

Typical Strike Team

- Marine Captain, commander
- Naval Ensign, technical officer
- Marine Senior Sergeant, combat specialist
- Marine Technical Sergeant, heavy weapons specialist
- Marine Corporal, combat specialist
- Marine or Naval Engineering technician—SVC

★★★



ANOTHER TEN CREDITS

Timothy D Olsen and Mark Costello

In the lower levels of the *Saratoga*, Peltier led his Team through another close combat session. He watched as Meins threw Massing yet again and smiled as she rolled out from under the Rigellians foot and held her knife at his throat.

"Don't underestimate the females, Meins. That is three out of three she has over you now!"

Massing looked over, smiled, and began to walk over to Peltier when the doors opened again and a swarthy, impressive man walked in wearing the uniform of Briefing Officer.

The Prime Team – Peltier (Team leader), Minx Massing (the second in command and Science Officer), Meins (the combat ready Rigellian), Bansett (the Alpha Centaurian ex-scout and now the Black Eagles combat specialist), Azundar'kar (the Cygnan Technical officer with his pale milky white skin and piercing jet black eyes), and T'Pon (the Vulcan Psionics master) – came to attention as Kosov, their Briefing Officer, entered the training area.

From the Briefing Disks in his hand, they could tell that something was up...and that their training sessions were about to take on a harder edge. They all gathered around Kosov as he began to speak.

"As you all are aware, the *Saratoga* is currently engaged in escorting the Marlovian Ambassador to the Summit on Telyar 7. While we all thought that this would be a breeze mission, a Code 3 alert has been issued from Star Fleet Headquarters and we are the only ship close enough to answer the call. Details are in the disks," he said as he handed the set to Peltier. "There will be a briefing at 0730. That is all." Kosov turned to leave.

"Sir?" Peltier called out after him as he walked towards the exit of the Black Eagles Training Area. Peltier caught up to him, and their voices lowered in tone.

"Is this a solo mission, or do we have the *Saratoga* for backup this time."

"This time you earn your credits. You go in solo." He walked out through the doors, and the Team members started for the showers.

"Another day, another 10 credits hazard pay!" Adrianna Bansett said as she began to strip off her training gear, revealing a body which had definitely seen a few hours under natural sunlight. "What will I do with all this money when I hit Prime Central again?"

"Probably the same as last time ... donate it to that worthwhile charity known as the Decades Bar!" Azundar'kar called back over his shoulder, and the team joined in the laughter as the showers cut in.

★★★

Peltier sat at his keyboard, his hair still wet from the showers, and watched as the information on their new mission scrolled up before him. It seemed a standard pick up and rescue from what he had read so far. A group of archaeologists had bribed a freighter captain to take them to Sentria, a planet with which the Federation had not yet established contact on an official level. Highly illegal, of course, but it happened all the time. The "diggers" had not answered the Transporter Beacon at the prescribed time, and the freighter captain had panicked, reporting it to the Federation Outpost at DPS 119. Now it was up to Peltier and the Black Eagles to extricate these bozos without being detected and causing an "official incident."

...To be Continued in **PRIME DIRECTIVE**

★★★

IN THIS ISSUE...

We have another exciting issue of Captain's Log for you! HISTORY includes an exciting story.

PRIME DIRECTIVE has the first preview of the new Prime Directive game system.

DATABASE has your favorite updates on new products, conventions, and other developments. Kommodore Ketrick will enlighten you on a few obscure rules, and the Proposals Board will tell you what we didn't do and why we didn't do it. There is exciting news on new products. We have some clarifications on recent products, and a special "Before the War" edition of our popular Battleforce series.

Our SCENARIO section brings you new and exciting battles to use with the ships in recent new products.

DOOMSDAY rolls along, and once again we tell you what we did and why we did it.

The TACTICS section has a special treat: not one, but two of the popular "Victory" articles by Fleet Captains.

FEDERATION & EMPIRE explains how to build PDUs, deploy survey ships, and keep the Romulan and Gorn players from getting bored during the early turns of the General War.



NEW SHIPS FOR SFB

(R9.922) HYDRAN BUFFALO HUNTER FUSION WAR DESTROYER (DWF): The Hydrans were not unique in finding that frigates were too small to survive in the fleet battles of the General War, but the loss of their homeworld delayed deployment of a new DW class.

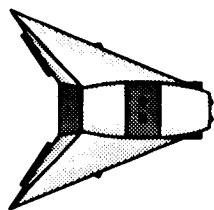
The Hydran DW design was based on the Hunter frigate. The central hull was split down the middle and widened, providing room for additional power and weapons. A minimal fighter-carrying capability was provided since the Hydrans had learned the value of the small attrition units. The first prototype was completed in Y173, but full-scale production was delayed until a new shipyard was completed in Y176.

The Hydrans regarded their DWs as replacements for their frigates, and did not expect them to replace destroyers. The hulls were simply too small for destroyer-sized fighter bays.

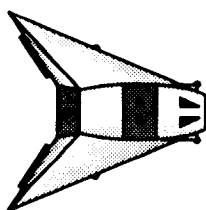
The Buffalo Hunter normally carried Stinger-2s. No Buffalo Hunter ever carried Stinger-Hs, but some carried Stinger-Fs if that was all that was available.

The Buffalo Hunter was built with the ability to hold its fusion beams, but has no other refits.

The Buffalo Hunter will be in Module R6.



DWH



DWF

(R9.923) HYDRAN RHINO HUNTER HELLBORE WAR DESTROYER (DWH): As they did with most of their warship classes, the Hydrans built both a hellbore and a fusion beam version of the war destroyer.

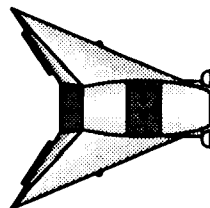
There are no refits for the Rhino Hunter.

The Rhino Hunter will appear in Module R6.

(R9.924) HYDRAN BUFFALO SCOUT (DWS): The small scouts built on Hunter frigate hulls have proved too fragile for combat well before Buffalo Hunter hulls were available to replace them. The availability of scouts based on Buffalo Hunter hulls reduced the demand for NSCs built on Horseman hulls, allowing more of those ships to be used for other missions.

There are no refits for the Buffalo Scout.

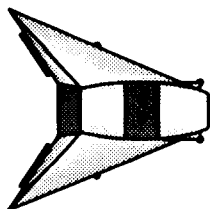
The Buffalo Scout will appear in Module R6.



(R9.926) HYDRAN ANTELOPE HUNTER ESCORT (DWA): The escort version of the Buffalo Hunter was designated Antelope Hunter by the Federation, perhaps referring to the smaller prey it was intended to pursue. Like most Hydran escorts (including the surviving DEs), it carried a few fighters of its own, giving it an enhanced ability to support the carrier group.

The Antelope Hunter was built with the full aegis system.

The Antelope Hunter will appear in Module R6.



NOTE: Other variants (Leader, CVL, minesweeper, etc.) have been designed and are already in the Module R6 file.

MASTER SHIP CHART

Ship Type	G9.0 Crew	D7.0 Brdg Pts	S2.1 BPV	C6.5 Break Down	C2.12 Move Cost	J1.42 Spare Shttl	R0.6 Size Class	C3.3 Turn Mode	Rule Nbr	Year in Svc	C13.3 Dock Pts	D5.2 Explo Str	F&E Cmdr Ratng	Notes
HYDRAN WAR DESTROYER AND VARIANTS														
DWF	20	10	85	5-6	0.50	1+1	4	B	922	176	5	11	5	V
DWH	20	10	95	5-6	0.50	1	4	B	923	176	5	12	5	Y1
DWS	20	10	90/70	5-6	0.50	1+1	4	B	924	177	5	10	5	V, ♦
DWA	20	10	93	5-6	0.50	1+1	4	B	926	177	5	11	5	E,A, V

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 announcements to ADB well in advance of the convention and reports as soon as possible after 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). Please send it again.

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 at your store or through your favorite mail order dealer. It has been decided to continue using Tournament Book 1991 through the 1992 conventions.

A sheet listing updates, explanations, clarifications, and changes to the Tournament Book 1991 is available from TFG for a stamped self-addressed envelope. The current Tournament Update Sheet is dated 30 June 92.

TOURNAMENT SANCTIONS

With the release of The Tournament Book 1991, we began enforcing the policy on sanctions. Basically, a Sanctioned Tournament is one that strictly follows the rules in the 1991 Tournament Book. If the local judges make any changes to the rules, it's not a Sanctioned Tournament. We will (starting in CL#10) designate which tournaments are and which 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 CL9:

★ **BORDERCON**, 12-13 Oct 91, Salem NH: 1st Ike Baker (Kzinti), 2nd Joe Kwiatkowski (Gorn). Details. Judges: John D Callahan, Michael Anderson.

★ **EAST COAST INVITATIONAL**, Simulative and Speculative Gaming, 4th annual event, 30 Nov - 1 Dec, Queens, NY: 1st Ed Slusarek (Fed), 2nd Peter Dimitri (Andro 6xPh-2), 3rd John Rigley (WYN 2xPh-G, 2xPI-F) and Robert Patterson (Gorn), 5th Mark Parrott, Don Clarke, Tom Carroll. Five rounds of single elimination. Sanctioned. Judge: John Hammer. Tournament With a Twist Patrol (TWITP) 1st Seth Shimansky (WYN 2xPh-G, 2xPI-F), 2nd Glenn Perreira (Gorn) David Buschke (Gorn).

★ **BATTLECON**, 25 Jan 92, University of Victoria, British Colombia: 1st Geoff Conn (Romulan), 2nd Graham Arts (Romulan), 3rd James McDonald (Federation). Non-Sanctioned.

★ **I-CON XI**, 3-5 April 92, Stony Brook Long Island: 1st Bill Schoeller (Klingon), 2nd John Rigley (WYN), 3rd Mark Parrott (ISC) and Seth Shimansky (Gorn). Sanction. Judge: John Hammer. Kurt Jensen won the Beginner's Derby.

★ **EUGENE TOURNAMENT**: 1st Farrell Hopkins (WYN 2xHB, 2xDIS). Judge: Scout Baker.

★ **POINTCON XV**, 10-12 April, US Military Academy, West Point, NY: 1st Chris Mazza (WYN), 2nd Donald Clarke (Federation), 3rd Guy Chaney (Romulan) and Mike McGrath (Hydran). Judge: Ed Slusarek.

★ **ST JOSEPH VALLEY GAMERS CONVENTION**, 14-15 Jun 91: 1st David Earlywine (ISC), 2nd Tony Zbaraschuk (Andro-Gorn). Sanctioned patrol style. Reported by Tony Zbaraschuk.

★ **GENCON 91**, 9-10 Aug 91, Milwaukee, WI: 1st, Tom Carroll (Klingon), 2nd Kent Logsdon (Kzinti), 3rd Paul Scott (Romulan) and Dr. Andrew Pundy (WYN 2xPh-G, 2xHB), 4th Graeme Bayless (Klingon) and Ed Slusarek (Federation). Sanctioned patrol style. Saturday Patrol: 1st Mike Incavo (Kzinti), 2nd Dave Slavik (Kzinti), 3rd Brian Stonely (Klingon). Sanctioned patrol style. Judges: John Berg, Keith Velleux, Ken Stiith, Tony Zbaraschuk, Tom Carroll, and Greg Dieckhaus.

★ **DRAGONFLIGHT 91**, 23-25 Aug 91, Seattle, WA: 1st Dan Bennett (Gorn), 2nd Robert Fautenberry (Federation), 3rd Tony Archer (Gorn), 4th John Kissel (Federation). Sanctioned single elimination. Judge: Scot McConnachie.

★ **COUNCIL OF THE FIVE NATIONS XVII**, 11-13 Oct 91, Albany, NY: 1st Donald Clarke (Federation), 2nd Edward Slusarek (Federation), 3rd John Rigley (WYN 2xPh-G, 2xPI-F) and Chris Proper (Gorn), 5th Tom Gunn (Kzinti), John Kasper (Hydran), Carl Schulte (Gorn), David Conroy (Federation), honorable mention Bob Yenezia (Federation). Sanctioned patrol style. Beginner's Derby: John Kaufmann. Judge: John Hammer.

★ **NOVAG VI**, 26-27 Oct 91, Fairfax, VA: 1st Guy Chaney (Klingon), 2nd Todd Penland (Kzinti), 3rd Jeff Humelsine (Gorn), 4th Robert Estrada (WYN). Sanctioned patrol style. Free-For-All won by Chris Lawrence. Judge: David Gardner.

★ **HEXACON I**, Phoenix AZ, 2-5 Aug 91: 1st Kevin Garcia (Federation), 2nd Kent Wilkinson (Hydran), 3rd Kip Lane (Kzinti), Mike Smith (Romulan). Sanctioned single elimination. Judges: Ken Burnside and Darin Cochran.

★ **SOONERCON 91**, 22-24 Nov 91, Oklahoma City, OK: 1st Tom Beall (Klingon), 2nd Jonathon Tubb (Lyran), 3rd Clement DuFrune (ISC). Double elimination. Judge: Chuck Strong.

★ **ARISIA SF CON**, 3-5 Jan 92, Boston, MA: 1st Arthur Foran (WYN 2xph-G, 2xpl-F), 2nd John Hammer (Hydran), 3rd Seth Shimansky (ISC) and Tom Gunn (Kzinti). Circle of Death Seth Shimansky (WYN 2xHB, 2xph-G). Judge: Doug Turlihy.

★ **ECONOMY CON WEST**, 11-12 Jan 92: 1st Steve Sims (Andromedan 8xPh-2), 2nd Bob Kline (Tholian), 3rd Shannon Newell (Federation). Circle of Death.

★ **WRIGHT STATE GAME FAIR 92**, 18-19 Jan 92: 1st Tab Postlethwait (Tholian), 2nd Bruce Fiedler (Hydran), 3rd John Hanna (Lyran) and Dan O'connor (Gorn). Sanctioned. Judge: Bruce Graw.

★ **TOTAL CONFUSION VI**, 21-23 Feb 92, Marlboro, MA: 1st Seth Shimansky (Gorn), 2nd Rich Hamel (Romulan), 3rd John Rigley (WYN 2xPh-G, 2xPI-F) and Ike Baker (Klingon). Sanctioned patrol style. Honorable mention Russel Schafer (Klingon), Arthur Foran (WYN 2xPh-G, 2xPI-F), Mike Parrott (Orion). Beginner's Derby Garth Vandervoort. Circle of Death: Arthur Foran (WYN 2xPh-G, 2xPI-F). Judge: John Hammer.

★ **HEXACON II**, Phoenix AZ, 14-15 Mar 92: 1st Mike Putman (WYN 2xHB, 2xPhot), 2nd Steve Sims (Romulan), 3rd Mike Smith (Romulan) and Gene Heu (Klingon). Judges: Jeff Plaine, Kevin Garcia, and Ken Burnside.

★ **SIMCON 92**, 19-22 Mar 92: 1st Mike Alexander (Gorn), 2nd Rob Bassett (ISC), 3rd Andy Koch (Federation) and Jim Adams (Klingon). Judge: Frank Gilson.

★ **CAPCON 92**, 18-19 April 92, Ohio State, OH: 1st John Wallace (Fed), 2nd Tab Postlethwait (Tholian), 3rd Mike Walter (Sr) (Rom) and Jeremy Williams (Fed), 4th John Hanna (Lyran), Dan Murphy (Gorn), Steve Hecker (Kzinti), Dave Preuss (Romulan). Patrol Style. Judges: Bruce Graw and D.G. Jewell.

★ LAGACON XIV, 6-7 Jun 92: 1st Guy Chaney (Kzinti), 2nd Bill Schoeller (Tholian), 3rd Dave Weidner (WYN 2xPh-G, 2xPl-F) and 4th John Hammer (Hydran). Judge: Tom Carroll.

★ GAMEX 92, 24 May 92, Los Angeles: 1st Alex Santamaria (Gorn), 2nd Eric Reiser (WYN), 3rd Tom Gondolfi (Rom) and Frank Gilson (Orion). Judge Steve J Kay.

★ WATCHAMACON 2, Phoenix AZ: Circle of Death: 1st Darin Cochran (Orion); Judge Ken Burnside.

★ THUNDERCON II, 5-7 June 92, Oklahoma City: 1st Tom Greulich (Thol), 2nd Eric Ellsworth (Thol), 3rd Michael Cullifer (Gorn) and John Ready (ISC); judge Chuck Strong. Sanctioned.

★ O-COMET CON II, 8-9 Feb 92, Oklahoma City: 1st Chuck Strong (Fed), 2nd Randy Dunnell (Gorn), 3rd Dan Collins (K) and Joshua Zustiak (Kzinti); judge Michael Khan.

★ OTHER REALMS GAMES DAY VII, 7 March 92, Honolulu: 1st James K Martin (WYN), 2nd Martin Fowler (Fed), 3rd Brian Lum(Gorn) and Jon Hulton (Gorn); Judge Shane Blackwell.

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 #11.

STARLIST IS NOW ON LINE!

Task Force Games has announced that the long-awaited SFB player contact system is now on line and available for you to access. All known SFB players have been 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 post card so we can handle it more efficiently 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 costs low.) If you wish to obtain the list for an adjacent non-sequential area (perhaps across a state line), include the zip code there and another \$1. Players cannot order lists for non-adjacent areas. TFG has already begun mailing extracts from the list to those who have sent in their dollar. These lists are available only for non-commercial use to find new players for your group or a local convention and are not to be used for mail solicitation of products or other services.

If your order SFB products from TFG, or ask rules questions of ADB, you will automatically be put on the list. If you want your name deleted, just tell us.

We desperately need players in: Alaska, Alabama, Amarillo, and the Carolinas.

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. 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. If you see SFB material on other bulletin boards, advise ADB or TFG by mail with all relevant information.

Real Time Conferences with top SFB staff members are held on Tuesday nights (11pm ET) in Room 3 of page 805;2. We alternate between product development conferences hosted by Steve Cole and tactics seminars hosted by Steve Petrick.

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 #73 included the Frax Command Cruiser and the F&E Scenario *They Who Would Be King* (Lyrans Civil War).

Starletter #74 included the Lyrans CCX, scenario SP139 Heartcleaver, and optional rules for *They Who Would be King*.

Starletter #75 included the Klingon D7W Heavy Command Cruiser (preview of Module R5), Scenario SP280 Here there be Demons, and new F&E rules for Federation CVA conversion.

Starletter #76 included the Federation CB *Gettysburg*, Ask Kommodore Ketrick, Scenario SP236 Pickett's Charge, and F&E data for war cruiser drone variants and the Fed NVH.

Starletter #77 included the Lyrans Cave Lion battleship, Ask Kommodore Ketrick, Scenario 250 For Want of a Sword, and for F&E we had the Hydran fighter conveyor Pallet.

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 a US bank. International Postal Money Orders (and US postal money orders) are acceptable. Back issues are available from Task Force for \$2 each.

JOIN "THE STAFF OF THE STAFF"

The Star Fleet Senior staff needs the help of local gamers in their areas to help test new ships, rules, and scenarios and to develop new products. We have staffers in Chicago, Mesa AZ, DFW, New Jersey, Fort Hood, Houston, St Louis, Cleveland, Dayton, Korea, Milwaukee, Seattle, Oregon, Los Angeles, Tonawanda NY, San Diego, Philadelphia, Pittsburgh, Altus AFB, Saginaw, and Bloomington. If you want to contact one of these staff officers, send a letter of introduction with a stamped self-addressed envelope to ADB and we'll forward it to the relevant officer. Here are some special announcements from the staff:

Ken Burnside, Mesa AZ. Several meetings in Phoenix area. Extensive phone list and opponent matching.

Bruce Graw, Dayton OH, meets at Tin Soldier 2nd Sat of month, and sometimes at other times. Club newsletter.

Frank Crull's *Battle Group Houston* has regular meetings and runs SFB events at conventions.

TASK FORCE SPARE PARTS AND MAIL ORDER

You can order any TFG product directly from TFG. You can also order extra counters, maps, and other components. Send a self-addressed stamped envelope for a free catalog.

TERMS: Minimum order \$10 (\$20 on all overseas orders). All orders must add \$4 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 by check or money order. All checks must be drawn on a US bank.

Checks require a 10 working day clearance period before the order is shipped. However, we do offer same day turnaround if payment is by money order, cashiers check, or International Money Order (for foreign orders).

Texas residents add 8.25% sales tax.

LOST MAIL

The following individuals have mail waiting for them in the "purple file" at the ADB office. The mail includes everything from rejected term papers and scenarios to correspondence without reply postage to unclaimed tournament prizes to mail returned due to a faulty address. If your name is on this list, send a stamped self-addressed envelope to ADB, and we'll send you what you have coming.

Scott Abel, Todd Abronowitz, Mike Aprahamian, Booth, Mike Bennett, Bob Brickeen, David Buschke, William Becker, Vincent Burchett, Jim Boaz, Gilbert Bridendolph, T Bartholomew, Heath Culp, Graeme Cree, Dana Cadman, Quentin Cantrell, David Crowley, Jonathan Clemens, Douglas Carroll, Patrick Demerecz, Paul Dodd, Robert Dean, James Ferrell, Sean Finch, Randy Fagan, Bill Guiher, Scott Gunter, Paul Garcia, Mark Geiger, Chuck Gerringer, Eric Hyman, Stephen Holland, Jim Hart, Kevin Hart, John Jablonski, Mark Kicmol, Paul Kramer, Jon Kapleau, Gary Langtimmm, Carey Long, Michael LaBossiere, Ryland Leyton, Sean Mattingly, Mike Moskowitz, Jeff Moore, Bill McKinnon, Darko Milivojevic, Mike Novean, Jeff Orsini, David Oberhue, Warren Okuma, John Peteson, Dennis Ricketts, Ted Reitsma, Victor Rachels, Ty Stafford, Steve Saus, Vincent Solfronk, Josh Spencer, William Sligh, Jay Schneider, Jeff Saksa, J D Schuster, Paul Scott, Amy & Alan Tarashke, Wengratis, Dave Weidner. ☺☺☺

SUBMISSIONS:

THE OLD WAY, AND THE NEW WAY.

Things are changing for the better at ADB. With the Doomsday revision nearing completion, and Steve Petrick handling major projects on his own, we now have the time we need to eliminate some major backlogs in the Submissions department. We would like to take this opportunity to advise you of some new procedures.

TERM PAPERS

The old way was that all incoming papers were thrown into a big box. When it was time to do papers for a given issue, Steve Cole would dig through the box and select a few dozen. (The exact method of this selection is something of a mystery.) These would be typed in and graded by a panel of staffers, with the best papers published, the worst discarded, and everything else put into the next pool to be graded all over again (with another fistfull of mysteriously selected papers).

The new way is quite different. Every paper in the office has been typed in. New papers are checked on arrival for accuracy and usefulness; those that don't measure up are sent back immediately. The rest are put into a file, and about once a month we take the file of new papers and run a computer scan

of the hundreds of papers already on disk to see if there is already a paper covering that subject. If so, the new paper is checked to see if it has any additional material or might be better stated. If so, it's typed in and eventually graded competitively with the previous paper. If not, it's returned as "duplicates paper already on file."

When it is time to select papers for the next issue, we go through the huge files and select papers for a selection pool. The general procedure is to take one paper from each person who has several (since all of a player's papers are kept together) and (for those who have only one or two) one paper from each "page" of 5 or 6. (There is an advantage to having 5 or 6 papers on file, as you can see.) Papers for the Special Subject Groups are selected by a keyword search.

The papers are then graded in the same manner as before, although the special sections often have a different set of graders, those specializing in the subject. The top papers are published, the worst are discarded, and those in the middle (including some very good papers by players who for whatever reason had two in the pool) are put into an "approved" file, together with a record of their combined score. When the next batch is graded, we merge the new and approved files (with the approved files divided into the general and special areas as appropriate) and evaluate the grades competitively. In this issue, we began the new "encore" concept, taking a second paper from an ace rather than a low-rated paper.

When Steve Petrick typed in the entire backlog of Term Papers, he eliminated many as obsolete, unworkable, not really tactics, or duplications. These are in the Purple File and are returned to players who have stamped self-addressed envelopes on file or who see their name listed in "lost mail" and send us such envelopes. (While we require a SASE for replies to questions, term papers don't strictly require one unless you don't care to find out if your papers made it into the file or not. In the case of these old papers, the envelope, if any, was used years ago to return something else.)

SCENARIOS

The old way was a madhouse. When a scenario arrived, it would be read and evaluated if there was time...or placed unread in the scenario file if there wasn't. If it was read, there was some chance that it might be rejected as unworkable, or it might (by some arcane combination of factors) be typed in right away. With the incredible demands placed on our time by ongoing projects (and the fact that no matter how we juggled it, there were always only 24 hours in a day), most scenarios were filed unread in the scenario drawer.

When scenarios were needed, we dug through the drawer looking for those that fit the requirements of the time. One day we might be looking for Hydran scenarios, the next day for convoy scenarios, a month later for PF scenarios involving a planet, and so on. Selected scenarios were then formatted, revised, and sent for playtest. When the reports came in, the scenario might be revised and published, or rejected (based on playtest reports), or revised and sent back to playtest.

We have taken the time recently to establish two new procedures: one for the hundreds of scenarios still in the file, and one for the new scenarios we receive from you.

Most newly-arriving scenarios are read when they arrive and are edited for playtest or returned (some for revision, others just returned) immediately. On really busy weeks, some get put into the Green File (current submissions) and are handled up to a month later. It may seem unfair for these new ones to "go ahead" of the old ones in line, but there is a point to this. Most of the new scenarios arrive in the standard format (established as part of Doomsday) and hence are easier to deal with. They also account for the changes in Doomsday itself, whereas most of

the older scenarios are at least partly obsolete. Another new provision, however, is that Steve Petrick personally reviews each scenario submission for obvious faults and returns those that will break down when played. This is one reason why we now ask for scenario authors to actually set up the scenario and have two experienced players PLAY it so that loopholes are caught before we send the scenario to the playtesters.

The Huge Box of Ancient Scenarios is, itself, being worked on steadily. Every two-week cycle, Steve Petrick and Steve Cole go through at least 10 scenarios. On average, four are rejected, three are cleared to be edited for playtest, and three are put back in the box for one reason or another, e.g., would be good for a product that won't be done this year, scenario won't work but it's so interesting that we hope we can figure out a way to make it work later, don't need any more scenarios on that subject just now, that author has six scenarios in playtest and let's give someone else a shot, etc.

A handful of scenarios arrive in the proper format and have that rare combination of an interesting challenge and suitability for a product in development and are sent out for playtest literally within hours. We have even started to solicit scenarios for specific projects or subjects through the GENIE network.

FICTION

In the Old Days, fiction we received was catalogued and put into a box unread. When we needed a piece of fiction, we looked at the catalogue (which described length, subject, races, etc.) and picked a likely candidate.

In the Very Old Days (CL5 and before), we just typed it in, cleaned it up, and printed it. If it was a well-written story, we often ignored the fact that it didn't exactly follow the rules. Fiction was the least work-per-page of anything we did, and we published a lot of it. Players complained constantly that the stories were "unrealistic" (in game terms), and we received hundreds of requests (or proposals) for rules to make the story possible. (We quit counting Deception Drone proposals at 100.)

In the Middle Old Days (CL6-9) we read the story, played the scenario, and re-wrote the story to match the outcome of the scenario (or the scenario to match the story if it was a *good* story). This was an incredible amount of work, as you can imagine, and we simply can't afford it any more. That's why the CL9 story included a "Behind the Scenes" article to show authors what is expected. The story in this issue (and it is a good one) isn't one that needs a scenario.

In Post-Doomsday, we expect stories to arrive with combat sequences that match the rules (and the tactics) of the game itself. Stories that don't measure up are sent back to their authors for revision. It was once enough that it was a good story well told, but now we *also* expect it to play by the rules. This will somewhat restrict the amount of fiction we publish (until we train some regular authors), but will also increase the number of happy and satisfied readers.

ART

In the Old Days, we received art continually and tried to use what we had when it would fit. Now we use more art, and Task Force tries to order specific art for specific products.

Steve Cole's new-found "talent" for computer art (as you may have noted in recent releases) means that when we *must* have a piece of art, and the only art in the file is not of the professional quality we want to use, Steve can generate a decent computer graphic instead. (He did this in the story when the artist assigned to do that illustration couldn't deliver on time. Steve is very concerned that there is too much computer art in this issue of Captain's Log, but no less than five pieces of traditional art failed to arrive on time and had to be replaced by computer art.) Steve's art may not raise the top end of our qual-

ity scale, but it does raise the bottom. We have always been confident in the past that we were releasing well-written products. We are now working hard to ensure that they are also well illustrated. ☺☺☺

RATED ACES

Rated aces are players who have reached the finals of the National Fleet Captain's and Patrol Tournaments, and those who have won certain sanctioned regional tournaments.

The current rated ace list is included here.

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 unclaimed rated ace cards from the Origins 1989, 1990, and 1991 (and GenCon 1990) in the Purple File. If you haven't received your card, send a stamped self-addressed envelope to ADB to receive it.

To qualify for a Rated Ace card, the tournament **MUST** meet the following conditions: It must be a sanctioned event (using the current Tournament Book and Update Sheet and ethical judging standards). It must be a general gaming convention open to the public. You must provide a copy of the convention program and the signature of a convention official to certify this. There must be a minimum of 16 players. (Events with more than 50 can award two Ace cards.) All players must sign and give their name and address. The winner must be chosen by at least three rounds of single elimination play.

If you are running a sanctioned SFB event at a convention, send a stamped self-addressed envelope to Task Force Games and ask for an official Rated Ace Nomination Form. You **MUST** have this form to secure a Rated Ace ranking for the winner of your tournament. All requirements are specified on the form. It is virtually impossible to secure a Rated Ace ranking unless you have the form *prior to the event*. Make sure the players print clearly; we will not count names we cannot read, and your nomination could be turned down for lack of enough valid player addresses. Only the winner (and 2nd place if more than 50 players) can be nominated.

1991-92 TOURNAMENTS

GENCON 91: Tom Carroll, Kent Logsdon, Graeme Bayless, Paul Scott, Andrew Pundy.
 DRAGONFLIGHT 91: Dan Bennett.
 TACTICON 91: Scott Moellmer.
 NOVAG 91: Guy Chaney.
 FIVE NATIONS 91: Don Clarke.
 EAST COAST INVITATIONAL 91: Ed Slusarek.
 TOTAL CONFUSION 6: Seth Shimansky.
 I CON XI: Bill Schoeller.
 ARCHON 15: Gregg Dieckhaus.
 HEXACON 2: Mike Putman.
 WRIGHT STATE GAME FAIR 92: Tab Postlethwait.
 GAMEX 92: Alex Santamaria.
 OTHER REALMS GAMES DAY 7: James K Martin.
 CAPCON 92: John Wallace.

ADB CERTIFIED JUDGES (in order of seniority):

SENIOR JUDGES: 1. Frank Crull.

2. Steven P Petrick.

3. John M Hammer.

JUDGE:..... 4. John D. Berg.

5. Keith Velleux.

6. Mark Schultz.

7. Scot McConnachie.

F&E:..... 8. Owen Riley.

9. Bill Walter.

☺☺☺

AFTER ACTION REVIEW

Comments and updates on recent products.

CAPTAIN'S LOG #9

Captain's Log #9 was even more successful than CL#8. The full-color SFB map included as a special gift to the players by Task Force Games was the subject of awe and wonder. The cover was universally acclaimed as the best ever.

Page 2: Players seem to like shorter fiction with more action. The "behind the scenes" article drew rave reviews for its insight into both tactics and how fiction has to be written.

Page 14: Class profile brought requests for more of these.

Page 18: The new Rated Ace concept was a tremendous success. We've had many requests from local conventions.

Page 19: The DE has 40 drone points for its racks, not 32. Escorts can only store type-I and type-VI drones (and only with explosive warheads) for the carrier's fighters. Each escort has four fighters in storage, so you can lose 16 out of 24.

Page 20: No one minded a tad of errata, but we were warned (perhaps threatened is a better word) that while it's ok to plug loopholes and resolve contradictions, it would be suicidal to start monkeying with the rules again through addenda.

Page 22: *Hello Sergeant?* became an instant classic.

Page 30: The second Just Say No poster drew even more favorable responses than the first one. Some noted that the three Stingers which reached point-blank range were all that was left of an entire squadron.

Page 41: Lyrans interceptors were changed in Module K after scenario (SL121.0) was published, requiring them to now get close to use the phaser-3s.

Page 43: SL122.43 should say speed-32 drones.

Page 49: The large tactics section was well received. The one in this issue is even bigger.

Page 58: More than one player responded that Fleet Captain Hemenway's tactics had brought them recent victories. We plan more articles of this type.

Page 63: Much enthusiasm for the huge F&E section and for the prototype rules for Total War.

Page 67: David Coulthrust's name was mis-spelled.

Page 68: We accidentally published Lane's Tactical Note twice (it's in CL7 too), but heck, it's a good paper. Of course, it only counts once for promotion. (It's not *that* good.)

Page 79-80: Enthusiastic response (from Gorns and Lyrans) for the Gorn and Lyrans CVAs. And yes, they are *still* going to be conjectural when they land in Module R5. The smaller format (which included the fighters for the first time on a CVA) was so well received it became the standard for Module J.

MODULE J

Several minor but annoying glitches. We forgot to include the instructions for the ammunition sheet. (You can use multiple copies by marking each sheet with a different color in the white dots. Then you can have Klingon Blue Drone #2, etc.) The Table of Contents lists "R11.0 Lyrans Ships and Fighters" but none are in (or supposed to be in) the product. The designer of the A-6 is Jeff Saksa not Jeff Saska.

Just about everyone loved the cover by master SFB artist Ken Mayfield. And we got several letters saying that Steve Cole's fighter profile drawings were better than blank pages. (His new computer art is better.) Here's the rest:

(D12.33) If no damage is taken until after the SP is launched, there can be no chain reaction in the case shown in the example due to (D12.301).

(D13.24) Orions are allowed to have aegis only on special carrier escorts in mercenary units; see (R8.R7).

(FD16.0) Para 3: The higher-speed bus must also meet the restrictions of (FD8.24).

(J1.31) No shuttle (including fighters) can fire a direct-fire weapon to a range of more than 15 hexes. This range limit is not adjusted by pilot status.

(J1.561) As the game evolved, this rule went through several informal revisions and became totally confused. The correct rule is as follows: Certain Federation ships [e.g., SCS (R3.32), NVH (2.56)] which are PFT substitutes carry heavy fighters on semi-external mech links as seen at right. These are used only to hold heavy fighters (e.g., A-20 or F-111) and are type-specific (those for A-20s cannot hold F-111s or any other fighter or shuttle). One box is required for each fighter. These are damaged on shuttle hits (a hit destroys the fighter as well as the box, link, and tractor) but can function as tractor beams. Shuttles launch and land in these links as if they were PF mech links, but are repaired by deck crews as if they were in a shuttle bay. They have ready racks for the specific type of fighter embarked. All of the adjoining mech links of this type are treated as a single "bay" for purposes of deploying deck crews, but there can be no chain reaction from one fighter to the next.

(J7.22) A fighter in a dogfight can receive EW points, but this has no effect; see (J4.95).

(J7.43) Given a dogfight with two Fed and one Klingon shuttles, a third Federation shuttle in the hex could not join. However, a second Klingon shuttle could either challenge the third Fed shuttle or join the dogfight with the two Feds and one Klingon, forcing that to split into two dogfights. In that case, the third Fed shuttle could then join either of the new dogfights.

(J7.651) The "below" in the LS/RS section refers to the LS/RS section of (J7.652).

(J8.21) The T-bombs carried by an MRS are taken from the ship's stores. They do not come free with the MRS and cannot be purchased for the MRS in excess of the ship's limits. An MRS loaded with mines counts under (S4.1) as a shuttle prepared for a special mission.

(J9.136) A manned wild SWAC can be challenged to a dogfight. It continues to function normally. However, due to the consequences of (J3.3), the enemy fighter would be advised to leave the wild SWAC alone.

(J9.945) E-2 SWACS cannot carry fighter pods.

(J9.954) E-3 SWACS cannot carry fighter pods.

(J10.42) The correct title for this rule is HEAVY WEAPONS.

(J11.115) SWACS (either type) cannot carry fighter pods.

(J11.336) An armed phaser pod is treated as explosive ordnance (G25.3). An unarmed phaser pod is not.

(J13.12) Casual Bases have Control Stations.

(R1.29) Commercial Platforms DO have positional stabilizers.

(R2.F1) No CVS had F-14s, just as (R2.29) says.

(SH13.44) The PFT already had the refit.

MODULE P2

This "playtest" module included a very annoying typo in the Total War X-ship rules. Yes, the SKSX should be 4-9, not 4-19. Sorry, Romulans, but the ship just isn't *that* good.

MODULE P3

The SSD of the Fed DWA lists the correct BPV of 109, while the Master Ship Chart Extract lists 97, which is incorrect.

The SSD of the Klingon F5G correctly lists a crew of 26 with 26 boarding parties and a BPV of 71/62; the MSC is wrong.

STARLETTER #71

The Fed NCA was changed in Module R5 and can no longer drop the rear hull and operate as an NCL.

STARLETTER #76

Use a small repair freighter in Pickett's Charge.

(SH14.48) The "fourth" level of damage is "no damage."
 (T4S4.2) The planetary defenses are at WS-I.
 (T4.31) The LR *Tortuga* was not present for this campaign.
Annex #4 Fed A-20, Klingon Z-H, and Kzinti LAS did not list their special rails. This was updated in Module R1.
SSD (R0.0) Module J, General: The hollow triangle is a type-VI, the triangle with a black line in the middle is a type-I, and the black triangle with a white line in the middle is a type-III drone or a "special rail."
SSD (R1.13B) Hydran AxCVA fighters #12 and #24 should not have fusion charges.
SSD (R2.13) Fed CVA: Shields #3, #4, #5 should BE 36 boxes.
SSD (R2.24) Fed PV: F-20E should have 2 type-VI drones.
SSD (R2.35) Fed NVL can control a number of seeking weapons equal to the sensor rating.

MODULE S1

The first of the new Scenario Books brings 51 scenarios from the old Commander's Edition up to date with the new Captain's Edition. Some of these are reprinted (and renumbered) from old issues of Nexus and Captain's Log. Here is a translation list:

OLD	NEW	TITLE
SL5	SM9	The Death Probe
SL7	SH48	The Cassini Incident
SL15	SG31	Intruder Alert
SL16	SH61	The Fleet of the Moment
SL17	SH65	Miner Smuggling
SL18	SH52	Who Invited the Romulans?
SL19	SH56	Surprise Package
SL21	SH58	Starhunt
SL22	SG32	The Kaufman Retrograde
SL23	SG33	Treasure Ship
SL24	SH54	And Settle Their Hash
SL26	SH62	Mutiny on the Demonslayer
SL27	SG34	Merchant, Pirate, Soldier, Spy
SL28	SH50	Landing Party
SL29	SG35	A Question of Franchise
SL30	SH60	Practice, Practice, and then what?
SL31	SH51	The Federation Exchange
SL34	SH57	Diplomatic Disaster
SL39	SH55	Mercy Mission
SL41	SG36	Rescue
SL42	SH63	Strike at Rigel IV
SL45	SH64	Flank Attack
SL49	SM10	The Combining of Arastoz
SL55	SM11	Escape from the Energy Monster
SN2	SH47	The Stasis Box
SN3	SH49	Wolf in Sheep's Clothing
SN5	SG37	Destruction of the Wolfpack
SN6	SH53	Border Incident
SN7	SM8	A Stone's Throw
SN10	SH59	Ares is Down!
SN21	SH66	No Escort; No Problem

DOOMSDAY RULEBOOK

As promised, we aren't going to fiddle with the Doomsday rules through the Addenda process, but only correcting the handful of "critical" items that come up in actual games.

(C10.514) Does not apply to mineFIELDS as per (M7.11).
 (D10.321) All damage received by a given panel bank during a single "Stage" combine their fractional damage points for purposes of rounding to calculate panel degradation.
 (F3.42) This rule does NOT imply that it is possible to regain control of a seeking weapon that was released; see (F3.4).
 (FD11.21) Swordfish fire in the Direct-Fire Stage 6D2.
 (S4.13) Fusion beams are NOT multi-turn arming weapons.

MODULE K

Again, a few glitches in a product relatively free from errors. The best can can come up with for this column is a handful of clarifications and a couple of typos.

(K1.61) The cost reduction for not carrying WBPs applies only in the case of PFs appearing in a scenario without their tender.
 (K1.91) If the impact of an ESG on a PF totally destroys the PF, the survival pod is considered to have been destroyed before it could be released. The survival pod is not placed on the map and does not further reduce the ESG.
 (K2.324) Effectively, EM takes effect for PFs at the end of the impulse in which they were released.
 (K2.362) For purposes of crew quality, outstanding ship crews would be treated as good PF crews and ace PF crews would be treated as "normal" ship crews.
 (K2.411) If the DAC calls for a damage point which the PF has and the PFT does not, the owning player can score it on the PF or move to the next column of the DAC at his option.
 (K2.434) This rule is incorrect; the data in (K2.432) regarding PFLs is correct. See (D18.17) for specific details of surprise.
 (K2.621) The tractor is required to undock from an internal bay, even though this uses the (K2.32) procedure which, in most cases, does not require a tractor.
 (K2.65) The initial loading on the PFs is NOT counted against this allocation.
 (K2.653) There are two exceptions to this rule. In the case of plasma races, as their standard PFs are armed with plasma-Fs, the casual PFT will carry two sets of plasma-D reloads for each plasma rack on the specific type of PF carried. This is in addition to the one loading already held in each rack of the PF. In the case of Orion Pirates, if the PF selects drone or plasma racks for its option mounts, the casual tender will carry two sets of reloads for each rack. This is in addition to the one loading already held in the selected rack.
 (K3.75) These EW "pods" are destroyed by a weapons hit of the type of weapon they replaced.
 (K5.2) An n/a result from this chart, when scored on the DAC, is treated as "no more of that system" hit, and you proceed to the next column on the DAC.
 (K7.11) This rule provides that the BPV of a Death-Rider is identical to a standard PF of the type.
 (K7.12) An autonomous Death-Rider does not require a lock-on until it goes into seeking weapon mode.
 (K7.412) A boarding party accompanying the major uses his result on the chart.
 (K7.518) There were 24 points of damage, not 25.
 (K7.71) Any general shield reinforcement will be dropped at the same time as the shields in this case.
 (K8.212) Ace PF crews can fly a PFS, but this won't improve its EW abilities (K8.23).
 (K8.42) This chart is used even if the survival pod was seen to be destroyed on the map during the scenario.
 (R2.F11) Fed F-111: Tactical intelligence cannot reveal the contents of the bay. Phaser pods cannot be fired from inside the bay. Drones in the bay are under the overall launch rate for the fighter and do not increase the drone control ability. Drones in the bay do not count for the "standard load" or "reloads" of the fighter; if the bay is loaded, you will be drawing drones from future reloads for the wing rails. The phaser-G is FX (as the rule says), not FA (as the SSD erroneously says).
 SSD (R2.56) Fed NVH: Ship can use (R2.R5). Ship can control a number of seeking weapons equal to its sensor rating.
 SSD (R2.56A) Fed NPF: Single seeking-weapon control.
 SSD (R3.22) Klingon D6P: Single seeking-weapon control.
 SSD (R3.60) Klingon D5P: Single seeking-weapon control.
 SSD (R5.22) Kzinti PFT can control a number of seeking weapons equal to its sensor rating. ☼☼☼

COMMAND THE FUTURE!

RELEASED SINCE CL#9

MODULE J: FIGHTERS includes new rules for chaff, aegis fire control, internal explosions, and dozens of new fighters, carriers, and escorts. 80-page rulebook. 48-page SSD book. 324 die-cut counters. Stock #5604. Price \$19.95.

MODULE K: FAST PATROL SHIPS includes complete rules for PFs, including the new Death-Rider suicide PFs and the incredible Federation F-111 fighter. 64-page rulebook. 64-page SSD book. 324 die-cut counters. Stock #5605. Price \$19.95.

MODULE P2 X-SHIPS includes the most complete set of X-ship rules and ships ever published anywhere! If you are an X-ship fan, this is the book for you. The 32-page book includes 6 scenarios (3 comprising a Romulan Civil War Campaign), 8 new X-ship SSDs, and complete F&E rules for X-ships. Module P2 is a preview of the future Module X1. Stock #3502. Price \$5.

MODULE S1: SCENARIO BOOK #1 includes 51 fully-revised scenarios from out-of-date issues of Nexus, Captain's Log, and Module B. Square-bound book, 80-pages, including a special bonus multi-color asteroid belt map! Stock #5704. Price \$11.95.

TACTICS MANUAL (CAPTAIN'S EDITION): How to win at Star Fleet Battles as told by the experts. Completely revised and updated edition; many new illustrations and articles have been added. 112 pages. Stock #5703. Price \$14.95.

MODULE P3: SCENARIOS PLAYTEST PACK #1 includes 24 never-before-seen scenarios for Star Fleet Battles and one for Federation and Empire. The 32-page booklet also includes four new SSDs (Klingon D5G and F5G commando ships, Federation Hospital ship and war destroyer escort). Stock #3503. Price \$5.

SUMMER RELEASES

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CADET TRAINING MANUAL: The much-loved *Introduction to Star Fleet Battles* joins the Doomsday product line with an extensively updated edition. The illustrated 48-page book provides complete how-to-learn rules in 12 progressive scenarios. Players learn the rules a few at a time and practice at each level, going on to the next at their own pace. Beautiful full-color map and counters bound right in. The perfect gift for teenagers or that special someone. Stock #3100. Price \$6.95.

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MODULE R3: KLINGON, HYDRAN, LYRAN, & WYN ships, including some never seen anywhere before, invade Federation territory in this powerful module. Includes 32-page rulebook including scenarios. 80-page SSD book. 216 die-cut counters. Stock #5608. Price \$17.95.

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MODULE R5: BATTLESHIPS will blow away anything in space, and just about everyone gets a battleship in this product, the first major entirely new SFB product in 5 years! (The Orions and WYNs will have to settle for dreadnoughts.) Also includes Heavy Command Cruisers, Space Control Tugs, New Heavy Cruisers, Battle Carriers, Battle Control Ships, and other powerful ships that you can use to carve out an empire. Includes 48-page rulebook with scenarios. 64-page SSD book. 108 die-cut counters, and a bonus full-color SFB poster! Stock #5610. Price \$17.95.

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CAPTAIN'S LOG #10

You're reading it. What do you think?

FUTURE RELEASES

MODULE P4 MARINES! The most complete set of rules for ground combat and boarding parties. This 32-page booklet will include the complete (D15.0) Ground Combat and (D16.0) Advanced Boarding Party Combat rules, along with scenarios, commando ship SSDs, and a preview of the F&E ground combat rules. Stock #3504. Price \$5.

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CARRIER WAR: The first (and long-awaited) F&E expansion is now in final development. SFGs, EW, two-step conversions, auxiliary carriers, Klingon 77th Division, Kzinti White Elephant Flotillas, Hydran Fighter Conveyor Pallets, Klingon fighter swarms, Light Tactical Transports, pods (a counter for every pod!), Federation SWAC shuttles, scenarios, and completely revised annexes. Special set-up charts for a huge scenario that can be divided into sectors playable in a single evening. 648 die-cut counters. 64-page rulebook. Stock #3205. ☺☺☺

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.

THE FIGHTING SCOUTS

Why don't you consider giving scouts more non-blinding weapons (fighters, drones) to make them effective combat ships?

1001W: There are several reasons. First, scouts aren't intended for combat, and if you designed a scout as you propose, it would run into other design limits which are not reflected in the game. (We don't have to go into the detailed rules for those limits because we simply don't allow "strike scouts" to be created.) Another consideration is game balance, as many races don't use drones. After this concept was first proposed by Andromedan Ambassador Tony Medici, the Committee reviewed it at length and placed it on the automatic rejection list. Note that Kzinti scouts (with their drones) and some Hydran scouts (with their fighters) already have the effect of this concept.

GORN SHIP SEPARATION

With their multi-disk design, it would seem that the Gorns should have been designed for ship separation. Why not change this now and add this feature?

1002W: If we had thought of it before printing the Gorns, we might have. But to do so now (or to have done it during Doomsday) and allow the front disk to fly off and save the captain would require relocating the impulse engines. (Just dropping the rear saucer wouldn't accomplish much.)

THE SOLITARY LAB

Why bother putting one lab box on a ship? The rules allow the bridge to substitute for a lab if you don't have one, so you always have one. Why not use the box for something useful, like a plasma-R or a photon.

1003W: Well, of course, the ships do more than fight, and those ships which need a minimal lab capability for their normal duties can't be expected to always use the bridge. Anyway, it's not totally worthless; it's a free hit.

In Doomsday, we have looked at all ships with one lab and changed a few of them to something else.

HOW ABOUT AN EXPLOSION?

Don't we need a rule for a sudden explosion of a ship from a critical hit? What about the three battlecruisers at Jutland? The Hood (hit by Bismarck)? The Japanese carriers Taiho and Shinano?

1004W: Such explosions result from design errors related to specific classes or to other unique circumstances. The four British battlecruisers all suffered from inadequate armor over their magazines. No other ships had this design flaw. I suppose we could pick some ship at random and say that it has a design flaw that could result in an explosion, but why? The *Taiho* exploded because it had been fueled with raw oil straight from the wells when Japan lost its refineries. This oil was extremely explosive. Adding such a rule to SFB would not be appropriate. The *Shinano* did not explode; it sank after several torpedo hits because it was incomplete and the watertight doors between compartments had never been installed. This could be added to SFB as a special rule for one ship in one scenario, but provides no basis for a general explosion rule that would affect all ships.

ABOUT THIS ALLEGED ISC CONQUEST...

How can the ISC move its ships all the way to Hydran space before the Andros arrive? For that matter, how can they fight their way through the Gorns and Feds with so few ships? Why were the Andros permitted by the Organians to destroy the ISC fleet? That's three questions.

1009W: First, they move so quickly because their ships (in F&E terms) are capable of longer ranges from their bases (a special form of strategic movement without a base at the receiving end) due to their designs. They prepared 20 years for their mission, and knew what they had to do.

1010W: Second, they didn't defeat the Feds or Gorns or anyone else. They just went down the No Man's Land between the Alliance and Coalition and separated the warring powers. Those powers were so exhausted that they were grateful to have the ISC hold the front line for them temporarily while they rebuilt their combat power for a further assault. The ISC conquest was never really accomplished in any meaningful sense.

1011W: Third, the Organians were apparently unable to deal with the Andromedans at all, and were apparently powerless to protect the ISC from them.

ALL THOSE SCENARIOS

Rumor has it that you have more than 200 player-designed scenarios on file. Why not print them? Or, if you don't have space, give them to various other magazines, including club and fan magazines, to publish.

1006W: The rumor is true. There are well over 200 scenarios in the bottom desk drawer. The problem is that there is a lot of difference between what arrives in the mail and what gets printed, and the difference is measured in time and effort. We could print five issues of Captain's Log next week if we didn't bother to playtest the scenarios, check them for balance, answer the little questions like what drones are available and which ships have refits, and even see if the ship that is destroyed in one scenario has the same name as the one that shows up later in another one. We could hardly expect anyone else to publish untested and incomplete scenarios, and if we test and complete them, we may as well publish them ourselves. Steven Petrick has been designated as "Scenario Czar" and is charged with getting as many of these scenarios as possible into print as quickly as practical. The new S Modules will provide a forum for these releases, and 24 of them were just released in playtest form in Module P3.

ORION BATTLECRUISER

Why isn't the Orion BCH (ex-BC) a whole lot bigger than it is? In a recent battle my Orion BCH was attempting to evict a pair of poaching battle raiders. The result was a badly crippled BCH with three down shields, 75% power and weapons losses, and other damage. Since the Orion BCH is specifically designed as an enforcer unit for just this sort of problem, doesn't it need to be a lot bigger? At least a dreadnought. Perhaps B10 size? What happens when it meets two poaching CAs?

1007W: Steve Petrick responds: You are making a grave error. The enforcer ship's job is to destroy single poachers or defaulters who refuse to leave. It is specifically designed to kill a single BR without being badly damaged since a BR would be the largest ship in the hands of an independent. If there are two or more "independents" who are wandering around where the Crime Lord does not want them, he will not send just the enforcer ship, but will also send some of his other ships to support it. Relatively few BRs (and no CAs) are in the hands of independent operators, and no independent operator would have two BRs. While two independents with BRs could team up, they couldn't trust each other and the Crime Lord would always send a couple of his own BRs along anyway.

ABOUT THE B10's FRAMEWORK

It says in F&E (436.0) that the B10 carried around a lot of extra structural material that wasn't really needed but which was the result of design errors. Yet, the B10 has a breakdown rating of 2-6! Don't all those extra I-beams help any?

1008W: Sadly, they don't. Those extra I-beams are not in areas where they could help absorb the stresses caused by a high energy turn.

HIGH ENERGY TURNS

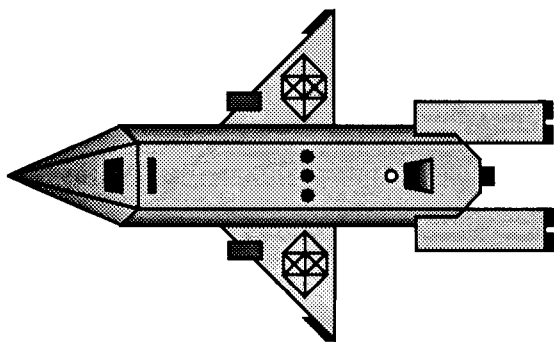
Why is it that when I make a 60° HET I have the same chance of a breakdown as if I had made a 180° HET?

1009W: The cost of an HET is fixed no matter how many or how few degrees you turn. This is the cost to put the ship into a mode (perhaps a warp bubble might be a better term) that allows such snap turns to be made; the actual cost of the turning is so slight as to be negligible. An HET is not just a faster turn; it is an entirely different way of turning.

Think of it this way. You are driving your car at high speed on a huge parking lot. You push the button for an HET, and the on-board computer stops time (well, slows it down to an infinite degree for an infinitely short interval), extends a Lazy Susan (with virtually frictionless bearings) from the belly of the car onto the parking lot, and jacks the car up off of its wheels. You give a puff of breath to the left or right, and the car spins the opposite direction until it points where you want. Then the computer lowers the jack and retracts the Lazy Susan. Your tires (which are still spinning) then catch hold of the pavement and send you off at the original speed in the new direction. All of the energy went into the time suspension and jacking the car off its wheels; the turn cost virtually nothing. ☺☺☺

THE ORIONS IN SFB

Bruce Graw



Q: Where can you find a good Orion?

A: In the cemetery.

Q: How do you keep an Orion from drowning?

A: Take your foot off his head.

Q: What do you call 5,000 dead Orions floating in space?

A: A good start!

Q: The Federation has most of the Orions, and the Klingons have most of the galaxy's toxic waste dumps. Why is that?

A: The Klingons got first pick.

Q: What is the definition of a shame (as in "that's a shame")?

A: When an Orion ship flies into a supernova.

Q: What is the definition of a "crying shame"?

A: There was an empty seat. ☺☺☺

PHASER-G

Questions with brief but important answers.

Q1001G: *I just got here. Where are Kirk, Spock, and the Enterprise? Why do the Klingons have disruptors instead of photons? Why do the Romulans have plasma torpedoes instead of disruptors?*

A: SFB is not licensed to include "literary elements" and has gotten along nicely without them. SFB has been in print (with Klingon disruptors and Romulan plasma torpedoes) since long before the movies. At the time, that's what the official blueprints said that those ships were armed with. We saw no reason to change the game when the movie changed the script.

Q1002G: *Why don't the plasma races have a scatter-pack?*

A: Because plasma torpedoes are more powerful than drones and harder to kill, and the drone-users need a scatter-pack to balance the game. Giving the plasma-races a scatter-pack would unbalance the game.

Q1003G: *Where can I find a complete order of battle for each race, listing the ships on each border, for our campaign?*

A: The best place is in the F&E rulebook. If you don't have F&E, you can buy the rulebook separately from TFG for \$10 plus shipping. If you are running a campaign, you will need the book for all of the other campaign data included. ☺☺☺

STAR FLEET SERVICE AWARDS

These awards are given to those who make significant contributions to the preparation of new products. This system began on 1 Jan 92. Unfortunately, since the awards were not invented until then, records prior to that date are insufficient to make awards for that period possible. The awards are provided on a small sticker suitable for decorating your rulebook. Those listed below who have not received their awards may send a stamped self-addressed envelope to ADB for them.

★☆☆ OUTSTANDING SERVICE AWARD

TOURNAMENT TACTICS: Bruce Graw.

MODULE S1: John Berg, Tom Carroll, John Hammer, Ray Olesen, Steven Petrick, Tony Zbaraschuk.

TACTICS MANUAL: Ray Olesen, Steven Petrick, Tony Zbaraschuk.

◆◆★ SUPERIOR SERVICE AWARD

MODULE S1: Ken Burnside, Gregg Dieckhaus, Stewart Frazier, Charles Hunt, Jeff Laikind, Marc Michalik.

TACTICS MANUAL 92: Tom Carroll, Frank Crull, John Hammer, Jeff Laikind, Evelio Perez, Mark Schultz.

TOURNAMENT TACTICS: Frank Gilson, Ken Burnside.

◆◆◆ MERITORIOUS SERVICE AWARD

TACTICS MANUAL 92: John Berg, Gregg Dieckhaus, Stewart Frazier, Bruce Graw, Marc Michalik, Brian Moon, Chuck Strong, Keith Velleux.

MODULE S1: Chris Cafiero, Richard Citti, Frank Crull, Tony Delaguala, Jay Fisher, Tom Gandolfi, David Gardner, Bruce Graw, Bill Heim, Scot McConnachie, Scott Mercer, Scott Moellmer, Scott Olson, Frank Otto, Paul Paella, Gary Plana, Randy Spector, Dean Stow, Robert Tweedy, Michael Vinarcik.

TOURNAMENT TACTICS: Tom Carroll, Gregg Dieckhaus, Steven Petrick, Tony Zbaraschuk.

◆◆◆ BASIC SERVICE AWARD

TOURNAMENT TACTICS 92: John Berg, James Bradley, Marc Cocherl, Kevin Garcia, Michael Gastright, John Hammer, Scott Mercer, Brian Moon, Ray Olesen, Paul Paella, Paul Pundy, Eric Pinnell, Keith Velleux, Michael Vinarcik.

TACTICS MANUAL 92: Ken Burnside, Chris Cafiero, Bill Heim, Tony Medici, Paul Paella, Robert Patterson.

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.

STAR TREK VI (1001B): As we watched the movie, we all said "We are going to get mail!" and we did. Please don't send in any more ships that can fire while cloaked or photon torpedoes that home in on a cloaked ship, no rules to hit gravity generators or fight in gravity boots, and no "rescue from the prison asteroid" scenarios. We aren't going to publish them. These unique events need to stay on the screen, where they belong, rather than us trying to redesign the game to use them. Incorporating them now would change SFB forever, and we just finished doing that in Doomsday. Once a decade is enough.

FIGHTER SLED (1002B): DS proposed a "fighter sled," a pod that contains 12 fighters that you can tow into a battle, sort of a little base to support your fleet wherever you go. The idea is not really practical. You can't drag things at high warp speed and could never get to the battle zone at warp 3. It would be so small that it would be quickly destroyed by one medium-sized punch, leaving your fighters to die once they expended their weapons. Why not just use an auxiliary carrier, which can do everything the sled can and is self-portable?

DEMONSTRATION CARRIER (1003B): Howard Melton proposed a unique carrier based on the large freighter. This carrier has a few of almost every kind of fighter, and toured the UFP as a sort of arms bazaar, selling and taking orders for local defense fighters from various planets. Escorted by police corvettes and a frigate, the *Flying Circus* was also used for anti-piracy patrols. It was rejected because existing auxiliary carriers would be more than adequate to demonstrate fighters to prospective customers.

THE KLINGON AD7 (1004B): Someone proposed a Klingon AD7 escort cruiser. While we have seen this idea several times in the past, we have never accepted it. The problem is that the AD5 and AD6 are functionally identical to the AD7, and there are far too few D7 hulls in service as it is. This ship would be like the D7M, simply a reference listing that it is possible to convert a D7 into an AD6.

THE ISC NOVA CRUISER (1005B): ISC Commander Frank Crull suggested another ISC cruiser variant, a Nova Cruiser with two PPDs and one plasma-S. Unfortunately, this puts the PPDs in the outboard pods, and that cruiser size hull cannot stand the shock of PPDs unless they are on the centerline. While we might be able to field the ship with the new Doomsday shock rules, the ISC (due to its self-appointed mission) must build its ships to operate far from home and without heavy maintenance, and hence would never build a ship that was subject to shock.

DEATH TO THE CREW (1006B): Tom Carroll suggested (as many had before) that higher crew casualty rates (produced by various effects) would mean more use of the 'uncontrolled' rules and more captured ships. That's why crew casualties are as low as they are now.

PLASMATIC PULSAR DISRUPTION ZONE (1007B): Howard Melton proposed this idea, in which a special version of a photon torpedo would be fired and then detonated directly ahead of the ship. Two tractor beams would then hold the ball of gas in place. The resulting refractive ball of gas would break the wave-lock of a PPD. This was rejected because it would destroy the existing balance and require recalibrating the PPD (or the BPV of ships carrying it) to restore balance. Worse, as only the Feds could use it, we'd have to invent something for every other race. This just wasn't worth it. Why not have an anti-disruptor zone? An anti-drone zone? An anti-phaser zone?

ARMED AUXILIARIES (1008B): FR suggested arming the auxiliaries (PFTs, repair ships, troop ships, minelayers, exploration ships) with the same weapons as armed freighters. We considered this when we first introduced those classes, and decided against giving them more weapons. This was for several reasons.

For one, the weapons are all but useless. The auxiliaries are dead meat if caught by warships. Any real warship isn't going to be scared off by a disruptor here or a fusion beam there.

Giving them weapons would just encourage players to take them into combat areas, where they do not belong and cannot survive.

They don't have the power to use the weapons and do their jobs. Finally, arming them would require several versions of each one, virtually an entire SSD book of auxiliaries. The ships just aren't important enough to be worth that expenditure.

EXCELSIOR IN SFB (1009B): GC suggested that we should include the *Excelsior*-class starship. Unfortunately, our license does not cover the *Excelsior*, and we have no plans to add such a ship to SFB. We have received numerous requests and proposals, all of which have been politely declined. Whatever the *Excelsior* is, we probably already have a ship that does the same job (BC, CX, DNG, etc.).

We certainly would never introduce a ship with such an idiotic name! Do you know what excelsior is? It's packing material! Styrofoam peanuts. Cut up newspapers. Curled wood shavings. Yuk!

TIME BOMBS (1010B): Nick Weaver suggested (as many had before) that mines and T-bombs might be set with a timer to blow up after a specific time. He pointed to the mention of "salvage" fuses in CL7. We have always rejected any idea of timed mines because they would be devastating against bases and slow-moving units. The "salvage" fuses "fizzle" the mines to destroy them; they don't explode.

SELF-STASIS (1011B): Tony Zbaraschuk proposed that a Klingon SFG ship might put *itself* in stasis, giving up tactical initiative in exchange for invulnerability to fire. This was rejected because stasis requires an external generator.

ESG CANNON (1012B): Robert Kalbach proposed a system whereby a Lyran ship could toss its ESG up to 20 hexes, allowing it to form at that point. This was rejected because the physics would not support the idea (the sphere must form around the generator) and because it would be devastating against fighters and drones.

INTERCEPTOR VARIANTS (1013B): TC suggested a series of interceptor variants, pointing out that the escort variant would be particularly useful to CVAs if carried for local defense. We have decided not to develop the concept of interceptor variants, at least not at this time. As it says in Module K, they just were not on the scene all that long. The changeover from interceptors to PFs took about six months. Given that the average lifetime of a PF in an operational flotilla is less than this, it can be assumed that most interceptors were lost in action as the first PFs were arriving at the operational squadrons. The last few survivors would have been relegated to training units and rear-area defenses. It's not that the idea of interceptor variants isn't worth doing, it's just not in the top ten list of things that need doing. And besides, there is an EW variant (K3.75), sort of.

THOLIANS AS A MAJOR RACE (1014B): Mr Frankis proposed a series of changes to the Tholians designed to turn them into a major race. The proposals (many of which apply to F&E) included:

Cheaper ship construction because the hull is the expensive part and the Tholians mass produce those. *Sorry, the hull is the cheap part. All of those electronic gizmos are the expensive part.*

A Tholian mothball fleet of 15 PCs and 9 DDs. *Sorry, it's hard enough to con the Klingons into attacking now. Even Kavek IV wouldn't be dumb enough to attack into that fleet.*

A revised PC design. *The PC+ had just been published in Basic Set, and we promised no more changes.*

Cheaper construction of the Tholian DD when built as new construction. *He had misunderstood the F&E rules; it's already cheap to build.*

A small star cluster outside of the galaxy with about 50% of the resources of the Tholian Holdfast and a fleet to defend it. *Not a chance. Movement through the barrier would be extremely destructive, and increasing any race's production by 50% would be too disruptive to the game system. If such a cluster existed, the Klingons would have it.*

Allow the Tholians to find and develop planets inside their space. *We would have to allow everyone to do that, and once you start building planets, you have a whole lot of problems. Planets are not just money, they are supply and retrograde points.*

More ships for the 312th Fleet, specifically including survey ships, tugs, and repair pods. *This would be a major increase in Tholian military capabilities. We may someday print some SSDs of ships from the 312th that didn't make it, but we won't add them to the historical game.*

The Frankis proposals would have accomplished the purpose of making the Tholians into a major race, but the game already has plenty of those and needs small powers like the Tholians. Not every nation is a big one.

HELLFIRE PALADIN (1015B): Russell Bullman suggested a Paladin with hellbores replacing the fusion beams and APRs replacing the fighters for use against the ISC. He reasoned that this would allow the Hydrans to adopt the same echelon tactics as the ISC. This proposal was rejected because:

All "replace the fusion beams with hellbores" proposals are rejected. No ship has more than four hellbores, and none ever will. If the Hydrans could do it in Y187, they would have done it in Y167. If the ship were allowed, Hydran players would want to use it earlier than Y187.

The Hydrans have no need to adopt ISC tactics and are more than adequately armed to defeat the echelon.

ANDROMEDAN MINES (1016B): Keith Velleux raised the issue of a captor mine with a displacement device. This was rejected because mines would lack adequate fire control for the precision required by the displacement device, not to mention the possibility that the mine could backfire and displace the enemy closer to what you were trying to protect.

A similar proposal for a TR-captor was rejected because the weapon was too powerful and unbalancing.

SOLAR BOLT (1017B): Robert Kalbach proposed a Solar Bolt torpedo that would gain strength as it moved due to the free energy in open space. This was ultimately rejected because of the extremely long range (200 hexes!), which was beyond the targeting capabilities of the firing ship, and because the physics would not support the idea of absorbing that much energy during so short a time.

AUXILIARY FUSION REACTOR (1018B): This device replaces the APRs on Hydran ships and can provide one point of general power or two points of power specifically for use by fusion beams. The net result is to add a point of effective power to Hydran ships, and what ship cannot use an extra point of power.

KLINGON MAULER TUG (1019B): Everyone agrees that a pod cannot hold a mauler (the shock on the docking link would be too great). This proposal from the Kumerian Ship Design Bureau would have avoided that problem by putting the maulers into the engines (where they belong anyway). The pods would then be packed with batteries for that extra bang at a critical moment.

Even better, a special D5H LTT (with its weapons replaced by power systems and the pods carried backwards in a special exception to G14.42) could dock to the Tug-M (stern-to-stern) and exchange battery pods on a system of tracks welded to the bottom of the ships, allowing the Tug-M to maintain a steady mauler barrage indefinitely. (This would of course require a special exemption to the prohibition on backwards pods.)

It is not clear why this proposal was rejected. It seems perfectly reasonable.

OVERLOADED FIGHTERS (1020B): Alan Gopin proposed this concept. Each fighter will have a load capacity listed in drone spaces and a set of various rails for carrying drones. Some fighters would have more rails than load capacity, particularly if a rail can carry a type-IV or two type-I drones. A fighter would lose one hex of speed and one from its DFR for each point it is overloaded. A fighter would have to roll two dice when launching or landing, with a 12 or less meaning a safe and successful operation, and one added to the die roll for each point of overload. Ace and green pilots would also have die roll modifiers, and there were other factors that could affect the die roll.

There was little interest in the proposal. It added considerable complexity. The only real gain came at the expense of risky die rolls, and few such trade-offs are allowed in the rules. Moreover, the benefits would accrue only to some races, disturbing game balance.

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

- Numerous fighter pod proposals (Module J).
- Federation E3A heavy Swac (Module J).
- Higher speeds for heavy fighters (Module J).
- Higher speeds for plasma fighters (Module J).
- A Role-Playing Game (Prime Directive).
- Federation PF variants (Module K).
- Federation SWAC shuttles for F&E.
- Positional stabilizers on small bases (Module R1).

THE AUTOMATIC REJECT LIST

This list has been around for years, and many people have seen it (often in the envelope returning their suggestion which happened to be on the list), but it has never actually been published before. Everything on this list has been proposed before, and we don't go to the trouble of putting it on the list unless it has been proposed several times. So, here is the list.

C—MOVEMENT: Unplotted deceleration by means of (C12.0).
Turning starships upside down (bringing off-side weapons and shields to bear).

D—COMBAT: Offset-firing arcs (standard arcs rotated 30°).
Increasing the explosion force (we just reduced it!).
Giving a ship free EW points for its speed.
Any weapon that only affects shields.
Any weapon that only affects crew or disables warp engines (would result in too many captured ships).
Any weapon that only affects sensors (or only scanners or only special sensors). These are rejected because they would provide a "cheap mission kill" capability that disrupted the tempo of battle.
Any means of tractors damaging or dismembering ships.
Using a single 12-sided die for the DAC.
Procedures to target damage on a specific part of a ship.
Improvements in non-violent combat.

E—DIRECT-FIRE WEAPONS: Any procedure to put a phaser-4 on any mobile unit that is not a monster.
Changing the max or minimum range on PPD overloads.
Having maulers damage everything in their firing arc.
Underloaded weapons (a proposal has been on file for years and never found necessary).

F—SEEKING WEAPONS: Allowing other drones to use the target search procedure of the type-IIIXX.
Warp seekers for drones other than type-VI.
Warp seekers for plasma torpedoes.
Systems to change the target or speed of a drone in flight.
Proximity fuzed drones.
Drones with mine warheads (damage everything in one, or seven, hexes).
Wild weasel drones or probes.
External drone launch rails for ship.
Putting plasma-D torpedoes (or plasma-Fs) in scatter-packs other than fighters or MRS shuttles as already provided in the rules.
Cloaked drones or plasma torpedoes.
Drones that look like a ship to a mine, causing it to detonate.
Towed sensor arrays to allow cloaked ships to "see."
A drone able to do damage as a hellbore.
Any system to provide player command and control of any drone (so it can ignore WWs or EW) other than a probe drone as defined in the probe drone rules.

G—SYSTEMS: Putting PFs inside pseudo pods (except at the Orion player's birthday party).
Mounting pods on tugs backwards or sideways.
Warp gyroscope (allows ship to fly sideways).
Putting a plasma-R into an Orion option mount.
Putting a mauler into an Orion option mount.
Allowing ESGs to cover only a 180° (or less) arc and so increase the damage in the hexes it does cover.
Allowing ESGs to have a direct-fire function.
Cloak improvements. (Doomsday has been printed, and cloaks work just fine as they are.)

H—POWER SYSTEMS: Any system involving an involuntary transfer of power from one ship to another or causing some power systems of the target ship to shut down.

J—SHUTTLES: Having a WW cease to function after a set time.
Letting MRS shuttles carry EW pods.
Anything other than a shuttle as a wild weasel.

M—MINES: Medium mines (a proposal is on file).
Mines able to be set for detonation after a specified delay.
Any form of moving mine.
Mines equipped with tractor beams or webs.

R—SHIPS: Minor races or new races, at least for now. If you read this several weeks/months/years from now, do not assume that the policy has changed. Ask before working on a new race.

Andromedan PFs, interceptors, fighters, shuttles, or WWs.
B10s, battleships, super-dreadnoughts, etc. for other races.
We have them all in Module R5.

Behind-The-Lines ships: A frequent proposal is a ship able to go behind enemy lines for various missions and able to defeat any other single ship so it can survive the mission. If such a ship were possible, it would be in the front-line battle fleet, and players would put it there.

Carrier, SCS, or other variants of BCHs (already done for Module R5; no proposals considered).

Civilian Yachts: We have received dozens of such proposals, which are always armed to the teeth "so they can defend themselves."

Combat or strike scouts (scouts equipped with non-blinding weapons).

Commando ships with the armament of standard warships so that they can "fight their way through." Commando ships do not need such weapons for their missions.

Diplomatic ships: Only the Klingons built these.

Drone modules (like a cargo module, but has 6–12 drone racks) for bases.

Export ships: For example, Fed NCL sold to Gorns and fitted with Gorn weapons.

Federation proposals: CA variants (escort, drone); just too few CA hulls for such experiments. Tugs with more photons. Maulers.

Heavy PFs (e.g., Lyran trimaran, Double Bubble Gorn, or Twin Hull Tholians).

Maulers for races that don't have them now.

Obvious variants (leader, scout, carrier, PFT, commando, drone, minesweeper) of standard warships which do not already have them (e.g., Klingon F6, E5, Kzinti DW, Orion DW, Gorn BDD, Fed FFB, Gorn CM, etc.). You might suggest or ask for such a ship, but if we agree it is needed, it will be designed in-house.

Orion dreadnoughts, CVAs, battleships, monitors, survey ships, or tugs.

Parallel designs (e.g., a new heavy cruiser for a race).

PFTs on DN hulls (e.g., Romulan ROC and Lyran Lion).

Repair variants of war cruiser. (They were all designed in 1985 but were not published.)

Submarines: Cloaked ships are as close as we get.

Second-Generation X-ships. (Ask us in 1994.)

S—SCENARIOS: *Bismarck* scenarios and campaigns based on WWII and the Fed BCH (several are on file).

Scenarios based on historical incidents mentioned in SFB (e.g., Operation Remus). We already have these on file or would prefer to do them ourselves. Except for some of them. Ask First. Please. ☺☺☺

BATTLE FORCE 400

edited by Steven P Petrick

The fourth in our series of fleets built to a specified point limit is designed for use with (SG2.0) Fleet Action, which appeared in Basic Set. Each force presented here is different from that which most players are used to playing with.

The year set for these battle forces was 164. This limits the speed of drones and allows only the Hydrans and the Kzinti (though to a much lesser degree) to employ fighters. Many systems and capabilities have not been developed yet, as an example the lack of a fighter threat means that the plasma races have not yet developed the ability to shotgun their torpedoes [see (FP7.0)]. Plasma-S torpedoes have not been developed yet [see (FP2.22)]. In some cases they do not even have swivels for the plasma-Gs. Also note that the ISC has not developed the PPD, and their ships are lacking many of the weapons you normally associate with them. In all cases, unless a refit is specifically stated as present, there are no refits applied to any ships in these battle forces.

Monitors, auxiliaries, WYNs, scouts, allied (mixed) fleets, and ship modifications (S7.0) were all prohibited. Naturally, anything not available on the date specified for the scenario was prohibited.

These are pre-refit battle forces, a snapshot of what the fleets looked like between the Four Powers War (Y157-162) and the General War (Y168+). During the short six years of peace, the lessons of the Four Powers War were examined in light of new technologies, resulting in a massive upgrade in the combat capabilities of virtually all warships. Here you can see a picture of what might have been if none of these changes had been made.

FEDERATION MIXED (Scot McConnachie)

CC (137) with one T-bomb (+4) and one Commando BP (+1) = 142.

CL (98) with one T-bomb (+4) = 102.

FFG (75) with one T-bomb (+4), two type-II (+1), one type-V (.5) with ATG (.5) = 81.

FF (71) with one T-bomb (+4) = 75.

Total = 400

While this force lacks a large number of photons, it does have a good power curve, giving it an ability to use EW aggressively, making it relatively easy to rearm its weapons, and permitting it one of the highest dash speeds that a Federation force of this size can obtain. A higher dash speed means that it will be more capable of delivering overloaded photon torpedoes against a target. It has a good phaser armament, which will be useful for defensive work and massed salvos at ranges of 5 or less. Its higher speed will also allow some maneuvering against plasma torpedoes, on the approach and when running. This force will be forced to rely on its high rearming speed to make the most of retrograding. Because it has only one heavy hull, it is important to commit the CC carefully. In general, this force relies upon a flexible use of its available power and on a timely use of its phasers.

The force shown here has been optimized to engage a Romulan task force. Each ship has a T-bomb which can be used to hunt a cloaked ship. The FFG has been equipped with the fastest drones available (reloads are type-II drones), including one type-V heavy drone equipped with ATG for use against a cloaked target of opportunity. The CL's reserve power capability should prove useful when attempting close range cloak hunting. Against non-Romulan opponents, the T-bomb on each ship will provide the task force with an added offensive-defen-

sive ability and allow each ship to drop a bomb out of the shuttle hatch defensively. The FFG's drones can be converted to less expensive types or to ADDs, freeing up points for additional boarding parties or commandoes.

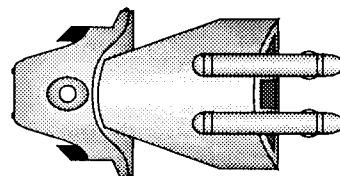
As a variation, replace the FFG with an FF and use the 6 points saved for a second T-bomb on the CC and extra boarding parties or commandoes which can be spread throughout the force.

FEDERATION HEAVY (Ray Olesen)

Two CA (250). Two FF (142).

Eight points for Commander's Option Items. Total = 400.

The remaining eight points depend on the opponent. Against the Kzinti or Hydrans, upgrading the FFs to FFGs (4 BPV each) gives you the G-racks and the ADD feature to deal with any drone or fighter that gets close. Loaded with type-VI drones, they might even be useful against a cloaked opponent. Buying two T-bombs should be adequate for anti-drone work against slow drones. Against the Klingons, spending some or all for extra boarding parties would be good as this large force has enough transporters to pose a threat. You could even buy an MRS if EW is your game!



FEDERATION LIGHT (Ray Olesen)

CL (98). Four FFs (284).

18 points for Commander's Option Items. Total = 400.

The remaining 18 BPV depends on your opponent. Against the Kzinti or Hydrans, upgrading the FFs to FFGs (4 BPV each) gives you the G-racks and the ADD feature to deal with any drone or fighter that gets close. Loaded with type-VI drones, they might even be useful against a cloaked opponent. Buying T-bombs should be adequate for anti-drone work against slow drones. Against the Klingons, spending some or all for extra boarding parties would be a good idea as this large force has enough transporters to pose a threat.

FEDERATION ASSAULT (Chuck Strong)

CAR (129) with one T-bomb (+4) = 133.

Two DD (188).

FFG (75): drones are two type-I; one type-V (.5) with ECM (0), ATG (.5), and 12-point explosive payload (0); six extra type-VI (+3) = 79.

Total = 400.

Optionally, delete the R refit (-4) and the T-bomb (-4) from the CAR and instead equip it with an MRS (+8).

FEDERATION BOMBARDMENT (William Culbertson)

CL (98). Three DD (282).

20 points for Commander's Option Items. Total = 400.

This is a force of those little known and little used Fed ships. The DDs may not be able to overload all their photons quickly but are excellent for standard or proximity loads. The amount of phaser power is excellent, and the DD is great for an early size class 4 ship. The DD can take an impressive amount of damage and still keep going because of the center hull and center warp.

The option points should be used to buy boarding parties versus Gorn or Tholian ships and T-bombs versus most other races. The Klingons and Kzinti are special problems since they have lots of BPs, transporters, and drones.

KLINGON STANDARD (Steven Petrick)

Two D6 (226), each with three T-bombs (+24) = 250.

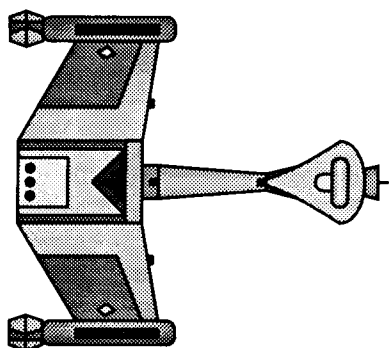
Two F5 (142), each with one T-bomb (+8) = 150.

Total = 400.

All drones are slow, although you might choose to trade in a few T-bombs for a few speed 12s. Note that the force has an absolute per turn drone launch ability without using scatter-packs of 4 drones a turn, although there are 6 drone racks in the squadron. It is possible, without scatter-packs, to get as many as 8 drones on the board in a 9-impulse period by timing the launches, and this might be important.

Due to the chain reaction problem with the D6s, you might want to consider emptying one of the racks when the battle starts.

Keep a close eye on the action though; you have 14 transporters and 44 boarding parties spread between your four ships, so attempting to capture an enemy ship is a viable tactic if you can set it up.



KLINGON REDEMPTION SQUADRON (John Berg)

D6J (98), Two F5J (120), Two E4J (80), two E3D (80) = 378. 22 points for Commander's Option Items. Total = 400.

This squadron isn't good against anyone because almost every ship has a poor crew (G22.0). Its function is to enter nebulas and look for baby space dragons shortly after they are born. In a technical note these Redemption squadrons are unusually fast, being the best thing they can do---generate warp for speed--- to runaway to live and fight another day. Be very careful when using this squadron in combat because, while it has a low combat BPV, the combined economic BPV is 477 without options. If you want to see how good these ships can be, delete the E3Ds and use average crews on these ships.

KLINGON MIXED (Frank Otto)

D7C (139) with no mech-tractor links (-3) or UIM (-5), drones all type-II (+6), two T-bombs (+8) = 145.

F5C (94) with no UIM (-5), all type-II drones (+4), two T-bombs (+8) = 101.

Two F5 (142), type-II drones for each (+4), one T-bomb each (+8) = 154.

Total: 400.

ROMULAN KESTREL (Marc Michalik)

Two KR (230). Two K5R (156).

14 points for Commander's Option Items to be used as the Commander sees fit. Total = 400.

ROMULAN SUBLIGHT (Stephan Fassman)

Four WB+ (240).

Three sublight Snipe+ (138).

22 points for Commander's Option Items. Total = 400.

Commander's Option Items should probably be used to upgrade the speed of the shuttles and to buy some T-bombs for

drone defense. This is a planetary defense fleet. Unusable in open space, but it gives you seven ships, with four highly respected R-torpedoes.

ROMULAN CLASSIC (Stephan Fassman)

Two War Eagles (200).

Three Snipe-A (195).

Five Commander's Option Item points. Total = 400.

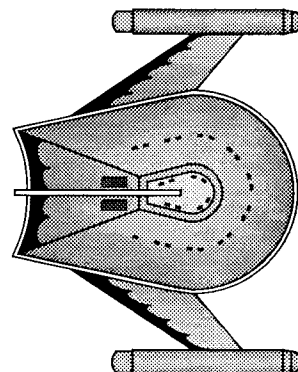
Launch enveloping plasma-Rs until who ever it is goes AWAY, and don't forget the five NSMs you have to wreck his shields.

ROMULAN MIXED (Stephan Fassman)

KR (115). WE (100). Two K5R (156).

29 points of Commander's Option Items. Total = 400.

Here you have a force with the awesome plasma-R. He will be a prime target, so be careful with him.



KZINTI OLD GUARD (Tony Zbaraschuk)

CS (116). CL (84). Three FF (186).

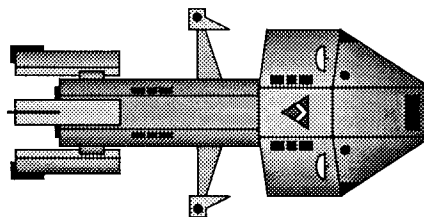
14 points for Commander's Options. Total = 400.

KZINTI MIDDLE GUARD (Tony Zbaraschuk)

BC (128). Two DD (180). DF (74).

18 points for Commander's Options. Total = 400.

This is the preferred fleet, with fast ships, plenty of racks, sufficient control, and a good heavy phaser and disruptor suite.



KZINTI FUTURE GUARD (Tony Zbaraschuk)

CC (135) with fighter ready rack (+2), less admin shuttle but adding AS fighter (+5) = 142.

DD (90) with fighter ready rack (+2), less admin shuttle but adding AS fighter (+5) = 97.

DDV (65), fighters for DDV 12 AAS (+72), MRS (+8), four extra deck crews (+2) = 147.

14 points available for Commander's Option Items. Total = 400.

Useful for attacking planets, or perhaps for use against the Lyrans. It can launch a LOT of drones. Option BPV can be used to upgrade one AAS to a 2-seat fighter with double drone control abilities. Note that substituting fighters for shuttles was only done for a brief period and is covered in Module R2.

KZINTI YOUNG GUARD (Tony Zbaraschuk)

CC (135). CS (116). Two FH (140).

9 points for Commander's Options. Total = 400.

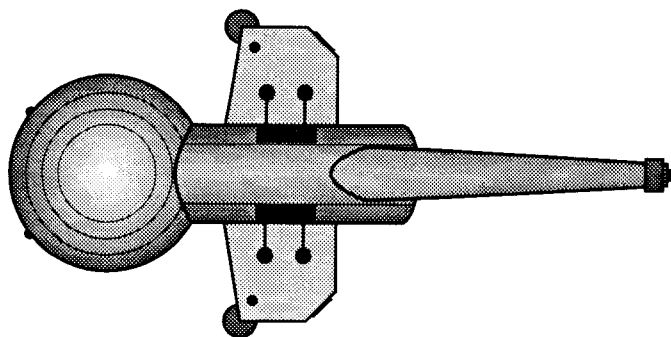
The FHs will be a little difficult to use thanks to (D23.0), but the disruptor fire helps at short range.

GORN MIXED (Brian Moon)

Two CL (184). Three DD (204).

Three T-bombs (+12) to be placed on the ships as the commander directs. Total = 400.

Optionally, these points can be used to purchase commandoes or additional BPs for attempts to seize enemy ships. This fleet does have a lack of first turn punch. You could cover the second turn with some 2-turn-Fs though. But the fleet can maintain a decent speed while reloading (up to 27-28 on the third turn of arming if the phasers are already charged). And look out on turn 3!


GORN LIGHT-HEAVY (Jeff Laikind)

CA (120) with two T-bombs (+8) and two commando BPs (+2) = 130.

Six FF (270) = 270.

Total = 400.

This force uses the sheer number of close range plasmas and phaser-1s to simply overwhelm the enemy in a "Lizard Wave" attack before he can kill all of them. Think of those frigates as a Y164 PF flotilla.

GORN PATROL (Gregg Dieckhaus)

Two CA (240). DD (68). Two FF (90).

Two points for Commander's Option Items. Total = 400.

The reason I chose two police frigates is to give the force some plasma power at a lower weapon status. Players may consider downgrading a ship and using the BPV to buy Commander's Option Items such as T-bombs which are extremely useful when trying to hunt down cloaked ships.

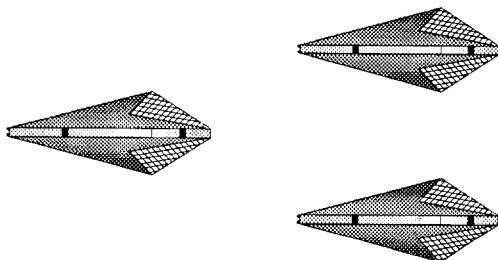
THOLIAN DEFENSE SQUADRON (Tom Carroll)

CA (128) with an MRS (+8) = 136.

Three DD (240).

24 points for Commander's Option Items. Total = 400.

The Holdfast should be well protected by this squadron.


ORION MERCENARY SQUADRON (Bruce Graw)

CA (127). CR (92). Two LR (136). There are 45 points for options. Possibilities for each of the cartels are listed below. [Disruptors are range-22; plasmas do not have swivels.] In all cases, the options are listed first for the CA, then the CR, and finally each LR is listed separately. There will be anywhere from 2 to 33 points available for Commander's Options. Where possible at least two T-bombs should be purchased with whatever remains going for type-II or -V drones in the racks, possibly with some ATG:

CLUSTER: 4xDisr (0), cloak (+25); 1xHB (+2), 2xDrone-B (+2); 1xDisr (0), 2xP-1 (0); 1xDisr (0), 2xDrone-C (+2). Total 31 points to fill the options leaving 14 points for Commander's Options.

DAVEN: 2xHB (+4), 2xDrone-B (+2), OAKDISC (+15); 1xHB (+2), 2xDisr (0), cloak (+18); 1xDisr (+0), 2xDrone-C (+2); 1xDisr (0), 2xP-1 (0). Total 43 points to fill the options leaving 2 points for Commander's Options.

HAMILCAR: 2xHB (+4), 2xDrone-B (+2), OAKDISC (+15); 3xDisr (0), cloak (+18); 1xP-G (+2), 2xP-1 (0); 1xPhot (0), 2xDrone-C (+2). Total 43 points to fill the options leaving 2 points for Commander's Options.

LION'S HEART: 4xPhot (0), cloak (+25); 2xDisr (0), 1xP-1 (0); 1xDisr (0), 2xP-1 (0); 3xDrone-C (+3). Total 28 points to fill the options leaving 17 points for Commander's Options.

PHARAOH'S: 2xPhot (0), 2xPL-F (0); 2xPhot (0), 1xPL-F (0); 1xPhot (0), 2xP-1 (0); 3xDrone-C (+3), cloak (+12). Total 15 points to fill the options leaving 30 points for Commander's Options.

DRAGON (CAPITAL): 4xPhot (0), cloak (+25); 2xPhot (0), 1xDrone-B (+1); 1xPhot (0), 2xDrone-B (+2); 3xPhas-1 (0). Total 28 points to fill the options leaving 17 points for Commander's Options

PENZANCE: 2xPhot (0), 2xPL-F (0); 2xPhot (0), 1xPL-F (0); 1xPhot (0), 2xPh-1 (0); 3xPhas-1 (0), cloak (+12). Total 12 points to fill the options leaving 33 points for Commander's Options.

STARDUST: 1xPL-G (+1), 2xPL-F (0); 1xHB (+2), 2xDrone-C (+2), cloak (+18); 3xPL-F (0); 3xPlas-F (0). Total 23 points to fill the options leaving 22 points for Commander's Options.

OMEGA: 1xPL-G (+1), 2xPL-F (0); 3xPL-F (0), cloak (+18); 1xPL-F (0), 2xP-1 (0); 1xPL-F (0), 2xP-1 (0). Total 19 points to fill the options leaving 26 points for Commander's Options.

KUBLAI: 1xPL-G (+1), 2xPL-F (0); 1xPhot (0), 2xPL-F (0); 3xPlas-F (0); 3xPhas-1 (0), cloak (+12). Total 13 points to fill the options leaving 32 points for Commander's Options.

CIRENTUS-TA: 1xPL-G (+1), 2xPL-F (0); 3xPL-F (0), cloak (+18); 3xPL-F (0); 3xPL-F (0). Total 19 points to fill the options leaving 26 points for Commander's Options.

Note that I have avoided power-hungry weapons on the LRs. Some of the CAs have very strong packages, but of these ships, the CA is the only one which can double its engines effectively and repeatedly in order to fire these weapons.

HYDRAN HELLBORE (John Hammer)

Draoon (130) with three Stinger-1 (+24), 1 T-bomb (+4), two BP converted to commandos (+1) = 159.

Knight (80) with two BP converted to commandos (+1) = 81.

Two Knight (160) = 160.

Total = 400.

This force is the most generally capable. It does not need to close range to be effective, and against certain enemy forces (such as those which contain plasma-armed or short-range disruptor-armed ships), it is best to stay at medium to long range. The hellbore-armed ships also have quite a lot of energy, which can go for EW or shield reinforcement during an approach.

HYDRAN FUSION (John Hammer)

Ranger (93) with MRS (+8), nine Stinger-1 (+72), four extra deck crews (+2), two T-bombs (+8), two commando BPs (+2) = 185

Two Lancer (134), each with four Stinger-1 (+64), four extra deck crews (+4), one T-bomb (+8), two commando BPs (+4) = 214.

Total = 399.

The force will have a hard time in open space since most enemy battle forces will be able to increase distance at will, albeit slowly. This force's best chance is to move at maximum speed and attempt the Hydran Anchor. Launching 17 fighters at close range will force most opponents to expend much of their firepower there. This can give the Hydran ships a chance to make it to point-blank range without serious damage, where they can use their fusion beams to good effect. Fortunately (for non-Hydrans), the Stinger-2 was not available in this year.

HYDRAN OLD COLONIES (John Hammer)

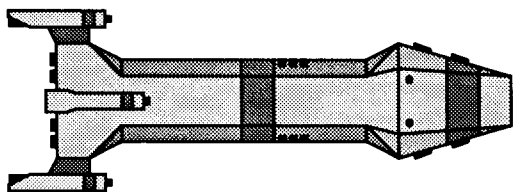
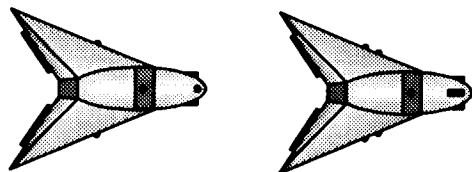
Lord Commander (126) with six Stinger-1 (+48), MRS (+8), four extra deck crews (+2), two boarding parties converted to commandos (+1) = 185.

Saracen (70) with two boarding parties converted to commandoes (+1) = 71.

Three Hunter (144) = 144.

Total = 400.

The Old Colonies' force, while it seems very similar to the Fusion Force, has one important advantage — all of its ships can move at speed 31. None of the ships from the other Hydran forces can do this (the Ranger and Dragoon are limited to speed 28, and the Lancers and Knights are limited to speed 29). The smaller number of fighters is offset by the two extra ships. However, the Hunters have very weak shields and are vulnerable to even long range sniping.



ANDROMEDAN INTRUDERS (Keith Velleux)

Intruder (265) with two T-bombs (+8) = 273.

Two Vipers (120), each with one T-bomb (+8) = 128.

Total = 401.

While Andromedans were not generally encountered (at least by anyone who survived) within our galaxy for another two years, they might have made earlier forays. For those wondering why the ship has only two satellites, it might be assumed that the remaining hangar volume was taken up with a satellite base which the Intruder has come to deploy. As such a unit would have no effect on a battle unless it was at least partly set up and operational, its assumed presence can be ignored (besides, maybe the Intruder had already set up the base and was on its way back).

LYRAN HEAVY (Scott Olson)

CC (150), no ESG capacitors (-2) = 148.

CA (133), no ESG capacitors (-2) = 131.

Two FF (126), no ESG capacitors (-2) = 124. Total = 403.

This force is designed to operate on the Kzinti-Klingon border or against Hydran fusion ships. The lack of shield refits on the CA and the FFs make them risky on the Hydran border if hellbores are anticipated as the rear shields are glass. Keep the weak frigates to the rear; they're too tempting a target to put out front.

LYRAN LIGHT (James Chou)

Two CL (184), no ESG capacitors (-4) = 180.

Two DD (158), no ESG capacitors (-2) = 156.

FF (63), no ESG capacitor (-1) = 62.

Two points for Commander's Option Items. Total = 400.

LYRAN MIXED (Gregg Dieckhaus)

CC (150), no ESG capacitors (-2); with MRS (+8) = 156.

CL (92), no ESG capacitors (-2) = 90.

DD (79), no ESG capacitor (-1) = 78.

FF (63), no ESG capacitor (-1) = 62.

14 points of Commander's Option Items. Total = 400.

LYRAN PROTOTYPE (Gregg Dieckhaus)

CW (113), no ESG capacitors (-2) = 111.

DWL (99), no ESG capacitors (-2) = 97.

Two DW (178), no ESG capacitors (-4) = 174.

18 points for Commander's Option Items. Total = 400.

No power packs.

Note that these ships would be prototypes of the new designs which entered squadron service the year after the year set for these battle forces. These ships should be able to smash any puny drone wave creeping at them from the fuzzheads to the north, and should operate well against the anti-ESG weapons employed by the snakes to the south.

ISC HEAVY (David Watson)

CA (185): delete F-torp refit (-12), delete phaser-3 refit (-6), delete PPD (-20), install plasma-G (+10) with FP arc (+3) in place of PPD, downgrade plasma-S torpedoes to plasma G (-10) = 150.

Two DD (184): delete F-torp refit (-8) = 176.

FF (73) = 73.

1 point for Commander's Option Items. Total = 400.

ISC LIGHT (David Watson)

Two CL (290): delete F-torp refit (-16), delete phaser-3 refit (-8), downgrade plasma-S torpedoes to plasma-G (-20) = 246.

Two FF (146) = 146.

8 points for Commander's Option Items. Total = 400.

LDR BORDER POLICE (Robert Patterson)

CA (145). DD (91). Two FF (146).

Four T-bombs (+16) and two commando BPs (+2) to be distributed as the commander sees fit.

FRAX HEAVY SQUADRON (Steven Petrick)

CA (140). Two DW (180). FF (75).

Five points for Commander's Option Items. Total = 400.

No AFD.

FRAX WAR SQUADRON (Steven Petrick)

Two CW (240). Two FF (150).

Ten points for Commander's Option Items. Total = 400.

No AFD.



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.

ALL ABOUT GHOSTLIGHT (1001Q): How did you get the ECM drones to function for six turns?

A: Rule (FD9.12) says that the generator runs for six turns. The drone frame can be extended to this endurance (FD2.1), or you can use a type-III frame.

MINES BY TRANSPORTER (1002Q): Can a NSM be deployed by transporter as per (M3.2)?

A: No, an NSM can never be moved by transporter, not even as cargo (G25.21), let alone be laid by transporter, not even by an Andromedan (G18.75) and (G19.49).

MULTI-WARHEAD MINESWEEPERS (1003Q): Can a MW drone be launched from beyond the damage radius of a mine, move to a range of one, and launch its submunitions at one or more mines to sweep them?

A: (M8.2) establishes that you canNOT launch a seeking weapon at any mine from a range greater than one. In addition, (FD8.22) states that (FD7.3) is used for the release of MW drone submunitions, and (FD7.31-2) establishes that they MUST release them at range of TWO or greater from the target. This mutual exclusion essentially means that an MW drone can only sweep a mine by causing a mine set for drones to trigger as it detects it or its submunitions passage.

SUBMUNITIONS AND THE BUS (1004Q): If a one-space MW module launches its submunitions from a two-space frame, are the submunitions automatically distinct from the more dangerous carrier.

A: Of course, under (F2.6) and (FD8.25).

CAPTAIN, THE ENGINES WON'T TAKE MUCH MORE! (1005Q): Do warp engine boxes doubled by a Legendary Engineer proportionally increase cloak cost the way Orion doubling does?

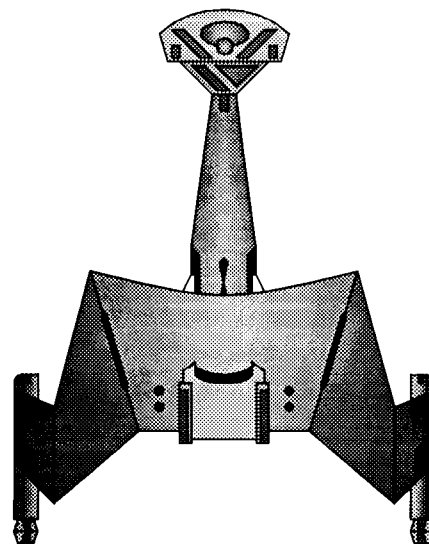
A: Rule (G22.43) notes that the Legendary Engineer performs this function without penalty (that's why he's legendary). An increase in cloak cost would be a penalty. Hence, there is no increase in the cloak cost.

TARGETING PLASMAS (1006Q): Do you have to announce the target of a plasma torpedo when it is launched (FP1.3)?

A: The original intent was that this would be so for the cadet game to teach people how to play. Then (F3.6) was to be used. A rule like (FD1.21) should have been in the (FP0.0) rules.

JUST HANGING ON (1007Q): Are tractor beams required to hold ships in position inside the hangars of the Andromedan starbase? Are tractors required for normal starbases? Tractors are not required for SatShips in a Mothership, right?

A: The hangars of the Desecrator function no differently than the docking modules of a starbase, with the exception that a satellite ship may be launched by transporter, and motherships can be launched by displacement device. Tractor beams ARE required to hold Conquistadors, Intruders, Dominators, or their variants, but not Vipers, Cobras, Pythons, Mambas, or their variants; see (R10.7). Normal starbases don't need tractors, and motherships don't need them for SatShips.



**KETRICK'S FLAGSHIP
C7-05 DEATH**

ALL ABOUT STASIS (1008Q): The Klingons wish to move a SFG and fire it immediately later, so a tug tractors the C9A and pulls it along, dropping the tractor before firing the SFG. Is this permissible?

A: Yes, it is permissible (G16.313).

1009Q: Could the SFG fire immediately after the tractor was dropped, or would it be necessary to wait 8 impulses as with emergency deceleration?

A: It could fire immediately. The tactic was discussed in the "Fellowship Banquet" Academy article in Nexus 13. It is best if a C9/8 tows a D5A; see (G16.31).

1010Q: The SFG can produce three fields. If one of them is used and dropped, both of the other two remaining unused, is it necessary to wait three turns to recycle the generator, or can the other two be used first? Is it necessary to power the two fields before recycling the generator? Does the player then have to plot recycle time? Announce it?

A: If only one field was used, once it is dropped you must wait until the third turn AFTER the turn it was dropped to use the generator again. The unused fields do not have to be powered. Recycle time is solely based on when the last field is dropped. So long as one field is operating another can be generated, provided the current field is not the third and final field before the system must begin recycling; see (G16.33).

1011Q: Can an Andromedan mother ship released from stasis (G16.0) launch its satellite ships immediately or must it wait for 1/8th a turn?

A: Rule (G16.73) takes precedence here. Transporters will not work during this period, and the displacement device requires "active fire control" (D6.37) to launch a satellite ship.

1012Q: Can a ship released from an SFG (G16.0) launch a wild weasel that same impulse activity segment if one is available?

A: Yes, if the ship meets the other restrictions for the launch of a wild weasel since launching of shuttles follows deactivation of SFGs in the impulse activity chart (Annex 2). Note that it could not use its transporters because (G16.73) specifically precludes their use although they follow Deactivation of SFGs in the Impulse Activity Segment.

1013Q: A C9A puts a Federation CC in stasis on turn 3, for a cost of 5 points of power. On turn 4, it wants to stasis a CA. Is

the energy cost 10 for the CC plus 10 for the CA (second turn of using the device) plus 2 = 22, or 10 for the CC plus 5 for the CA (first turn with that field) plus 2 = 17?

A: Your second answer is correct; it takes 17 points.

1014Q: A C9A puts a Federation CC in stasis on turn 3, and releases it early on turn 4 (just before the drone wave arrives). No other fields are in use for that generator. Later on turn 4, it gets a chance to put a CA into stasis. Is the cost 5 (first turn for that target), 10 (second turn for the generator), or is it impossible because of weapon recycle time?

A: This is impossible because of the stasis field generator's recycle time as described above; see (G16.33).

1015Q: A C9A puts a Federation CC in stasis when a Federation DN+ flies by, slaps a tractor on the C9A, wins the tractor auction, and begins towing the C9A along. The C9A is now being towed and, therefore, must drop its stasis field. Is it dropped immediately or on the first impulse that the DN+ and the C9A move?

A: Immediately due to simultaneity of effect; see (G16.31).

1016Q: Can a ship launch shuttles or declare emergency deceleration during the same segment that it is freed from an SFG (G16.0)?

A: Yes, see "1012" above. Note however that in BOTH cases if the ship had launched a shuttle the IMPULSE BEFORE it was placed in stasis, it will NOT have satisfied (J1.5) on the impulse it is released from stasis.

1017Q: When revising energy allocation in the middle of the turn due to (G16.72), do you just allocate energy, or do you perform the entire Phase-1 procedure, or do you perform a complete End-Of-Turn cycle including phases 7 and 8 and phases 1 through 5?

A: The last paragraph of (G16.723) specifically states that phases 7 and 8 are performed for the ending turn, and only phases 1, 2, 4, and 5 are done for the turn beginning. Self-destruction is not an option.

TRACTOR VS WEASEL (1018Q): A Federation CA is under attack by drones and uses a WW. *Oh, he wants to die?* A drone hits the weasel, exploding it. Four impulses later, the CA no longer gains anything from the weasel and may, therefore, be tracted. However, several drones are still aimed at the remains of the weasel, so the CA commander does not wish it voided. Would the weasel be voided if the CA was tracted?

A: No, the tractor applied by another ship does NOT void the weasel. So long as the ship that launched the weasel and is under its protection takes NO voiding action (such as activating its fire control or moving faster than speed four, or firing a weapon), it will be protected by that weasel. A tractor applied from outside the ship will not void the weasel as it does not increase the protected unit's "electronic brightness" (C2.42) in Basic Set.

1019Q: If a friendly CC tracted the CA and and towed it at a speed of 10, would the weasel be voided?

A: No, see above.

1020Q: If an enemy tracted the CA and dragged it at a speed greater than 4, would the weasel be voided?

A: No, see above.

MULTI-WARHEAD DRONES (1021Q): Is there a minimum launch range for multi-warhead drones?

A: Rule (FD8.22) establishes that an MW drone works like an SP. It uses rule (FD7.3) for targeting, with the exception of no 8-impulse delay.

1022Q: Do multi-warhead drones have a minimum release range like scatter-packs?

A: Yes, see above. It cannot release on the impulse it is launched; however, see (FD8.22).

MULTI-ROLE PFs (1023Q): Deck crews are used to change the modules of a multi-role PF (MRN or StarHawk). How many deck crews can work on a PF during a turn? Is changing a module one action or two? Is replacing a WBP (or PPTs) a deck crew function? If so, what about PFs that are not MR-PFs and don't have deck crews?

A: Two deck crews can work on a PF during a turn. Rule (K2.641) specifies that warp pack changes take one entire turn. The PFT can change WBPs on any or all of its PFs during a turn. Reloading PPTs is not possible during a scenario (FP6.21). *Thanks to Tony Zbaraschuk for this reply.*

1024Q: What about the heavier shields on the StarHawk-L?

A: There are no improved shields on StarHawk-Ls as they are simply StarHawks with the Leader module, and modules do not add shield boxes in Doomsday.

1025Q: Can unattached modules be reloaded to allow faster reloads of returning PFs?

A: They cannot be reloaded while not installed on a PF (K2.381). These unattached modules can be repaired by the PFT's repair systems.

LEGENDARY SHOT (1026Q): Since a Legendary Weapons Officer subtracts one from the "effective range," would this allow a range-30 photon to be fired at a target 31 hexes away?

A: Certainly. That's why he's a legend.

PA PROCEDURE (1027Q): When transferring the 10% from the PA panels to the batteries, what is the correct procedure?

A: The Andromedan can take 10% of the power in each panel bank (D10.411). If for instance he has ten points in each panel bank, he could take one point from each bank not two from one and none from the other. Note that as fractions of .05 or more are rounded up, if each panel bank had 14 points, each would still only be able to transfer one point as their totals are still separate.

ARMED AND DANGEROUS (1028Q): Can ships docked inside the Desecrator have their weapons armed and ready to fire? Can SatShips in motherships have weapons ready to fire?

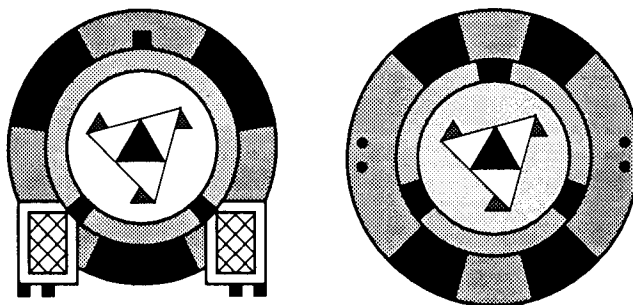
A: (R10.7A) and (R10.7B) both specifically note that all Andromedan ships docked inside the Desecrator can arm, but not fire weapons. This is listed as an exception to (C13.481).

HOW DO I HIT THEM? (1029Q): How are ships docked inside the Andro starbase hit? Using the starbase procedure (hull hits after all hull in that module is gone), or using the Mothership procedure (shuttle hits).

A: ACTUALLY, both procedures are used. See (R10.7C).

UNDocking PANELS (1030Q): If undocking "normally," do the ships have to drop their PA panels as a ship with shields would have to drop its shields.

A: No, (C13.24) and (C13.15) say "shields," so panels are allowed to function normally.



POWER TO THE BASE (1031Q): Can docked ships exchange power with the starbase? (Andro ships, Andro starbase).

A: The ships are docked in accordance with (C13.0) and are under all the restrictions, and have all the benefits, of that rules section except as modified by (R10.7). See (R10.7), (C13.41), and (G19.25).

WHERE DID THAT POWER GO? (1032Q): When a PA panel is destroyed, its power is released and must be absorbed by other systems. What happens when an Andro battery is destroyed? Is the power simply lost, or does it count as "released" power?

A: Power in a destroyed battery is simply lost (H7.38); there is no special procedure for power in destroyed Andromedan batteries.

FIREHAWK-LX (1033Q): Can a FireHawk-L use X-technology?

A: Yes, however as the total effect is to simply add two "Flag" and two "Aux" boxes, there seems to be little reason to do so, and the Romulans never did. Indeed, the current edition of the rules does not even provide for a non-X FireHawk-L to exist in the first place.

CAPTURING SHIPS (1034Q): Is it easier to capture a ship under the Captain's Edition rules than in the Commander's Edition?

A: Yes and no. Ships can be boarded as before, and the defender has the advantage of the control stations. That hasn't changed. Some things have changed. The new combat system (where both sides score casualties based on their strength and a die roll) makes it a more realistic procedure than the old "get enough to overwhelm him and roll a die." This makes capture "possible" if you can build up enough force over several turns. Another change is that the old sleaze of beaming over a couple of marines at the combat rate and then, on the same impulse, beaming over a horde at the non-combat rate has been eliminated. Your bridgehead has to survive for a full "turn" (32 consecutive impulses) before you can transport at the non-combat rate. There is also a limited form of directed damage to knock out key facilities.

FEDERATION ESCORT CARGO (1035Q): The Federation apparently gets the (R2.R5) escort cargo rule in compensation for not having PFs. And yet, there is no provision to cancel this advantage if the conjectural PFs are used. Should there be one?

A: No, there should not. The cargo holds are an integral part of the ship and impossible to remove. The only real solution would be an entirely different set of escorts for use in such a Fed-PF campaign, and that's not worth the effort and confusion.

HIT-AND-RUN COLLISION (1036Q):

Q: Your ship and my ship are doing hit-and-run raids against each other on the same impulse. My BP destroys something on your ship, or does not destroy something, and is supposed to return. Your BP destroyed the transporter that is supposed to transport me as a "single operation." Nominally, your destruction of the transporter will happen at the same time as I am doing something on your ship, so I will be trapped on your ship because I will not have been beamed back out.

A: The out-fight-back is a single-action/single-instant time node, and you would not resolve the effects of simultaneous H&Rs until the entire H&R sequence is over. Remember that there are many instances of damage in movement and DF weapons that are conducted sequentially and resolved simultaneously.

ABOUT THOSE FIRING ARCS (1037Q): Is the "owning player" in (D3.43-C3) the owner of the target ship or the owner of the firing unit?

A: Of the target ship.

CRIPPLED SEEKING SHUTTLES (1038Q): Does a crippled suicide shuttle lose its anti-matter bomb under the provisions of (J1.3324), which requires it to discharge any non-phaser energy-based weapons?

A: No, suicide shuttles are exempt from (J1.332) as they are treated as "seeking weapons" and handled under (FD1.8), which notes that they can be crippled, but does NOT provide that a crippled suicide shuttle (or a scatter-pack for that matter) must drop its weapons when crippled.

MORAY EELS (1039Q): When fighting monsters and calculating the number of points needed to gather enough information or the number of points needed to destroy the monster, do you use economic or combat BPV?

A: When not stated otherwise, you use combat BPV.



1040Q: Movement takes place before combat, so is it possible to move out of the hex before the Moray Eel of Space (SM3.0) bites your ship?

A: The Moray Eel bites when it enters the ship's hex; it works essentially as a seeking weapon. The bite is recorded when the Eel enters the hex (even if you leave the hex on the same impulse) and is then resolved as part of the movement phase at the same time as drone explosions.

1041Q: When the Moray Eel moves up to six hexes in a single impulse, will transporter bombs detonate as a result of this movement?

A: Yes, see (C1.454).

1042Q: When the Moray Eel moves up to six hexes in a single impulse, will drones targeted on the monster impact the monster as it moves through their hexes?

A: Yes, see (C1.453).

1043Q: As movement usually takes place before combat, when the Moray Eel moves up to six hexes in a single impulse, does the monster get to use its MCIDS (E6.0)?

A: Yes, see (E6.33) and note that it specifically mentions the Moray Eel of space. ☺☺☺

ATTENTION: KLINGONS!

Thanks to our previous articles, more and more of you want to say *NO!* when told to attack the Alliance, but some of you find it hard to do so. We'd like to help. Here are:

101 WAYS TO JUST SAY "NO!"

1. I have to align my Ffranistan splines.
2. The crew needs a bath.
3. It's Clint Eastwood night in Rec Room 3.
4. The Organians said they might drop in.
5. I want to spend more time with my warp engines.
6. I've been scheduled for a refit.
7. I'm staying at Starbase 3 to protect it from a sneak attack by the WYNs.
8. We're still repairing the bowling alley from the last critical hit.
9. I'm building an ISC ship from a kit.
10. I can't find the line for life support on my Energy Allocation Form.
11. The security officers asked me to stop by.
12. I'm doing door-to-door collecting for the Peace and Love in the Galaxy campaign.
13. I'm checking the freshness dates on my dairy products.
14. I wrote a term paper, and I'm waiting to see if it gets published.
15. My SSD is missing a box, and I have to find it.
16. I'm writing down all the changes from the Commander's Rules to the Captain's Rules.
17. We're converting our ship's instruments to the metric system.
18. I'm trying to see how long I can go without saying the word "yes."
19. My mother said hair would grow on my palms and I would go blind if I did.
20. All the modules on my drones are null.
21. I'm getting a new coat of paint on my ship.
22. My patent is pending.
23. I can't remember where we parked the ship.
24. The Milli Vanilli fan club meets then.
25. I have to go back in time and save the spotted owl.
26. My tractors were repulsive last night, and they need cleaning.
27. I'm taking up disco dancing.
28. I'm afraid I've come down with a horrible case of something or other.
29. We are expecting a gas creature to come through ventilation duct number 3 and kill the crew.
30. I'm converting my calendar from Gregorian to Stardates.
31. My plot to take over the galaxy is thickening.
32. My phaser capacitors need charging.
33. I left my crew in my other ship.
34. I have to give nuisance lessons to the Orions.
35. I'm learning to speak Andromedan.
36. The last time I said "yes," I never came back.
37. I have to answer all of my "Occupant" letters.
38. The covers on my torpedoes don't match.
39. I dropped a penny in a black hole, and I'm waiting to see how long it is before it hits bottom.
40. I'm having my crew neutered.
41. People are still blaming me for the General War.
42. The handle to the airlock is on the other side.
43. I'm waiting for Doomsday to be finished.
44. My phaser-3s want to know how they can grow up to be phaser-4s.
45. I have to do my next turn for Galactic Conquest.
46. I'm touring Klinzhai with a pacifist group.

47. My Save the Space Dragons meeting is tonight.
48. I never go out on days that end in "Y."
49. I have to write to my pen pal.
50. My mother would never let me hear the end of it.
51. I'm running off to the WYN zone with an Orion dancing girl.
52. I just picked up a book on comparative religions of many races, and I want to convert to all of them.
53. I have to wash my ship.
54. There are galactic problems that need worrying about.
55. I have to draw "Kilroy Was Here" on all the latrine walls on the ship.
56. I promised a friend I'd help him fold star charts.
57. I'm trying to be less popular.
58. I feel a song coming on.
59. My sensors aren't.
60. I'm uncomfortable when I'm alone or with others.
61. I'm making an auto-documentary on the effects of sensory deprivation.
62. I'm making guest lists for my boarding parties.
63. I'm trying to remove my excess damage.
64. I have to rotate my shuttle bays.
65. I'm observing National Apathy Week.
66. Having that much fun gives me hives.
67. We invited the Gorns over for a barbecue.
68. I have to jog my memory.
69. My transporters need a transplant.
70. I'm going to get my tactical intelligence probed.
71. What the Hull for?
72. I mizia my ship and have to get back to it.
73. I saw the poster in Captain's Log #8.
74. My ship cloaked out, and now I can't find it.
75. I just washed my Energy Allocation Form and can't do a thing without it.
76. I'm counting the tsetse flies in my labs.
77. My "Cloaking for Obscurity" class meets then.
78. I'm sorry but that subspace number has been disconnected.
79. I have to take my engines to the psychiatrist... they're warped.
80. I'm studying for a blood test.
81. I gotta heat m'engines so they is HET.
82. I'm grooming my other personality for a spot on "Federation's Most Wanted."
83. I have to tune my Chambers coil.
84. I've been assigned to a new ship that's still in playtest.
85. I've been traded to another race for a captain to be named later.
86. My Orion friend is coming over to trade weapons.
87. I'm having trouble drawing enough blood from the crew to launch my plasma torpedo.
88. It wouldn't be fair to the other 4000 BPV of ships.
89. I'm addicted to the agonizer booth.
90. I'm busy subjugating another planet right now, but if you leave your name and number, I'll get back to you.
91. I am going to a seminar on "Who Shot JFK."
92. I don't have the impulse right now.
93. I'm attending a Torture Convention where I'll be the Guest Agonizee.
94. I'm calculating pi to the last decimal place.
95. I'm trying to figure out the correct response to "Jeopardy."
96. I've beamed down and can't get up.
97. I've enrolled our ship in the Macy's parade.
98. I have to check the rules and see if it's legal.
99. Violence never solves anything.
100. My crew has mutinied.

... and the 101st way to JUST SAY NO:

I had to take my shields down to have them cleaned!

—Tom Gondolfi and friends.

TEN MORE QUESTIONS ABOUT DOOMSDAY

The players have asked, and they deserve an answer!

21. Do you really expect me to buy all of the products I have played for years AGAIN? I am VERY upset about this! If you think about it, you have little to be upset about. For you, nothing has changed except your options. If we had not done the new edition, the game would have strangled on its addenda and there would have been NO new products and NO new players ever again. You might have eventually grown tired of the existing ships and scenarios and the steadily dwindling group of opponents and moved on to another game. You can still do that. (We might suggest the Captain's Edition as a "new game".)

You might have continued playing the old rules forever. You can still do *that*. You can even buy the truly "new" products and (with a few glitches) use them with your old rules until you feel comfortable enough that we're not going to do a new edition any time this century and buy the replacement products then.

Or, for a very few dollars, you can go along on the greatest adventure that SFB players have ever been offered. All we have done is to give you the ability to choose your own path.

22. What happened to rules section (W0.0)? That section is the miniatures rules. Since there were no miniatures available at the time, we used the pages for something else. Task Force will provide a copy for a stamped self-addressed envelope.

23. About the way you screwed the Andromedans...

First, the Andros were reduced from being too powerful to being properly balanced. If removing unfair advantages and unbalanced rules and ships is "screwing" them, so be it.

Second, we explained why we did everything on an entire page of Module C2. As noted, this was tested by more than a hundred developers and playtesters for more than a year.

Third, new players who never played the old rules report that they are winning consistently with the new rules.

Fourth, the vast majority of players support the new rules. The only complaints seem to be from Andros who suddenly found that they did not automatically win every game, and from players who wanted the rules fixed but wished they could learn the new ones faster.

Fifth, the Andro tournament ship won 7 of 14 battles at the Origins national championships in 1991, which seems just fine.

Sixth, the whole project started from an article written by Andromedan Ace Tony Medici back in 1986 which proved conclusively that a 90-point (old rules) Cobra could defeat a 150-point cruiser 100% of the time without taking any damage and without the cruiser being able to do anything about it. Obviously, that required fixing, and we did a good job.

24. About the way you screwed the Romulans....

Several Romulans have complained about the fact that they can now be damaged while cloaked. (Remember the Roms? Those guys who honestly think they are supposed to rule the galaxy? Apparently, they also think that they are not supposed to be damaged at all while cloaked.)

Yes, the rules were changed. Yes, it is now easier to damage a cloaked ship. So? The cloak was never intended or designed to be a free pass that prevented any damage. It was intended to provide time to evade or reload. The new rules accurately reflect the proper role of the device.

Curiously, no one ever thanked us for the improvements in the cloak, such as the inability to transfer seeking weapons targeted on a cloaked ship.

25. About the way you screwed Hydran Stingers ...

Yes, several new ways to kill Stingers have appeared (RALADs, Starfish drones). Yes, the new rules for firing inside a shuttle bay now make it possible for the Stinger to be destroyed before it can fire and destroy the enemy ship it is inside of. And we could even mention (D11.41), which isn't really a change except to those players (mainly Hydrans) who apparently thought that "fire" (in the old rules) meant "launch seeking weapons" as opposed to "fire or launch any type of weapon."

The problem is that (as the poster in CL9 showed) Stinger fighters are just plain dangerous. If they get close, three of them can cripple any cruiser in the game. They have far more direct firepower than any other fighter, both because of the galling and the double-barrelled heavy weapon system. They were simply too powerful, and we had to fix the problem.

We considered many alternatives. It came down to cutting the fusions to one per fighter (with two charges) or doing something more subtle like reducing the average life span of the fighters. After years of playtesting, this is the approach we finally took. Despite pleas (not to mention demands) of the Hydrans, we will not be creating some new system to make them less vulnerable to ADDs and other weapons.

Restoring the previous problem is an oxymoron.

26. Why were dates on the MSC moved up so that no one has any ships before Y120?

To make room for the ships of the Early Years module, which were in service prior to Y120 or so. The rumored "early D6 with 24 warp" is in fact the D4, which was in service then.

27. I was comparing the Master Ship Chart in Module D1 to my old Commander's SSDs and charts and noticed a couple of dozen ships that are missing. Have these, for example the Fed PolCVE, been deleted from the game?

The "missing" ships are in fact simply changes in designation; the PolCVE is now listed as the PV. One of the goals of Doomsday was to replace the five or six designations for each ship with a single uniform version. We tried to stay with three letters or less so that it would fit on the counters.

28. I was disappointed to find so many carriers missing from Module J. What happened?

Nothing, really, since those carriers were never scheduled for Module J. That module was set to have a sampling of carriers, particularly for races that didn't have any. The rest of the carriers are where they always were, in the old Volume III variants files that are headed for modules R2-R3-R4.

29. Where are the following SSDs: Hydran Iron Duke, Federation DNG, Klingon C7, Kzinti DN....., Romulan PHX?

Those ships (and 232 more) are in Modules R2, R3, and R4. This question comes mostly from new players, who arrived after the old Commander's products with those ships were out of print, but who have seen references to them in some of the new Captain's Edition products.

30. When will "Doomsday" be finished?

Assuming that you mean "when will the old Commander's Edition products all be converted to the Captain's Edition," we're just about done. After Modules R1-2-3-4 are released, all we'll lack is the fiction (which may or may not be reprinted), about half of the scenarios (and a handful of worthwhile articles) from Nexus and the first six issues of Captain's Log, the prototype rules for Marines (which were never formally published), the first-generation X-ships (which were in Module P2), and the second-generation X-ships (which may or may not be revised and redone).

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WHAT WE DID AND WHY WE DID IT (Part 2)

THE RULES CHANGES IN DOOMSDAY

Captain's Log #9 included several pages listing rules changes found in Basic Set. This second installment lists additional changes found in Advanced Missions, Module C1, Module C2, Module J, and Module K.

(C10.131) Shuttles using EM must now sacrifice 1 point of speed for the entire turn in which they plan to use EM, whether they use it or not.

(C10.14) Computer ships using EM changed from paying a fixed rate to paying half of the basic rate.

(C10.15) Monsters can no longer use EM.

(C10.17) It had never occurred to us that people would try to have seeking weapons use EM. There was never any "enabling legislation" that allowed it, but there was never anything to strictly prohibit it. Now there is.

(C10.24) Conditions causing loss of eligibility to use EM have been expanded and better defined.

(C10.314) Cancellation of EM announcement on impulse #32 is now allowed only if sufficient warp/impulse damage is taken from direct-fire weapons during impulse #32.

(C10.35) Using EM continuously from one turn to next now counts as the one time only start of EM use for that turn.

(C10.45) Units using EM in asteroids now use "effective speed" rather than the "shift one column up" rule for damage.

(C10.46) The effects of EM vs. mines were defined in terms of additive speed.

(C10.49) ADDs on a unit using EM is penalized by a +1 shift.

(C10.51) Andromedan motherships were prohibited from launching or recovering satellite ships (by transporter or displacement) while doing EM.

(C10.54) WWs can now benefit an erratic unit if their EM cost is less than the limit for units under WW restrictions, i.e., nimble ships, computer-ships, and ships with legendary navigators.

(C11.3) Breakdown was added to the list of problems that would rob a ship of its nimble status.

(C11.31) Crippled non-ship units do not lose nimble status.

(C12.0) Changing speed in mid-turn has been greatly expanded to cover many situations previously covered inadequately, and several examples were added.

(C12.12) Legal Speed Plot was never precisely defined anywhere before, and now it is. Here.

(C12.31) The old "alternate" system [which was numbered (C12.311), a number now used for one paragraph of the old (C12.31) rule], whereby you had to continue your previous speed into the next turn (until you had been at that speed for 8 impulses) was eliminated. This was perhaps the most complex decision in all of Doomsday, and we'd like to explain it completely. First, the old rule was added for "realism," but all it did was move the "magic wall" from the turn break into the first of the next turn (and allow you to control the timing). The chances of taking damage in the final impulses of the previous turn that would make it physically impossible (or tactically undesirable) to move at the required speeds forced the addition (in later addenda) of the rule allowing one unlimited deceleration in the first eight impulses. This rule (C12.32) became the tactical loophole of the decade and eliminated any realism that the old (C12.311) created. (Yes, an unlimited decel during the Energy Allocation Phase is ridiculous; so is an unlimited decel seven impulses later.) It is fairly common to move at high speed on one turn (trying to get in the enemy's face), then plot a very low speed on the next turn and put all of the power into weapons. This is complicated (in the standard rules) by the fact that you have to achieve this position on impulse #32; no other impulse will do. With the "early in the turn unlimited decel," you could get

close on impulse #32 and, on the next turn, allocate enough "fast" impulses to achieve firing position and then take the magic decel and dump all of the remaining movement power into weapons. Obviously, those using the "alternative" system were playing a VERY different SFB than those using the "standard" system, with a major effect on game balance. (Ships with a lot of slow-arming but powerful weapons, like photons, hellbores, and plasmas, are MUCH more deadly when using the alternative system than the standard one.) The only way to leave the "alternative" system was to provide two BPVs for every ship in the game, with players using whichever one matched their rules. This would have effectively shut down the game as every scenario would have to come with two sets of ships, one for use with each set of rules. Because the two systems could not co-exist, we had to go with one, and surveys showed that most players used and preferred the "standard" system. Also, this was the one that the ships were balanced for; using the other system would require changing many ships, BPVs, and scenarios.

(C12.34) Fighters (and shuttles) can now make speed changes, but this comes at a penalty. If a fighter moves at less than half of its top speed, it will be unable to accelerate to maximum speed and break a tractor beam.

(C12.36) Penalties for missed speed change announcements are now defined.

(C13.411) Maximum power transfer to a base is now set at the giving unit's DamCon rating.

(C13.413) Reserve power cannot be transferred between a docked ship and base.

(C13.42) Units internally docked on a base may have shields up. They could before, but it was never clear.

(C13.92) The text of the first paragraph was moved to (C13.91) while the remainder of this rule (which dealt with movement) was retitled "movement of docked ships."

(C13.97) Rules for multi-ship docking (more than two) added.

(C14.0) Pinwheel is available to Tholians in all time periods.

(C14.24) Shields were changed to make more sense. Too bad it resulted in a 50% increase in pinwheel shield strength. Who says the game is biased in favor of the Klingons?

(C14.47) Pinwheel boarding actions defined.

(D10.26) Data on how to change levels was moved here from (D10.22) to make it easier to find.

(D10.411) Reference to energy module deleted as power is now transferred to them at a separate point in the Sequence of Play. Reference to dissipation to space deleted, duplicates (D10.412).

(D10.423) Some data here on dropping or reducing panels was moved to (D10.26) and (D10.25) where it belonged.

(D10.73) Some EW data was moved to the EW section.

(D11.0) Chaff pods now called chaff packs due to the addition of a fighter pod that carries chaff (J11.32).

(D11.32) Previously undefined situation defined. If a scatter-pack or MW drone with randomly targeted submunitions is distracted by chaff, it will pursue the hex the chaff was dropped into and then release its submunitions normally.

(D11.4) This was clarified to mean what it was originally meant to say, that both direct-fire and seeking weapons are affected. Surveys show that half of the players read it each way, so half will think it is a rules change and half won't. At least now they will all be playing it the same way.

(D12.0) The entire internal explosion rule has been clarified to explain better that it does not apply if no armed shuttles are present, and to define what counts as an armed shuttle and what does not, including drone racks, chaff packs, etc. How a chain reaction can be stopped has been explained, and a detailed example added. Random assignment of shuttle damage points is now provided. Nothing actually changed, but because no two players read the rule the same way, just about everyone will

regard it as a change from previous practice.

(D12.12) Status of scatter-packs, suicide shuttles, WWs, web anchors, cloaked decoys, MRS, and SWACS is explained.

(D12.124) Plasmas on fighters will now explode in chain reactions. The logic for this major change is fairly obvious.

(D12.24) A chain reaction on a tug pod can only affect that pod. A chain reaction in a module can only affect that module. This was the previous rule, but it was unclear.

(D12.25) Provisions added to prevent chain reactions from spreading between bays through the bay transfer locks.

(D12.30) The status of Klingon drone racks in regard to internal explosions was clarified.

(D12.31) Several additional unfitted Klingon designs (D7A, F5S, penal ships, some others) also have their drone racks affected by chain reactions.

(D13.0) Aegis underwent a conceptual overhaul. Previously, D5s had limited aegis and escorts had the full 4-step aegis. Under the new system, D5s and all escorts had 2-step limited aegis until Y175, when the escorts (not the D5s) got full aegis.

(D13.143) Gatling phasers can now fire multiple times in a single aegis step (though still no more than 4 shots per turn.)

(D13.15) Aegis (obviously) requires active fire control.

(D13.5) Aegis fire control can be detected while in operation.

(D14.251) Legendary Weapons Officers can be used for EDR repairs on weapons (only).

(D14.31) Bases and FRDs can now reduce their damage control rating by up to six, instead of five, for EDR die rolls. Battleships and other ships with damage control ratings greater than six can now use this procedure, but can only reduce the box by six, and no less.

(D14.32) Green PF crews cannot use EDR; ace PF crews can use EDR twice per scenario.

(D14.4) Useful tactical notes on EDR use added.

(D15.0) A brief summary of the Update #2 rules was given.

(D15.831) Ships at WS-III can convert 5% of their crew units to militia before a scenario begins.

(D17.125) Naval auxiliaries and freighters have reduced Tac Intel abilities.

(D17.132) EW Fighters use the PF column for TacIntel.

(D17.17) Phaser-4 & web snare added to heavy weapon list.

(D17.1912) Captured (but unmodified) enemy ships are now treated as exception.

(D17.228) Labs were given a new function. Each lab assigned to study a specific target (maximum of two per target) decreases the effective range to that target for TacIntel. purposes by one hex. This does prevent all other functions of the lab for the turn, however.

(D17.23) A level of information can now be asked for in the Lock-On Stage of the Impulse Activity Segment, instead of being asked for before movement.

(D17.27) New Rule on Encounter Situations. Explains how tactical intelligence rules can be used to set up scenarios.

(D17.4) Numerous additions and clarifications made to the specific levels of intelligence.

(D17.9) Rules for non-use of tactical intelligence defined.

(D19.12) Previous penalty of 6 points of ECM has been eliminated while using passive fire control.

(D19.311) Ships can now begin a scenario as if they had no fire control during previous turns, but they also are considered to be at WS-0.

(D19.312) Cloaked ships no longer gain PFC benefit (D6.64).

(D19.33) Passive fire control with warp shutdown was moved here from (D19.13).

(D20.3) Long term cloaking added to hidden deployment.

(D21.5) Escape procedure from ships undergoing catastrophic damage has been extensively revised, particularly in the distance units can move, reflecting the smaller explosions.

(D21.7) Andromedan exceptions to (D21.0) now given rule.

(D23.0) New shock effects rule added to reflect ships having weapons more powerful than they can fire repeatedly and not risk breakdown.

(E8.27) Alternate firing arcs for maulers were provided and linked to the directed turn modes rule.

(E8.34) The restrictions on mauler battery use was lessened.

(E8.5) Andromedan mauler rules moved here from R-section.

(E9.43) Some data on holding was moved to (E9.22).

(E10.41) The defending player can now distribute odd hellbore points at his option rather than randomly.

(E10.43) The phaser directional question, having been changed four or five times in as many years, was finally and permanently resolved as affecting penetrated shields only, the only rational explanation.

(E10.54) Hellbores cannot be fired in enveloping mode at living or size class 0 monsters.

(E11.17) Number of PPDs in a given fleet limited.

(E12.44) Range data added to table (range brackets not listed on Commander's Edition tables).

(E14.0) Web fist added to web caster abilities.

(F2.F10) A new version of the F-15 has type-IV drones.

Another version has six type-I and two type-VI.

(FD6.0) Probe drone rules rewritten and expanded.

(FD6.32) Probe drones now have a recon mission.

(FD7.0) Scatter-pack shuttle rules were clarified with examples.

(FD7.3751) Type-VI within 8 hexes of target doesn't need a control channel to release from scatter-pack.

(FD7.39) The data in this rule number in the CL4 addenda was moved to (FD7.43), and the number was used to discuss procedures for using scatter-packs to transfer drones.

(FD8.0) Multi-warhead drone rules were revised extensively.

(FD8.221) New details were provided for what happens to the bus vehicle of a multi-warhead drone. What happens to a MW bus vehicle is new.

(FD8.4) Cost of MW drones explained in greater detail.

(FD9.0) ECM drone rules were revised extensively, including several new restrictions.

(FD9.3) Added section defining ECM drones by frame used.

(FD10.5) Updated drone module cost charts.

(FD14.2) Spearfish drones have been simplified and made more effective. They can now "punch through" Andro PA panels.

(FD15.0) Starfish drone: Multi-warhead anti-drone.

(FD16.0) Stingray drone: Single-warhead, MW rules.

(FP9.22) Activated D-torps on a fighter in a shuttle bay will deactivate if the fighter remains in the shuttle bay for 25 turns.

(FP10.16) This was changed so that plasma racks were hit on torpedo hits. This avoided special rules for the ISC (which wanted to use the racks as padding for their PPDs) and basically allowed ships to have the same damage profile with F-torps or D-racks.

(FP10.24) Restrictions were placed on offensive use of D-torps.

(FP10.25) Weapons status data for plasma-Ds added.

(FP10.4-5) Data on ships carrying D-torps was deleted from the rule and moved to the SSDs and ship descriptions.

(G11.0) Super-Intelligent Battle Computers. This rule has been completely revamped. The possibility of failure can result in a berserker ship that attacks friendly units. Rules were added to deactivate the computer.

(G11.4) This section on computer failure was added to provide an explanation why computer-controlled ships never did work.

(G12.39) The fate of seeking weapons targeted on a separating ship now defined.

(G12.62) The "no rear hull" Federation ships were, in effect, completely removed from the "separation" rules as they had no rear hull to separate the saucer from.

(G12.83) Federation T-bomb storage was moved to the rear

hull. This was logical given that bombs were being dropped from the shuttle bays.

(G12.9) Neo-Tholian ship separation section added.

(G16.0) SFG rules completely rewritten.

(G16.14) This was added for the benefit of the ship trapped in stasis. Otherwise, the field might go down after DF weapons and before the next seeking weapon movement, leaving the ship unable to defend itself, as would normally be allowed.

(G16.312) The SFG operating ship must now be stopped for 8 impulses before the SFG can function.

(G16.403) TacIntel on a unit in stasis is limited to Level H.

(G16.49) Rules were added for control of seeking weapons released from stasis.

(G16.7) Rules for releasing a unit from stasis have been expanded and clarified.

(G16.72) Energy allocation and rationalization for ships in stasis was expanded and defined in much greater detail.

(G17.0) Repair rules extensively rewritten. These repairs are now considered temporary rather than permanent.

(G17.25) Crew unit casualties result when repair is damaged.

(G17.26) Repair boxes now have a 100 repair point maximum in a scenario.

(G17.5) Partial repairs became hasty repairs because the term partial repair already meant a box that had some, but not enough, repair points applied to it.

(G17.512) Option to repair X-system as non-X equivalent added.

(G18.13) The rules allowing EW to interfere with a whole host of things (D6.37) also include displacement.

(G18.42) The rules on disrupted fire control were consolidated under (D6.68). We did, however, allow seeking weapons to continue because a single seeking-weapon ship in a duel with two Andros would automatically lose.

(G18.51) Self-displacement failure was changed from random movement to leaving the unit in the original hex.

(G18.52) It was clarified that success is automatic against another Andromedan ship, BUT this automatic success is subject to the EW die roll shift. Consider the implications of offensive EW (G24.219) on this situation.

(G18.74) This was added to clarify the problems of ships docked outside of things. Also, we established (for the first time) when happens when something that can be displaced is docked to something that cannot be (i.e., nothing happens).

(G18.8) New location of rules limiting number of DisDevs.

(G19.211) Now three sizes of SatShips instead of two, and three sizes of hangar bays to go with them.

(G19.322) Andro hangars use (G19.322) but not (D12.0).

(G19.411) Transporter energy now varies by size of SatShip.

(G20.2) Now three sizes of energy modules, not just one.

(G21.0) Crew quality rules rewritten for clarity.

(G21.2) Crew quality effects were renumbered in an organized manner, rather than just the order they were thought up.

(G21.233) Outstanding crews will ALWAYS have a spare shuttle, even if the MSC does not list one.

(G22.0) Certain officers now cost a percentage of the ship they are placed on, rather than a flat BPV.

(G22.121) Legendary officers can substitute for a crew unit.

(G22.133) Legendary Engineers can perform some of their functions from a control box.

(G22.24) Captain improves chances of self-destruct.

(G22.25) Captain gains better weapons status.

(G22.34) Science officer TacIntel benefit.

(G22.36) Science officer deactivation of cloaked decoy.

(G22.47) Engineer deactivation of cloaked decoy.

(G22.48) Engineer affect on self-destruction.

(G22.52) Chart result #5 Major now wounded, not killed.

(G22.7) Weapons officer can try to unlock enemy ship's

weapons, can repair weapons on own ship, and improve chance of self-destruction working.

(G22.86) Navigator can now modify breakdown or quick reverse roll once per scenario.

(G23.221) New 25-turn limit on storing ESG energy.

(G23.24) ESGs received capacitors in the addenda; these were more fully defined in the new rulebook.

(G23.31) Release of ESG field; basic system has been dropped.

(G23.314) Clarification: A field may be announced while under EM, but the ship must cease EM before release OR THE FIELD IS VOIDED AND THE POWER IS LOST.

(G23.33) Cancellation of ESG announcement was given an exact time during the Sequence of Play.

(G23.512) Two or more fields at different radius generated by the same ship striking a unit count as a single volley.

(G23.513) If an ESG strikes along a hex spine, damage is scored on the shield facing the ESG hex which entered the same hex as the unit being struck (some exceptions).

(G23.514) Impact is determined during movement, but after TACs are made.

(G23.562) At time of formation, all units in an ESG hex are considered to be "outside" the sphere.

(G23.573) A ship in a forming ESG hex may use tractors defensively to prevent ESG damage.

(G23.61) Mine-ESG interactions completely defined. An explosive mine struck by an ESG is detonated before the mine takes any damage.

(G23.616) Clarification: Mines will not accept ESG fields as targets; only the impact of a field will detonate a mine.

(G23.652) ESGs cannot be formed with a planet or moon inside.

(G23.654) ESGs take damage from dust clouds.

(G23.74) Rules for ESGs striking two units docked to each other have been added.

(G23.844) Hellbores vs. ESGs resolved one at a time.

(G23.85) ESG web interactions have been clarified.

(G24.13) Blinding of special sensors now only lasts for 32 impulses after the firing of the blinding weapon and cannot affect non-powered channels.

(G24.211) EW lending clarified to mean one-point to power channel PLUS the power to provide the EW points to be lent.

(G24.2112) It is now specifically noted that a scout can only loan 6 EW points per channel.

(G24.219) Offensive EW (jamming an enemy ship) has been added to the game.

(G24.36) Owner must designate which channel is being used and for what.

(G25.23) Cargo transfers involving PFs added.

(G26.0) Web anchor buoys are now destroyed by 16 damage points rather than 12.

(G27.32) Maximum speed of a cloaked decoy increased.

(G27.61) Maximum damage for a size class-3 or -4 decoy has been increased.

(G28.0) Barracks, special type of hull used to house troops.

(G29.0) Positional stabilizers, long a part of the game, now are defined by their own rule section.

(G30.0) Inactive systems, a new rule combining several old special rules in various scenarios.

(J5.0) It is now necessary to pay for fighter warp booster packs in Patrol scenarios.

(J5.12) It has now been specified that warp-booster packs are for specific types of shuttles and are not interchangeable.

(J5.42) Fewer warp booster packs are stored for admin shuttles than for fighters, reflecting their different needs.

(J6.223) The new pod rules in (J11.0) required a rule here preventing green pilots from using the more complex ones.

(J6.31) The experience point chart for fighter pilot quality has been modified and reorganized.

(J6.34) Fighter pilots can now be sent to training school.
 (J6.4) Additional benefits of legendary pilots added.
 (J6.42) A table has been added to determine the fate of legendary aces.
 (J6.51) Ace pilots can only help good pilots with movement effects, not combat effects, of their status. This was done to rationalize the operation of ace pilots.
 (J6.63) Pilot survival, new concept added. Includes ejection from a destroyed fighter and rescue of the pilot. This was added to explain how it is possible to recruit pilots once they found out that they won't survive two missions.
 (J7.121) A dogfight can be used to detect unmanned shuttles.
 (J7.33) The rules covering ships firing into a dogfight are no longer optional.
 (J7.45) Multi-player dogfights defined.
 (J8.0) Most MRS shuttles redefined to become combat equivalent. Old "A/B" concept deleted as each race now has one shuttle. Many heavy weapons were deleted, and the Fed MRS lost its phaser-G. Plasma races have (J8.133) a slightly modified MRS prior to the introduction of the plasma-D.
 (J8.331) MRS shuttles used as scatter-packs can no longer launch additional drones from their ADD, but can fire ADDs in their own defense.
 (J8.34) MRS drone control ability specified.
 (J8.44) Clarified: MRS cannot lend EW support to ship and squadron at same time.
 (J8.51) MRS assignments expanded and refined.
 (J8.531) MRS drone reload rules are somewhat more flexible.
 (J9.14) SWAC as part of a squadron defined.
 (J9.15) SWACs cannot lend EW support to a ship and a squadron at same time.
 (J9.311) There is one recorded case of a CVL using a SWAC.
 (J9.4) Federation SWAC is now faster and has a ph-G.
 (J9.5) The Federation was provided with a heavy version of the SWAC known as the E-3A.
 (J10.0) Heavy fighters were increased in speed to 12 to reflect the combat situation at the time they were deployed.
 (J10.112) Four deck crews can service a heavy fighter.
 (J10.12) Heavy fighters take up two spaces on a balcony.
 (J10.14) In a chain reaction, the first explosion only affects half a heavy fighter, but the next damage point must be scored on the other half.
 (J10.22) Heavy fighters cannot be carried in Fi-cons.
 (J10.33) An explanation was provided for the lack of phaser-1s on fighters.
 (J10.41) Heavy fighters can now fire drones in the FA arc only, not in any desired direction.
 (J10.44) Heavy fighters can now guide up to six seeking weapons and can accept transfers of control from other units.
 (J11.0) PODS: New rule with many new pods.
 (J12.0) RAIL-LAUNCHED ADDS: New rule with enhanced combat options for drone-armed fighters.
 (J13.0) CASUAL GROUND BASES: New rule added.
 (K0.0) All races now have SSDs of all PF variants.
 (K0.11) This rule lists special exceptions to other rules.
 (K0.123) Background and engineering data on PF engines added to support the new (K6.0) rule.
 (K0.3) PF flotillas have been more strictly organized. Some mixing of combat PFs within flotillas is allowed, but some specific combinations are outlawed. Use of non-combat (cargo, commando, mine warfare) PFs is limited to specific scenarios where they are needed.
 (K1.12) Ground assault PFs and the Klingon G1N must pay life support costs.
 (K1.22) Additional information is provided on PF movement, specifying their acceleration and nimble status.
 (K1.25) New "tow bars" were added so that PF flotillas would

have the ability to recover their own cripples. These can also be used to recover survival pods.
 (K1.31) Some monsters affect PF crews.
 (K1.311) PFs operate with minimum crews, and this crew cannot be reduced (without the undermanned penalty) to facilitate evacuating the crew and blowing up the PF, as many players were doing.
 (K1.33) Specifics for conversion to militia provided.
 (K1.42) Use of reserve power to stop damage was clarified for the special PF shield power rules.
 (K1.51) PFs are now limited to a range of 15 hexes for direct-fire weapons. This was part of an overall rationalization of the small attrition units across the game system.
 (K1.522) PFs can accept or transfer control of drones.
 (K1.54) New standard multi-racial rule defining number of real plasma torps that can be fired per turn and number of PPTs allowed per PF. Intended to codify existing rules.
 (K1.55) Ability of Tholian PFs to serve as web anchors and web generators defined.
 (K1.56) PFs cannot use long-term cloaking.
 (K1.61) A cost for PF warp booster packs (and a discount if they are not used) is provided.
 (K1.623) PFs docked internally cannot drop warp packs. The reason why is obvious (no place for pack to drop to).
 (K1.624) Dropping packs doesn't change nimble status. Not a change, just an answer to a frequent question.
 (K1.642) PFs do not use energy balance due to damage.
 (K1.65) Warp booster packs on a PF cannot be turned off.
 (K1.722) Technical data on when EW swing points are set.
 (K1.752) PF scouts can only lend ECM or ECCM to their own flotilla or PFT; they can only use O-EW on a single enemy PF per channel.
 (K1.756) PF scouts going wild now attract ONLY those seeking weapons targeted on the units of the specific flotilla the scout is part of, or on the flotilla's specific PFT.
 (K1.81) Fi-cons cannot operate heavy fighters. While this was obvious to everyone, no rule previously covered it.
 (K1.82) Expanded restrictions on ability of Fi-cons to support fighters. Covers areas ignored in previous edition.
 (K1.9) New shuttle escape rule for PFs with shuttles.
 (K1.92) Crew in survival pod surrenders when rescued by enemy ship. Obviously they're in no position to argue.
 (K1.948) PF survival pods treated as large mines.
 (K1.95) BPV status of recovered and captured pods.
 (K2.11) PFT definition broken down into four basic types: true PFTs, bases, SCS, and casual.
 (K2.24) Links now defined by symbol on SSD. Which link(s) are repair capable, which are internal, which are for fighters, etc. All can be determined at a glance!
 (K2.26) Landing pads for ground bases added.
 (K2.31) PFs have to decelerate to speed zero to dock. They may dock under (J1.62), but not under (J1.621).
 (K2.323) Facing of PFs when launched is now defined.
 (K2.324) When PFs can begin EM is now defined.
 (K2.341) PFs pay to activate plasma-Ds.
 (K2.345) Interrelationship between fighters and Fi-cons on an SCS is defined as part of overall rationalization.
 (K2.38) This rule consolidates the various modular PF rules that were in the ship descriptions of the old edition.
 (K2.414) Docked PFs always did suffer the increased engine damage due to having warp packs, but this rule now says so.
 (K2.42) Status of shield reinforcement of a docked PF defined.
 (K2.433) Data on weapon status of plasma-Ds.
 (K2.434) Data on weapon status of PF leaders.
 (K2.435) Data on weapon status of undocked PFs.
 (K2.464) A PF cannot use its cloaking device to cloak the PFT. It never could, but this makes it clear.

(K2.523) Flotilla membership status for Death-Riders.
 (K2.612) New limit on total repair points that PFTs can perform.
 (K2.65) Drone storage changed; now see Annex 7G.
 (K2.653) Clarified status of drone reloads for PFTs, particularly regarding drone-PF variants.
 (K2.654) Clarified cost rules on drone reloads for PFs.
 (K3.75) Interceptors now have scout variants.
 (K4.3) PFLs only carry one T-bomb instead of three.
 (K4.4) PFLs now use a modified PF DAC with a PFL row.
 (K5.0) PF Damage Chart is no longer optional.
 (K6.0) A new rule was added for PF engine degradation. This applies only at the end of their range and is a framework for special scenario rules.
 (K7.0) Death-Rider suicide PFs were created as a new rule based on previous scenario special rules.
 (K8.0) PFs previously used the fighter pilot quality system, but with a host of footnotes and modifiers. To simplify the game, a copy of the fighter pilot rules was modified specifically for PFs and renumbered.
 (M4.413) Plasma-F captor mine now has unlimited ammunition.
 (M4.419) Type-H captor mine with type-VI dogfight drones.
 (M4.44) Captor mines have built-in ECCM.
 (M4.57) Sensor mines have built-in ECCM.
 (M4.58) New Rule: Using sensor mines as alarm mines.
 (M6.33) Mines deployed around bases now given 50% cost break. Definition of placement around bases also defined.
 (M8.11) Units must be at speed 0 to use phasers on mines.
 (M8.2) Units with seeking weapons can now sweep mines without having to tractor them. The sweeping unit need not be at speed 0, either.
 (M8.426) Incompletely destroyed mines will self-destruct between scenarios.
 (P7.221) Self-guiding seeking weapons have special rules when in the WYN radiation zone.
 (P7.9) How ships leave WYN space through the radiation zone has now been defined.
 (P8.43) Ships in orbit can change facing without leaving orbit.
 (P11.12) Control of seeking weapons cannot be transferred in sunspot terrain.
 (P12.0) Nova effects are much worse than before.
 (P13.1) Dust damage occurs throughout the turn, based on speed, not just at end of the turn.
 (P14.0) Units in an Ion Storm now have a chance of only experiencing one of the three other terrain types that make up an ion storm.
 (R1.F9) Type-II drones and special rails defined.
 (R1.PF0) The standard variants (cargo, scout, ground assault, mine warfare, Fi-con, and PF Leader) are now included for every race as an SSD in Module K, removing the confusion caused by trying to apply a standard change to different PFs.
 (R1.08) APTs no longer have warp booster packs.
 (R1.13) WYN now use standard weapons of the race the Aux carrier was received from.
 (R1.13B) AuxCVA changed its lab to a tractor. This was part of the general move to eliminate the useless single lab boxes from across the galaxy.
 (R1.14) Ground based weapons consolidated under former ground based defense phasers rule.
 (R1.20) Small armed freighter now has twice the warp of a normal small freighter.
 (R1.21) Large armed freighter now has twice the warp of a normal large freighter.
 (R1.22) WYN monitor (with option mounts) deleted. WYNs now have standard monitors of and from their neighbors.
 (R1.27A) AxPFT-Small redesigned, now has special sensors, APRs, repair, and weapons at cost of some cargo.
 (R1.27B) AxPFT-Large lost some cargo, gained other systems.

(R1.28H) GWS: This unit was redesigned and given enough power to use its special sensors.
 (R2.F1) Federation F-14 variants and progression defined F-14 thru F-14D, including ability to carry type-IV drones.
 (R2.F2) The Federation A-10 is no longer modular, but has only the photon. This was done to simplify the game and to reduce the number of Federation gatling-armed fighters.
 (R2.F5) New Fed F-15B has speed 15, extra chaff, and two special drone rails because it was supposed to be the standard Fed fighter and was inadequate compared to others.
 (R2.F11) The new Fed F-111 is the best heavy fighter in the game. We added it to give non-PF Feds "something special."
 (R2.PF) The Federation PF variants, previously only hinted at, were fully defined: photon, drone, escort, Fi-con, phaser.
 (R2.12) Fed Police Cruiser became the Police Cutter.
 (R2.13) The Federation CVA was changed to a DN variant. It was the first CVA, and the original design included many features that were found to be unworkable. The new DN variant will also make conversions possible in a campaign.
 (R2.14) Fed DE now has four G-racks.
 (R2.15) Fed ECL drone racks revised.
 (R2.16A) Fed CVL's ADD is now a G-rack.
 (R2.24) Federation PV was reduced to standard warp engines, making it (properly) a slow and awkward unit instead of one of the fastest carriers in the game. This was part of a general move to standardize warp engine sizes.
 (R2.28) DDG changed to standard drone reloads rather than the original double reloads. With the advent of speed-20 drones, the DDG became the standard Fed DD.
 (R2.56A) Fed NPF redesigned to have two photons.
 (R2.56) Fed NVH is the long-awaited "heavy fighter carrier" with photons, plus six heavy fighters on mech links.
 (R2.64) BCJ: We lowered the BPV of the *New Jersey* by a few points, not because it was too high, but to eliminate the complaints from Fed players who want to conquer the galaxy.
 (R3.F0) Most Klingon fighters received the C-refit.
 (R3.F6) New Klingon Z-P fighter is a ph-2 version of the Z-D.
 (R3.F7) The Z-H reduced from 18 damage points to 16. Gained two special drone rails.
 (R3.PF1) Klingon G1 gained one box on #4 shield to eliminate the hellbore problem.
 (R3.PF2) Klingon G1K now retains the disruptor.
 (R3.PF6) Klingon G1N command PF, new ship.
 (R3.15) A note about something we did not change. The Klingon hangar pod was not given six fighters (as many expected after the CVT appeared in DF&E with 12 fighters). This is because the DV counter in DF&E is only being used for the CVT; it is in fact a D7V with two E4Es. We'll fix this in *CARRIER WAR*.
 (R3.22A) It is now possible to convert a D7 to a D6P.
 (R3.24) D5A has drones instead of disruptors, and (as per earlier addenda) the SFG replaces phasers rather than the probe launcher.
 (R3.25) Klingon E4E and E4A combined, gained a fourth ADD and one shuttle. The useless single lab changed to an APR.
 (R3.28) Klingon C8V now has six disruptors.
 (R3.29) The AD5 and D5E were combined into a single ship as part of the program to give escorts limited aegis before Y175 and full aegis after that.
 (R3.30) F5V gained an APR and a tractor.
 (R3.39) This used to be the C8S. We moved that ship to R3.70 and put the E4J here so that all of the penal ships could be together with the special penal rules.
 (R3.51) Klingon D5E became the same ship as the AD5, with the aegis status and K-refit being the difference.
 (R3.60) Klingon D6P gained a lab.
 (R3.70) The C8S got its disruptors back.
 (R4.F) Romulans got the G-III, a speed-15 G-II, and the G-FSF

a speed-15 variant of the G-FS.

(R4.N5) Nomenclature of KR-series ships standardized as part of an overall program to give ships a three-digit designation (which will fit on the counters).

(R4.PF2) Romulan StarHawk designations changed to interracial standards (e.g., F = Fi-con).

(R4.25) SKE lost two D-plasma racks, 360° ph-3 upped to ph-1.

(R4.29) Romulan SUB added one F-Hull, two A-Hull, and one APR as part of overall revision of the heavy hawks, which were no real improvement over SparrowHawks in old edition.

(R4.37) KillerHawk has shock effects for plasma-R.

(R4.38) FireHawk gained one APR and two aft hull.

(R5.F6) Kzinti TADS is a TAAS fighter with two special rails.

(R5.PF2) The designations of the Multi-Role Needles were changed to conform with interracial standards, where C is cargo, F is Fi-con, G is commando, and so forth. Escort version now has ph-3s replacing some ADDs for sustainability and lost aegis as part of aegis revisions. New anti-fighter K (killer) variant added.

(R5.PF4) New drone-Needle variant.

(R5.11) Kzinti SCS gained four launch tubes. One of its tractors became an internal repair dock for PFs.

(R5.24) Kzinti SSCS gained four launch tubes. One of its tractors became an internal repair dock for PFs.

(R5.25) Kzinti CVA gained two admin shuttles and lost three lab boxes. Two launch tubes were added, and the Y175 refit changes the drone racks to B and C.

(R6.F6) New Gorn G-12 high-speed fighter.

(R6.PF2) Gorn PFE escort PF, new plasma rack PF.

(R6.12) Gorn heavy destroyer had two impulse added.

(R6.14) Gorn PFT redesigned with the rest of the Gorn DDs, giving up some of the excess repair for better power and speed.

(R6.16) Gorn CV gained a tractor; plus and D-refits standard.

(R6.17) Gorn battle destroyer redefined as rebuilt destroyer and given plasma-G torpedo as a result. APRs were added.

(R6.26) Gorn HDP gained a bridge, two impulse, four phaser-3s. It lost an APR.

(R6.36) Gorn BDE/A lost a lab and gained three APR and two phaser-3s.

(R6.37) Gorn DE changed its S-torp to a G-torp as part of the plasma destroyer rationalization program, which eliminated all S-torps from size-4 hulls.

(R7.F) The speed of the Spider-III was increased from 14 to 15. All races got a speed-15 fighter of some type so that (with booster packs) all races could have a speed-30 fighter. In the case of the Tholians, it was simpler and more appropriate to speed up the Spider-III than to invent a new fighter.

(R7.07) Tholian BW now has a movement cost of 1/3 in line with overall PC revision. Two of the four webs became phaser-3s.

(R7.09) Tholian CVA move cost is now 2/3.

(R7.28) Tholian PCE and PCA, new ships.

(R7.37) Tholian CWA, new CW escort variant. Note that no limited aegis version is provided since the CW was not built until after full aegis was implemented.

(R7.38) Tholian PFW, new CW PFT variant.

(R7.6) Tholian cruiser (and variants) given 2/3 move cost.

(R8.PF0) The Orion Buccaneer has been extensively redesigned because the old version was too powerful. The wing option mounts were reduced to ph-3s; the four forward weapons became three option mounts with restrictions.

(R8.R7) Orions can now have carrier escorts with aegis.

(R8.04) Orion SAL can no longer carry LR on mech-links.

(R8.06) Orion CVL changed two hull to batteries. It gained a shield refit.

(R8.09) Orion PFT changed two hull to batteries.

(R8.19) Orion BRP, new PFT on BR hull.

(R8.8) Viking commando ship replaced Drug Runner.

(R9.PF) Hydran PFs had one of the 360° ph-Gs replaced with a 360° ph-2 in order to reduce the excessive short-range fire-power and increase the inadequate mid-range firepower.

(R9.PF2) Hydran Hellion gave up two unnecessary APRs for two very useful phaser-2s.

(R9.PF3) Hydran Howlers have a PF flotilla SSD.

(R9.R4) Defines which Hydran ships are "true" carriers.

(R9.R6) Some Hydran ships without fighters or heavy weapons can trade admin shuttles for Stinger F fighters.

(R9.37) Hydran NPF was redesigned, with center hull, revised gatling arcs, new tractor positions, etc.

(R10.12) The number of pseudo satellite ships a mothership can carry is slightly increased.

(R11.0) F&E political units (counties) given for the Lyrans.

(R11.PF0) Lyrans interceptors now has only one disruptor but gained two ph-3s.

(R11.PF1) LYRAN Bobcat PFs and variants had ph-1 downgraded to ph-2. (In a time when the Lyrans were still building ships with ph-2, putting ph-1s on expendable PFs made no sense.) The ph-3s have side arcs instead of rear arcs. An APR was added.

(R11.PF2) Fi-con flotilla SSD provided.

(R11.PF3) New phaser-armed variant of Bobcat.

(R11.10) Lyrans PFT shield refit incorporated into ship.

(R11.28) Lyrans PFW shield refit incorporated. This was done on many PFTs under the presumption that the refits would have been applied to all hulls long before PFs were invented.

(R12.08A) WYN AxPFS redesigned. Now has special sensors and more power and weapons at expense of cargo.

(R13.F6) ISC FSF is a new speed-15 superiority fighter.

(R13.F7) ISC FTF is a new speed-15 torpedo fighter.

(R13.F8) ISC FEF is a new speed-15 EW fighter.

(R13.PF1) ISC PF has two PPTs (old edition had three) as part of revision of all plasma PF PPTs.

(R13.PF2) ISC escort PF now has two plasma racks rather than one. Phasers were also revised.

(R13.PF3) The ISC now has a phaser variant of their PF.

(S8.0) Patrol Scenario Restrictions is an entirely new rule section covering scenarios that have no past and no future.

(SG17.2) Probing WYN Cluster. Attacking force BPV raised from 400 to 500 BPV, separate attack forces for Y168 to Y180, and post Y180.

(SH6.2) Assault on Holdfast: Klingon forces nearly doubled.

(SH7.2) Rescue the Hostages, FED CMC added.

(SH11.2) CAVALRY CHARGE. Title changes as this was only part of the campaign. Major OB changes. Many standard ships in the old version were replaced with wartime variants.

(SM5.45) Sunsnake now has own attack chart; the new chart much more vicious.

(SM12.0) Starswarm: A new monster specifically designed as something only fighters can engage effectively.

(SM13.0) Banshees: A new monster specifically designed as something only PFs can engage effectively.

(T3.23) The Lone Gray Wolf. CVs received their escorts; freighter became an armed variant.

(U3.0) Admiral's game extensively remodeled; now lists Carrier, PF, and support fleets as well as Capital defenses.

(U7.8) Rules for creation and transfer of legendary officers extensively modified.

(U7.9) Crew Quality in Campaigns revised.

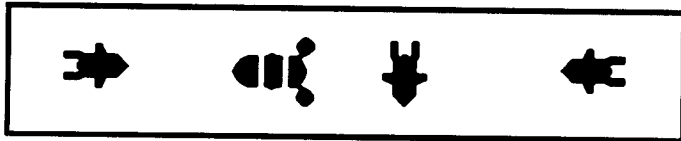
Annex #2 Dis-Dev resolution moved from Post-Combat segment to DF weapons consequences stage.

Annex #9 Damage points on an MRS now cost 1.5 repair points to fix.

Staff officers Ray Olesen, Frank Crull, Bruce Graw, Tony Zbaraschuk, Scott Mercer, Tom Carroll, John Berg, and Gregg Dieckhaus compiled the data in this article.

SCENARIOS

(SL126.0) ORION TRACTOR PULL



by David J. Raymond, Wisconsin

Unlike the national fleets of most races, the Orion Pirates are primarily motivated by greed. This has little effect on their operations since they usually operate as individual ships. Occasionally, a group will band together for some specific task, such as hitting a large well-guarded convoy or, in a few cases, to destroy some element of the fleet or police forces.

Rarely, while en-route on such a task, the Orions will encounter something of great value. At such times, the lack of strong central control to their operations can create situations tantamount to a civil war. This scenario presents one such incident, where three Orion ships en-route to raid a convoy happen upon an ancient alien derelict. Realizing what the national governments would pay for such a find, relations quickly break down, and somewhere a convoy continues peacefully on its course.

(SL126.1) NUMBER OF PLAYERS: 3; each commands one Orion ship.

(SL126.2) INITIAL SET UP

TERRAIN: Derelict small freighter in 2215. See (SL126.45).

ORION A: CR in 1302.

ORION B: CR in 1329.

ORION C: CR in 4015.

For all Orion ships: Heading is at player's option, speed max, WS-III. See (SL126.46) for Option Mounts and (SL126.47) for special conditions

YEAR: Player should select a year before setting up the scenario. This will define the availability of ships, refits, fighters, drone speeds, and other items.

(SL126.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, have disengaged, or until one player has successfully towed the freighter off of his map edge.

(SL126.4) SPECIAL RULES

(SL126.41) MAP: The map is fixed; it does not float. Any unit leaving the map has disengaged and cannot return. Ships can only disengage through map edge hexes within ten hexes of their starting hexes.

(SL126.42) SHUTTLES AND PFs: All shuttles and PFs may have warp booster packs if both players agree and the year allows it.

(SL126.421) MRS shuttles may be purchased [up to the limits in (J8.5)] under (SL126.431).

(SL126.422) If one (or more) of the ships is a carrier with eight or more fighters, one fighter may be an EWF version.

(SL126.423) There are no PFs in the basic version of this scenario. Players may choose to add a casual PFs on mech links as a balance factor. Alternatively, the players may choose to use three PF tenders each carrying a full flotilla, including a leader and a scout, or to permit one player only to have a PFT.

(SL126.43) COMMANDER'S OPTION ITEMS

(SL126.431) 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.

(SL126.432) All drone speeds and types are available, subject to the year selected for the scenario. Each drone-armed ship can purchase special drones up to the historical percentages as part of the Commander's Option Items.

(SL126.44) REFITS: All refits are available, depending on the player's mutual agreement on their use and the year selected for the scenario. The minelayer refit (R8.R1) is not available in this scenario.

(SL126.45) FREIGHTER: The freighter is a derelict vessel of totally alien design and construction. It cannot operate in any way (no power, no weapons, no shields, etc) even if it is boarded [e.g., (G30.0) does not apply]. Its sole purpose in this scenario is to be claimed by the winner or destroyed by the losers. It is a size class 4 unit with a movement cost of 1/3rd for purposes of towing. Damage scored on the freighter is treated normally under the DAC, e.g., a phaser hit destroys its phaser-3, a bridge hit destroys the bridge, etc. Note that as the freighter has no active systems, it is considered to have the benefits of (D19.31) and (D19.33).

(SL126.46) The players must agree to the Cartel within which they will conduct the scenario in order to determine what weapons are available for their option mounts. All players are from a single Cartel. The players can agree to ignore Cartel limits for this scenario, but all must agree to this. In all cases, each player will know what option mounts the other players selected, although a player will not know what drones a drone rack is loaded with.

(SL126.5) VICTORY CONDITIONS: The winner is the pirate who is sneaky enough to grab the freighter and move it off the map within ten hexes of his starting position. If the freighter is destroyed, all lose. In the unlikely event that a player succeeds in pushing the freighter off the map and is then destroyed or loses all of his warp power boxes or tractor beams before exiting the map himself, do the following: The last hex occupied by the freighter is shifted to become 2215 again (as a floating map) after which the map again becomes fixed and the remaining pirates continue the contest. Note that the actual shifting of the map may be delayed as a pirate ship that does not wish to disengage but is far enough that such a shift would drop him off the edge moves closer.

(SL126.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SL126.61) Use ships of equal total BPVs from three different adjacent races (for example: Federation, Tholian, Romulan, or Klingon, Kzinti, Federation). Optionally, use three equal ships from one race.

(SL126.62) The freighter cannot be towed. In this variation, the Orion Pirate who gains the most points of information under (G4.1) on the freighter and disengages by the end of the scenario wins. All players will know how much information each has gathered. No player may take labs or probes in his option mounts, or purchase probe drones for drone racks in this variation.

(SL126.63) The players are free to select the type of Orion ship to be used in this scenario. Battle Raiders are alternative, or perhaps Double Raiders. War Destroyers or Light Raiders can be used for a game where there is no room for error. Note that CAs or BCHs should generally not appear in this scenario, except as a variation. See (SL126.64) below.

(SL126.64) Honor Among Thieves. Allow one player to take a stronger ship (CA, BCH) and the other two to take weaker ships (CRs, BRs). This will force the players with weaker ships to

team up to chase off the larger ship before turning on each other. Of course, one might team up with the larger ship hoping to let him take the damage to kill the other small ship while setting up to make its own attack on the big ship.

(SL126.65) Replace the small freighter with a large freighter, or a large ore carrier, and adjust the towing cost appropriately.

(SL126.66) Replace the freighter with a derelict cruiser.

(SL126.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

(SL126.71) Change the small freighter to a large freighter.

(SL126.72) Add a PF on a mech link to the weaker player's ship.

(SL126.73) Add a refit to the weaker player's ship, or reduce the amount of Commander's option points available to a stronger player.

(SL126.8) TACTICS: The first player to grab the freighter is likely to be blasted, so don't be too greedy too early. On the other hand, if you do rush in, you might be able to snag the freighter with a tractor beam. Then by doubling your engines on turn #2, you can make it off the board before the other two can react. The upshot is that if you want to "win," you have to stay close to the target. Trust no one; if you trust anyone, you will deserve to be blasted.

(SL126.9) PLAYTESTER COMMENTS: Very balanced "beer and pretzel" scenario. Good for any occasion. ▲▲▲

(SL127.0) CROCKETT AND THE SNIPE



(Y163)

by Bill Heim, Maryland

In Y163, the Federation scout *Crockett* was investigating a planet near the Romulan Neutral Zone. The crewmen concentrating on the science data they were gathering failed to note the approach of the *Draco*, one of the Romulan Empire's newly warp-driven frigates. What followed was a lesson in why the Romulan Empire could no longer be ignored.

(SL127.1) NUMBER OF PLAYERS: 2; the Federation player and the Romulan player.

(SL127.2) INITIAL SET UP

TERRAIN: Large (3-hex diameter) class M planet centered on 2217.

FEDERATION: SC *Crockett* in 2519, heading D, speed zero (standard orbit), WS-0. See (SL127.45).

ROMULAN: Snipe-A *Draco* enters on turn #1 from anywhere along the 42xx hex row, heading E or F, speed max, WS-III.

(SL127.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged. The Federation scout must disengage by acceleration or separation by the end of turn #7 or it will be destroyed by additional Romulan units. See (SL127.41) for disengagement restrictions.

(SL127.4) SPECIAL RULES

(SL127.41) MAP: Use a floating map, but keep track of the planet's location. The Federation ship may only disengage in directions A, D, E, or F. The Romulan may only disengage in directions B or C. Any ship disengaging in an illegal direction is destroyed.

(SL127.42) SHUTTLES AND PFs: No shuttles or PFs have warp booster packs.

(SL127.421) 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 (SL127.431).

(SL127.422) There are no fighters in this scenario.

(SL127.423) There are no PFs in this scenario.

(SL127.43) COMMANDER'S OPTION ITEMS

(SL127.431) The following ships have the following special equipment in lieu of purchasing Commander's Option Items. There are no other Commander's Options in this scenario (other than drone modules in a variant).

The *Crockett* was on a peacetime survey mission, with no action anticipated, and was not issued (and her commander did not insist on) any Commander's Option Items and has none in this scenario.

The *Draco* has two T-bombs and their associated dummies aboard. Players are reminded that the NSM on the Snipe is not a Commander's Option Item but is standard equipment.

(SL127.432) There are no drones in this scenario. In a variant, all drones are "slow," speed-8. Type-II and type-V drones (speed 12) are available for purchase as special drones. Each drone-armed ship can select 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.

(SL127.44) REFITS: At the time of this engagement, no refits had been installed on the ships involved.

(SL127.45) The *Crockett* has six landing parties, each composed of one crew unit (subtracted from the *Crockett's* starting crew total) on the planet's surface, one each in 2117, 2216, 2317, 2318, 2218, and 2118. Both of the *Crockett's* shuttles are on the planet. The Federation player may select which two hexsides these shuttles are located on, but they cannot both be on the same hexside. Note specifically that, as the ground parties are not in a single location, they cannot be beamed up at a rate faster than one crew unit per transporter per turn. The Romulan player cannot fire on them from orbit during the scenario, and if he sends down boarding parties or his shuttle to attack them, each is considered to be a militia squad defending a Control Station within a Ground Combat Location.

(SL127.46) The shuttle on the *Draco* is an old sublight shuttle (R4.F0).

(SL127.5) VICTORY CONDITIONS: The *Crockett* must get all its crew units (at least those that survive any Romulan attack) off the planet before disengaging. Alternatively, the *Crockett* can destroy or force the disengagement of the *Draco*. Any other result is a Romulan victory, resulting in the promotion of the Romulan commander and the encouragement of other Romulans looking to make names for themselves to engage in such raids.

(SL127.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SL127.61) Use a Lyran Manx Police Ship engaging a Hydran Hunter Scout.

(SL127.62) Change the scout to a Fed DD at WS-0.

SCENARIOS

(SL127.63) Add a small freighter in standard orbit in hex 2517, heading D, speed 0, WS-III. The freighter is carrying supplies to establish a small research facility on the planet. Its destruction will delay the exploration of the planet and the exploitation of its resources. The freighter is free to disengage, but cannot beam up any of the landing parties on the first turn, nor use its admin shuttle (which is in its shuttle bay) for any purpose (other than perhaps preparing it as a wild weasel) on the first turn.

(SL127.64) Replace the *Crockett* with a Galactic Survey Cruiser. The survey cruiser's engineering staff has used the time in orbit to shut down the warp drive for needed maintenance. The survey cruiser is "surprised" and under the restrictions of (D18.0) until it can be "activated."

(SL127.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

(SL127.71) Change the Snipe-A to a Battle Hawk.

(SL127.72) Replace the scout with a frigate scout.

(SL127.73) Delete the T-bombs from the Snipe-A or add T-bombs to the scout.

(SL127.8) TACTICS

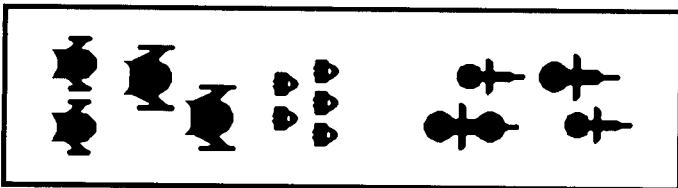
FEDERATION: Power the transporters and plot maximum speed to help avoid plasma torpedoes. Head straight for the planet to rescue your ground parties, then move away to repeat it again on the next turn. Use your sensors to defend yourself, and do not try to fight the Romulan. Remember that the Romulan has T-bombs and an NSM.

ROMULAN: Plot maximum speed, and try to damage the *Crockett* on the first turn. Lay your T-bombs around the planet about two or three hexes away. Try to use the dummy T-bombs to make the scout swerve into a real mine, hopefully a carefully lain NSM.

(SL127.9) PLAYTESTER COMMENTS: An interesting scenario that can be played quickly.

HISTORICAL OUTCOME: Despite its surprise, the *Crockett* succeeded in recovering its ground parties with minimal damage. Federation starship commanders were quick to take the lessons of the incident to heart. The Federation government found in this incident more than ample reason to open negotiations with the Gorn Confederation with a view towards an eventual alliance. ▲▲▲

(SL128.0) ADVENT OF A GLADIATOR



(Y165)

by Ronald Spitzer, California

The Romulans were quick to take advantage of Klingon technological assistance and to put this assistance to the development of advanced weapons systems. The Romulans had employed sublight fighters for local defense for years, but warp power made them obsolete. The Romulans quickly adapted the small warp engines from Klingon shuttlecraft to their fighters and created units capable (barely) of engaging in fleet battles. This also allowed Romulan warriors to engage their enemies in individual combat.

The early Gladiator-I fighter was quickly developed, and while it was unsatisfactory in many ways, the punch of the plasma-F torpedo made it a force to be reckoned with. It was the genesis of a whole series of Gladiator fighters which continued to improve as the General War dragged on, but those days were still in the future as the first Gladiators were loaded on their carrier for operational deployment.

The Romulans decided to test the new fighter on their hereditary enemies, the Gorns, and set about arranging an encounter. Late in Y165, events fell into place and the Gorns were taken by surprise by the advent of these new Gladiators to the arena of space combat.

(SL128.1) NUMBER OF PLAYERS: 2; the Gorn player and the Romulan player.

(SL128.2) INITIAL SET UP

TERRAIN: Asteroid field (P3.1).

GORN: CA *Chimericon*, CL *Gdhar*, 2xDD *Spine*, and *Spur*, all within two hexes of 2010, heading A, speed 4, WS-II.

ROMULAN: War Eagle *Skua*, War Eagle *Acheron*, Battle Hawk *Firewing*, Warhawk *Legion* (5xG-I fighters). Set up cloaked anywhere not within 14 hexes of 2010. All ships must be within five hexes of every other Romulan ship at start, and each must be in an asteroid hex. Heading at the Romulan players' option, speed 0, WS-III.

(SL128.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(SL128.4) SPECIAL RULES

(SL128.41) MAP: The map is fixed; it does not float. Any unit leaving the map has disengaged and cannot return.

The Romulans may only disengage through the 01xx hex row which is the Romulan Neutral Zone. The Romulans have arranged their trap to catch the Gorns between themselves and Romulan space. Romulan ships exiting the map in any direction but through the 01xx hex row are considered destroyed.

Gorn ships exiting the map into Romulan space (01xx hex row) are considered destroyed; they may disengage in any other direction.

(SL128.42) SHUTTLES AND PFs: No shuttles have warp booster packs.

(SL128.421) MRS shuttles may be purchased [up to the limits in (J8.5)] under (SL128.431).

(SL128.422) EW fighters were not developed at the time of this battle.

(SL128.423) There are no PFs in this scenario.

(SL128.43) COMMANDER'S OPTION ITEMS

(SL128.431) 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.

(SL128.432) All drones are "slow," speed-8, if a variant of this scenario is played where drones are used. 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.

(SL128.44) REFITS: No unit in this scenario has been refitted.

(SL128.45) CLOAK: The Romulans begin this scenario with hidden placement (D20.0). The fighters cannot begin the scenario deployed on the board.

(SL128.46) GORN LIMITATIONS: The Gorns will assume that the Gladiators are shuttles until they release their plasma torpedoes. To simulate this, no Gorn ship may fire at or attempt to board a Romulan shuttle/fighter that is more than three hexes away from all Gorn ships. Any shuttle/fighter within three hexes of any Gorn ship may be fired on by all Gorn ships. This restriction is released when the first plasma torpedo is launched by a Gladiator or a Gladiator exceeds a speed of 8. Note that the Gorns simply did not bother to identify the shuttles until the first one launched an F-torp, assuming that those moving speed 6 were shuttles and those moving speed 8 were MRS shuttles.

(SL128.5) VICTORY CONDITIONS: Use the Modified Victory Conditions (S2.2).

(SL128.6) VARIATIONS: The scenario can be played under different conditions by making one of these changes:

(SL128.61) Replace the Gorns with a Federation squadron of a CA, CL, and two FFs.

(SL128.62) Add a scout to each side.

(SL128.63) Play the scenario again, but use only the Warhawk and its fighters against the Gorn CL.

(SL128.7) BALANCE: The scenario can be balanced between players of different skill levels by the following:

(SL128.71) Change the Gorn CA to a CL.

(SL128.72) Replace the Battle Hawk with another War Eagle.

(SL128.73) Delete or add a small ship to either side.

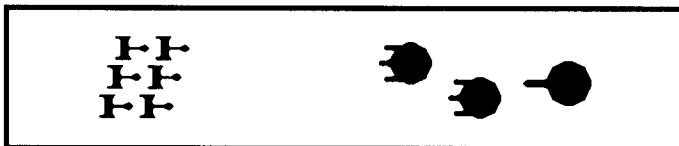
(SL128.8) TACTICS

GORN: Have your wild weasels ready, and try to avoid being cornered. Remember, there are no shotgun plasma torpedoes, and do not forget that Romulan MRS shuttles (as well as your own) also have plasma-F torpedoes. Watch where the Romulans move and be wary of NSMs.

ROMULAN: You have to set your ambush up in such a way that the Gorn will have no choice but to run your gauntlet. Try to concentrate on one ship. You have only to kill or cripple while evading damage yourself. Do not forget that all of your ships have an NSM.

HISTORICAL OUTCOME: The Romulan pilots, eager to prove themselves, broke discipline and released their torpedoes early. Apprised that something was up, the Gorns concentrated fire on the fighters and quickly destroyed them all. In the ensuing flurry of plasma and phaser exchanges, all the ships sustained heavy damage and eventually broke contact. It was an inauspicious beginning to the Gladiator's career. ▲▲▲

(SL129.0) MASS OR MANEUVER



(Y179)

by Nathan Daniel, Ontario

After a disastrous battle with a mixed Klingon-Lyrans fleet in Y179, the saucer section of the DNG *Unification* made its way back to Alliance-controlled space, escorted by a pair of war destroyers. The route selected took the tiny force near one of the few remaining Klingon border stations in the area. The admiral had selected the route because he knew the base's fighters

could not possibly react quickly enough to block his withdrawal. Unfortunately, the admiral was unaware that the base had recently been reinforced with the 753rd PF Flotilla of the 75th Gunboat Division.

(SL129.1) NUMBER OF PLAYERS: 2; the Federation player and the Klingon player.

(SL129.2) INITIAL SET UP

FEDERATION: DNG Saucer *Unification*, DWs *Slovo* and *Savimbi*, all within two hexes of 2114, heading B, speed 20, WS-I.

KLINGON: 753rd PF Flotilla, within two hexes of 0406, heading B, speed max, WS-III.

(SL129.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged. The Klingon PFs must disengage before the end of turn #10 in order to have enough fuel to return to base.

(SL129.4) SPECIAL RULES

(SL129.41) MAP: Use a floating map.

Federation units can only disengage in direction A or B.

Klingon units can disengage in any direction *except* A or B.

Units disengaging in an illegal direction are destroyed.

(SL129.42) SHUTTLES AND PFs: All PFs have warp booster packs; no shuttles have warp booster packs.

(SL129.421) 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 (SL129.431).

(SL129.422) There are no fighters in this scenario. If using fighters in a variant of this scenario, the players may agree to the use of EW fighters. If using EW fighters, one fighter in any squadron of eight or more fighters is an EW fighter. If not using EW fighters, it is a standard fighter of the most common type within the squadron.

(SL129.423) The six PFs are a flotilla of standard G1s, including one leader and one scout.

(SL129.43) COMMANDER'S OPTION ITEMS

(SL129.431) The following ships have the following special equipment in lieu of purchasing Commander's Option Items.

The PFL has its one T-Bomb; the DWs each have its standard load of T-bombs. (The saucer has no T-Bombs.)

No other option items are possible in the basic scenario, except special drones as provided below.

(SL129.432) 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, and that "fast," speed-32 drones, are available for purchase as restricted drones.

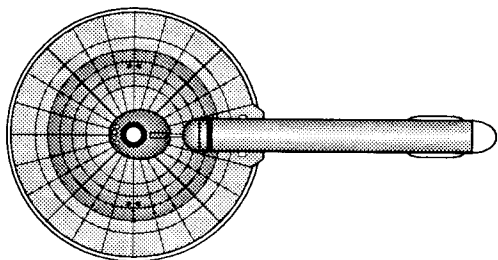
(SL129.44) REFITS: The PFs have not received the shield refit. The saucer is a DNG saucer.

(SL129.45) The DNG saucer was damaged in the previous battle. Apply 10 points of internal damage to the saucer as a single volley through the #1 shield. Six shield boxes have been repaired on the saucer's #1 shield at start, and up to three turns of repairs under (D9.7) may be used on the internal damage before the scenario begins. Players are cautioned that the saucer can only repair a total of four systems before having to resort to EDR (D14.0), and that none of the pre-scenario repairs can have used (D14.0).

(SL129.46) The DNG saucer cannot exceed a speed of 26 due to damage sustained and fuel shortages.

SCENARIOS

(SL129.47) No Federation ship may disengage by sublight evasion. The saucer may only disengage by distance. The DWs cannot disengage until the saucer has disengaged, been destroyed, or been captured.



(SL129.5) **VICTORY CONDITIONS:** Use the Modified Victory Conditions (S2.2). The Klingons receive no points for the Federation disengaging; they receive double points for destroying the DNG saucer. If the saucer successfully disengages by distance, the Federation player has won the game irrespective of the fate of his DWs.

(SL129.6) **VARIATIONS:** The scenario can be played again under different conditions by making one or more of the following changes:

(SL129.61) Substitute a Klingon C8 or C9 boom for the DNG saucer and F5Ws for the DWs. Use a flotilla of Kzinti Needles in place of the Klingon G1s.

(SL129.62) Allow the Klingons to use a variant of the standard G1s, or the Federation to use variants of the DW.

(SL129.63) Use 3 PFs. Replace the two DWs with one FFG.

(SL129.64) Change the year to 181, and use a squadron of Klingon Z-Y fighters with warp packs and fast drones as the intercepting force.

(SL129.65) Replace the two Federation DWs with DDs. This late in the war, it would be unusual to have two such ships.

(SL129.7) **BALANCE:** The scenario can be balanced between players of different skill levels by one or more of the following:

(SL129.71) Change the DNG saucer to a DN+ or DN saucer.

(SL129.72) Replace the PFS with a standard G1.

(SL129.73) Delete or add a PF to the Klingon side.

(SL129.74) Replace one of the DWs with an FF.

(SL129.8) TACTICS

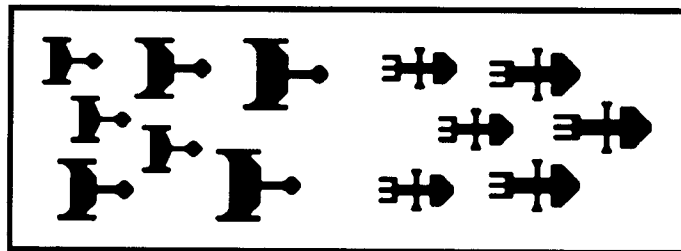
FEDERATION: Try to turn and pump two overloaded photons into each PF. This will be very hard, however, if the Klingon insists on staying behind you. Keep a careful eye on the Klingon's maneuvers for drone launch position. The saucer is not well protected from drones, and any two drone hits will down its shields and score internals. Remember, all that really matters is saving the saucer. If it escapes, the *Unification* will rise again.

KLINGON: You are the most maneuverable and fastest units in the game; he is the least. Therefore, stay outside of the photon arcs and wear down the Fed's shields. Use your high energy turns if necessary to keep out of the Fed's forward arcs. Remember that the saucer has no shuttles for use as wild weasels, so any drones that you can get into an approach to the saucer will have to be destroyed by phaser fire or grabbed with tractor beams, or they will hit the saucer.

BOTH: Mid-turn speed changes and emergency deceleration are effective methods to outmaneuver opponents.

HISTORICAL OUTCOME: The *Unification* survived. ▲▲▲

(SL130.0) STORMY FLIGHT



(Y182)

by Tony Zbaraschuk, Indiana

In Y182, a Kzinti carrier strike group was surprised by a stronger Klingon force. The Kzinti commander elected to flee to preserve his force. However, he was unable to shake his Klingon pursuers. In desperation, he dived his group into an approaching ion storm in a final bid to lose them. Unfortunately, the Klingons stayed grimly in pursuit.

(SL130.1) **NUMBER OF PLAYERS:** 2; the Kzinti player and the Klingon player.

(SL130.2) INITIAL SET UP:

TERRAIN: The entire map is an ion storm (P14.0). Five-point gravity waves appear at 32-hex intervals from direction E/F (e.g., the gravity wave completely fills the 01xx hex row (as adjusted) when it arrives, and on impulse #1 of the next turn, another gravity wave will begin advancing across the map.

KZINTI: CVS *Rapier* (12xTADs, 2xPF), MAC *Knife*, DWA *Blue Star*, MSC *Shadow Striker*, DW *Blue Comet*, DW *Blue Meteor*, all within 4 hexes of 1715, heading F, speed max, WS-III.

KLINGON: D7L *Deathslayer* (2xPF), D6DB *Thunderbolt*, F5K *Death Song*, F5D *Death Thrower*, D5V *Rampage* (12xZ-YB), AD5 *Revoker*, AF5 *Death Guard*, all within 4 hexes of 3825, heading F, speed max, WS-III.

(SL130.3) **LENGTH OF SCENARIO:** The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(SL130.4) SPECIAL RULES:

(SL130.41) **MAP:** Use a floating map.

(SL130.42) **SHUTTLES AND PFs:** All shuttles and PFs have warp booster packs.

(SL130.421) MRS shuttles may be purchased (within the limits of J8.5) under (SL130.431).

(SL130.422) If using EW fighters, one of the TADs is a TAAS-E and one of the Z-YBs is a Z-YE. If not using EW fighters, these will be standard fighters.

(SL130.423) The two PFs carried by the Kzinti CVS are standard Fi-Cons. The two PFs carried by the Klingon D7L are standard G1s.

(SL130.43) COMMANDER'S OPTION ITEMS

(SL130.431) 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.

(SL130.432) All drones are "fast," speed-32. Each drone-armed ship can purchase special drones up the historical percentages as part of the Commander's Option Items. Note that (S3.2) allows drone ships extra points.

(SL130.44) REFITS: All ships of both sides have received all refits, including the mech-link refit, although only the CVS and D7L are actually carrying PFs at start.

(SL130.45) Due to navigation difficulties induced by the ion storm, no ship [except PFs, see (SL130.46) below] may exceed a speed of 20 or disengage by acceleration.

(SL130.46) PFs, fighters, and seeking weapons may exceed speed 25, but only if they remain within 25 hexes of at least one ship (not fighter or shuttle) of their side excluding PFs. Any PF or shuttle that is more than 25 hexes from its own ships is "lost." Lost units that are within 25 hexes of an enemy ship or ships on the impulse they become lost may engage those ships and, if friendly ships move within 25 hexes, the lost unit will be "found." If they are more than 25 hexes from all SHIPS, they are removed from play and considered to have been destroyed in the storm.

(SL130.47) No unit may disengage by sublight evasion. Any ship without warp capability (including one which has all of its warp boxes destroyed by any means) will soon be rendered a lifeless irradiated hulk (and be treated as destroyed).

(SL130.48) KZINTI MINES: The Kzintis cannot purchase mines under the Commander's Option Items. Allowing the Kzintis to have mines will render the scenario hopeless for the Klingons who are already moving into the gravity waves.

(SL130.5) VICTORY CONDITIONS: Use the Modified Victory Conditions (S2.2) except that the Klingons score no points for uncrippled Kzinti ships which manage to disengage. In addition, the Kzinti score a bonus equal to 80% of the economic BPV of any ship which disengages uncrippled.

(SL130.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SL130.61) Replace the Klingons with a Lyran force of a CC, CVL (12xZ-YB), CWA, DWA, CW, DW, DWS, and six standard Bobcat PFs.

(SL130.62) Allow each side to replace their ships with variations of the specific hull types.

(SL130.63) For a smaller and faster scenario, use only the CVS, MAC, and DWA on the Kzinti side, and use only the D5V, AD5, AF5, and D7L on the Klingon side.

(SL130.64) Assume that the Kzintis dove into a nebula. Use the nebula rules (P6.0) instead of the Ion Storm rules.

(SL130.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

(SL130.71) Change the CVS to a CVL.

(SL130.72) Replace the F5K with an F5W.

(SL130.73) Add or delete a small ship from one side.

(SL130.8) TACTICS

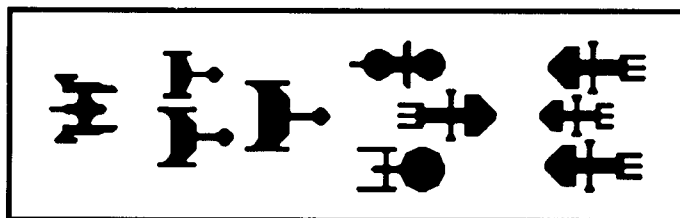
KZINTI: Just keep going, and going, and going. Use the spare power from not being able to move at full speed for EW and to charge weapons, possibly for some shield reinforcement. Fire all of your bearing phasers that are in range at the Klingons each turn if there is enough power. The Klingons are going right into the gravity waves head on, so any shield reinforcement they use will be worn away. Simply do not panic. This should be a relatively easy win if you just keep moving.

KLINGON: Why did you chase them in here? Your only hope of catching anything is to fire your weapons at the smallest target you can in hopes of crippling it and dropping it into your lap. Forget about catching the rest of his squadron. You will lose ships that drop out for shield repairs faster than he will. All the damage you are taking is on the front shields, while he takes damage from the storm on his front shields and from your

weapons on his aft shields. Just be grateful he does not have any T-bombs, and concentrate on that trailing DW. (Whichever one you picked as your target is the trailing DW.)

HISTORICAL OUTCOME: The Kzintis successfully disengaged, losing two of their DWs in the process. The Klingons, nearly bereft of forward shields from the storm, and tired of shooting up Kzinti drones, were forced to slow and let the Kzinti carrier escape. ▲▲▲

(SL131.0) NO CAVALRY THIS TIME



(Y182)

by Douglas Moore, Maine

For the Alliance, the offensive portion of the Cavalry campaign ended with an unsuccessful attack on the northern Klingon starbase which had been the primary target of the operation.

Unfortunately for the Alliance, Admiral S'Treleg's tenure as commander of the fleet had resulted in their forces being over-extended. With their offensive momentum gone, many of the detachments that S'Treleg had dispatched suddenly found themselves facing superior Coalition forces. The Klingons had used the time bought by the heroic (the Alliance referred to the Klingon stand as fanatic) sacrifice of their Red Fleet to bring in reserves from other theaters, and sought to destroy the Alliance forces piecemeal before they could regroup or return to Alliance held territory.

Individually, none of the resulting engagements was very large, and in a strategic sense, none of them would affect the outcome of the war. They were, however, very grim for the Alliance elements cut off deep inside Coalition-held territory.

One mixed group was nearing Kzinti space when it was intercepted for what appeared to be the final time. The commander of one of the ships, upon being apprised of the enemy's approach, noted " Well, that's it then. There ain't no cavalry this time."

(SL131.1) NUMBER OF PLAYERS: 2; the Alliance player and the Coalition player.

(SL131.2) INITIAL SET UP

ALLIANCE: Set up on map #1, Federation CC+ *Kongo* in 1419, Gorn CM *Selach* in 1219, Kzinti BC *Nebula* in 1522. All heading B, speed 6, WS-I.

Kzinti CMV *Starkiller* (12x TADS), CMA *Keeness*, and DWA *Blue Nova*, arrive on turn #10 along the 42xx hex row of map #3, heading E or F. speed max. WS-III.

COALITION: Set up on map #1, D7VK *Iron Fist* (12x Z-YB) in hex 1701, AD5 *Responder* in hex 1601, AF5 *Dragon Guard* in hex 1801. All heading D, speed max, WS-III.

Lyrax CW+ *Demon Star* with two PFs on mech links arrives on turn #10 along the 01xx map edge of map #1, heading B or C, speed max, WS-III.

(SL131.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(SL131.4) SPECIAL RULES

(SL131.41) MAP: The map is fixed; it does not float. Any unit leaving the map has disengaged and cannot return. The map is arranged as three standard maps set end to end, the 42xx hex row of map one adjoining the 01xx hex row of map #2, and the 42xx hex row of map #2 adjoining the 01xx hex row of map #3.

Alliance ships may only disengage off the 42xx hex row of map #3, and are considered destroyed if they leave the map from any other hex row or in any other direction by any means.

Coalition ships can disengage in any direction except off the 42xx hex row; if they do, they are destroyed.

(SL131.42) SHUTTLES AND PFs: All shuttles and PFs have warp booster packs.

(SL131.421) MRS shuttles may be purchased by Coalition ships only [up to the limits in (J8.5)] under (SL131.431). See (SL131.45) for restrictions on Alliance ships.

(SL131.422) If using EW fighters, one of the Z-YBs on the D7VK is a Z-YE and one of the TADS on the CMV is a TAAS-E. If not using EW fighters, they are a standard Z-YB and TADS, respectively.

(SL131.423) The PFs carried by the Lyran CW are standard Bobcats.

(SL131.43) COMMANDER'S OPTION ITEMS

(SL131.431) 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 Standard Victory Conditions (S2.2) as victory points for the enemy. See (SL131.45) for restrictions on Alliance ships.

(SL131.432) All drones are "fast," speed-32. 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. See (SL131.45) for restrictions on Alliance ships.

(SL131.44) REFITS: The Federation CC has the plus, AWR, and Y175 refits. The Kzinti BC has the Y175 refit. The Klingon D7V has the K-refit but no UIM. The Lyran CW has the power pack, UIM, plus, and mech-link refits, but does not have the phaser refit. The Lyran PFs have the shield refit.

(SL131.45) ALLIANCE SPECIAL CONDITIONS: The starting Alliance force depicted here is one of several small squadrons attempting to make its way back to Alliance-held space. They have been engaged in several previous battles and have been cut off from resupply. The following rules simulate their condition; none of these rules apply to the CMV and its escorts which are treated under the normal rules:

(SL131.451) SPEED: The Alliance ships are short of fuel. None can exceed a speed based on their maneuver rates (C2.42) of 15 for more than 16 impulses during the entire course of the scenario. This must be tracked, and any ship which exceeds this suffers an immediate breakdown (C6.5) with no chance of tumbling. They cannot disengage by acceleration, but only by separation or exiting map #3's 42xx hex row.

(SL131.452) DRONES: The ships have been without resupply. All drone racks are full, but there are no reloads available. Up to half of the spaces on any G-rack can be filled with ADDs at the Alliance player's discretion.

The Alliance player determines what special drones he has available in his racks using the following procedure. First, determine the drone load-out for each drone-armed ship normally. Then, for the Kzinti ship, take 60 counters and assign each one in writing to represent one of the 60 spaces of drones available to the BC. In the case of type-IV frames, assign one counter and subtract one counter from the total of 60 (e.g., if five type-IV frames are selected, only

55 counters will be used since five of them represent the five type-IVs). Place all the counters into a cup, and allow the Alliance player to draw them at random, comparing each one drawn to his written record, until he has filled his drone racks. If the last counter drawn is a type-IV frame resulting in 21 total spaces, the alliance player must discard it and continue drawing until a type-I frame is drawn. The assignment sheet and drawn counters are then set aside to be examined by the Coalition player after the scenario. This same procedure is used to determine the drones available to the Fed CC, but only eight counters are used and must be different from those used by the Kzinti.

EXAMPLE: The Alliance player uses Romulan counters for his drone load-out. He assigns SkyHawk, SeaHawk, and SparrowHawk counters to be normal type-I drones. He uses plasma torpedo counters for multiple-warhead drones. Noting that he would like to have a type-IV multiple warhead, he assigns plasma counter #1 as a type-IVMW drone and reduces the total number of counters by one.

(SL131.453) T-BOMBS: The Coalition player secures 24 counters to represent T-bombs, 12 ISC and 12 WYN counters. The WYN counters represent dummy T-bombs, while the ISC counters represent real T-bombs. The Alliance player places all 24 counters into a cup and selects 12 at random. These are his available mines (and dummies), and he may distribute them among his ships as he sees fit, although this must be in writing noting the specific counter accounted for by each such assignment. The drawn counters and the written record will be examined by the Coalition player after the scenario. The counters remaining in the cup may not be examined by the Coalition player until the drawn counters are.

(SL131.454) SHUTTLES: Each Alliance ship has a chance that it has an MRS. Place Hydran fighter counters number 1-9 in a cup. The Alliance player draws three and, after examining them, places them face down. Put the rest away. If the Alliance player drew fighter #1, the Federation ship has an MRS shuttle and 10 additional spaces of drones (all type-I or type-IV, no special drones) and 6 additional ADDs in place of one of its shuttles. If the Alliance player drew fighter #4, the Kzinti BC has an MRS in place of an admin shuttle with the same drone load out as the Federation. If the Alliance player draws fighter #7, the Gorn CM has an MRS shuttle in place of one of its admin shuttles. MRS shuttles are only received for fighter numbers 1, 4, and 7. When the Coalition player identifies an MRS by the usual means, the Alliance player must turn up the appropriate fighter counter to show that he can have that MRS. Note that it is possible for all three Alliance ships to have MRS shuttles, or none of them.

(SL131.455) CREW: All three ships have sustained some battle casualties, but are also carrying survivors of other Alliance ships. Roll two dice for each ship, and add that many boarding parties before the game begins. None of these ships were carrying commando boarding parties.

(SL131.456) DAMAGE CONTROL: Mark off all boxes on the Damage Control Track except the highest four box of each ship. The ships have all expended all possible damage repair capability [including emergency damage repair (D14.0) which is why this track is marked off] and have none remaining except this one box. This box can be used under (D14.0), but has been maintained until this time to allow the ships to perform shield repairs under (D9.2). All (D9.7) repairs have been expended, and that rule cannot be used.

(SL131.5) VICTORY CONDITIONS: Use the Standard Victory Conditions (S2.2) with the following provisions: The Alliance player receives 10 points for each ship that disengages off the end of map #3, and do not award the 25% BPV value for forcing them to disengage to the Coalition as that is the Alliance's goal.

(SL131.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SL131.61) Move the action to the end of Operation Remus on the Romulan front. Replace the Kzinti MCV and escorts with a Gorn HDV (12xG-12) and HDA and BDA escorts. Replace the Coalition force with a Sparrowhawk-B (8xG-III, 8xG-FSF) with two SkyHawk-EA escorts and two Centurion PFs on mech links on the Sparrowhawk-B. Replace the Federation and Kzinti ships with a Gorn BC and CLF, respectively. Ignore all restrictions on drones (since there are not any drones in this variant).

(SL131.62) Allow either or both players to substitute similar hulls to those in the basic scenario. For example, replace the D7V and its escorts with a D7L, D5K, and F5K. Replace the Kzinti CMV group with an MCC, CM, and DW.

(SL131.63) For a shorter and faster scenario, replace the Alliance force with a Fed DW, a Gorn BDD, and a Kzinti DW. Use a CVE (6xTAAS) with an AFF escort as the rescue force. Replace the Coalition force with an F5V (8xZ-V) with an E4A escort, and a Lyran DW+pm with two Bobcat PFs.

(SL131.64) Historically, the Federation CC had a legendary captain; players might add this individual to the scenario.

(SL131.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

(SL131.71) Change the D7VK to a D5VK.

(SL131.72) Replace the Lyran CW with a Lyran CL+.

(SL131.73) Delete or add drones to those remaining on the Alliance ships.

(SL131.74) Allow the Alliance ships to run at speeds greater than 15 for more than 16 impulses.

(SL131.8) TACTICS

ALLIANCE: Remain calm, and try to anticipate the enemies actions. If you have a MRS with an ADD rack, launch it to improve your drone defenses for as long as it lasts. Your number one problem is going to be drones, and expect them all to be type-I except those launched by the escorts. Those you will have to track and identify with your labs, or you may be smacked by a type-IV.

Look at the situation carefully when considering when to burn your few impulses at high speed. A surprise high energy turn may be the best use of some of it. It might be worth while to launch an MRS to lure your enemy into thinking you will move at slow speed, and then dash past him, sacrificing the MRS.

Look for optimum opportunities to use your few T-bombs, and you may do best to hold your drones for deliberate counter drone work. Concentrate your heavy weapons on the D7VK. If you can cripple or destroy it, most of your troubles will be over as the remaining escorts simply cannot recover and service the fighters fast enough. However, try to make sure you have weapons to beat off the CW and its PFs, or you could be very badly hurt.

Since your power systems will provide all the power you need for everything but movement, do not neglect a little ECM, perhaps a wild weasel since you are pretty slow anyway, or have that HET already allocated for. Transporters and tractors could also be charged. Be very careful with your reserve warp power, or you could accidentally cause yourself real pain.

A very important reminder is to track the impulses you spend where your maneuver rate is more than 15. The single

impulse that you use to conduct an HET will effectively mean that you can only move faster than speed 15 for a maximum of 15 impulses, and if you exceed that, it is an automatic breakdown.

COALITION: The Alliance force is slow, but still loaded with teeth. If you forget this latter fact, you will not win the scenario. You can only risk closing on them behind a wall of drones, and even then you may find enough plasma heading your way to force you to turn off. Your fighters are carrying enough drones to do the job, but you must mass them on one of his ships at a time, and expect them to pull a scissors maneuver to pull any drones you launch as close to the other ships as possible.

The scenario will change completely once the Kzinti CMV arrives. From that point, you really will not be able to win and will have to disengage yourself, so there is a very real time limit on your actions. This will force you to use the warp packs on your fighters to speed up their recovery, and will cost you in terms of damage to those units. Whatever you do, do not let yourself get lulled into closing in to less than 9 hexes range from the Federation ship if his photons have not been fired in a while. An accurate salvo of photons could end the game for you real quick, and he may always have that HET ready.

HISTORICAL OUTCOME: In a desperate running battle, the small Alliance force finally reached safety, but all three ships were virtually wrecked. Only the fact that Coalition losses in the previous two years had been so severe had prevented them from closing in and destroying the squadron. The Coalition simply could not afford to have ships destroyed or severely damaged, and settled for putting the Alliance vessels out of commission. ▲▲▲

SCENARIO PLAYTESTERS

BATTLE GROUP HOUSTON: Frank Crull, Preston Kent, Gary Quick, Terry Haugh, Brad Hinkle, Matt Burleigh, John Viles, Jase Philip, Paul Kramer, James Chrysler, Paul Hamilton, Jeff Kelley, Preston Kent, Randy Lee, Eric Nussberger, Henry Triplett, Greg Wheelless, Curtis Wood.

BATTLE GROUP DAYTON: Gary Fitzpatrick, Dan O'Connor, Kelly Lofgren, Dave Decker, Ray Swartz, J.R. Titko, Steve Hecker, Bruce Graw, Ken Stith, Dennis Frost.

BATTLE GROUP PHOENIX: Ken Burnside, Carin Cochran, Kevin Garcia.

BATTLE GROUP MILWAUKEE: Jeff Laikind, Dana Laikind, Matt Westmoreland, Dan Giralte.

BATTLE GROUP DENVER: Marc Michalik, Paul Wampler, David Hopkins, Vincent Ferrara, David Swift, Stuart Eastman.

BATTLE GROUP ST. LOUIS: Gregg Dieckhaus, Gary Rucker, Kent Logsdon, Richard Beyer, Alma Wetsker, Greg Boschert, Allan Phelps, Dick Herbert.

BATTLE GROUP NEW YORK: Robert Patterson, Mike Hault, Russ Schafer, Juan Figueroa, Brad Laboe.

BATTLE GROUP DETROIT: Keith Velleux, Paul Kondon.

BATTLE GROUP CALIFORNIA: Frank Gilson, Paul Scott.

CHAS GAMING: Charles D. Hunt, Philip L. LaBarge, Matthew Westmoreland.

BATTLE GROUP CHICAGO: Tony Zbaraschuk

BATTLE GROUP OKLAHOMA: Chuck Strong, Eric Ellsworth.

BATTLE GROUP NEW JERSEY-II: Tom Carroll, Bill Schoeller.

BATTLE GROUP CINCINNATI: David Watson, Michael Vinarcik. ▲▲▲

THE TACTICS BOARD

Still perspiring from his morning run, the Commander stepped into his office. He was getting older, and the daily regimen of exercises was getting harder to do, but he could still keep up with even the youngest cadets. Grabbing his shower kit, he half turned towards the door when he noticed the folder on his desk.

Smiling, the Commander grabbed the folder and started reading the transcript of the previous night's cadet tactics board as he made his way to the showers.

<Engineer> On the panel tonight are Senior Cadets Petrick, Graw, Dieckhaus, Zbaraschuk, Hammer, and Paella. Cadet Lopez has the first question.

<Lopez> I'll be taking a Romulan force against a Federation force in the simulators soon. Any advice?

<Graw> Don't let him get into overload range on you. You can arrange this with suitable combinations of heavy torpedoes, possibly enveloped, and cloaking. Don't forget you can drop a fairly nice minefield if you all buy NSMs with your option points.

<Paella> Try to use your heavy torpedoes, plasma-Rs + Ss, as bolts. Use the weaker torpedoes, plasma-Ds + Fs, to keep the Federation from closing to 80,000 kilometers. Always watch for those pesky SWACS!

<Dieckhaus> Don't forget that you can fade in, launch shotgun plasmas, and fade out, causing the Federation ships to scatter.

<Zbaraschuk> General tactics apply. Concentrate your torpedoes on a few ships, forcing them to weasel and breaking up his formation. Maintain high speeds, as fast as you can go and still arm your torpedoes. If you have a mauler, use it to snipe at the enemy from long range or close with a ship separated from the rest and anchor it while your other ships fry it. Use passive fire control to get the ECM bonus. Let him weasel; he will run out of shuttles eventually, and meanwhile the ship which weaseled can't possibly keep up with you.

<Engineer> Senior Cadet Petrick, you had some comment on how the Federation should operate in that case?

<Petrick> If the Federation can arrange it, they should try to get all the ships moving in reverse. Swing back and forth in front of the Romulans if they cloak, firing all the while. In this way, you are ready to retrograde if they uncloak by turning 60° away.

<Engineer> Do any of the junior cadets wish to add a comment?

<Ernest> Launch plasmas at any ship which might turn towards you and try to get closer to you. Don't concentrate too much on any one ship. With all his labs, he'll know where your plasma torpedoes are going, and he will weasel.

<Cafiero> I've found it is real important to kill the enemy scout when using a cloak-equipped fleet like the Romulans. Especially if the Federation uses a GSC. It can really hurt you by burning through your cloak, which it does better than most scouts. It will be tough to get at it, but if you do get it, it's half the battle.

<Mannino> Keep up ECM, and never close to less than 100,000 kilometers range.

<Burnside> Consider using Cadet Petrick's "Mauler as Pitbull tactic" to anchor something before slamming it with type-R torpedoes.

<Ellinger> Get a Sparrowhawk-D minesweeper, and lay mines everywhere.

<Engineer> Ellinger: You'll still have to buy the mines, and that will burn up a lot of your force allocation.

<Ellinger> The Federation won't know how many mines you have bought, either.

<Engineer> He can count points as well as you can, since the minesweeper is limited to 20% of its BPV for mines, unless some points are subtracted from the total force.

<Ellinger> Romulans are fast, fast, fast. Faster than Federation ships while holding their torpedoes.

<Engineer> Ok, are we done with Lopez?

<Lopez> My thanks to the Board.

<Engineer> Cadet Cafiero?

<Cafiero> Regarding the historical simulation, file number (SH19.0) titled "The Mighty Hood Goes Down." Since the scenario gives the Klingons awfully good advice, has anyone found a "key" that 'unlocks' the simulation?

<Petrick> Cafiero, the only thing I have ever found that might work in "The Mighty Hood Goes Down" is to surprise the Klingons, and that means fighting when he has not read the tactical advice. I have escaped twice with the ship, and the tactic I found that worked best was the one where I charged right at them.

<Zbaraschuk> Consider using your first reload cycle to provide all the overload energy (or most of it) for the photons. That way you can move at warp 2.7 during the second half of the photon arming cycle while still having full overloads ready. I haven't been assigned that simulation, but this seems like a good idea. Don't forget to use erratic maneuvers and ECM; you have plenty of power available initially, unless you're overloading the photons.

<Graw> The only time I was ever assigned to pilot the Hood, I got blown away. It was not much fun. I had one idea that I always wanted to try. If I wanted just to get away, I wouldn't load any weapons. I would go to passive fire control, max speed, and put any remaining power in tractors.

<Dieckhaus> I found the best thing to do was run and not arm weapons. Make sure you don't get tractored.

<Engineer> Cadet Hammer?

<Hammer> When I commanded the Hood, in the simulator of course, I got away from some green cadets. I just ran, and they didn't try to anchor me. Even so, I took some internals. As the Klingons, I found the best thing to do initially was to run all three ships as close as possible at maximum speed and then blow the Hood to Hades.

<Hack> Na ja, das problem is ja nicht so schwer, das zwei oder drei Klingonenes nicht loesen koennen.

<Petrick> Nein Herr Hack. Der Federation konnte dass simulation gewinnen. Aber, der Klingons müssen idioten sind.

<Hack> Aber doch! Es ist doch wahr das die Federation etwas versuchen koennte, aber das macht nichts. Mit guter taktik ist das resultat immer das selbe.

<Zbaraschuk> Aber es ist sehr schwierig.

<Mannino> Ich kann das nett sehen, and neither can anyone else.

 Go with passive fire control, negative tractor at maximum with speed at maximum with erratic maneuvers.

<Laikind> The only time I commanded the Hood, the simulator was programmed for background radiation from the gas giant, which blocked their communications. I was still toasted.

<Burnside> As the Hood, use erratic maneuvers and ECM and run like hell. You're still going to die, but this way you can drag it out. It's a good scenario to train novice Klingons on. I've lost the Hood so many times that I try to avoid being assigned to it anymore. You can always use passive fire control and negative tractor, move as fast as you can, and pray for stupid Klingons.

<Figerio> Was sublight disengagement outlawed? If you blow your engines, you have a 50-50 chance.

<Hammer> You have a zero chance at sublight disengagement because you have three enemy ships within range 150,000 kilometers.

<Dieckhaus> Another brilliant idea bites the dust.

<Petrick> As I have noted. The best bet is to turn towards the Klingons, taking their first salvo on the forward shields using ECM and erratic maneuvers to mitigate damage and all other power in negative tractor. If the Klingons have not read the tactical notes, they will be surprised and you can blow through them, perhaps taking just enough warp damage that you can disengage before they can turn to pursue, while they are now firing at your intact aft shields.

<LaBarge> Try a retrograde, and blow up one Klingon ship on turn 2 with overloads.

<Cafiero> I HATE to lose; thanks for the comments. I will find a way to beat this!

<Engineer> Shall we proceed to the next question?

<Panel> Yes. Please. Of course. By all means.

<Engineer> Mr Michael! Front and center. You had a question?

<Michael> Simulation File (SG25.0) Titled: Echelon Tactics, Squadron level. The ISC have a command cruiser, strike cruiser, light cruiser, destroyer, and two frigates. I intend to use a Hydran force, including three hellbore ships (Dragoon, Knight, and a Cuirassier), two fusion ships (a pair of Lancers), and one command ship (a Lord Marshal). The year of the scenario is 185. What is the best way for this Hydran force to engage the ISC? How do you engage if ISC is retrograding?

<Hammer> Well, The ISC have 4 PPDs to your 9 hellbores. You also have 17 fighters to his 0. Since your fighters can use booster packs, stay at speed 15 with all your fighters out and one hex in front of your ships to chew up plasma with their gatlings. Just avoid all possible T-bomb locations. Your ships can keep up a large ECM shift and can even use erratic maneuvers when not firing the hellbores. If he fires all his heavy plasmas, and that's only four S-torps, the 17 fighters can destroy all of them with ease. If some plasma-Fs come in too, or some PPTs, your ships may have to use their phasers.

<Zbaraschuk> If you let the ISC retrograde and try to chase them, you are dead and deserve to die. Your fighters will die trying to catch them; your ships will eat plasma; and the PPDs will kill what's left. Never chase a retrograde. Disengage. You will lose, but by less. If you can sucker them into chasing you while you are retrograding, the opposite applies. Concentrate all your direct-fire weapons on one ship during one impulse, probably the strike cruiser because it's weaker than the light cruiser. Try to weaken a shield. Then you can hellbore that ship to death. Don't take fusion ships if you do not have to; they have to close range to fight, and that's difficult against an echelon unless you can arrange to have the fighters take care of all the plasma. Your fusion ships should stay on passive fire control and erratic maneuvers and use maximum ECM, until they can actually close, or when you fire the big volley to weaken a shield. Your hellbore ships will get PPDed to death, but then nobody ever said life was easy. The ISC will, of course, be trying to kill the fighters as fast as possible. Don't let them.

<Dieckhaus> I agree with Cadet Zbaraschuk, except don't disengage. Just let him know you won't follow his retrograde close enough for it to be effective. You will not lose, but the situation will be a stalemate.

<Zbaraschuk> Cadet Dieckhaus is correct, and I should have been more clear on that point.

<Graw> I would say that Zbaraschuk has defined about your only chance, unless the ISC is foolish enough to let you

overrun them. That is highly unlikely though. Fire everything, including the fusions from fighters, at 10,000 kilometers, then fire your gatlings at incoming plasmas while you get to 80,000 kilometers for overloaded hellbores. Then run away, recover and rearm the fighters, and do it again. You will get PPDed all to heck, but that's the price you pay.

<Paella> I second the motion. Never chase a retrograde. Let them fly off away while you wait in the space you are fighting over. If he does not come back, you have got the space he was holding.

<Engineer> Does anyone else wish to comment?

<Cafiero> Use the Stinger-2s to stop plasmas. Use the fusions to hit the gunline, and try to tractor some of the ships. Use your hellbores to pummel the next line. That's about it if he decides to retrograde.

<Engineer> The next question will be asked by Cadet Strong.

 At what range should you start to attempt to identify a drone wave from a Klingon scatter-pack originally launched by a Klingon D7 with a Federation CA, a Lyran Democratic Republic CA, and a Hydran Ranger.

<Petrick> Cadet Strong: In all cases, I begin at 20,000 kilometers. I am not overly concerned with the damage that a swordfish drone might do to me at those ranges, and I would like to be certain that I allocate appropriate firepower to as many of them as possible. I will use the tractors versus any I do not identify, holding them to a later turn and identification.

<Zbaraschuk> I would start identification attempts at 30,000 kilometers, which is maximum effective ADD range. Swordfish drones don't usually fire until 20,000 kilometers. Farther than that you give up too many identification attempts. This would be a general rule for all ship classes. However, with the Lyran Democratic Republic CA, why bother to identify drones? Use the gatlings!

<Berg> I would not bother until they were at 10,000 kilometers, unless their closure rate was very high, in which case 20,000 kilometers.

<Dieckhaus> First, how many drones came out of the scatter-pack? If it is six, then I wouldn't worry a whole lot and would start to lab at range 10,000 kilometers if I can sideslip away. Otherwise, I would lab them at 30,000 kilometers to find the type-IV.

<Zbaraschuk> Cadet Dieckhaus, note the tactic of two type-VI, three type-I, and one type-IV in a scatter-pack if it released at close range.

<Dieckhaus> True, but a scatter-pack set to release at close range usually dies before it breaks.

<Zbaraschuk> I withdraw my previous answer: Identify the drones at 10,000 kilometers, using ADDs and so forth to kill them farther out. Every one that dies is one you don't have to identify. With the copious lab spaces of a Federation CA, I might start identifying them farther out.

<Carroll> I usually wait to 10,000 kilometers.

<Graw> The Federation ship might start at 30,000 kilometers; the others wait until 10,000 kilometers unless forced to use 20,000 kilometers because of closure rates. Tractor the drones you don't lab. The Federation should use ADDs on the ones he doesn't lab, assuming he has a G-rack loaded with ADDs. The Lyran Democratic Republic ship might consider using phaser-3s at 20,000 kilometers to see if he can take out a type-I drone. It's a 50% chance. The Hydran Ranger might try the same trick, especially if he plans to turn and take a gatling out of arc sometime soon. One other thing, the Lyran Democratic Republic CA need not use labs at all if he has expanding sphere generators up to cover two type-VI, three type-I, and one type-IV. This takes 24

points of expanding sphere generator strength, so two expanding sphere generators at radius 1 will be sufficient.

<Petrick> Cadet Graw, the expanding sphere generators might be recycling, or the expanding sphere generators might have been downed by a previous scatter-pack or a large drone wave from an Orion.

<Zbaraschuk> Cadet Graw, don't forget the use of armored drones!

<Graw> In scatter-packs?

<Zbaraschuk> Certainly, you can use armored drones in scatter-packs. I do it sometimes, especially against Lyrans.

<Hammer> I agree with Cadet Petrick, but be careful that, after the drones get to 10,000 kilometers, you may have one additional impulse to deal with them if needed, either because of closure rates or your ship's ability to turn or slip.

<Paella> The Federation ship should use labs at 40,000 kilometers. Use half of them. In general though, I think this really depends on the situation: the number of drones released from scatter-pack, how many drones the Klingon ship has launched this turn, phaser readiness, etc.

<Engineer> Ready for general comments?

<Petrick> Yes.

<Engineer> Ok, anyone who wants a shot, take it.

<Burnside> Labs? That's Federation armor, isn't it? I've always used a phaser-3 at 20,000 kilometers, then another at 10,000 kilometers to kill any that I don't get, identifying any drones at 10,000 kilometers, and using ADD against any that are at 30,000 kilometers on general principles. Also the best way to identify the drones is to hit the scatter-pack with two disruptors or proximity photons.

<Petrick> Cadet Burnside, you use three disruptors if the range is greater than 150,000 kilometers and the suspected scatter-pack is not using booster packs.

<LaBarge> Why should the Hydran worry? He can fire phaser-3s from his fighters.

<Laikind> The Lyrans Democratic Republic ship should put one phaser-3 into each drone first, then slam them with an expanding sphere generator to save the other expanding sphere generator for the Klingon ship.

<Engineer> About done here?

<Petrick> Yes, let's move on.

<Engineer> Cadet Wisniewski, you had a FRAX tactical question?

<Wisniewski> Yes. I'm taking on first Lyrans, then Hydrans this Friday. We are doing Simulation File (SP64.0) Titled "Form Line of Battle" in Module P1. I fought Federation and Klingon ships already and cleaned their clocks, thanks to the Anti-Fighter Defense System. Any suggestions?

<Hammer> FRAX against the Lyrans. Don't be afraid to go toe-to-toe with him. After exchanging initial alpha strikes, which you can get the better of by setting up your drones correctly, standard anti-Lyrans tactics. Your wide firing arcs will allow you to last longer by hiding behind more shields while still being able to deliver your own blows. I really recommend that, for the sake of balance, you not use the AFD. It will make you weaker against the Lyrans, since it will have nothing to shoot at short of a few shuttles, and much much stronger against the Hydrans. And don't forget to use ECM drones. They will be most useful against either opponent if you are trying to keep the range open.

<Graw> Standard FRAX tactics. Just fly away and keep the range at 150,000 kilometers. If they come at you, run away. If they run away, station-keep with them. Keep drones out to bother them. If the Hydran gets fighters close, the AFD will make short work of them. Use armored drones in the first wave against the Lyrans. Then follow up with 'real' drones. Against the Hydran, use a mix of armored and

unarmored drones just to confuse his gatling phasers. By the way, my group found the FRAX formation in that simulation a little difficult to maintain and had better luck when we closed up the formation into a diamond or wedge shape.

<Dieckhaus> Against the Lyrans a 150,000 kilometer sabre dance will work best. Take advantage of the rear disruptors if he tries to chase.

<Engineer> General comments?

<Laikind> Target the Hydran hellbore ships first, standard tactics, as they can nullify your impressive firing arcs.

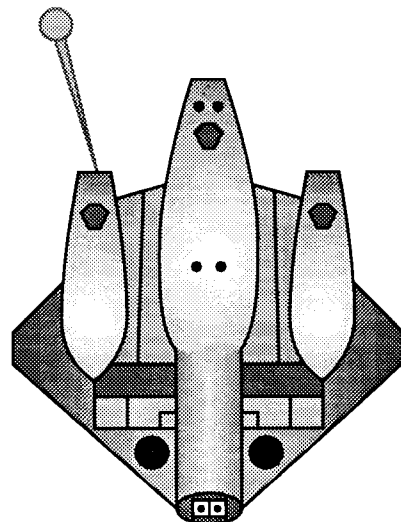
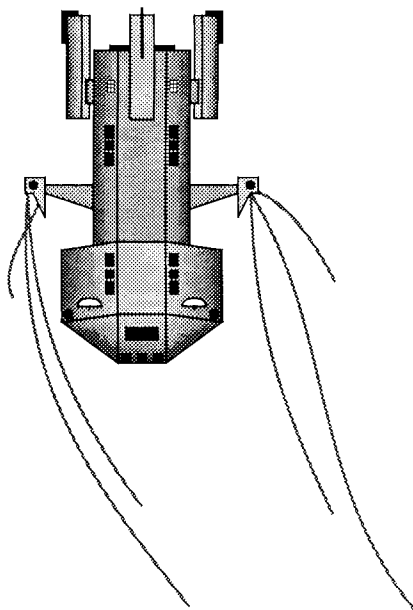
<Ellinger> Make sure to kill his scout since the Hydran, or the Lyrans with his war cruiser scout, will have a scout advantage.

<Engineer> Are we done with the FRAX?

<Petrick> Yes.

<Engineer> Next question is from Cadet Culbertson.

<Culbertson> When operating an ISC fleet against a drone-using race, how can you deal with the ECM shift from drones, assuming equal forces and same number of scouts, if any.



<Graw> The PPDs do not mind the ECM shift too much. The plasmas come complete with built-in electronic warfare, three ECCM, and your ships can provide the rest that they need. If you have D-torps, target them on the ECM drones if you get close enough. Use scouts, if any, to give the heavy ships ECCM when they need to use their phasers. Rear firing plasma-Fs might also be useful against ECM drones if there are no other small targets. Imagine their surprise when they phaser down a plasma-F to about 4 or 5 points so as to take it on a reinforced shield, and then it hits their ECM drone instead.

<Hammer> Basically, you don't deal with it. Any fleet without ECM drones fighting a fleet with ECM drones is at a disadvantage. Close as quickly as you can, so the ECM drones can be killed with minimal firepower.

<Culbertson> The Klingons can still try to overrun!

<Petrick> Cadet Culbertson, you can also go to erratic maneuvers and wait out the ECM drone life-spans using maximum ECM to make yourself relatively invulnerable. It the Klingons try to overrun you, drop erratic maneuvers and let them have plasmas in their faces. They will not have overloads ready due to the speed needed to close with you.

<Laikind> Wait out the ECM drones?

<Culbertson> The power problem of trying to power up all the plasmas makes the ships either go too slow or not have enough ECCM trying to keep the Klingons away.

<Petrick> This means that you launched the plasmas while he was under the drones? I am missing something. Why did you empty your tubes earlier?

<Culbertson> I've seen Klingons moving warp 2.9 with overloads.

<Petrick> That is possible only with mid-turn speed changes. A D7 can maintain warp 2.6 with overloads, and a D5 can make warp 2.5 under the same conditions. Which Klingon ship was this that was running at warp 2.9?

<Culbertson> The F5W.

<Laikind> Klingons should be shattering you at 150,000 kilometers with massed disruptors.

<Graw> The B10 can move at warp 2.9 and overload its disruptors using its 12 batteries.

<Culbertson> That's sick.

<Petrick> I think we had better move on. Who has the next question?

<Engineer> Cadet Ernest.

<Ernest> Is Historical Simulation File (SH6.0) Titled "Assault on the Holdfast" balanced without electronic warfare? If so, what would be a good tactic to use for the Klingons? It seems to me that they can't win without EW.

<Petrick> The Tholians have webs and basically want to stay behind them and wear the Klingons down. The Klingons have to surround the webs and drive the Tholians in and try to ambush the Tholian reinforcements. The battle with the reinforcements is in the Klingon's favor if they are not too tied up in fighting the base.

<Graw> If I were the Klingons, I would not want electronic warfare since the base can loan through it. Any Klingon ship coming too close would get jammed with offensive electronic warfare.

<Petrick> The base cannot really loan and fire its phaser-4s at the Klingons in the web hexes. This tends to give the Klingons the edge in electronic warfare since, if the base is not firing, the Klingons can gain a considerable edge in firepower.

<Graw> It only needs to fire late in the cycle, bringing up a new channel in the next cycle.

<LaBarge> Using only one channel and firing everything in one volley lets the Tholian always have one channel available.

<Ellinger> The base station only has two scout channels, limiting its options.

<Hammer> Wait for the Tholian reinforcements to arrive and kill them. Ignore the base until this happens. Don't even go near it. Keep your ships fresh. Then just stick around and wait for them to come out. The Klingons have barely enough firepower to kill the base and will take very heavy losses if they try. A few screwups and most of their fleet could be lost.

<Petrick> Cadet Hammer, the Tholians can reach the base when they enter your detection zone, and you have no idea from which direction they will approach. Stopping them is nearly impossible if all they do is make a run for the base and the outer web perimeter is still intact.

<Hammer> So what? The Tholian reinforcements are two little ships and one big one. The Klingons have *nine* ships! Tractor the Tholian reinforcements and destroy them.

<Petrick> Try to have your Klingon ships in position to do that. Just try it against a competent Tholian.

<Engineer> Line up all nine ships, three hexes apart, and wait for the Tholians to appear? *Riiiiight*. You'll lose three ships. Anyone else want to comment?

<Ernest> We generally assume that the reinforcements won't come near the base if the Klingons aren't in the web. And I thought the idea was to kill the base anyway.

<Laikind> The Klingons should want electronic warfare so they can jam the base with offensive electronic warfare, which is much more effective, since the base's phaser-4s are affected more than any single ship. More effective than the base jamming Klingons, that is.

<Engineer> I am afraid that we are out of time for today. The commander asked me to remind you all that the term papers for the first quarter are due in two days time. Also, there will be a formation in the quad at 0900 hrs tomorrow to honor the memory of the *MacArthur*. Dismissed.

(Sounds of chairs scraping, general conversation, doors opening and closing)

As he headed into the shower room, the Commander considered the cadets' comments. The junior cadets were learning, and many had begun spending their off-duty time in the simulators. He made a mental note to review the scores and headed into the shower. ***

CADET TRAINING MANUAL

by Pete Warner

The new Cadet Training Manual should be in the collection of every SFB player, and not just to train new opponents.

As players progress to new and more complex optional rules, they can use CTM Scenario #13 for the first few practice sessions. Use that scenario's standard rules, plus the new rule you are trying to learn. This allows you to concentrate on the new rule while the basics virtually take care of themselves.

The Cadet Training Manual is also useful in learning how to handle fleet formations when you move up to larger battles. The smaller Cadet ships are simpler to handle, and the SSDs are easier to manage. You can simulate a larger ship by using a standard cruiser SSD and requiring it to pay two energy points per hex of movement.

The upcoming Advanced Manual will provide cadet ships and rules for other races, allowing you to learn a new race more quickly and easily by using the smaller ships.

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.

This issue of Captain's Log begins a new phase for Term Papers. We will be publishing a lot more of them and, as a consequence of this new more rapid pace, have restored the original promotion requirements.

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 issue count double for this purpose.

- 1 = Cadet
- 2-3 = Ensign
- 4-5 = Lieutenant Junior Grade
- 6-7 = Lieutenant (Full)
- 8-13 = Lieutenant 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.

THOLIAN BUZZ SAW — Cadet Marc Elwinger, USS Louisiana

Many races are familiar with the infamous Tholian "three ring circus" or "wedding cake;" however, it is not uncommon for an invader to encounter the buzz saw. Instead of the traditional globular web within globular web, the Tholians deploy their web in a spiral within a spiral within a spiral. The result, when completed and fully charged is a right or left handed path straight to the core of the web. There are three paths, each is one hex wide and full of mines. Any ships which enter this spiraling path are doomed to destruction. Throughout their movement, they are subject to the fire of the base's phaser-4s, running into automatic mines, and of course Command detonated mines; and they can not shoot back. Worse, Tholian ships can maneuver to either side of the corridor down which the ships are advancing and hit their unengaged shields, or tractor a ship and pull it into the web. The anchor points of this web (which is a series of connected linear web lengths) are asteroids which cannot be destroyed (G10.1314); the power to operate the web is supplied by the base or a web tender at its center (or both) which cannot be engaged at all until the spiral is traversed. Note that the base does not even need to power its shields if the WEB is fully deployed and formed. Yes, the Buzz Saw, or the SPIRALING PATH TO DOOM. An example follows of the web layout. Remember, to use asteroids as anchors at the corners and both ends since the web segments cannot be anchored directly to the base in the middle:

Base in 2215

First web: 2214-2314-2515-2518-2120-1617-1615

Second Web: 2316-2317-2118-1816-1812-2310-2511

Third Web: 2116-2015-2013-2312-2714-2719-2520

Rated as the Best Term Paper in this issue.

SPREAD'EM — Fleet Admiral Ray Olesen, USS California

When using a drone-armed ship against a snare or web-caster equipped Tholian, keep your drones spread out over a three- to five-hex front. The Tholian will either have to use weaker web to stop them or will have to settle for stopping some and dealing with the others that get by. Do not make life easy for him by bunching them together.

SNEAKY SHIELDS — Commodore Gregg Dieckhaus, USS Mo

As rule (D3.346) allows shield reinforcement to be allocated but inactive, many new tactical options have been opened up for the starship captain. By allocating inactive reinforcement to a shield, you may lure an opponent closer. If your opponent fired at you previously in the turn and did damage to your shields, he may assume you have no shield reinforcement and "come in for the kill" on a weak shield. Meanwhile you have (in the Operate Shields Step) activated your reinforcement and have a stronger shield than your opponent assumes and which he cannot detect. Another tactical implication of (D3.346) is the allocation of inactive general shield reinforcement. The impulse after you have a shield go down, you may activate your general reinforcement (in the Operate Shields Step). This will do two things for you. First, it will prevent your ship from being boarded by boarding parties. Second, it will help reduce Mizia damage.

THE SIXTEEN IMPULSE PPD

— Fleet Admiral Frank Crull, Battle Group Houston

Whenever you have an ISC Echelon with a minimum of four PPDs and the tactical situation dictates that you will not be closing immediately with your opponent, target a key enemy ship to be under constant fire from the PPDs. Fire one PPD on impulse #24, then fire another PPD on impulse #29. On impulse #1, continue firing a PPD at your opponent and conclude on impulse #5 with your last PPD. By now, you have either devastated the enemy target ship or forced your opponent to be creative on defensive devices. For instance, if your opponent has stopped in space to launch a wild weasel, he is now going to resume moving, but slowly in a heavy plasma environment. If he has kept his speed up, his shields are devastated. If his ship has retreated, the opponent is now without a major ship. Furthermore, if the enemy tries to alpha strike the PPD firing ship, you will always have one PPD available to hit or to start the next firing sequence.

DOWNSHIFTING II

— Commodore John Hammer, USS New York

When engaged in a fleet battle, you can easily reduce your turn mode and maintain high speed by using your tractor beams. After you have been running to recharge your weapons, plot a high speed and turn toward your enemy. Fire whenever the range is right, then have half of your ships tractor the other half of your fleet after all the ships move a few hexes. The tractors will reduce the turn modes of all the ships but will not reduce the number of hexes your ships will move. After making your quick turn, the tractor beams can be released to resume normal movement. This works best when combined with appropriate mid-turn speed changes.

LOOSENING THE ANCHOR

— Lt Commander Tom Chartoff, USS New Jersey

When held in a tractor beam, the only kind of shuttles you can launch are seeking shuttles targeted on the tractorship. This usually means suicide shuttles because scatter-packs are inside their minimum range launch window. Thus, any shuttle you launch will be assumed to be a suicide shuttle and will be summarily dealt with. A way to give the tractorship headaches is to launch pseudo suicide shuttles. These take no time or energy to prepare and can't be told from the real thing until it reaches its target. These will either absorb phaser fire or, if you are lucky, scare the tractorship into letting you go to avoid being hit by the shuttles. If you have real suicide shuttles handy, plan their use to take advantage of the enemy's knowledge of how you play to bury them inside the pack of dummy shuttles so that he will not be able to guess which are real and which are not.

HASTY BREACH

— *Lieutenant Commander Steven Petrick, USS Texas*

When preparing to penetrate an enemy minefield, one very useful ship is the D6M (or other mauler). Once you have selected the point in the minefield that you will penetrate and scanned to identify the locations of known mines and chain/deadman mines, send your D6M in. The ship should move fast enough to trigger mines. Be sure to use max ECM, possibly erratic maneuvers, and to have a scout loan ECM to it. All remaining power should be channeled to the front shield. As the ship penetrates the field and triggers the mines, the EW support lessens the effect of direct-fire captors and any defending ships. Drones captors have their drones turned off by the supporting scout. The D6M uses its batteries to absorb the damage of any explosive mines and protect its shields. Once the breach is made, the follow-on ships move through and the D6M can return through the breach to recharge or make repairs. The fleet, having passed the minefield with little permanent damage, then engages and destroys the enemy.

WEASEL AVOIDANCE

— *Ensign Marc Michalik, USS Colorado*

Standard plasma torpedo tactics against a ship suspected of holding a wild weasel are to either anchor the target or string launch in order to get the weasel out with the minimum number of torpedoes fired. A better option might be to launch one torpedo, let it hit, launch another, and repeat the process. In this way you have a constant stream of torpedoes tracking the target but never enough to warrant the launch of a WW. Your opponent will be willing to let a torpedo hit taking only shield damage, then another, and another, and so on.

A ship with four torpedoes can often keep a torpedo on the map at all times. Since the plasma ship will be firing from the 9–15 range bracket, EPTs should be employed once a shield has been downed or weakened as the target ship will get to choose which shield will be hit. However, it can also be useful to launch an EPT first. If the target ship is unwilling to break off its attack, it will either empty its phasers into it (allowing a second torp to hit at full strength) or plow through it (heavily damaging all six shields). This tactic is particularly effective on a closed map where, no matter how fast the target moves, it will eventually run out of room to run.

ARMING CYCLES — *Lieutenant jg Robert Tweedy, USS Texas*

Pay attention to ships with multi-turn arming weapons. Actually, multi-turn should be read as multi-Energy Allocation Phase arming weapons. While it's true that photons, for instance, take two Energy Allocation Phases to arm, the photon-armed ship does not have to wait 64 impulses to fire them again. This makes quite the difference when maneuvering for a shot or maneuvering to evade a shot.

BEATING THE BUZZ SAW

— *Rear Admiral Tony Zbaraschuk, USS Washington*

If the Tholian player sets up a Buzz Saw, the Klingon player usually backs right off and goes home. The intense minefields within the spiral webs doom his ships to defeat because he can't sweep the mines fast enough to get to the base before it tears his ships apart. However, the smart Klingon player need not retreat. All he has to do is invite his Lyran allies to join the fun. ESGs let Lyrans sweep mines more quickly than anyone else, giving them a chance to penetrate the Buzz Saw. Be sure to map the minefields as accurately as possible before coming in so that you know how far the Lyrans can safely go each turn. Have ships standing by (or following it closely) to rescue a Lyran ship if Tholian ships come after it. Don't forget to have a tug with repair pods waiting outside so that you can patch up your Lyran allies before sending them in again.

TRACTOR DRAGS

— *Vice Admiral Keith Velleux, USS Michigan*

Back in the days of wind powered ships, if there was no wind (or little) and you wanted to pursue/escape from an enemy who was running/following, you would put your anchor in a rowboat. The rowboat (which could go faster than the ship) would carry the anchor out as far as possible and then drop it. The ship would then haul in the anchor, thereby pulling the ship forward. In this way, you can gain a little more speed to catch/escape. Use the tractors on impulse #32 + 1 and more at a "speed" of 32 or 33 (if you can use the 'rotation'). Outrun plasmas/PFs/X-ships, amuse your enemy, etc.

ONE-TWO PUNCH — *Commodore John Berg, USS Chicago*

Ground-based defenses got you down? Tired of plunging into that hex of atmosphere to be pounded for several turns?

It is possible to hit ground bases on a class-M planet with seeking weapons, and allow your opponent only one firing opportunity against those weapons. Take your punishment and close within 4 hexes of the ground bases. Go no closer. Launch your seeking weapons ballistically so that they end the turn stuck in atmosphere on impulse #32.

Your enemy can fire at them now if he wishes [ECM and WW will not work against your seeking weapons (P2.713)], but on impulse #1 of the following turn, they automatically hit their target [(F4.22) and (P2.8531)], irregardless of the atmosphere. Since seeking weapons explosion happens before weapons fire, the ground bases get hit. You need to employ as many drones as possible, so use scatter-packs and your racks to launch as many ballistic drones as you can muster.

Of course, the T-bomb defense remains an option in this case, but remember that under (P2.547) the T-bomb must be set (count of drones) to explode after all the seeking weapons have entered its hex. This will do some general damage to the planet, but is better than allowing the drones to hit. If the ground-based defense unit that is the target is the laying unit (or the laying unit is in an adjacent planet hex), then the T-bomb must be placed outside the atmosphere because of the arming rules, and the explosion will not affect any seeking weapons actually in the atmosphere.

OPTIMUM ORION OPTION

— *Ensign Bill C. M. Tam, HMS Ontario*

When playing Orions in a scenario with a specific time limit, choose disruptors as options. They can be fired every turn, can be overloaded with doubled engines, provide substantial damage each turn, and are very accurate. Weapons which take two or more turns to arm should never be chosen when time is of the essence, with plasma-F torpedoes being the only exception because of their lack of an initial holding cost.

TRACTORED DRONES

— *Ensign Kevin B. Deitle, USS Pennsylvania*

If your opponent tractors your drones, drop their tracking at the start of the next turn after he has allocated tractor power to continue holding them. In this way, he loses everything: the use of his tractors that turn and the power he put into them. Meanwhile you can now launch a fresh wave of drones (perhaps a scatter-pack) which he cannot defend against with tractors at all.

EFFICIENT ATG

— *Ensign Geof Pinello, USS New York*

Speed 20 drones with ATG are good companions for speed 32 drones which are launched later on (after the ATG drones have acquired target) and from farther away. The difference in speed puts the drones in the target area at the same time, and there are more drones than the firing ship's control capabilities. A scatter-pack is ideal for launching the second (fast) wave.

THE LAST TORPEDO

— *Cadet Scott Stanford, USS Colorado*

While not a tactic that can be used very often, its first usage can give your plasma torpedo crew one last fling of glory. When your plasma torpedo tube has been destroyed, and you have eight impulses to launch a torpedo, launch the tube's PPT immediately, and wait until the last impulse to launch the actual torpedo. Many players forget that the PPT is still alive for the same eight impulses after the tube is destroyed that the real torpedo is, and will fire phasers at it.

SHATTER-PACK CONFUSION

— *Lieutenant JG John Peterson, New York*

Prepare a shatter-pack containing 10 type-VI and 1 type-I drone, and launch it at an enemy ship. This is a more effective load than 12 type-VI drones. If unchecked, it will do more damage than a normal shatter-pack. It may cause your opponent to use up his labs to try and identify the odd drone, or he may use more phasers than he would like to, which may enable you to hit him with more drones launched later. To cause more confusion, use a load of 11 type-VI drones instead. Against a ship with fewer labs, the load can be varied to 8 type-VI and 1 type-IV, for example.

HITTING THE BRAKES

— *Lieutenant JG Eric Nussberger, USS Texas*

Need to slow down in a hurry without the agony of emergency deceleration? Try a tractor beam! When you need to temporarily slow down to avoid a down shield hit, have one of your ships tractor another.

Since the two ships will now move the combined mass at a new "pseudo speed," both ships will slow down. When the tractor beam is released, both ships will return to their plotted speed but, in the interim, may have satisfied and made turns under their pseudo speeds to evade whatever problem forced this drastic action.

Remember, however, that while the tractor is in force, both ships will be under a number of restrictions and risks (such as HET breakdowns). With enough power and sufficient available tractor beams, this can be done a number of times during a turn simply to confuse the enemy.

CONTROL IS POWER

— *Lieutenant JG Steven Rushing, USS North Carolina*

SFB, like Chess, is a game of control, in that if you keep your options open while limiting your opponent's options you are on your way to winning. Many of the maxims of chess can be adapted to SFB with success. One of these is the positional aspect of controlling the center of the board.

This is especially important on a fixed map. A ship in the center (2215) has far more room to maneuver than one closer to the edge of the board. The person close to the edge will find running from seeking weapons launched by the centrally located ship to be extremely difficult. He will also find running from the centrally located ship itself difficult. A ship "deep" in the corner is especially vulnerable to seeking weapons.

A floating map with any type of terrain also provides opportunities to achieve favorable positions. A ship with its enemy between it and a hypermass (black hole) will be at an advantage since his seeking weapons will be accelerated by the hypermass while his enemy's will be slowed. Gas giants and gravity waves and all other terrain features create positions that are better than others. Finding and occupying these positions can turn the tide.

However, never be afraid to cash in your positional advantage for a "material" advantage, i.e., don't sit in the middle when the opportunity arises to go and trash your opponent.

PLASMA EW TACTICS

— *Senior Lieutenant Jay Clendenny, USS Illinois*

When using EW, plasma ships have an advantage over their non-plasma opponents. This advantage is reflected by the greater power available to plasma ships versus non-plasma ships of the same size. The result is that plasma ships can achieve higher speeds and have more EW than non-plasma ships. You can increase this advantage by using passive fire control since you can launch your torpedoes at targets more than four hexes away while on passive. By allocating five points to ECM, and running on passive, your opponent will not be able to fire at you without a shift against him due to the two points of passive ECM you gain. If they attempt to use ECCM, they will be spending power they do not have.

Stay out of overload range, in any case, to further dilute their power. Launching at ranges of 9-10 is ideal as even the plasma-F is effective at that range.

The plasmas have their own built in ECCM, even if launched on passive, and are not as easy to convert into a miss. Without a scout (or EW drone) or terrain, an enemy ship using max ECM and erratic maneuvers will STILL take 50% of the warhead of a plasma torpedo that strikes his ship and rolls a six on (D6.361).

Some may be concerned with drone defense, but remember that your phasers can all be fired at targets up to five hexes away on passive fire control and that your labs do not need active fire control (G4.21) to identify the drones. Also T-bombs can be laid out of your shuttle bay doors.

Of course, if your enemy decides to use a weasel, you can fence with him until he uses his last one and then he is your meat.

Finally, do not burn your PPT too early. Sometimes the threat that any given torpedo later in the battle is a PPT masking a real torpedo to follow is worth more than the actual launching of the PPT.

A LITTLE HELP FROM A FRIEND

— *Lieutenant JG Gerald R. Lane, USS Massachusetts*

When a small or damaged ship is tractored by an enemy ship, it may not have the power to break the tractor itself. However, another friendly ship can attempt to tractor the endangered ship and break the enemy ship's tractor by beating him in an auction. The friendly ship could then release its tractor, allowing the smaller or damaged ship to launch a weasel if the enemy was attempting to prevent that action to allow a seeking weapon strike to hit.

FEDERATION YO-YO

— *Ensign Jonathan Clemens, USS Alaska*

A Federation SCS-A can employ this tactic when faced with a large number of drones. Deploy a wild SWAC with crew. Then have the SWAC shut down its wild systems and land back aboard the SCS-A. The drones, having now accepted the SCS-A as the target, can now be distracted by the PF scout going wild because the SCS-A is the specific PF tender of the scout. The SCS-A can then launch its other SWAC shuttle to again pull the seeking weapons away from the scout.

ADMINISTRATIVE CREDIT

Bruce Graw, for FD16 tactics used in Module J.

Kelley Donahue, for an unpublished paper that exposed a rules error that was corrected in a later draft of a new product.

Paul Paella, for the tactic of tractoring an enemy SFG ship during Energy Allocation, published in the new Tactics Manual.

Frank Gilson, for the fact that fighters dragged along on their carrier's tractor beams can still fire in drone defense, published in the Tournament Tactics Manual.

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ANDROMEDAN PAPERS

ANDROMEDAN PANEL REPAIRS

— *Cadet Kenneth Burnside, USS Arizona*

The most efficient way for an Andromedan to repair his damage capacity after taking internals is to repair his batteries. They still take only 2 CDR points to repair, and due to the order of activities at the end of the turn, repairing of systems comes before PA panel balancing. More importantly, when a battery comes back on line, it comes back EMPTY -- obviously, when taking battery hits, take one of the full ones first.

Best Andromedan Paper of this issue.

ANDROMEDAN BOMB COUNT

— *Fleet Admiral Frank Crull, Battle Group Houston*

Keep a close eye on all the T-bombs laid by various Andromedan ships, and never expect that any single ship does not have a T-bomb still aboard. The problem is that with the cargo rules, Andromedan motherships and their children may be swapping bombs before the satellite ship is launched or after it was recovered. (This is rather slow under G25.3, but not impossible.) Just because the mothership laid four T-bombs already does not mean that newest T-bomb it laid is automatically a dummy. It might have been taken from the Cobra that is coming in to attack you now.

ANDROMEDAN SATELLITE SHIP TACTICS

— *Ensign Bernhard Holmok, HMS Quebec*

When piloting Andromedan ships into battle, get the satellite ships away from the mothership, but keep them together, then attempt to displace an enemy ship in front of the satellite ships. Such a displaced ship cannot fire on the satellite ships for four impulses because its fire control is disrupted, and by the time it can fire, it should be (hopefully) crippled or destroyed. Try to keep the satellite ships at range 2 or 3 from the target since tractor-repulsor beams do the same damage at that range and if the target explodes it will not do any damage to the panels of the satellite ships. Select key enemy ships, such as scouts, carriers, and command ships, and whittle the galactic force down this way. Try to displace ships into range whose turn modes are not satisfied and have the satellite ships fire in succession to gain the Mizia effect.

PSS TACTICS

— *Rear Admiral Tony Zbaraschuk, USS Washington*

Andromedan ships seldom carry PSSs, and this is the norm. The average Andromedan commander should only use this system two or three times in a given year. This is because the primary use of the weapon is to create uncertainty. Essentially, in one battle you beam a PSS out behind an enemy ship. He HETs and blows it to little bitty pieces with his salvo and then is staggered when you drop a real satellite ship behind his new back. The next battle, you beam a real satellite ship behind him. He will be totally baffled because he will not know if you are using a PSS this time or a real one. This puts stress on him, and stress will cause him to make mistakes.

ENERGY MODULES

— *Lieutenant JG John Peterson, USS New York*

An energy module makes a tempting target if it is launched with all its PA panels full. It only takes 22 points of damage to destroy a small one if the panels are full. It may be wise to launch it with less than a full load of power simply to make it harder for the enemy to destroy it and allow you some chance to recover it later. This also makes it harder for the GP ships to decide if they will finish the module or pursue the mothership.

ANDROMEDAN ECM SWING

— *Senior Lieutenant Robert Eng, USS New York*

When approaching an enemy, apply 6 points to ECM and conduct erratic maneuvers. This will give you 10 points of ECM and a 3-point shift, or at least a 2-point shift if the enemy uses ECCM and has nothing to loan him any more. When you are ready to fire, switch only enough ECM to ECCM to overcome the effects of your erratic maneuvers and any ECM he is generating. If he is also going full ECM, drop your erratic maneuvers and go to full ECCM. If he is also doing erratic maneuvers, switch 6 points but do not drop your own erratic maneuvers as the shot will not get any better unless he stops his erratic maneuvers or drops some of his ECM. Eight impulses (D6.312) after you have made the switch, switch back to full ECM as this will cost you no more power, an advantage of the Andromedan power system, and move off to prepare your next attack. Only Andromedans have the battery power to do this (and some X-ships).

THE MOTHERSHIP'S TRACTOR

— *Commander Steven Petrick, USS Texas*

Andromedans complain that they cannot launch satellite ships and recover satellite ships fast enough. This is a fallacy that can be handled partly with the mothership's tractor beam. Pop junior out there, slap a tractor on him, and drag him into range to shoot when his weapons are cycled up. Or if one of the babies is hit by the nasty Galactics, just slap a tractor to drag it out of range until that 16th impulse of slow speed comes around. All Andromedan motherships except the Conquistador have one tractor. It is not there to drain power or tractor the Galactics; it is there to help the babies. Note that a badly damaged baby could tractor mom with its tractor-repulsor as opposed to doing anything more than keeping panels, life support, and EW going. *First to reach rank of Commander.*

ANDROMEDAN DECEPTION

— *Cadet T. Bartholomew, USS America*

Foes of the Andromedans love to fire at a ship that is about to displace. Here is a tactic to take advantage of this. When ready to fire, move your ships into position to fire and announce a displacement attempt at a reasonable range (i.e., 3, 5, 8, or 12) on a Cobra (that is really a pseudo satellite ship) or two. They will waste their weapons fire on the pseudo satellite ship, and you can come in with your real ships and DOMINATE!

You may want to have your Eel lend ECM to those ships to give it a little bit more realism.

ANDROMEDAN TACTICS

— *Cadet Greg S. Prince, USS America*

Never separate from the main group if there is more than one ship. If you do, the Galactic ships will attack the lone ships, and individually you will not stand a chance.

CARGO SWEEPER

— *Commodore John Berg, USS Illinois*

The Andromedan cargo pods make excellent minesweeping tools. Transport it two hexes in front of the mothership, then tractor it and use it as a ram to clear mines. Besides being a good way to clear mines, it also allows you to drain power from your batteries by both the transporter operation to place it and the act of tractoring it.

RAPID TRANSIT — *Ensign Robert Mantzel, USS West Virginia*

Andromedans can surprise an opponent by transporting a ship out a hex or two behind the mothership, then using a displacement device to move it 6 hexes towards an enemy who has already discounted it and fired his weapons at the mothership.

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VICTORY AT ORIGINS 91

by Fleet Captain Paul Paella

The meeting chamber fell silent. "All rise, please," a senior officer's voice rang out. I entered a room filled with battle hardened veterans, each representing his/her race. Walking up an aisle, towards a long table occupied by higher ranking officials, I heard, "In recognition of outstanding tactics, heroism, innovation, ship-handling, and combat leadership, Paul J Paella is awarded this certificate for National Champion in the 1991 Fleet Captains Tournament." A round of applause broke out, during which I thought to myself, "Wow, I did it."

In general, my journey was long and hard. All but one of my opponents were Rated Aces. The ships they commanded were all ancient enemies of the Romulan Empire, the race of my choice. There were three Gorns, three Feds, and one other Romulan (our civil war period). These ships are the three heavy hitters of the tournament, and let me tell you that I was hit heavily on more than one occasion. Out of 8 overloaded photons that were fired at me, 7 of them hit! Ouch, that hurt.

To the extent of what I remember, the following is a brief description of what occurred during each of my battles.

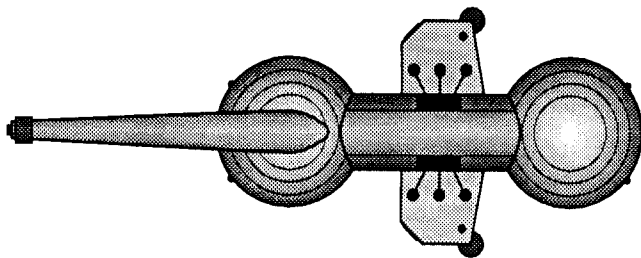
ROUND 1: GORN BALLET

OPPONENT: Gorn

GAME LENGTH: Approximately 12 turns

PREPARATION: With both S-torps on rolling delay, two WWs held and one being prepared, I plotted a speed of 14 until impulse #20, in which I jumped up to speed 26. This left me with ample energy to put into specific reinforcement just in case my opponent bolted all his torps at me.

DESCRIPTION: This was a typical plasma ballet duel. I regularly launched enveloping torps at my opponent, who used WWs to avoid them. While he was weaseling, I was running. This went on for about 9 turns. At this point he had taken 25 to 33 internals while my ship received about 10. The major factor wasn't the internal status; it was that he was out of shuttles and I had a couple of them left. Around turn #12, the Gorn surrendered when I cornered him with two S-torps and one F-torp.



ROUND 2: VENGEANCE

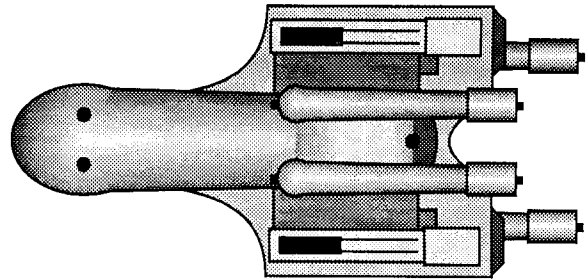
OPPONENT: Federation

GAME LENGTH: 13 or 14 turns

PREPARATION: Again, with both S-torps on rolling delay, two weasels held and ready, my speed was set at 26 for the entire turn. Knowing that the Fed must finish overloading his photons, resulting in 18 hexes of movement, assuming two weasels on standby, I always exploit this by charging him into a corner where he can't possibly avoid my first plasma salvo.

DESCRIPTION: In the previous round, my friend, who introduced me to my very first SFB game about 7 years ago, had been beaten by my next opponent. Vengeance would be mine.

On turn #1, I launched two S-torps at him when I knew he couldn't outrun them due to the barrier. After releasing a weasel, the Fed found out that both S-torps were phoney. Slipping into range 8, I killed his weasel with a few ph-1s. Before his fire control was up, I moved back into the 9-15 range bracket.



During turn #2, I waited until the Fed made a speed change up to around 10 or so. At this point, I let loose with an enveloping plasma-S which caused him to Emer Decel and pop a WW. For the next 8 or 9 turns, I kept the Fed at bay by waiting until he tried to muster some speed. Then I would launch an enveloping-S or two F-torps.

Around turns #11 and #12, I was caught without any fully charged torpedoes. The Fed, whose shuttle supply was depleted, sped up to pursue me. While charging my weapons, I ran for a corner. Knowing that I couldn't run much further, and still waiting for the plasmas to charge, I had to cloak to avoid the dreaded Federation overrun. This is where my adversary made his mistake. Instead of closing in on me and pressuring me to uncloak by firing phaser-1s at a true range of 0, he instead hung around the 5-8 bracket and patiently waited until my torps were charged.

On the next turn, I plotted tactical maneuvers, completed the S-torps as standard loads, and also charged the cloaking device in the event of a mishap. At the beginning of the turn, the Fed was around range 7. On impulse #1, I uncloaked and announced I would be using the EW modifiers during my fade in stages (G13.362). Here comes the Fed.

On impulse #3, I launched a WW to get the EW shift and cause his photons to hit on ones only.

On impulse #6, the Fed was at range 5 and I was fully uncloaked. Using passive fire control, I let fly an entire plasma salvo at him, voiding my current weasel. Following the plasmas, I launched another WW to reestablish the EW shift. On the next impulse, I began to cloak. At this point the game was over. As soon as the torps hit the Fed, he conceded without firing a single photon the whole game.

ROUND 3: GORN LAMBADA

OPPONENT: Gorn

GAME LENGTH: 15 or 16 turns

PREPARATION: Same as round 1 (see Gorn Ballet)

DESCRIPTION: What started out as a typical plasma ballet ended up as the forbidden dance.

During turn #1, I hung around my side of the map until impulse #20 when my speed went from 14 to 26. On impulse #32, we were at range 9 or 10 when the Gorn launched one EPT at me.

For turn #2 I plotted high speeds during the first 16 impulses and then slowed to speed 14 for the remainder. While I fled from the EPT, the Gorn was on my tail in hot pursuit. I launched an F-torp at him just to see what he'd do about it. He turned away, fired phasers at it, and took minimal shield damage as a result. I did the same with his EPT.



My energy allocation for turn #3 consisted of moving speed 8, charging the cloaking device, rolling the S-torps, holding three weasels, and the rest in tractors. I was hoping the Gorn would launch torps at me so that I could cloak and break their lock on, and still have a maximum speed of 18 for next turn to chase him while he was recharging his weapons. The Gorn didn't fall for it. I cloaked before range 10, and we both closed to a range of 3 on impulse #32.

For turn #4 I loaded one of my plasma-Ss as an EPT, charged the cloak, held three weasels, and plotted for tactical maneuvers. I didn't expect my opponent to slow down. He did (speed 0). On impulse #1, I began to uncloak to make him think I didn't charge the device.

On impulse #4, I reversed the fade process and went back under cloak. I did this because my opponent caught me off guard by going zero, which meant he could have allocated tremendous amounts of power to tractors. If he did (which I don't think he actually did), he still could have anchored me while I was recharging, but the torps would have had to roll on the cloak fire adjustment chart. Nothing happened for the rest of the turn except the Gorn closed to range 1 and fired his phasers, and I announced on impulse #32 the discharging of the EPT I had.

I thought to myself "two could play at this game."

My turn #5 allocation was to charge the other plasma-S as standard, hold two weasels, plot one Tac, pay for maintenance (AFC, life support, shields), and forfeit charging the other plasma-S so that I could put 27 points into tractors (which would be more than he could put into tractors since he fired all his phasers on the previous turn). I figured my opponent wouldn't expect me to uncloak since he had all his torps charged and I was down one plasma-S. On impulse #1, the Gorn was still not moving, and I began to uncloak. I "Gorn anchored" him on impulse #6 or 7, but not without a lengthy tractor auction. I immediately launched one S-torp and two F-torps. The Gorn could only bring one S-torp and one F-torp to bear. On the impulse of impact, we both fired phasers through each other's down shields. I caused about 20 more internals than my opponent did.

For the next eight or nine turns, we both depleted each other's weasel reserve and had caused about another 10-15 internals to one another. My ship was in better shape, but my

shields weren't (four down, two very weak). The battle came down to a final exchange when the Gorn would have his sole plasma-S launcher fully charged before I could have both of my plasma-S tubes charged. I foresaw the EPT. I knew it was going to devastate my ship. I had 18 points of power remaining, but last turn I was moving too slow to outrun the EPT. What could I do???

The Gorn was not moving, shields weren't powered, and fire control was passive. Ditto for me. Impulse #1 the Gorn proudly announced the launching of an EPT. Impulse #2 I began to cloak. The Gorn surrendered.

ROUND 4: THE NEUTRAL ZONE

OPPONENT: Federation

GAME LENGTH: About 9 turns

PREPARATION: Same as round 2 (see Vengeance)

DESCRIPTION: On the first turn, I chased the Fed into a corner and forced him to use a weasel on two pseudo S-torps.

On turn #2, I forced him into using another weasel by launching an EPT and one F-torp. Again he weaseled.

The same thing happened on turn #3.

During turns #4 and #5, I fled to a corner while the Fed was gathering speed. On the next turn, with no place to run or hide, I plotted for Tacs and also put points into cloak. I waited until the Fed moved into range 8. At this point, I let a plasma-S and a plasma-F fly at him, followed by a WW for the EW shift against his direct-fire weapons. He anticipated such action and led the torps out to pasture until they were very insignificant.

For the next couple of turns, I cloaked and tried to commit the Fed into firing everything at me at range 0 so that I could catch him without his photons on the following turn. He did close to range 0, but didn't fall for the bait and did the right thing by only firing phasers at me. A turn or two after that, with all my weapons being held, I was behind the Fed and shadowing his course at about range 6 or 7. This left him with only a couple of options: slow down to make turning easier for him to bring his FA arc upon me (thus making himself vulnerable to fast moving plasma) or HET and really put on some fireworks. He HET'd soon thereafter. When he made the HET, I figured there was no way for him to avoid my plasmas (no shuttle launches on impulse of HET and for the next four impulses). In the case of him firing his phasers at my torps, I launched a plasma-S and a plasma-F on the impulse of his HET and another plasma-S and a plasma-F on the following impulse to use the Mizia tactic effectively. The Fed fired everything at me on the next impulse. All photons hit. Phaser fire was 2 or 3 points away from maximum damage. My vessel was not a pretty sight. My plasmas impacted soon thereafter. At the end of the turn of our exchange, the Fed was 4 hexes away with his down shield facing my fresh shield and three ph-1s and a ph-3. My opponent resigned from the combat.

After performing his HET, the Fed player stated that he thought he could launch a WW one impulse sooner than he actually could. This was really his only mistake.

ROUND 5: CIVIL WAR

OPPONENT: Romulan

GAME LENGTH: 20 turns!!!!

PREPARATION: All torps were held, two WW on standby, and a speed plot of 14 with an acceleration up to 26 on impulse #16. The leftover energy was in specific shield reinforcement.

DESCRIPTION: Fighting against another Romulan, I knew this game was going to be bizarre, so I added some flavor to it of my own.

TACTICS

Turn #1 went as follows. My opponent launched one plasma-S at me that I let hit a side shield for 29 points. He launched another plasma-S. Again, I sideslipped into it with my other side, taking another 29 shield hits. Seeing that the two S-torps didn't deter me a bit, he launched both F-torps at me and turned away. I was committed to my cause. Phasering these down a bit, I ate them on my reinforced front shield which received about 20 hits. With my foe's torpedo tubes empty and the front half of my ship nearly shieldless, I had to even the score.

At the start of turn #2, we were 3 or 4 hexes apart and I was on his 6 O'clock. I allocated for speed 28; he was going 27. I chased him right into a corner hex where he Emer Deceled on impulse #30 and popped a weasel on impulse #32. I was presented with many opportunities to bolt my entire plasma salvo at him, but I opted to go for the big 100-point gusto instead. It didn't work. The next turn he weaseled again (to prevent me from tractoring him) and proceeded to cloak.

For the next 17 turns, we both made fly-by passes on each other, waiting for a mistake or slight advantage over one another. (This was one reason why time limits, relaxed for 1991, were declared firm for all future events.) At this point I had taken some internals from long-range phaser fire, but nothing serious. Also, my opponent was out of shuttles while I still had two left, and both of our shields were in very poor condition.

His final gambit was launching a plasma-S and a plasma-F at me hoping I hadn't charged a WW. I had. The game ended when I bolted one plasma-S, a fast-loaded plasma-F, and a normal plasma-F complimented by phasers, causing 25 or so internals. After I fired and scored the internals, he bolted his last plasma-S at me which missed.

He gave up as I started to cloak.

ROUND 6: GORN SLAM-DANCING

OPPONENT: Gorn

GAME LENGTH: Around 6 turns

PREPARATION: Same as round 1 (see Gorn Ballet)

DESCRIPTION: This particular game was fast and furious; just the way I like it.

On turn #1, the Gorn sent two S-torps at me. Soon thereafter he made a speed change up to 31 and was headed in my direction. I stayed away from the torps until they would impact on me for 22 points each, and then I turned right towards them. Here came the Gorn. On impulse #32, range 5, the Gorn had me lined up in his front hex row. I had him sighted down the hex row intersecting the FA and L firing arcs (perfect phaser firing arc for the Romulan ship). We both fired. I fired five ph-1s, no bolted torps, and left his front shield with a few boxes remaining. The Gorn let fly everything excluding his ph-3s, which meant the torps he had launched earlier were fake. I was happy to see him fire all his torps as bolts because he was firing on my reinforced shield and didn't cause any internals as a result. For the next few turns, I circled the Gorn, who was not moving at all and had drawn out and killed a couple of his weasels. When my plasma tubes were empty, the Gorn chased me into a corner and I was forced to cloak. He scored 7-9 internals by firing on my weak shield while I was still cloaked.

The next turn, with the Gorn at range 1, I uncloaked and put approximately 25 energy points towards tractors. While I was fading in, the Gorn tried to anchor me. I won the auction after about 15 points of power apiece were committed. The Gorn knew I was prepared to anchor him and foresaw that I had more power in tractors than he did. As a result, he launched a WW to avoid being anchored and made a speed change to reverse 4 so that he could get to a range 2. I shot the weasel with phasers and attempted to anchor the Gorn at a range of 2. The

Gorn won this auction and left me with no choice but to launch half of my plasmas to draw out his last weasel. I launched; he weaseled. He launched; I weaseled. He was out of shuttles while I still had a couple left. After this turn, the Gorn had taken 15-20 more internals than I had, and we were both out of plasma.

Knowing that when our torps were reloaded I would stand a better chance at an exchange than he would (having two shuttles to his none), the Gorn stayed close and we had a phaser fire battle for the next couple of turns. As his ship knocked down one of my shields, he made a last ditch effort to kill my two remaining plasma-S launchers with hit-and-run raids. Both attempts failed, and the Gorn conceded.

ROUND 7: REMATCH

OPPONENT: Federation

GAME LENGTH: 3 turns

PREPARATION: Same as round 2 (see Vengeance)

DESCRIPTION: My next, and final, opponent had put me out of the 1990 Fleet Captains tourney with a decision by the judges. He knew how I played, at least as well as I comprehended his style and competence. My opponent had an excellent understanding on how to hunt cloaked ships; thus, I realized I must make my first plasma salvo score big.

I had planned on making my move on turn #2. I set this up by launching two pseudo S-torps at him on turn #1 so that they wouldn't reach him until turn #2. I was sure he wouldn't slow down and weasel them and had hoped he would fire his phasers at the torps so that, when we went head to head, all I would have to worry about would be photon damage. It didn't all go as planned.

My energy allocation for turn #2 had the S-torps held, two WWs ready, and a speed of 14 for the first 12 impulses, with a speed change up to 26 for the remainder of the turn. This left me with 6 points to put into tractors. The Fed was going fast enough during the early portions of the turn to let each plasma-S hit for 1 point each. At the time the pseudo torps struck his ship, I was coming across his flank, behind his FA firing arc. Late in the turn the Fed turned towards me, photons still not in arc, when I HET'd right into his path of flight when I thought the time was appropriate. At range 4, the Fed fired. Three photons and six ph-1s yielded about 55 internals on my vessel. On the next impulse we were at a range of 2 when I applied a tractor on the Fed ship. I did this in hope of making him commit his battery power towards negative tractor so that he couldn't HET on the next impulse (with reserve warp in the batteries) and get away. It worked. He broke the tractor but was unable to HET. On impulse #32 the Fed ship was at a range of 1 when I launched 100 points of plasma at him. After the plasmas hit him on impulse #1 of turn #3, the game was pretty much over, and the Fed gave up shortly thereafter.

AFTERMATH

All in all, my four-day experience was extremely grueling, both mentally and physically. Don't get me wrong; I enjoyed every minute of it.

For those SFB players who have never attended a Fleet Captain's Tournament, I strongly recommend that you try to make it to a future event. You'll never find as many skilled captains in a given area at any one time. All of whom are very friendly and make the entire weekend quite exciting. But remember, when engagement time comes around, they won't think twice about rendering your ship into space junk. After all, everyone wants to bring home the gold. ○○○

WEAPONS vs PANELS

Kenneth Burnside

INTRODUCTION

The 1990 revision of the Andromedans introduced several key changes in the way that PA panels are resolved. These changes were meant to "put a clock" on the Andros. This article will detail the changes and show several ways for Galactic Power (GP) vessels and fleets to "speed up the clock."

The first change is the introduction of the "Panel Leak." While this is the change that frightens most novices, in many ways it's the least significant in terms of dealing with the entire Andromedan fleet.

Another crucial change was a reduction in the ability of the Andromedan to dissipate and transfer energy from his panels, forcing an Andro into using the procedures in (D10.25) and (D10.42) to keep his panels clear and his ship viable.

The third major change is one that seems the most innocuous of all, but will kill more motherships than anything else combined: Panel Degradation.

TO LEAK OR NOT TO LEAK, THAT IS THE QUESTION

Briefly stated, an Andromedan will take leak points only after the following conditions are met:

- 1: The volley must have done at least 3 points of damage per panel in the bank (D10.331).
- 2: The volley must "wash over" into reinforced panel capacity (D10.331).

Disruptor ships have a simpler set of requirements: The damage from disruptors must equal 2 points of damage per panel, and they don't require that damage "wash over" into the reinforced panel levels (D10.332).

Leak points are a goal to shoot for, but are only a threat to smaller Andromedan units as they must be taken against hull hits per (D10.333) before you use the regular Damage Allocation Chart. Against the Conquistador and larger ships, leak points are merely a nuisance. You'll run out of time to fight before you run a Dominator out of hull hits from leak points.

This isn't to say that leak points should be ignored. Fire your weapons in small groups of narrow salvos "tailored" to meet the leak threshold of the Andromedan you're facing. This will have the added benefit of sandblasting panels down even further. Against the front panels of a Conquistador, it's a good idea to fire a pair of narrow salvoed overloaded disruptors at range 8, then another pair on the next impulse, then save your phasers for range 5 or closer, where you're almost assured another leak point. This has the added benefit of breaking your damage into smaller volleys for sandblasting purposes.

DISSIPATION PROBLEMS

Using normal End of Turn procedures, an Andromedan has some serious problems clearing his panels. It's no longer possible for an Andromedan to clear nearly half of his panel capacity at the end of the turn. The amount dissipated or absorbed will just about equal the amount that the panels were degraded by.

An Andromedan is virtually forced to turn off his panels and use the procedures of (D10.25) and (D10.42) to clear them under the new rules. As a result, it's an excellent idea to keep a few weapons in reserve to take advantage of this when it happens. (Even if the down panels aren't facing you, the facing ones are very probably full or nearly full from power transfer.)

Weapons which can damage both banks of panels, such as enveloping plasma, hellbores, or PPDs fired from the proper facing, can make it harder for an Andromedan to clear his pan-

els. The biggest constraint on clearing panels is (D10.423), which prohibits the Andro from dropping them if any of the energy released would cause internal damage.

THE SANDBLASTER METHOD

Panel Degradation (D10.321) is one of the most important changes to the Andromedan rules in the 1990 revision, and proper understanding of it is the key to victory against Andromedans. A PA panel bank takes 20% of the damage it receives as permanent damage. While this may not seem like much, consider that an Andromedan will always take SOME effect from long-range sniping.

Consider also that PA panel degradation typically reduces panel capacity by as much as the normal End of Turn PA panel balancing procedures will clear up.

When attempting to sandblast PA panels into oblivion, remember the magic numbers of 3 and 8. Amounts of damage that end in those numbers round UP to the next degradation threshold, per (D10.321). For example, a standard load disruptor at range 15 will degrade a panel by one point and put two points into the panel. A pair of narrow-salvoed proximity photons will do two points of degradation and put six power into the panels. Degradation is figured from the entire amount of damage taken in a given fire step. For degradation purposes, it's better to fire four standard disruptors at range 15 over four impulses than to fire all four disruptors in one impulse. Assuming all the disruptors hit, the four disruptors on four impulses would result in four degradation and eight power in the panels. The four disruptors on one impulse would result in 2 degradation and 10 power in the panels. (Depending on the Andromedan, there may be a leak point replacing one of the points in the panel.)

While this may not seem significant, consider that a Conquistador with a Cobra costs 255 BPV, about the same as a pair of D5Ks with fast drones. Those D5s can fire a total of eight standard-load disruptors over eight impulses, resulting in (statistically, at 15 hexes) 5 points of PA panel degradation and 10 points in the panel. When conducted over two or three turns, the Conquistador is not going to have enough panel capacity remaining to stop even a modest alpha strike. Finally, if the D5s remain at range 13-15 or so, the Andromedan lacks an effective counter strike at that range. (The Andromedan, no doubt, will be using his DisDev to bring a D5K closer in to fight.)

When going for panel degradation, it should be noted that leak points come off of the damage in the volley before degradation is figured (D10.331). For example, an overloaded disruptor fired from range 4 at the rear panels of a Conquistador would do eight points. This would result in one leak point via (D10.332), one degradation point via (D10.321), and six points of energy in the panels.

A standard-load photon, without the lower leak of threshold of disruptors, would do two points of degradation and six points in the panels. Had a phaser-3 been fired with the overloaded disruptor, causing one additional point of damage, there would have been one leak point, two degradation points, and six points of power in the panels. Care should be taken to ensure that your damage volleys are tailored for maximum effect against the panel banks facing you, including maximizing both leaks and degradation.

Finally, when sandblasting panels, note that the degradation comes off of the standard levels, reducing the amount of damage required to force an Andromedan to use the reinforced levels (D10.3221). This becomes a nuisance for the Andromedan as smaller and smaller amounts of damage are needed to overfill his panels and cause standard leak points, and is really the only effective way to get through the front panels of a Dominator.

WHAT WEAPONS AND WHY

What follows is a case-by-case analysis of the various weapon systems and how they deal with PA panels.

Disruptors: Once the worst weapon to use on the Andromedan, the disruptor is now one of the best. Only the PPD can degrade PA panels faster than disruptor-armed ships. The fast arming cycle means that no tactical flexibility is lost by arming them as standards and firing them, and the lower leak thresholds are an added plus and lend tactical flexibility. To sandblast an Andro, fire one disruptor every impulse at range 15 until you run out of disruptors. Care should be taken to change the firing ship each impulse to deter offensive displacement.

Photons: The proximity fused photon torpedo deserves mention here. Two proximity photons can have a similar effect to the disruptor barrage described above, but at a much greater cost to tactical flexibility. One tactic is to arm two overloads and hold them, and fire the other two photons as narrow salvoed proximity fuses to maximize degradation. Note that you'll have to get into the Andromedan's "Long Range Sniping Bracket" at range 12. Don't bother tailoring overloads for degradation effects; if you intend to get into range 8 with it, you might as well go all the way. Photon ships work well with disruptor ships in this regard as the disruptor ships can sandblast the Andro down for the photon ship's overload volley -- this is something to keep in mind when going through Operation Unity or defending the Holdfast.

Plasma Torpedoes: If you have the power, envelop them. This will degrade both banks at once and will leave an Andromedan with no place to dump his panels. The long arming cycle is a hazard, and most Andromedans are willing to run at sufficient speed to evade a plasma. You may wish to consider bolting the plasmas at range 5, where your hit bracket is maximized.

Drones: Andromedans have difficulty with drone defense. Even so, it still takes some skill to hit an Andro with enough of them to matter. The problem with drones against Andromedans is that an Andromedan can be very selective and take a drone hit to refill his batteries. In general, stagger your drone waves to evade T-bombs, with the waves 4 hexes apart, and timed to meet him at his firing position. This gets much easier after fast drones become available.

Fusion Beams: The best thing to be said about fusion beams is that there are a LOT of them. An equal BPV fusion fleet with fighters can gut a mothership at range 10 with good die rolls and a stable EW environment. Fire one fusion from each fighter on each impulse until you run out of fusion beams. Then repeat the process with narrow salvoed phaser-3s. Then land the fighters and re-arm them. This is similar to using the disruptor sandblasting mentioned above, except that the individual units are much more fragile, and you have more of them. Finally, should the Andromedan be foolish enough to let you get to range 1 with a fusion fighter squadron, he probably won't report on the error of his ways.

Hellbores: This is an aggravating weapon to use against an Andromedan. It is accurate, and it damages both banks of panels, making them harder to clear. However, as the damage from a hellbore is divided equally between both banks, killing an Andromedan with one can be a long task. A Hydran fleet should try to keep a hellbore ready to fire at any Andromedan that drops or lowers his panels to clear them as the Andro can't turn the down bank away from the damage.

PPD: The plasmatic pulsar device is the best sandblasting weapon in the game, with the possible exception of the disruptor. It is highly accurate, will deliver its damage in several small pulses for degradation purposes, and each individual PPD counts as a separate volley once you penetrate the panels, even if fired on the same or overlapping impulses. The disadvantage

is that a canny Andromedan will displace a PPD unit to force it to lose pulses. The PPD will never do leak points, which is its only drawback. However, the plasma torpedoes that ISC ships carry probably will if they can hit the Andromedan.

Phasers: These are best left for taking advantage of the sandblasting you've done. As a general rule, four phaser-1s will do approximately the same damage as a TRH at range 5. Point this out when the Andromedan comes close for a battle pass with panels that have been worn down.

Maulers: Provided you can get in arc and keep it there, the mauler weapon can be tailored (by how you charge the batteries) for several 3-point (or 8-point) bursts to sandblast an Andromedan's PA panels to nothing. Note that the number of bursts will depend on the range, the battery banks in question, and whether or not the mauler wants to burn its engines. However, the mauler ships have other capabilities that are very useful as well. A D6M is one of the very few Galactic Power vessels capable of winning a close-range tractor auction with an Andromedan, and the mauler weapon itself is one of the few weapons that can crush a PA panel bank in one firing.

Web Caster/Web Fist: As cast web is nearly useless in defeating DisDev-equipped Andromedans, it's probably best used in direct-fire mode. In this regard, treat it as a disruptor, but note the broader range brackets, higher power consumption, and the lack of the lower leak function.

ESGs: These weapons can be used to bluff an Andromedan into displacing early or to keep him out of effective phaser-2 range. They are also enough concentrated damage to allow a Lyran ship to forgo the long-range sniping if time is short. If the Lyran has time to do so, he should certainly abrade the panels down to minimal effectiveness before overrunning the Andromedan. ○○○

ASK UNCLE AROAK

I've been assigned a simulator mission flying an Andromedan Krait against a WYN battlecruiser with hellbores and photons. What tactics should I employ?

He is as fast as you are, but he cannot turn. You, however, can turn VERY sharply by using a displacement, and your weapons arcs are vastly superior. Stay to one side of him so that he can't bring a third of his weapons to bear. Stay at range 5, no closer, and wear him down with TRs. When you are ready for the coup de gras, run at him, then displace over him so that you can bring weapons to bear on a down shield and blast away. Use an HET if you have to. But do NOT displace INTO the battle unless that one attack will win it for you.

I have been assigned to command a Tholian ship in the simulator against a Lyran ship. What tactics should I employ since I cannot cast a web through his ESGs?

This depends on whether you have decided to go for a short-range or long-range strategy. From long range, use the web caster as a web fist in conjunction with disruptors. From short range, get close and cast web between you as this will "open up" his ESGs for you to get up close and personal.

Why do carriers need escorts?

To protect the fighters while they are launching and landing. Remember that a launched fighter cannot fire for a while, and a fighter just coming home will be out of weapons and chaff and probably damaged. ○○○

WASN'T THAT FUN?

That was a pretty good tactics section, don't you think? The only way we can think to make it better is to do it all over again! So hang on tight, and here we go.....

THE TACTICS BOARD

The Commander returned to his office from the faculty meeting. As always, the meeting had seemed to take up time and not really accomplish very much. Sighing as he saw the data disks which had accumulated in his "in" box while he had been away, he sat down to catch up. Several hours later he was ready to reward himself. Before him was the transcript of the informal board the senior cadets had held to prepare the junior cadets for their exams. As always, the Commander found himself quickly engrossed in its content.

<Engineer> Gentlemen, the Tactics board is assembled. I will take your questions, and Cadet Petrick will chair the board. Cadet Petrick, please introduce your board.

<Petrick> Yes, sir! The members of the board are Cadet Graw, noted Orion tactician; Cadet Olesen, noted Federation tactician; Cadet Berg, noted Klingon tactician; and of course myself, Cadet Petrick, as Chairman of the Board.

<Engineer> I will issue the first question for our panel of noted experts. Is the Federation helped or hurt by electronic warfare? Mr. Berg?

<Berg> Yes, although it can work both ways. I have always found it more of a struggle for the Federation when electronic warfare is used, especially versus the Klingons.

<Petrick> ECM is useful to the Federation, if erratic maneuvers and/or ECM drones are also used, in avoiding Klingon fire while the photons are recharged. Federation ships MUST be careful not to allocate too much power during the recharge cycle because the Klingon might get in for a quick overload salvo and back out. The Klingon is helped more by electronic warfare because of the greater accuracy of the disruptor, and he prefers to have ECM up to degrade the value of BOTH our photons AND our heavy battery of phaser-1s. Mr. Berg?

<Berg> Electronic warfare is also useful to the Federation when fighting a sabre dancing Klingon as he can jack up the ECM and try to coerce the Klingon closer, then plot a timed speed change and catch the Klingon in overload range. Ouch!

<Engineer> Lets see if our junior cadets have any thoughts.

<Cafiero> The Federation has the GSC and it RULES! The poor accuracy of photons makes electronic warfare particularly effective against them, however. The Federation CA is also a bit short on extra power while trying to reload (just about the least of any cruiser).

<Stow> Electronic warfare helps us avoid damage while we are reloading after an alpha strike.

<Engineer> Let's move on. Cadet Ghost, I believe you have the next question?

<Ghost> What is the most effective Klingon drone tactic versus the Federation in a small squadron battle, say a D7, a D5, and two F5s? The Federation has G-racks.

<Berg> In this case Klingon drones will be of little practical use until the Federation ships run out of ADD ammunition. The drones could be used as a back swarm, that is have a large wave of drones follow your attack in. The Federation will then have to use less weapons on you to prevent the drones from hitting, or you may be able to take out the G racks with damage or hit-and-run raids before the drones arrive.

<Cafiero> The Federation can try to retrograde against a back swarm.

<Olesen> Retrograde is not a great choice for the Federation. The time used stopping and reversing leaves you too vul-

nerable. Turning away turns the photons away from the enemy, unless a high energy turn is used later.

<Berg> If they turn their back sides to me, they will be caught in overload range without the ability to hit back.

<Cafiero> The Federation ships can also use their reloads for their own scatter-pack! The Klingons need to watch themselves; a good Federation commander will find offensive uses for HIS drones!

<Engineer> Does anyone else care to comment?

<Sheeman> My favorite Klingon tactic is to charge in behind a wall of drones. The Federation can shoot at you or the drones, their choice. Use scatter-packs for the wall, and hold your racks for later. ATG, need I say more?

<Burnside> Use your labs, Dammit.

<Cafiero> And they've got the labs to do it!

<Piech> You can also use tractors to hold a few drones. Also, do not forget the probes! The best way to take out Klingon drones, however, is to blow the Klingon up before he launches them!

<Ghost> Our ships could stop a frontal drone wall with tractors and G racks firing as ADDs.

<Petrick> There are several other factors to consider in this hypothetical engagement. Federation ships in squadron battles are better able to defend themselves from any type of Klingon drone attack. Ships can lower non-facing shields to place T-bombs in front of drones targeted on other ships of the squadron, which wrecks a lead in wave of drones, while a follow on wave of drones will simply have the Federation ships drop T-bombs through their down shields after the Klingons pass over. Using drones in squadron battles is much harder. I yield the floor.

<Berg> You're assuming they have transporters left and the power allocated for them.

<Petrick> No, I am assuming that my opponent is as intelligent as I am and will use his power accordingly. If he sees a strong drone wave coming in, allocating a fraction of reserve/battery power to his transporters at that point will avoid losing the energy to internal damage as a result of your Klingon overrun. As to having transporters left, a quick look at the damage records shows that transporters are relatively resistant to internal damage. If you have done that much damage to the Federation ships, they are dead any way and your drone wave is pretty superfluous at that point.

<Graw> I'd have everybody deploy ECM drones while I am readying my attack, and drop scatter-packs to pop when the attack run begins, and then follow in the resulting drone wave, with more drones ready from my racks. The T-bombs and ADDs will be used on simple type-1s, while my superior rack drones are ready to use on his ships. As soon as the other drones start dying, that is. In order to kill my ECM drones, he has to waste phaser-1 fire, which is then not available against my drones close-in, OR my ships. And I have an ECM advantage and can avoid his photons.

<Sheeman> This sounds familiar. I think I encountered it in the simulators last week.

<Piech> Watch your drone control; type-1 ECM drones also need guidance.

<Ghost> Cadet Graw, you are talking about an Orion or Kzinti ship right, not a Klingon ship?

<Graw> No, I am talking about Klingon ships.

<Cafiero> Doesn't this assume a rather passive Federation player? Any good military leader imposes his own will on the enemy.

<Graw> That was just for openers, Mr. Cafiero.

<Olesen> Remember a fully-refitted Klingon cruiser can have two scatter-packs and still have a full set of reloads for each rack.

<Engineer> Mr. Piech has a question about Romulans.

<Piech> What tactics should be employed in squadron battles between the Federation and Romulans?

<Olesen> The Federation wants to keep his speed up, especially during the latter part of the turn. The oblique approach should be used to allow evasion of plasmas if necessary, and two or more weasels kept ready for emergency use.

<Graw> Federation ships are going to have electronic warfare problems once again. Getting an overload shot will not be fun. Fortunately, you have phaser-1s to deal with plasmas. I would say, keep your speed up, keep your torpedoes charged as normal loads, and fire on targets of opportunity. Also, hope you have room to maneuver and are not defending a fixed point. Sorry, just a general comment, I have no experience in small squadron Federation vs. Romulan fights.

<Petrick> As for me, I have to agree with most of Cadet Graw's comments for the Federation. The Romulans on the other hand have their own problems. To do anything, they really have to uncloak, but if they uncloak, they may find the Federation waiting for them to do so with maximum ECCM and salvos of proximity photons from range. The Romulans can cloak again and make repairs, but the essential battle between two experienced commodores is one of attrition, with the edge actually going to the non-cloaking ships.

<Engineer> Do any other cadets have an observation?

<Cafiero> The Federation should take a GSC against the Romulans; it can really mess with their cloaking devices (sensors with a lot of power). Plus it can have fighters if it is a CVL and has a decent offensive punch of its own.

<Engineer> There aren't many GSCs in service, Mr. Cafiero, and even fewer are in combat zones. You'd do better to study the other classes than wish for the perfect ship.

<Lopez> The Romulans can use passive fire control to gain additional ECM while still able to launch plasma torpedoes at targets five or more hexes away.

<Tweedy> Can we assume the Federation ships have refits?

<Piech> Yes, they have refits.

<Tweedy> Perhaps the Federation can do what disruptor ships like to do to cloaked ships – meaning get close with overloads (range 1) and have everyone pick one ship and hit it. Using maximum ECCM of course.

<Burnside> Mr. Tweedy, in that case the Romulan surfaces at 10,000 Kilometers, tractors a Federation ship, launches lots of plasma, and the Federation ship dies while the Romulan ship takes minor internals.

<Tweedy> Hence my question concerning refits. If the Romulan surfaces, the Federation ships launch drones and suicide shuttles and they both die.

<Olesen> Note, a favorite drone vs. Romulans is the type-VI, especially used in shatter-packs, due to its ability to gain its own lock-on which is not affected by the cloak.

<Cafiero> The "death of a thousand pinpricks?" Photons are indeed good for hunting Romulans, especially overloaded and at close range.

<Lopez> If a Romulan ship takes full overloads at range 1, there will be no Romulan ship!

<Burnside> For a Federation versus Romulan squadron battle, the Federation must remember to use his drones. He should be willing to sacrifice an FFG or DDG to get close enough to retain the lock-on so that the drones will hit.

<Campbell> What kind of Romulan ships are we fighting? This makes all the difference in fighting against them. If he is cloaked, don't power fire control.

<Graw> One other thing about Romulans. Don't get too close as they can drop a massive NSM minefield at any moment.

<Campbell> Old or New Romulans?

<Graw> Any Romulans can do it with Commander's Options.

<Piech> My thanks to the board.

<Engineer> The next question is from Mr. Fassmann.

<Fassmann> A Federation squadron of a command cruiser, two destroyers, and two frigates vs. an equivalent ISC squadron. How do you use the Federation frigates effectively? They are usually plasma fodder in my experience.

<Petrick> Hmmmm. Cadet Graw?

<Graw> You might consider using the frigates the same way the ISC uses small ships in the echelon. Put the ships up front, and run them fast towards the lead ISC frigates. Dump photons at range 8, then run like heck!

<Petrick> As for me, I would simply keep speed up using impulse power to operate the ship (fire control, life support, shields). If I have the AWR refit, use it and three points of warp to keep cycling the photons while operating the frigate at warp 3 on the remaining warp power. Dump the photons into the nearest enemy ship every reload cycle while outrunning their plasmas and avoiding effective PPD range. I want to take out one ISC ship at a time, starting with the gunline and working my way back until they disengage.

<Engineer> Mr. Cafiero has the next question.

<Cafiero> In a duel of a Federation heavy cruiser with the plus refit, but not the R-refit, versus a Lyran heavy cruiser, how do you like to fight? My experience has been that the Lyran heavy cruiser is one of the few ships we can't bludgeon to death.

<Graw> I would close to range 4 and blast him. Then if he has any ESGs left, run and reload. If not, close and Mizia him. We outgun him, and he has no drones to keep us from closing. If he runs away, chase him.

<Olesen> Against Lyrans, you should use armored drones and scatter-packs. Follow your drones, and launch a shuttle if any ESGs are left, then clobber him.

<Petrick> Take a slug drone in the drone rack, and launch it and a shuttle just before the impulse you would impact his ESG field, and go right into range 1 and kill him. Note that you should also have an ECM drone launched from a prior turn when you do this so that he will have to divide his ESG damage between four targets, which means you only take a maximum of 16 points of ESG shield damage, assuming a two radius 0 ESG fields. If they were set at radius 3 you would only take 10 points of damage. The slug drone would survive, and he would have to decide if he wants to shoot it or risk it having a 6-point warhead.

<Cafiero> Using a slug drone; I like that one, Mr. Petrick!

<Engineer> Do any others wish to comment?

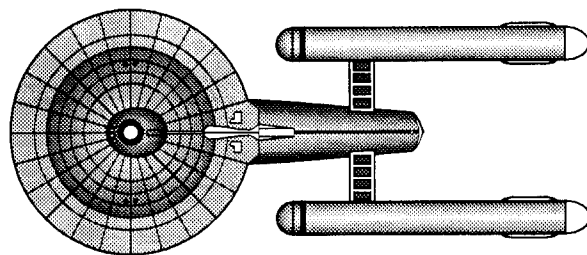
<Burnside> Against the Lyran? Arm a scatter-pack, move in standard Kzinti fashion under your drones, and ram the ESG, launching a shuttle timed to move before impact. Then launch a type-IV from your rack as soon as the channels clear and phaser and photon him to death.

<Graw> I say launch real drones at him, and let him worry about those. You might kill the ESGs in your volley and get a drone hit. Actually, a type-IV with 1 or 1+1/2 spaces of armor might be nice.

<Engineer> Let's move on. Mr. Holzman has a question on Federation destroyers.

<Holzman> It's generally accepted that the Federation destroyer is an adequate fleet support element but seems a bit underpowered in a duel. How does the captain of a destroyer with the plus refit take his vessel home after tangling alone with, say, a SkyHawk-A?

<Petrick> Cadet Holzman, the DD+ is NOT underpowered. It is well able to handle a Romulan SkyHawk-A. With 23 units of power, 19 of it warp, the DD+ has one of the best power-to-punch ratios in the Galaxy.



<Graw> You can go warp 2.8 and still arm photons. Don't try to overload them, of course.

<Holzman> That assumes that the photons are able to hit in the first volley, Mr. Petrick. Experience in the simulators shows that this is not a realistic assumption.

<Petrick> Mr. Holzman, then don't get so close. You do not need to kill him in one volley.

<Graw> You might consider this: Arm only THREE tubes at any time: one overloaded and two normal loads, if you like. If you take any torpedo hits, the unpowered one will probably be destroyed. This is the best strategy for the destroyer.

<Holzman> Can I reload and run from plasmas?

<Graw> Don't reload everything at once. Just a couple of tubes.

<Petrick> Mr. Holzman, you can reload two tubes and run at warp 3.1. Check the math!

<Hammer> The destroyer has to be very careful that the SkyHawk-A doesn't underrun him. The SkyHawk-A has a very nice power curve when cloaked, and the destroyer can't safely HET!

<Graw> True, and again, watch for the NSM.

<Petrick> Nonsense, the destroyer does NOT have to get that close.

<Holzman> Yes, sir, my thanks to the board.

<Engineer> Cadet Burnside, you have the next question.

<Burnside> What sort of energy plotting do you use when fighting Andromedans? Assume cruisers for the sake of convenience. I need to know how far you would move and what sort of power you put into photons. We've always had the Andromedan get behind us in the simulators, fire at range, and then displace out of overload range, and run like hell.

<Graw> Overloads are the death of Andromedans. With a tourney duel, and no electronic warfare to worry about, or drones to complicate matters, simply overload everything immediately. Move slowly, warp 2.4-2.7, 3+1/2 units of power to each tube. He has to close to overload range with you to be effective, so go ahead and heavily reinforce the obvious facing shield. When he flies in and dumps, chase him. If he displaces, run him into a corner. If he does not displace, so much the better. You can surely get a rear panel shot at 80,000 kilometers or less, preferably 40,000 kilometers, and if you hit with even two overloads plus phasers, the poor Andromedan is toast. Of course, you should accelerate to 2.9, holding the photons if you still have them when the arming cycle is finished, and hunt him down.

<Engineer> Mr. Hammer has the last question.

<Hammer> Most of our Federation ships have few drone racks, and so have both a slow launch rate and few available special drones. If you are in a Federation heavy cruiser with both the plus and AWR upgrades but no rear phasers and you are fighting a Klingon D7B in open space, what would be your drone load-out?

<Engineer> I'd like every member of the panel to comment on this one.

<Graw> You need to fight defensively, so buy some type-VIs to put in a shatter-pack. ECM drones are a must. You might consider a phaser-3 swordfish drone to launch at, of all things, the Klingon's ECM drone. I have used this tactic many times against Klingons in the simulators. The ECM drone is too tough to kill with phaser-1s from a distance!

<Engineer> Now that's a thought.

<Olesen> Take three type-VI drones so the reloads provide for a shatter-pack, the rest ADDs.

<Hammer> Mr. Olesen, that would give you only six type-VI for your shatter-pack, three before Y175. A shatter-pack holds 12.

<Olesen> I do not voluntarily use electronic warfare, never cared for it, thus no ECM drones. I mean to use a six-drone shatter-pack. Note, if time allows unloading-reloading of the rack, the three spaces of type-VI would be enough for a six type-VI shatter-pack, replaced by ADDs on the rack.

<Cafiero> May I comment?

<Engineer> Certainly, Mr. Cafiero, fire AWAY!

<Cafiero> I like eight ADDs and the rest type-I for a scatter-pack, quantity is quality on a scatter-pack, I figure.

<Burnside> Arm a scatter-pack of type-Is. Have your G-rack loaded with two type-VIs and the rest ADDs. ECM drones are a necessity, but an intelligent Klingon will kill it and always have one or more more than you do anyway.

<Hammer> How would your load-out change if your opponent were a Romulan FireHawk and you were in the same ship, only post-Y175 and with rear phaser-1s?

<Engineer> I would take an ECM drone, a couple of type-Is, and some type-VIs.

<Petrick> Try to get ATG for some of the drones for the extra ECCM in trying to maintain the drones' lock-ons, and for the extra chance to retain lock-on if the ship itself loses it. Mr. Graw?

<Graw> I would still keep the type-VIs around. They will keep lock-on if he cloaks. The ECM drone is kind of a waste, as he will have plenty of power to offset it, and you won't have enough to keep up a shift, as fast as you will be moving. I would suggest ATG and maybe a couple of internal-armored drones, but don't expect to get a drone hit.

<Engineer> Well, I am afraid that this finishes our time. The senior cadets are scheduled for a workout on the ground combat course (several good natured groans were heard), and you junior cadets will have your first exams on tactics tomorrow. Be warned, this is the only time they will be announced in advance! So, gentlemen, let's be off!

(Sounds of chairs scraping, general conversation, and doors opening)

The Commander put the transcript down.

"So," he mused "another class has started, and another nears its graduation." He looked at his "honor's wall" on which were posted the class pictures of previous classes that he had seen graduate.

More than a few of the faces he knew he would never see again for they had made the final sacrifice. Others, mostly those he had thought would, were gaining rank rapidly in the war engulfing the Federation. Some had made captain (of frigates) within a decade. Still more had been crippled and invalidated out, and a very few had been cashiered in spite of their academy training.

He wondered how many more years he would look at those class pictures and count the faces.

With his melancholy thoughts, the Commander rose and, switching off his desk light, headed home to clean up and prepare for another day. ○○○

TEAM PAPERS

STINGER'S GAP

— *Fleet Captain Sandy S. Hemenway, USS North Carolina*

When sending stingers in on an attack run, try to arrange to move directly from range 4 to range 2. This can be accomplished by paying close attention to the movement chart and arranging to reach range 4 when both your fighters and the enemy ship will move on the next impulse. Your opponent will probably slip to avoid this maneuver; so divide your fighters evenly on the two hex rows adjacent to the one the enemy is approaching on. This means either a turn or slip by the enemy ship must bring him to range 2 of one of the two fighter groups. Even half a stinger group at range 2 can be devastating. If he moves straight, both groups are at range 2 (though possibly on different screens) and have avoided the deadly range 3 ADD-zone. The only ways he will be able to avoid this is to do a HET or an unplotted mid turn speed change.

PHOTONS VERSUS DISRUPTORS REDUX

— *Cadet David Wellwood, USS America*

Much has been made of the disruptor's ability to fire every turn, but what is overlooked is the demand for power the disruptor makes when it is overloaded. Federation commanders need to spend half as much power to hold an overloaded photon as compared to what a disruptor commander pays to overload. With refits adding power systems, and converting many of the added power systems to warp reactors, Federation commanders can run down their disruptor opponent to deliver a devastating barrage.

A fully refitted Federation CA can maintain a speed of 24 while holding four overloads or reloading standard torpedoes. If you are holding standards, you can achieve a speed of 28 and sustain it until you can end a turn at a range where you can dump in the power to overload the tubes and reduce your enemy to scrap. This speed will leave your enemy with no time or ability to do more than run from you. He will not be able to use the disruptor's vaunted rate of fire because, if he does, you will catch him, and nothing will save him then.

SHEPHERDING TARGETS

— *Ensign Ronald W. Gilbert, USS Illinois*

Most players consistently choose targets for which there is no ECM shift. By planning your EW, you can encourage them to engage ships of your choice. These selected ships will probably not arm heavy weapons, but use the power for shield reinforcement. They should also attempt to keep the range at less than optimum for the enemy ships. The shield reinforcement and slightly greater range will reduce the effectiveness of his fire on your ship somewhat while the rest of your squadron closes in to kill one of his ships.

It should be noted that this is risky, and players should strive not to use ships which do not have a solid chance of taking the enemy's slightly less than optimum attack and survive to fight on. You are risking the exchange of one ship for an advantage, and you must gain the advantage, or it is all for not.

PF TACTICS

— *Cadet Philip LaBarge, USS Utah*

On an approach run attacking a large seeking weapon force with a PF flotilla, plot a mid-turn speed change from say 24 to 12 when massive seeking weapons aimed at your flotilla are about 10 hexes away. This will allow your scout PF to go wild and in six impulses accelerate to 27 and run away while the remaining PFs destroy one of the launching units. This allows reloading PFs to circle back and regroup, using all of their weapons in the attack run.

STEALING HIS THUNDER

— *Lieutenant JG Joseph W. Hatfield, HMS New Brunswick*

When approaching an enemy that you intend to ram with your ESG, make sure you have a few points in your tractor beams. This is because the most typical ESG mitigation tactic is to launch as much junk as possible into your field to reduce its effect. By careful timing, you can seem to be about to hit him on the next impulse by moving, and when he launches shuttles and drones to reduce your field, you side slip to delay the impact and then apply your tractors to the objects. In this way, when you next move, you will take the objects with you pushing them away from his ship which will then bear the full brunt of the ESG field's attack.

PROBING CONVOYS

— *Cadet Chet Burtch, USS Washington*

It may be possible to get a Q-ship to reveal itself by directing a few long range strikes on the minimum shields of the freighters. The Q-ship commander may opt to raise his shields rather than take the internal damage, and if he does not raise his shields, when you see the ship take a weapon or other hit that you know the freighter should not have, the Q-ship will be revealed. Drones are best for this since a spread of them can present more than the phasers of the convoy can handle, and so score a few hits. Remember, though, that large freighters now have one tractor beam and can spoil your fun by tractoring the drones that are not destroyed by phasers. But if one of the ships uses more than one tractor, or a small freighter uses a tractor, you will have a Q-ship spotted.

HYDRAN MIXED WEAPONS TACTICS

— *Ensign Andrew Dederer, USS Illinois*

When using fleets of Hydran ships with both fusion beams and hellbores, you need to make up with coordination what you lack in armament compatibility. Therefore, form your ships into three ranks. The first rank consists of fighters and PFs (if available) at least three hexes from the nearest of your ships, with the fighters clear of the PFs so that they are not lost in the explosion of a destroyed PF. The next rank will be your fusion ships. These should be as close as you think safe, but try to arrange it so that any ship that explodes will only damage the #2 or #6 shields of any ships in the third rank behind them (the hellbore ships).

Keep a few fighters on the hellbore-armed ships to use as emergency reserves. When attacking, fire the hellbores and fusion beams on alternate turns and use them to set up attacks for each other. As the range closes, use phasers to weaken key ship's shields and then use hellbores to bring those shields down, maximizing their Mizia effect by firing them on single targets in small volleys.

While the hellbore ships are doing this, the fusion ships should stop loading their fusion beams and concentrate on loaning EW to themselves and their fighters, but keep the phasers firing on these ships. The next time the hellbores are ready, overload the fusion beams and close in to finish the job. However, avoid exploding any enemy ships until your fighters and PFs are clear, and preferably make sure that you do not have any down shields to take damage from the explosions.

LOW POWER PHASER KILLS

— *Cadet Robert Gamble, USS Pennsylvania*

When playing, many players will have to use ph-1s to kill drones because of lack of other defenses (using up all other ph-3s). If a drone will only take 4-6 points of damage, DON'T fire two ph-1s at full power at ranges 1-3. Fire them as two ph-3s, and save the point of power. It's amazing how many players overlook this ability (myself included).

TRANSPORTER BOMBS AND DRONES

— *Ensign Eric Hyman, USS California*

One of the problems with T-bombs used for drone defense is getting them in place without taking damage because of the need to drop your shield. With care in watching your side slip mode and the impulse chart to determine when things are going to move, this can be avoided. The trick is to send the T-bomb out on a hex spine so that it covers your front shield with its explosion radius without hitting your front shield. This allows you to drop the #2 or #6 shield to place the bomb. Side slips must be used to delay the drones approach (and to get them all lined up on the target hex row(s). Remember, the T-bomb will require time (two impulses) to arm when transported, and this must be allowed for.

EFFECTIVE USE OF OVERLOADED PPDs

— *Lieutenant JG Paul Kramer, Battle Group Houston*

Overloaded PPDs are the most difficult weapon in SFB to use properly due to their restrictive range of use (range 4–8, as opposed to range 0–8 for other overloaded weapons), coupled with their timed-release nature. Plasma torpedoes can be used en masse to set up the use of the overloaded PPD. One or more ISC ships should fire several plasma torpedoes at the "target" ship. If the target ship overruns the plasma torps, finish it off with phasers. If it stops to wild weasel the torps, you can maintain the 4–8 hex range to use the overloaded PPD(s). If the target ship turns to move away from the plasma torpedoes, follow him at range 4–8 and PPD him from behind while the torps force him to move away from you.

THOLIAN TRACTOR SLAM

— *Commodore Tom Carroll, USS New Jersey*

Most players realize that running into a strong web can cause damage and breakdowns and so avoid it much to the Tholian's annoyance. One way to surprise your enemy is to tractor him and pull or push him into the web (strength 12+). You must be going fast enough that your and his combined speed is 13 or greater. This is hard to do but, if effective, usually forces a HET or the breakdown bonus to be wasted on preventing breakdown. Remember, the effective speed of you and your enemy must be greater than 12. This method can also be used against drones and fighters. Most late war fighters require a 30+ speed to drag them to death, and most players know that speed 20 drones work better against web than speed 32. If you tractor these units while going speed 21+, and either push or pull them into a web (strength 12+), you can at least damage them and possibly destroy them. If they are not destroyed, release them in the web and leave them there. Remember, this is not a tactic Tholians aim to use but a tactic which can come in useful if the situation presents itself.

EFFECTIVE ECM — *Ensign David Gardner, USS Virginia*

When allocating points for ECM, assign only a number of points with an integer as a square root; that way you waste no energy. If you later find that your opponent has offset some of your ECM with ECCM, counter it with reserve power. Remember to keep a wild weasel warm and ready to fly for an emergency ECM boost.

DRONE COMPLIMENT FOR WILD WEASELS

— *Ensign Troy Feickert, USS Nebraska*

If your ship uses drones, and you expect to be in a situation where you may use a wild weasel, a handy drone to have is the type-III, type-VI, or ATG drone since they will still be tracking their targets even if you must lose your lock-ons to launch a weasel (provided they can achieve their own lock-ons, of course).

C-RACK SURPRISE

— *Lt Commander David Zimdars, USS Montana*

If you have just exchanged an alpha-strike with an opponent, you may discover that your enemy has fired all of his phasers and is relying on ADDs for drone defense during the rest of the turn. ADDs are ineffective at range 0, so it may be possible to close to that range and launch drones at your opponent, giving him no chance to shoot down the drones (unless he moves before the drones). It may be helpful to tractor your opponent, both to hold your position and to bleed away any tractor energy he might use to tractor your drones. C-racks (common after Y175 on some Orion and most Kzinti ships) are perfect for delivering this second salvo, but you might consider not launching some drones before your alpha-strike if you do not have C-racks. Note that you can also launch fighters at range 0 and have them match speed with their targets. This will preserve them until they are ready to fire/launch as long as your enemy can't recharge his phasers before the fighters can fire.

AVOIDING THE END OF THE TURN

— *Cadet Christopher Dearlove, HMS Essex*

Many actions can be efficiently taken only during the early parts of a turn. Time your approach so as to fire plasma torpedoes (especially) and drones early in a turn to limit your opponent's opportunity to plan mid-turn speed changes to avoid them. This also allows you to hold them if your opponent's speed is too high for them to be effective in catching him.

USING SHIELDS

— *Ensign Fred Hood, HMS Shropshire*

If you have the option of either flying to one side of two enemy ships or of flying between them, you should take the central route. This is because the two enemy ships will be firing at different shields. This tactic also allows you to maximize your own fire by exposing all of your weapon firing arcs. The exception to this will be if you can pass far enough from one of the enemy ships to seriously degrade his firepower. In this case it is probably better to pass to one side of both ships.

EPT VERSUS PA PANEL

— *Cadet Michael Farajien, USS California*

EPTs have a few tactical advantages over normal plasma when fighting an Andromedan. First, because of its larger size, the EPT will inflict more damage to the facing panel. Consider that a normal S-torp that takes 16 points of phaser damage will be a 22-point warhead on impact. An EPT with the same damage will do 26 points to the facing panels. Second, since the warhead will also fill the back panels on the Andromedan, any given "drone" internal will have the potential of unleashing a chain reaction since all the panels can be filled.

LYRAN ECHELON — *Lieutenant JG Jon Cleaves, USS Maine*

When operating in a fleet, Lyran frigates and destroyers should form a gun line to the front of the heavier vessels. This does several things: It optimizes the difference in disruptor ranges between ships. The gun line can use ESGs and weapons fire against incoming drones and fighters. Kzinti disruptor-armed and Hydran hellbore-armed fighters are kept out of range of the heavy units. The gun line also provides for the hellbore screen.

THOLIAN DEFENSE

— *Commodore Jeff Laikind, USS Wisconsin*

The Tholians can readily defend a planet with an orbiting base: The planet has a concentric web around it in adjacent hexes. The base orbits the planet at a distance of 2 hexes. The second layer of web is at 3 hexes. The base is then able to power two layers of concentric web if necessary. ☼☼☼

MARINE TERM PAPERS

DON'T TOUCH THAT SWITCH

— *Cadet Kelly Donahue, USS Maine*

When using Commander's Option Items, always buy one or two commando squads. They are cheap at 1 BPV each (or 0.5 if you convert one of your own boarding parties) and can be used for a great number of last ditch efforts, such as boarding scatter-packs, suicide shuttles, or wild weasels, and commandoes have the best chance to get past the guards on Klingon security stations. More importantly, however, is the fact that, if they are placed on-board an enemy ship, they will prevent that ship from self-destructing permanently on a 1 or 2 and temporarily on a 3 or 4. This substantially increases the odds that that ship will still be there next turn to put more boarding parties onto and (hopefully) be taken over.

Best Marines Term Paper in this issue.

SURPRISE, YOU'RE CAPTURED

— *Fleet Captain Mark Schultz, USS Pennsylvania*

Klingons love to capture ships. Unfortunately, the potential prizes often self-destruct. This is due mostly to the limited number of transporters available and the limited time (before the end of the turn) in which to use them. A ship with an SFG can make this all rather easy, allowing capture of very large often minimally damaged enemy ships. The process starts by downing a shield and transporting as many BPs as possible onto the enemy ship. The enemy ship is then placed in stasis by the first of the SFG's three available fields. To take full advantage of this tactic, the ship should be placed in stasis near the beginning of the turn. This field is left up across the end of the turn, allowing transporter recycle and shuttle activities. Meanwhile, remaining available friendly ships can now congregate at the stasis field. If the opposing ship's speed was low enough, multiple shuttlecraft crammed with BPs can sit in the hex waiting for the field to go down. One of the friendly ships allocates maximum power to tractor. The SFG ship allocates 23 power points to the stasis generator. Early in turn #2, the SFG ship establishes a second stasis field on some other target, perhaps a friendly ship still being chased by seeking weapons. It then drops the first field. If you do not wish the opponent to reallocate due to problems caused by re-emergence of weaponry, reserve power, and altered speed, drop the first field late enough in turn #2 that reallocation is not allowed (impulses of the first turn before stasis plus impulses of the second turn left when the field is dropped are less than 37). If you do wish reallocation due to an already favorable boarding combat situation, drop the first field early in turn #2. Swarms of BPs are now transported and landed via shuttlecraft onto the capture target. If these are enough to guarantee capture, the second and third fields are not necessary. Otherwise, another friendly ship (if one was available) now tractors the capture target to prevent its movement out of SFG range. Eight impulses later, still in turn #2, the stasis equipped ship applies its third and final field to the capture target. The second field is now dropped. Again giving consideration to whether reallocation before the end of turn #3 is desirable, the final field is dropped and yet another swarm of BPs deposited. At this point, the result of the ensuing boarding party combat phase should be a foregone conclusion. The moral -- why kill when you can capture?

IMPULSE DENIAL — *Ensign Bill C. M. Tam, HMS Ontario*

When dealing with a crippled ship, conduct hit-and-run raids against its impulse engines to ensure it does not sublight evade. Besides, few players post guards on even the boom emergency engines on Klingon ships.

ALL IS FAIR IN WAR — *Commodore John Berg, USS Chicago*

When engaged in BP actions, use militia units as casualties first. They are as effective as a BP in combat but more difficult to deploy because of the double volume for transport. Their loss will be your tactical gain later if you need to move.

STEALING SLEDGEHAMMERS WITH ANTS

— *Ensign Sean Upchurch, USS America*

A starbase with a barracks module (total 24 transporters and 110 boarding parties) is easily able to capture any enemy ship that comes within 5 hexes after the opposing fleet kindly drops your shield. Note that the average damage from two phaser-4s at range 5 is 30 points, or 1 shield. This also helps to explain why the webbed Tholian starbases aren't attacked. The transporters can operate into web hexes, and you never have to worry about range.

RIDING SHOTGUN — *Lt Cmdr Tom Chartoff, USS New Jersey*

When operating MRS and SWAC shuttles, always remember to place a boarding party aboard to prevent its capture. If your opponent neglects to take this precaution, place boarding parties on his MRS/SWAC shuttles. Without boarding parties on board, the odds of the shuttle being captured are 33%. With friendly boarding parties on board, this is reduced to only 16%. Remember that a captured SWAC and its crew are worth 90 BPV.

CORVUS

— *Ensign Thomas E. Lallier, USS California*

An overlooked ship in the Romulan arsenal is the Sparrowhawk-G. This ship is a highly effective board and capture combat ship even on its own. It retains its heavy weapons unlike most commando ships. It is quite capable of downing an enemy ship's shield on its own, sending over seven boarding parties to establish an initial lodgement, and then swamping the enemy with up to 28 more on the following turn. Only dreadnoughts or other commando ships can resist capture (other than by self-destruction) in the face of such an attack.

SPACE ATTACK SHUTTLE

— *Lieutenant JG Simon P. Zwart, HNIMS Holland*

It is frequently forgotten that a GAS shuttle takes eight points to destroy and six to cripple. Substituting GAS shuttles for admin shuttles in the Commanders Option Items will cause you some limitations (for example, they cannot be used as suicide or scatter-pack shuttles), but since the enemy will not expect them to be GAS shuttles, they may not be fired on effectively, increasing their chances to crash aboard the enemy ship and deliver their marines.

BLIND MAN'S BLUFF

— *Fleet Captain William Chitwood, USS Alabama*

Rather than making hit-and-run raids against the usual and (usually guarded) weapons and power systems, make them against the sensor and scanner tracks. Against direct-fire weapons, removing half of the scanner track can mean an extra two or three, sometimes five hexes added to the range. Against a seeking weapon ship, a few hits in the sensor system can result in no lock-ons preventing him from launching his seeking weapons on subsequent turns.

IN-SECURITY — *Commodore John Hammer, USS New York*

Once you have boarded a Klingon ship, it will probably pull all its guards off duty for general boarding purposes on the next turn, making his security systems vulnerable to hit-and-run raids. Hit them! You will take far fewer casualties if the Klingon is stripped of his (G6.13) benefits, and you might even incite the crew to mutiny.

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ENCORE TERM PAPERS

The rule on Term Papers is that no one author can have more than one paper in a given section of a given issue. While this does spread around the opportunity to get published, it leaves some of the best papers in the files. As a special one-time event, we are publishing the "second best" papers of the top authors, which were actually graded higher than many of the other papers that have been published.

THE ANDROMEDAN RELAY

— *Fleet Admiral Frank Crull, Battle Group Houston*

When the Andromedans have a need for a satellite ship to be placed in action, but the ship carrying the satellite ship is out of range, the satellite ship can be relayed if there is another mothership with an empty hangar bay slot capable of carrying that satellite ship. Use (G19.47) to transfer the ship, then eight impulses later the receiving mothership will be able to launch it, up to 5 hexes from its, the mothership's, current location.

SEEKING WEAPONS TACTICS

— *Ensign Marc Michalik, USS Colorado*

When flying a plasma ship (and to a lesser extent a drone-armed ship), you should always consider launching whenever your target turns. He can't turn again for a while and is stuck moving in his new direction for at least a few impulses. You will usually choose to launch if the enemy has just turned and is facing toward you. This is all very obvious, but the point is that stopping, temporarily forgetting your original plan, and considering launching should become instinct. It should become a habit that you couldn't break if you wanted to. If you haven't already been doing this, your game should improve as you recognize opportunities that would have otherwise been missed.

LAUNCH EVERYTHING

— *Lieutenant JG Simon P. Zwart, HNIMS Holland*

When you are about to be overrun, launch everything you can! Place T-bombs to make the over runner pay coming or at least going. Get every shuttle out of the bays because he will have no idea whether or not any of them are scatter-packs (if you are a drone user) or just suicide shuttles (provided you have made sure that he could not accurately track your power allocation on previous turns). Put a wave of drones (if you have them) out for him to run through. All of this will reduce the fire power he will have to hit your ship with, and you will still have your own weapons.

FIGHTERS VERSUS ANDROMEDANS

— *Rear Admiral Tony Zbaraschuck, USS Washington*

Drone-armed fighters, like their direct-fire counterparts, should never get closer than range 10 to an Andromedan. From 10 hexes range, launch clouds of drones to overwhelm him. If your fighters got closer, the Andromedan would kill them with T-bombs, but now he will have to use the T-bombs to protect himself from the drones, as well as using his phasers and maybe even his tractor-repulsor beams.

AGAINST WEBS

— *Senior Lt Robert Eng, USS New York*

When approaching a web of medium strength, run into it at a speed of 11 so that you will not take damage. Then speed up to 22 to break through the web. If you are stuck in a web that is about to dissipate, move slower and then speed up so that you will not lose movement points. If you have to get out fast, you might consider moving at a high speed at first and slow down after breaking free. Watch where the Tholian ships are stationed to avoid having him reinforce the web while you are in it.

CENTURIONS FOR THE DEFENSE

— *Lieutenant JG Andrew Dederer, USS Illinois*

When defending Romulan bases, use a flotilla of Centurions. They should cloak immediately and move up behind the minefield near where the enemy is attempting to breach it. When the enemy's weapons are temporarily empty, uncloak and begin launching plasma-Fs at maximum rate and firing your phasers. Use maximum ECM with the base acting as a PF tender to loan EW if the scout goes down. Start behind one shield, and rotate a new shield into place with tactical maneuvers at the start of each of your three turns of firing, and use the rest of your power for shield reinforcement and to begin reloading the fired torpedoes and the phaser. After the last torpedo is fired on the third turn, cloak out and finish rearming, turning a rear shield to the enemy as you do so. Then ready yourself to repeat the firestorm again! You should be able to convince the enemy that he will not breach the minefield without major loss.

DO NOT OVERDO IT

— *Commodore John Hammer, USS NY*

When fighting a battle on an open map where your enemy has unlimited running room, do not launch so many drones that your opponent will have a very difficult time dealing with them. If you do, he will simply turn away and you will have wasted a large number of drones. This is particularly valid when using drones slower than speed-32. Of course, if your enemy is in a position such that he cannot run away from a drone wave large enough to score hits (or must risk an HET in order to do so), then let him have it with both barrels!

FUELING THE FIRE

— *Commander Tom Chartoff, USS New Jersey*

When fighting Klingons, take advantage of their tendency to mutiny. If the security stations have been destroyed, but mutiny has not yet occurred, place boarding parties onto the ship at the non-combat rate (four per transporter) after you have achieved a beach head (G8.323). Although these boarding parties will not be able to fight, they can affect the mutiny die roll which comes before boarding party combat is resolved (see annex #2, Phase 7 "Final Activity Phase"). These boarding parties will also greatly increase the chance of a successful mutiny, and you gain immediate control of the ship because you have boarding parties aboard. There is a risk in that the Klingons may decide to retain control of the boom (G6.25) and separate it and detonate the rear hull (G6.411), so if using (D16.0), try to have as many of your boarding parties as possible beamed into the boom.

ANDROMEDAN POWER SINKS

— *Lieutenant JG Kenneth Burnside, USS Arizona*

Due to the Doomsday re-write of the Andro rules, there's a new place for Andromedans to dump power: Degradation Repair. This is good for 4 points of power per turn, and repairs 2 points of panel degradation. (Works like shield repair, in that regard.) It not only helps you clear your batteries for dumping power into, thus clearing your panels, but it also improves your panels ability to store power.

TOP SCORES: Authors with the most papers as of CL10.

16 published papers	Steven P Petrick
14 published papers	Tom Chartoff
12 published papers	Owen Riley, Tony Zbaraschuk
10 published papers	David Zimdars
9 published papers	David Crump, Frank Crull
7	James D Butler, Robert Eng, Alan Gopin, Paul Kramer, Mark Schultz, Mike West
6	Bill Blakely, John Byrne, Jay Clendenny, Graeme Cree, Eric Nussberger, Ray Olesen, Robert Tweedy, Bill Walter

VICTORY AT GENCON 90

by Fleet Captain Frank Gilson

Let me start by describing the ship I used to win the Fleet Captain's Tournament at Gen Con 1990. It was the WYN tournament ship with a phaser-G in each of the side option mounts (LS/RS arcs) and a plasma-F in each of the forward mounts (FP/FP arcs). This provides for tremendous in close firepower with an intense power curve. At the start of each tournament game, such a ship is capable of speed 31, shields up, weapons armed (as they cost nothing to hold), with 12 points of extra power. We'll get back to that later.

One of the most important things to remember is that, in general, you should keep your speed up. High speed can be used to close with an enemy, evade an enemy, and, very importantly, evade plasma torpedoes. It is especially important to maintain high speed in the WYN tournament ship because, if you ever stop, the acceleration limits (by 5 or double, limit of 10) will usually cause you to lose the game. However, knowing when it is alright to slow or even stop (emergency decel) is sometimes even more important. For example, if you are absolutely certain that you will be tractoring your opponent and ending the game soon, your need for speed diminishes once the tractor is established. You should instead put the energy into tractor beam to assure that it works. That was one main tactic I used with the WYN ship. Run up to the opponent, take his fire, and tractor him. Various seeking weapons would then be launched, followed up by prodigious phaser fire. Another reason to stop would be if you would otherwise run past the opponent and you have one turn arming weapons like phasers/disruptors/drones. Klingons, Kzintis, and the WYN ship I was using love to knife fight. If your opponent has stopped, the situation may be such that it is safe for you to stop and start knife fighting.

As mentioned above, tractor beams can be very useful. The main reasons I use them are to keep the enemy right next to me and to prevent him from launching any shuttles (especially weasels or, if Hydran, fighters). This assures that my seeking weapons can only be dealt with by enemy phaser fire and that my phaser firepower is most effective. The abnormal amount of fire turn available power that this particular WYN ship has can surprise an enemy, resulting in him being tractor and butchered.

There are, however, several problems with the WYN ship that must be overcome. It has a poor turn mode. It has an extremely poor acceleration limit. Finally, you should NEVER make an HET with it. We have all heard of the man who made three HETs in the WYN ship and never broke down, but we never hear about the countless WYN captains who tried an HET and broke down (probably because they lost). All this means that the WYN captain must be very careful about keeping his speed up and maneuvering carefully. You don't have the luxury of an HET to correct a maneuvering mistake.

I will now, in brief, present what I remember about the battles I fought at Gen Con 1990.

The first was against a Romulan. He appeared to be inexperienced, even remarking that he had never played in a tournament. I was still wary because, if you underestimate anyone or believe what may be a psychological ploy, you can have an embarrassing loss. It turned out that he was inexperienced. He launched his plasma torpedoes one at a time. I took them on different shields, tractor him, and destroyed him on turn 1.

The second battle was against a Lyran. I essentially used drones and a shuttle, along with my ship, to eat the range 3 ESGs he had put up. I then tractor him, ate his disruptor and

phaser fire while firing my four phaser-1s, and launched my plasmas. They hit and wrecked the shield I had phasered, doing minor internals. I had only lost the phaser-1s in the damage I took, so in through that same down shield went 10 phaser-3 shots. I got a fresh shield toward him, as did he to me, and awaited the next turn. I maintained the tractor and launched three drones (one launcher having been destroyed) and fired phasers. He had to use three phasers to kill the drones and had lost five the previous turn. All he had to give my ship were two phasers and three disruptors. I used TACs to get my rear shield to face him and fired 10 more phaser-3 shots. At this point, he conceded.

The third battle was again versus a Lyran. However, he did not try to steam roll me with ESGs. He cruised by, fired disruptors and phasers, and turned away, having scraped half my front shield away. I pursued and pinned him in a corner. I launched both real plasma-F torps and turned away. He stopped and weaseled. This was what I had been hoping for. I brought my ship around and closed, eating his ESGs with drones and a shuttle, and tractor him. I used my phaser hose on him, and he fired at me (only two overloads; apparently he had expected me to spend another turn rearming my F-torps). The next turn I had my F-torps back, and between them, my drones, and my phaser hose, it was all over. He should have allowed those two previous F-torps to hit, after running them out somewhat and using phasers on them. That would have allowed him to keep his speed up.

The fourth battle was against a Gorn. I approached at high speed. He made the error of launching one plasma at a time, believing that I would turn away. I was able to take them on separate shields and avoid the arc of one of the F-torps. I got close enough to tractor and, thus, destroy him. One point, however, is that you must be certain of tractoring the opponent and inflicting severe damage on him if you intend to eat his weapons. Eating his weapons and failing to get close is a quick way to lose.

The fifth battle was against a Fed. I decided to use my extra energy as shield reinforcement instead of tractor energy, fearing a lucky hit with four photons. I launched drones and turned right, intending that he have to phaser out the drones and, thus, do less damage to me. I made a miscalculation, however, and he was able to move around the drones (give me a break; they're only speed 20). He fired at range 4, scoring all four photon hits. My reinforcement and batteries gave me a 47-point facing shield, so I only took about 38 internals. He inexplicably made a HET and then, realizing that my drones would pin him in and I could get plasmas to hit, he emergency decelerated. I emergency decelerated next to him and used phasers on him. I had launched a plasma that turn because he had hit the launcher (and had no tractor energy), so he weaseled it and the four previously launched drones. On the next turn I was able to use phasers again and actually got two small drones to hit. He started to cruise away, and I followed, much slower of course. It ended on a later turn when, at range 2, he hit with the three photons he had left (most of his phasers having been destroyed or used against drones), and I gave him a final phaser hose, destroying him.

My sixth and final game was against a Romulan. He was a good player, especially to have gotten this far. We started a high speed run towards each other. I launched drones and two fake F-torps; he launched two S-torps. Neither of us was willing to accept the seeking weapons, so we turned away. I found out that his S-torps were fake as he found out my F-torps were. He phasered out the drones, and we turned towards one another. He launched two real torps somewhat closer than before and kept coming. I turned away, and at the last impulse when they were still in FP arc, I launched both F-torps. This surprised him

as he had thought they were FA arc. He turned away and was hit near the end of their range. I outran the S-torps, receiving minimal damage near the end of their range. He stopped and cloaked in order to rearm. I overran him and fired my phaser-1s, scoring minimal shield damage. He built up some speed and uncloaked. I approached him, and he launched an S-torp, at which point I turned away and outran it since he was going too slow to catch me. The next turn, knowing he had only one S-torp and two F-torps, I overran him and ate the torpedoes. I was able to tractor him as well as inflict substantial damage on him. The next turn the damage I did decontrolled his ship. He managed to break the tractor and move away, catching me by surprise. However, his being decontrolled prevented him from launching any wild weasels against my drones and plasmas, and he conceded.

One key thing that I noticed was that several opponents did not anticipate both what my ship could do and the tactics I might employ with it. You must know exactly what capabilities your opponent's ship has and what it is possible to do with it. Hopefully, this article will help at least one person when they decide to give tournament play a try. ○○○

ESG TACTICS

by Tom Gondolfi

The ESG is a difficult system to master. Is it a defense or is it a weapon? This question drives to the very heart of the ESG, and YOUR answer will affect any tactic you use AND your success.

ESG AS A DEFENSE

Against the Lyrans historical enemies, the Hydrans and Kzintis, the ESG is a formidable defense. Don't be fooled into thinking that it is the *ultimate* defense, or you will pay with your life.

Use your ESGs as a hellbore shield. Watch the hellbore table for range breaks and your ship's movement, and time your ESG's announcement so that they come up at the right radius.

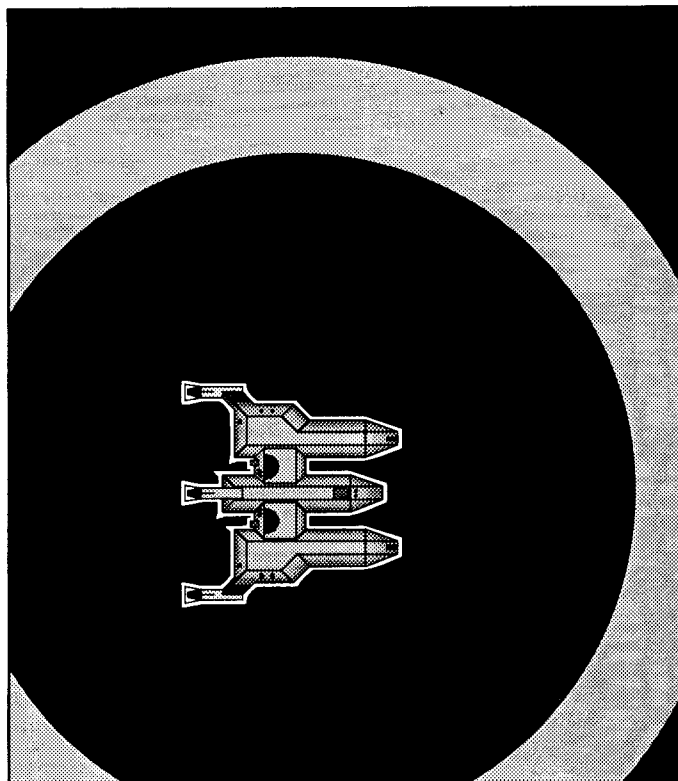
Don't forget that the hellbores will hit automatically on the ESGs. For similar point ships, the hellbores should just barely penetrate the ESGs doing minor damage to your shields. Don't forget that the new hellbore rule makes the hellbore-user have to roll any additional hellbore hits against your ship; you will not get automatic hits like in the Commander's Edition.

Don't believe that you can sweep Hydran fighters with your ESGs. Their hellbores will be able to fire on your ESGs before your ESGs are effective on the next impulse's movement, allowing the fighters to close to death range. Try to deal with fighters at longer ranges.

Don't feel that your ESG is a drone-proof shield. Any similar-BPV drone-user can break down your defense, even with normal drones. To make your ESG as effective as possible, attempt to lab drones at a range outside the ESG so none surprise you.

Lyrans carriers and escorts (the only Lyrans ships allowed to buy drones) can buy dogfight drones for a shatter-pack (a scatter-pack with 12 fast dogfight drones). This will make it easy on the ESGs by destroying enemy drones and chasing away enemy fighters.

If you suspect enemy mines, try putting up all of your ESGs at range 2. This will prevent any mines from detonating from your presence; thus, you will never suffer the massive backlash from an NSM exploding (unless you hit two at once). Sweeping mines then will be by the numbers rather than a gut-wrenching experience.



When an opponent gets close, the mere announcement of 'ESGs coming up,' can be enough to deter him from closing to death range. If he turns away, cancel the ESGs and save the power.

ESGs AS AN OFFENSE

There is only one way to use the ESG offensively: *overrun your opponent*. To do this, you must be willing to take his full alpha strike, accepting the internals he will do to you.

As you know you are going to take internals; fire one disruptor and at least two phaser-1s as soon as you reach overload range. This allows you to take internals without losing that part of your punch.

Try to come in obliquely on your opponent. This allows you to take your opponent's alpha strike on your side shields, keeping the front shield intact so that, when you get closer, you can turn into him without fear of being Miziaed to death.

When you close, keep an inordinate amount of tractor power available. If your opponent succeeds in tractoring you outside the range of your ESGs, they are useless, and after you have hit him, you can grab him in tractor so that you don't shoot on past.

Speed is essential to overrun an opponent. It even takes precedence over arming disruptors!

OTHER ESG TIPS

If you see a shuttle that might be a scatter-pack, destroy it at once, with any firepower available. The scatter-pack, once it pops, is the best defense against the ESG.

In large fleet battles, take care with your ESGs against hellbore users. As soon as you get ready to sweep something from the field and raise your ESG, the hellbore-user can decide exactly what it will take to knock it down, so don't count on it for anything but drawing hellbore fire.

When taking internals, count on taking at least one ESG. Don't power one of them so that the already power hungry beasts don't bankrupt you. ○○○

PROBES: THE FORGOTTEN SYSTEM

by Bruce Graw

Probes are found on almost all ships in Star Fleet Battles (with the notable exception of Orion Pirates and most Andromedans), but are seldom used by players except in monster scenarios. This is because they seem to have little use, but in fact they can be quite helpful in gathering information in just about any situation. And, in some circumstances, probes can even be used as weapons.

The ground rules for standard (non-weapon) probes are simple: They cost 1 point of energy to arm over the course of two turns (G5.21). They cannot be held, but can be rolling-delayed and, thus, held ready to fire. Unfortunately, they cannot be considered armed at the beginning of a scenario even if your ship is at weapons status III.

For informational use, probes have a range of 6 hexes and a 360° field of fire. Against monsters and other objects of study, this essentially gives you the ability to score 20 points of information at a range of 6, a phenomenal increase over the abilities of labs (which require the ship to get much closer).

Most scenarios, however, do not include monsters or other "scientific objects." The probe is largely forgotten in such scenarios. However, it does have two other informational uses: tactical intelligence and identification of seeking weapons.

The first of these, tactical intelligence, is like temporarily (and safely) moving your ship 6 hexes in any direction for a single impulse. Using this, you can learn useful information about enemy forces well before you have closed to critical range. For example, when coming up against a Klingon fleet, it would be nice to know which ship (if any) has a stasis field generator. Unfortunately, you cannot locate SFGs which replace phasers until you reach range 10 (level "I"), assuming no EW shift. Most players consider this too close for comfort. The probe can, in such situations, be used to extend this to range 16 (if you probe every ship), enabling you to decide well in advance just how much you wish to close with the Klingon fleet.

Extending the range of TacIntel is also useful against Romulans, who are big fans of cloaked maulers. Normally, you could not identify a Falcon (for example) until level H (level G if you happen to be in its firing arc). This requires range 12 under ordinary circumstances, i.e., no electronic warfare or cloak interference. If the Falcon is cloaked, and you do not have lock-on to it, you must be as close as 3 hexes to achieve this level. This is WAY too close for comfort! However, if you have a probe charged, you can fire it from as far away as range 9, identifying the mauler (if you probe enough ships) without giving it a chance to uncloak virtually on top of you.

If you have an electronic warfare shift in your favor, you can determine the precise arming status of enemy weapons from as far away as range 10. Simply close to that range, fire the probe to gain range 4, and the shift provides you with TacIntel level M. Essentially, this will give you any information you want to know about that unit, from outside overload range!

Probes can also be fired around planets to locate or identify units hiding behind them. In a scenario where you suspect a unit to be hidden behind a moon or other terrain feature, keep a probe handy and fire it as you near the obstacle. You can then learn level C information on all units within 2 hexes of the probe (D17.154), provided they are within its line of sight.

In addition to their tactical intelligence use, you can also use a probe to identify a seeking weapon. For ships with very few labs, this can be highly useful, turning the probe launcher

into a kind of "bonus" lab. The cost of arming the probe for this purpose may seem high, but keep in mind that it will always work. In addition, its main advantage in this capacity is that it can be used from as far away as range 6. This is excellent against scatter-packs, or suspected scatter-packs, as you can learn their targeting status before they burst (keep in mind, though, that you learn only the target of the shuttle, not its drones, and you can still be fooled by pseudo scatter-packs). The probe also detects swordfish, multi-warhead, and starfish drones well before they will fire or release their submunitions. Another use of this long-range identification ability is in a scenario where the victory conditions of another player or players might be hidden from you—in such a case the probe could reveal, from a distance, if a player has hostile intent towards your ship, before its seeking weapons become too close to deal with effectively.

Another thing most players learn to their sorrow is that, according to the Sequence of Play, you can't use labs to identify a seeking weapon on the impulse it is launched. This means that if the enemy ship is right next to you, and the weapon will impact on the following impulse, you have no way of telling what it is. Not with labs, that is—the probe is a different story!

Firing a probe for information comes AFTER the launch of drones and plasma torpedoes (but before shuttle launch, unfortunately). So, a probe can at least tell you information about one non-shuttle seeking weapon of your choice, even on the impulse it is launched. Again, you have to keep a probe ready, for one point of power per turn, to be able to use it in this way; however, under some circumstances it may be well worth your time.

The final use of probes is as an emergency weapon. It's expensive to arm (2 warp for 2 turns), has a restrictive firing arc (the hex row in front of your ship), has a very limited range (you must roll greater than the range in order to hit), and does a mere 8 points of damage if it does hit. Still, it can be effective as a last resort or as a rude surprise to your opponent.

Normally, you cannot charge a probe as a weapon until you are crippled, but there are some exceptions. A legendary captain or outstanding crew gives you the ability to arm the probe, and you may also charge it if you are outnumbered (the enemy BPV must be 50% higher than yours). An opponent not aware of either of these situations will not be expecting a probe, which could provide a surprise if, for example, he believes you are out of weapons and lowers shields to attempt to capture you. Be sure to calculate the total BPV facing you before any scenario to find out if you're eligible to use a probe as a weapon, and if you are, use it!

One final note about probes. In a scenario where your probe launcher is expected to see heavy use, you can also buy additional probes for 1 BPV as part of your Commander's Options (Annex #6); these would be reloaded into the probe launcher as necessary, just as if they were drones being loaded into a drone rack. One could be kept as a spare in the event you're required to use an overloaded probe to kill a monster, or you could just buy more to increase your ability to gain information over a longer period of time.

Probes may seem to be the most worthless item on your ship, but they certainly have their uses. A good captain utilizes every system, and probes are no exception. **000**

ASK UNCLE ARDOK

How should my Lyran squadron engage an ISC force?

Use ESGs to ram the gunline, and use your phasers to get through the plasmas. Your superior mobility will help in both cases and in the up-close battle when you have reached his core ships. **000**

IN THIS EMPIRE...

by Owen G Riley Esq, Director of Strategic Studies

As noted on page 1, this F&E section will be a bit smaller than the two previous record-breaking editions, but we have more material in development for the next issue, and the quality of the material in this issue will make up for any lack of volume. We have Tactics, a new Gorn-Romulan scenario, the Survey Ship rules from EcoWar, How to build PDUs, Commentaries, Carrier War Report, and an interesting Federation Option. ☉☉☉

FEDERATION & ENQUIRE

Questions about the F&E game system and background.

THE QUICK AND THE BORDER PATROL

Q1001F: Why can the Klingon fleet's Tholian Border Harassment Squadron be used as a strategic reserve against any enemy while the Romulan fleet's Tholian Border Patrol Detachment cannot be used against the Gorns?

A: Because the Tholian Border Harassment Squadron is an elite combat training unit which continually battles Tholian ships. The squadron is at the highest state of alert within the entire Empire and is ready to go into action anywhere at a moment's notice. The Romulan fleet's Tholian Border Patrol Detachment is just that, a border patrol. They are not used for combat training (the Romulans would not voluntarily seek combat in webs), not at a particularly high state of alert, and not intended as a strategic maneuver force.

SEE YOU IN ORION

Q1002F: What happens if a Klingon ship "retreats" into the Orion province and causes them to go neutral? Is this fair?

A: Well, first the Klingon must have a supply path to invoke the neutrality clause. Without it, the Orions would go neutral when the ship arrived and then immediately revert to loyalty when they found that it didn't have a supply path, after they interned it of course. Next, the Klingon must (302.73) retreat TOWARD a supply point. This can be arranged, but is tricky. If the ship does have a supply path, you can assume that it did not "retreat from" the Fed fleet but rather "fought its way past" to reach Orion territory.

ALL TAXED OUT

Q1003F: Is the territory of fleets that were inactive during the early turns exhausted?

A: All territory of the race, including captured and newly explored territory, becomes exhausted at the same time.

SCOUT PLANETS

Q1004F: Why don't planets have an EW capability?

A: Any such capability would be part of the bases/PDUs built on or around the planet. Within the F&E system, there is no difference between a base on the surface or in orbit.

MINOR MERCENARIES NOT FOR HIRE

Q1005F: Why are the Kzintis and Lyrans prohibited from entering Federation territory on turns 7-9?

A: This reflects the national priorities of those races. The Kzintis are not quite ready to abandon their country to become Federation mercenaries, and the Lyrans went into partnership with the Klingons to divvy up Kzinti and Hydran space, not to become Klingon mercenaries against a race (the Federation) with which they have no dispute.

WHO'S THE BOSS

Q1006F: Why do the Lyran CA and CC have the same command rating?

A: As the SSDs (from Star Fleet Battles) show, these two ships have the same command facilities. This is because each Lyran Count has a CA for his flagship.

REPAIRS WHILE YOU WAIT

Q1007F: The plasma races with their 10-point cruisers have a tough time repairing them at a BATS (which can only provide 4 repair points).

A: Surprise! In DF&E your plea was heard, and a special rule was created for the plasma ships. See (420.423).

BASE CONSTRUCTION WOES

Q1008F: Why can you build a ship in a turn while building a base takes forever?

A: Several reasons. First, you really *can't* build a ship in one turn, it's just simpler to do it that way. Part of the money spent on any given turn (that you think is spent for ships to be completed that turn) is really spent to start the ships you will build next turn or the turn after. Similarly, money from prior turns replaces the money spent this turn for later turns. It simplifies things immensely to just pay for a ship when you receive it, and the difference between a simplified and a "realistic" system (in so far as what is built and when it is built) is almost irrelevant. Theoretically, the shipyard contains the partially-built hulls of the ships for the next few turns, but those are (realistically) destroyed with the shipyard and undamaged if the enemy never gets a shot at the shipyard, so it makes no difference. Partially-built bases are functional and worthwhile targets, and far more likely to be attacked than your shipyard.

Second, it really does cost more and take longer to build a base. At the shipyard you have everything you need, at the same place where you needed it before and will need it again. Building a base way over yonder means establishing supply lines, finding local metal supplies, importing technicians temporarily, and so on. ☉☉☉

HYDRAN DWs FOR F&E

F&E data for the new ships in this issue.

HYDRAN DWF: Fusion version. Replaces one HN in production schedule from Y176, two from Y178.

Convert from HN for 2 points plus fighter.

HYDRAN DWH: Hellbore version. Replaces CU in production schedule from Y176, two from Y178.

Convert from CU for 2 points.

HYDRAN DWE: Escort. Substitute for DWF or DWH. Convert from DWF for 1 point. Convert from AH for 2 points plus fighter. The ■ symbol means a qualified carrier escort.

HYDRAN DWS: Scout. Substitute for DWF or DWH (instead of SC for HN/CU). Convert from DWF or DWH for 2 points (plus fighter if DWH). Convert from SC for 2 points plus fighter. ☉☉☉

DWF	DWH	DWS	DWE
1		◆ 1	■ 1
5-6	6	2-6	4-6
DWF	DWH	DWS	DWE
			■
2-3	3	0-3	2-3

Could you give me an example of... BUILDING PDUs?

by Commodore Bill Walter

There are a number of methods which a player can use to add Planetary Defense Units (more properly Defense Battalions) to a planet. For this example, assume that it is the Alliance half of turn 3 and the Kzinti player wishes to add some Defense Battalions to certain Kzinti planets.

First: The Kzinti player wants to add four Defense Battalions to the capital planet. Adding Defense Battalions to planets in the capital hex is the easiest and cheapest method. No tug is required (508.32). The Defense Battalions cost 7 economic points (508.31) (4 plus 3 for the fighters), so the Kzinti player expends 28 economic points for the four Defense Battalions added to the capital planet. Since there are already PDUs on the planet, the new Defense Battalions are effective immediately (508.33) and are formed into a new Defense Brigade. If the planet had not been garrisoned by PDUs, the new Defense Battalions would not have started functioning until the beginning of the next Kzinti turn.

Players should keep in mind that the maximum Defense Battalions a planet may contain is 6 for a minor planet, 10 for a major planet, and 20 for the capital planet (433.424). No more than four Defense Battalions can be added to a single planet by any means in one turn.

Second: The Kzinti player wants to add a Defense Battalion to the major planet at 1502. Since this planet has at least one Defense Battalion on it (actually, it has four), the Kzinti player decides to use the self-generation system under (433.421). Essentially, this allows a planet in a supply grid to manufacture a Defense Battalion itself, without using a tug. However, the cost is 8 economic points (5 plus 3 for fighters) as per (433.421). Since tugs are in short supply, this is a fair price. Note that only one Defense Battalion can be self-generated.

Third: The Kzinti would like to add a Defense Battalion to the minor planet at 1001. This planet was previously attacked by Coalition forces and does not have any PDUs on it, so it cannot use self-generation (433.421). The Kzinti player decides to build a Defense Battalion in the shipyard under (508.31) for 7 economic points. A tug in the shipyard hex moves the Defense Battalion either by operational or strategic movement to planet 1001 (508.32). The tug then stays in hex 1001 to set up the Defense Battalion on the planet. This is similar to setting up a mobile base (508.32). If the tug is destroyed before the next Kzinti player turn, so is the Defense Battalion. If the tug survives, the Defense Battalion is set up on the planet at the beginning of the next Kzinti player turn. If the planet had PDUs on it, then the new Defense Battalion just delivered would have been set up immediately (508.33) or self-generation could have been used.

Fourth: The Kzinti player decides to add two Defense Battalions to the minor planet at 1202. Since the self-generation system (433.421) can only create one, the other must come from another source. The Kzinti considers building another Defense Battalion in the capital and having a tug take it there, but for some reason (the route may be blocked, or available tugs may be out of position), this is not practical. Faced with the imperative need to build a second PDU on that planet, the Kzinti player has no choice but to use the upgrading method of (433.422). This requires that a tug be sent to the planet by either operational or strategic movement. The supply grid containing the planet (in this case the Kzintis still have everything in one grid) must pay 10 economic points (7 plus 3 for fighters). This is the most expensive of any of the methods. The tug can

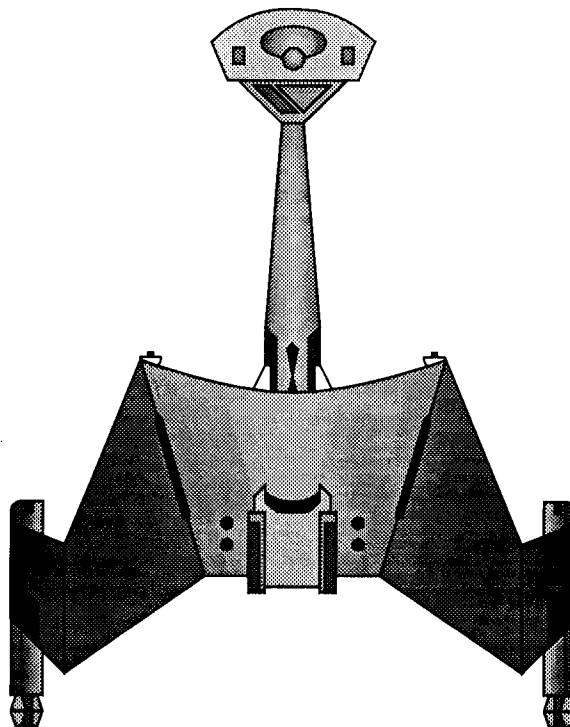
add a Defense Battalion, but it is not placed until the start of the next Kzinti player turn (similar to the deployment option used on the minor planet 1001 discussed above).

Players should note that Defense Battalions can be built and stored at the shipyard for future use just as mobile bases can be. They are stored in starbases in an undeployed state (508.34). Having a couple of prefab Defense Battalions in storage gives you the ability to reinforce planets quickly when unexpected disasters occur.

The methods used by the Kzinti above cover all the possible methods of adding Defense Battalions to planets. The costs range from 7 to 10 economic points per Defense Battalion. As you have seen, some methods require a tug and some do not. ○○○

SURVEY SHIP COUNTERS

FED	FED	FED	KL	KL	ROM
GSC	COV	CLS	D6E	D7E	KER
◆	◆ G	◆ 2	◆	◆	◆
6-8	6-8	2-6	5-8	7-8	3-8
GSC	COV	CLS	D6E	D7E	KER
		1			
3-4	3-4	0-3	2-4	3-4	1-4
ROM	KZINTI	GORN	HYD	LYR	ISC
PE	SR	SR	SR	SR	SR
◆	◆ 2	◆ 3	◆ 4	◆ T	◆
2-6	2-8	4-8	2-6	2-8	4-8
PE	SR	SR	SR	SR	SR
	1	1	2		
0-3	0-4	2-4	0-3	0-4	2-4



KLINGON D7E-09 SURVEY CRUISER INQUISITOR

TOTAL WAR PREVIEW SURVEY CRUISERS

The basic rules of *FEDERATION AND EMPIRE* treat survey ships as an abstraction, accounting for them only on a record-keeping basis.

EcoWar will provide players with several additional capabilities, including the production of additional survey ships, the use of more survey ships than those provided by (505.2), and the deployment of survey ships in combat.

(5N.1) PRODUCTION OF SURVEY SHIPS

(5N.11) All survey ships are produced by conversion. This can be done by converting existing ships or by converting newly produced ships during their construction. The conversion costs 5 points (plus the cost of any fighters), which limits the production of these units severely.

(5N.12) A list of survey ships and the ship they are converted from is given here. This list is specific and comprehensive. No other ships can be converted to survey ships.

Federation GSC converted from CA/CC or CVS/B (5N.24).

Federation CLS (no further conversions allowed).

Klingon D6E is converted from any D6 except D6M.

Klingon D7E is converted from any D7 variant.

Romulan SPS is converted from any SP variant (3 points).

Romulan PE is converted from WE, KE, or FE.

Romulan KER is converted from KR or KVR.

Kzinti SR is converted from CVL, BC, CC, or CD.

Gorn SR is converted from CL.

Hydran SR can be converted from KN, LN, UH, DE, or WA.

Lyran SR can be converted from CC, CA, TGC, or TGP.

Interstellar Concordium SR can be converted from CL, CVL, CVLS, CS, HSC, or PFT.

(5N.13) Some survey ships are converted from scout cruisers. This costs only three points, allowing these conversions to escape the severe limits of the standard survey conversion. A list of allowable conversions includes:

Klingon D6S to D6E.

Romulan SPC to SPS, KSR to KER, SE to PE.

Gorn LSC to SR.

Hydran Lancer-Scout (Module P1) to SR.

(5N.14) The Federation Galactic Survey Cruiser can, itself, be converted into one of two variants. Counters for the CVL variant are provided in the basic *FEDERATION AND EMPIRE* game. The other variant is the commando cruiser. Conversion costs of the GSC to these types are shown in Annex (751). Any such conversions must be reversed (for the same cost) before these ships can be restored to survey duty.

The cost of converting three GSCs to CVLs (including the fighters) is already paid as part of Federation contingency plans. These are the three CVLs which are set up as part of the 2nd Fleet. The Federation player may decide, before the game begins, to leave some of these ships in the GSC mode. In this case these unconverted ships (or an equal number of GSCs which are produced or withdrawn from survey duty on later turns) can be converted to CVL mode without cost on later turns.

The Federation player may decide, before the game begins, to replace one of these CVLs with a COV. In this case, no points, conversions, or fighter capacity is saved for later use.

(5N.15) Some survey ship counters have fighter factors. Whenever a survey ship is produced, the fighter capacity must be produced or provided for it. Whenever an at-start survey ship is withdrawn from survey duty (moved to an on-map area), the fighter capacity must be paid for. If converted from a ship that had fighters, the fighters may be retained.

(5N.2) DEPLOYMENT OF ADDITIONAL SURVEY SHIPS TO SURVEY DUTY

Survey ships which have been produced, or which have been used on the board, can be sent to survey duties.

(5N.21) To send a ship from the board to survey duty, the ship is moved by any legal movement system to the off-map survey area of the owning race, then (on a later turn) moves to the separate survey ship record form. While in the off-map area, the survey ship operates as any non-survey ship would and does not count for survey purposes.

(5N.22) Klingon ships move to the Lyran Far Stars off-map area. In a non-historical campaign, they would move to the off-map area of an adjacent allied race.

(5N.23) The Tholians, Orions, LDR, Andromedans, and WYNs do not have survey areas, cannot produce survey ships, and do not use the survey procedure.

NOTE: Some races presented in future products may also be designated as races which do not use the survey system.

(5N.24) Unlike other races, the Federation does not convert an existing hull-type into a survey ship but produces a different and unique Galactic Survey Cruiser hull type. This type can be substituted for a heavy cruiser or strike carrier in the production system; this counts as a conversion during construction.

(5N.25) The Romulans can utilize an off-map area which is reached from hexes 6118 and 6119. Note that this off-map area is uniquely vulnerable to being cut off from the primary Romulan territory.

(5N.26) The number of additional survey ships which can be deployed to survey duty is shown on the chart below:

RACE	INITIAL	ADDITIONAL
Federation	7	5
Klingon	2	3
Romulan	0	5
Kzinti	3	2
Gorn	2	3
Hydrans	3	2
Lyrans	3	3
ISC	8	4

Any race can build additional survey cruisers for use on the map; these do not count against the "survey limit" above.

(5N.3) USE OF SURVEY SHIPS ON THE MAP

Survey ships can be used on the map. Most are powerful scouts. Some can also perform other functions.

(5N.31) Newly built survey ships can be used on the map without first being sent to the off-map survey areas.

(5N.32) Ships which are in the off-map survey areas, including those which were initially deployed there (and which were treated abstractly in the original F&E rules), can be moved onto the map and used there as regular ships. The procedure is as follows:

On a given turn, remove the ship from the survey record-keeping form and place a counter representing this ship in the appropriate off-map holding box. The ship cannot enter the board or count for survey purposes on this turn. A Federation GSC could be converted to a CVL or COV during this turn at a starbase in the off-map area.

On the next turn, the ship can remain in the off-map area, enter the map as any other ship would, or return to survey duty as per (5N.21).

(5N.33) Certain survey ships have additional capabilities.

A variant of the Fed GSC has commando (G) abilities but is NOT a carrier (even if the designation includes a V).

The Lyran SR can perform any tug function.

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.

AGGRESSIVE CRIPPLES

— *Cadet David Fabian, USS Michigan*

A common tactic in DF&E is to leave one or two ships, often frigates or destroyers, in an area to control or contest a province. Consider detailing one frigate and a few crippled ships to cleanup duty for each of these pickets. Four crippled CWs or CAs plus a FF have a ComPot of 20 or 21. A 4-point FF picket will be destroyed with 25% damage rolled, while your FF will be crippled only with 50% damage. This serves three purposes. First, it frees uncrippled ships to be used where you are attacking. Second, it can provide a chance to kill the picket, instead of crippling it. Third, the crippled ships become eligible to retrograde (and may be in a better position), enabling you to make the most efficient use of your repair resources. This last is most important if you have crippled ships away from a base after your opponent's turn and would have to move them operationally to repair facilities. Note that this is not recommended if your opponent has nothing better to do with his reserves than destroy your cripples.

Rated the Best Tactical Note in this issue.

PURSUIT FORMATIONS

— *Rear Admiral Tony Zbaraschuk, USS Washington*

Usually, if you have two ships of the same class in a battle force, you don't give either of them the Formation Bonus since the enemy can just target directed damage on the one without the Formation Bonus. This does not, however, apply in pursuit battles. If, for instance, you have two crippled maulers (not unusual after a heavy Coalition assault), put one of them under Formation Bonus while retreating (assuming you don't have any crippled tugs or DNs around). This will prevent the enemy from killing both of them with a lucky damage roll ($DN + CC + 3CA + CW = 52$ ComPot; $52 \times 30\% = 15.6 = 16 =$ enough to kill 2 crippled maulers).

PURSUIT CHOICES

— *Rear Admiral Tony Zbaraschuk, USS Washington*

Sometimes you are better off NOT pursuing a retreating enemy. Consider how much you stand to gain or lose. If the enemy has only one crippled ship, rule (307.3) allows him to add up to 10 (depending on available Command Rating) uncrippled ships, which means that your six-ship group is facing 11 ships and will probably get smeared. Of course, if his lone cripple is a DN or mauler, it might be worth it to go for it.

If, on the contrary, the enemy has many cripples, then his overall Combat Potential will be lower, you will have many targets, and he will be unable to hide his cripples using the Formation Rule.

Consider also the composition of your own pursuit force. Six DNs can do a lot of damage, but you are certain to have one or two crippled. This can cost you an awful lot of money to repair (of course, if you are defending your Capital, go right ahead as you can repair them instantly). Maulers are ideal ships to put in a pursuit force. Unless you really need the extra Combat Potential, try to include a frigate or fighters to absorb damage.

THE BEST DEFENSE IS A GOOD DEFENSE

— *Senior Lieutenant Eric Nussberger, Battle Group Houston*

The first six turns of the game are trying times for the Kzinti or Hydran player. You are faced with overwhelming odds and spend most of your time recording losses on the planet and base control charts. Don't let frustration overcome good sense. As long as you remain on the defensive, you can field forces as large as, or larger, than the aggressor. If you go on an unthinking counterattack, he will outnumber you completely and you are squandering your forces needlessly. Examine each attack opportunity carefully, looking for chances to trade fighters for ships. If he has a large reserve force which can reach the battle, DON'T ATTACK! Your objective is to survive, so trade territory for time. Fight one or two rounds at each base or planet, and then extract your fleet (he can't pursue). Don't make your stand until the capital hex. Remember that you cannot win, so you must work on limiting his success.

REMEMBER CLAUSEWITZ

— *Commander Steven Petrick, USS Texas*

When invading Hydran space, it is NOT enough to take the Hydran worlds and kick them off the map. You MUST destroy their MEANS to resist. Every Hydran ship which exits that map will come back to haunt you a hundredfold. It is worth delaying the assault on Hydra for a turn (other than some quick raids to knock out any mobile bases the Hydrans try to place or upgrade) to be certain that you have cut all hope of retreat to the Old Colonies. Then descend on the Hydran fleet at their Homeworld and destroy it utterly. Completely smashing the Hydran fleet will pay you back down the road in terms of ships available to assault the Kzintis and the Federation, instead of being tied down at the bleeding ulcer of the Old Colonies.

KLINGON MAULERS

— *Lieutenant JG Paul Kramer, Battle Group Houston*

It is imperative that the Klingons build two maulers each turn for the first four turns. One mauler must be built each turn in place of a D6, and one newly activated D6 must be converted to a mauler each turn. These maulers are sorely needed to assault the Kzinti and Hydran capitals. Since the Lyrans do not begin mauler production until turn 4, the Klingons must supply all of the necessary maulers for the first four turns, and these ships are critical to a successful capital assault.

FIGHTER REACTION

— *Vice Admiral Owen Riley, USS Pennsylvania*

Few players realize that they can react their base's and carrier's fighters one hex away from the unit. The only prohibition is that the fighters plus ships reacted must be sufficient to pin the enemy force. By reacting the fighters, the defending player can increase his pinning force and provide free hits for his damage since the fighters come back free. The main use of this tactic is to damage province contesting or neutral zone claiming frigates who come too close to a base. The fighters can easily damage such frigates, making them easy targets for smaller fleet units to mop up later.

CHEAPER CVS PRODUCTION

— *Fleet Admiral Frank Crull, Battle Group Houston*

The Federation player can save money on building a CVS group by using ships activated from the mothball fleet rather than new production. It costs 21 points to build a CA, DD, and an FF and convert them to a CVS, but it costs only 12 points to build a DD and activate a CA and two FFs and then convert them to a CVS, a savings of 9 points. (This ignores the cost of the fighters, but you should use the six "free" fighter factors in either case.)

CONVERSION PLANNING

— *Senior Lieutenant Jay Clendenny, USS Illinois*

Careful planning is required to maximize the conversion capacity of your star bases. Have the units there, ready to be converted at the beginning of the next turn. (Important for Gorns, Romulans, Kzintis, Lyrans, and Klingons).

ALTERNATIVE FLAGSHIPS

— *Commodore Bill Walter, USS Pennsylvania*

Tugs have many uses, but it should not be forgotten that a tug commands as a heavy cruiser. If the tug is not towing FRDs or MBs or using a pod, why not use it to command a bunch of small ships attacking a BATS or other small target? This frees up heavy cruisers or command cruisers to attack more important targets. This is especially true for the Klingons, who tend to have a good number of tugs around but who tend to lack heavy cruisers and command ships as the war progresses. This tactic also provides a use for second rate tugs, for those races who have them (although they only command as light cruisers).

Because Lyrans CAs command as CCs, their tugs (while still the same as other tugs) have one less command point than their CAs.

Maulers and poor cruiser-based carrier groups like the Klingon DV group can be used as command ships at targets of lesser importance. Although maulers are rare and many prefer using them only when necessary, this tactic will preserve maulers for big battles by only using them where they cannot be destroyed, but maintains the ship's usefulness (at least it is not parked at a SB where their cruiser command rating is wasted). Lyrans maulers only command at eight not nine like their regular cruisers.

ODD SHIPS FIRST

— *Commodore Gregg Dieckhaus, USS Missouri*

In Federation and Empire, a lot of thought must go into what ships you will cripple and destroy. One of the things to consider is the loss of Combat Potential by the crippling of ships. Ships with "odd" numbered Combat Potentials keep a higher percentage of it when crippled than ships with "even" numbered Combat Potentials. Thus, one should try to cripple "odd" Combat Potential ships first and avoid destroying them in one shot. Always cripple a D6 before a D7 as both their crippled Combat Potentials are equal.

SAVE THAT BASE

— *Ensign Ted Fay, USS California*

The Hydrans should convert the battle station at hex 0318 as soon as possible. Although this takes up limited resources, it provides an easily defendable escape route to the off map area from the capital in the case of a (likely) emergency.

KLINGON DEFENSE

— *Cadet Ray A Sanner, USS Ohio*

Seeking a quick but elusive victory, the Klingons often ignore building defenses for their capital until they are on the strategic defensive, by which time it is too late. Early in the game, when you have plenty of money and time, you should upgrade your defense units, build extra battle stations in the capital (which can be converted to starbases quickly when needed), and build additional starbases (such as 1710 or 1910) as a second line of defense.

MAP ORGANIZATION

— *Cadet Nicholas Weaver, USS America*

After an offensive, many bases may be crippled or destroyed. This can be marked with small bits of paper cut from a stick-note. Different colors can be used to convey different information. To standardize use for all players, yellow should be used for crippled bases and red for destroyed bases.

ATTACKING A BATTLE STATION

— *Ensign Howard Anderson, USS Rhode Island*

When you cannot decide on an overall objective, remember that no fleet commander can be far wrong if he (or she) destroys every enemy battle station in sight, particularly those within six hexes of his own capital. Never fail to pick off a battle station that doesn't have a fleet defending it. This will reduce the enemy repair system, reaction ability, and supply grid.

When determining what force to send on this mission, make the following calculation: A heavy cruiser to command the approach battle and 1-3 frigates to absorb the average losses scored by the maximum defending Battle Force (assuming that there is one), plus a CC or DN with an 80-100 point Battle Force to hit the base with directed damage, plus enough CWs to absorb two or three rounds of his Battle Force (at the base) in case the die rolls are against you. A much smaller force will be acceptable if there are no defending ships and directed damage isn't needed. If at all possible, block any arriving reserve fleets with frigate squadrons and a cruiser. This will save you casualties, allow a smaller attack force, and the frigates only have to fight one round.

ENCORE TACTICAL NOTES

ACCIDENT OF GEOGRAPHY?

— *Commander Steven Petrick, USS Texas*

Four neutral planets spell the ultimate doom of the Coalition.

The planets in 4309 and 3912 are within range to support an attack on the Romulan capital, but their use against the Alliance is minimal. (The planet in 4309 will support an attack on one Gorn Homeworld.)

The planets in 1506 and 1910 will support attacks on Klinshai but are of minimal use against the Alliance. (The planet in 1506 can reach the Kzinti capital, but so will the Klingon planet in 1407.)

Planets are critical to the supply grid. Bases can be destroyed, but planets cannot. A planet must be taken (and it could have far stronger defenses than any base), garrisoned, and held. It cannot be picked up and moved to a new location as an MB can, and it cannot be created at will.

The Coalition must take and hold these planets to avoid assaults on their capitals. Taking them will cost ships; garrisoning them will require money for PDUs.

USING STARBASE INCREMENTAL DAMAGE

— *Senior Lieutenant Paul Kramer, Battle Group Houston*

The decision to use starbase intermediate damages step (SIDS) system should be carefully made. A starbase usually adds 50-60% to a defending fleet's combat potential; thus, the defending fleet will inflict 50-60% more damage per round. If the attacking fleet is more than 1.5 times the strength of the defending fleet, the SIDS system probably should not be used; it is easier to defeat the fleet and starbase together in this case. However, if the attacking fleet is less than 1.5 times as strong as the defending fleet, or if the defending fleet is large and the attacker desires a short battle, the SIDS system should be used.

Note that the SIDS system is particularly useful when employed during a capital assault after destroying any PDUs.

REPLACEMENT ESCORTS

— *Rear Admiral Tony Zbaraschuk, USS Washington*

Always include two or three frigates and war cruisers with a Carrier Strike Fleet. These units should not be committed to the battle, but will instead be used to replace any lost escorts for a cost of one EP at the end of the battle.

SCENARIO (686.0)

REPTILICON REVENGED

by Bill Walter

Early in year 167 the Romulans learned that the Gorns had withdrawn a BC from the Home Fleet and a BC from the 6th Fleet for repairs and refitting. The Romulans believed that if they could destroy the remaining BC in the 6th fleet, they would have the strategic advantage necessary to attack the Gorns. Two Romulan KRs and a Klingon D7 attempted this feat and failed when the Federation assisted the BC *Reptilicon* [as told in the story *Refiner's Fire* in Captain's Log #2].

What if the Romulans had managed to destroy the *Reptilicon* as planned? This scenario simulates the ensuing Romulan attempt to gain a swift strategic advantage over the Gorns and makes an ideal two-player game playable in one evening (approximately 4–5 hours).

(661.1) SCENARIO NOTES

(661.11) Number of Players: Two, Gorn and Romulan.

(661.12) Areas allowed for movement: Both races are restricted to Gorn and Romulan territory [excluding Romulan unexplored space (603.15)] and the neutral zone hexes and planet between Gorn and Romulan space.

(661.13) The Romulans receive income only from their explored territory and not from the provinces and planets shown on the map as Romulan but not yet explored (603.15). Thus, the Romulan income will be 97 EP per turn. All of Gorn space is explored; thus, the Gorn income will be 87 EP per turn. Neither the Romulans nor the Gorns may conduct on map or off map exploration. Neither side can use deficit spending on turn A.

(661.2) SPECIAL RULES

(661.21) Reserves: Both sides' reserves are attached to the designated fleets as per (704.0) and (706.0) and are released when the fleet is released as per the fleet release schedule (see below).

(661.22) Repair ships: Gorns have 1, Romulans have 2.

(661.23) Pods: Gorns have 2 battle pods, Romulans have none.

(661.24) The Romulans deploy their forces first. Then the Gorns deploy their forces. Romulans move first.

(661.25) The Romulans receive 3 free fighter factors (431.74) per turn. Gorns receive no free fighter factors. Both sides receive 1 free command point apiece each turn (308.91). The Gorn bases do NOT have fighters.

(661.26) Each side has 10 free strategic movements (204.3).

(661.3) GORN FLEET RELEASE SCHEDULE

The Gorn High Command was concerned about reports of a pending Romulan invasion. Thus, the 6th Fleet is released and active at start. The Home Fleet is released as soon as any Romulan unit enters Gorn space. The 2nd Fleet is released as soon as any Romulan unit enters the 2nd Fleet set-up area (706.0). All Gorn fleets are released if a Romulan unit enters a Gorn Homeworld hex. At the time of this scenario, the above fleets were composed of the following units:

Home Fleet: CC, BC, 4 x CL, 6 x DD, SC, 2 x TG, 2 x FRD, 2 x MB, Reserve.

6th Fleet: CC, 4 x CL, 6 x DD, SC, Reserve,

2nd Fleet: CC, 2 x BC, 4 x CL, 6 x DD, SC.

Once the Romulans invaded, the Gorns worked swiftly to bring the two Gorn BCs which were being repaired back on line. At the beginning of the Gorn build phase of each turn, the Gorn player rolls one die for each BC. The BC will be combat ready

and count as a new build on that turn (no cost) if the requisite number, as shown on the following table, is rolled for that BC. The reactivated BC will appear at the shipyard with the new builds.

Turn	Die Roll Required
Spring 167	1–3
Fall 167	1–5
Spring 168	1–6 (automatic)

(661.4) ROMULAN FLEET RELEASE SCHEDULE

The Romulans, while desiring to secure a quick victory over the Gorns, were extremely concerned about the threat from the Federation. Thus, only a portion of the fleet was sent to attack the Gorns. The Northern Fleet is released at start. A variable portion of the Home Fleet is released at start (see below). The Western Fleet is released as soon as any Gorn unit enters the Western Fleet set up area (704.0). The Patrol Detachment is released in the unlikely event any Gorn unit enters the Patrol Detachment set up area (704.0). All Romulan Fleets are released if a Gorn unit enters a Romulan Homeworld.

At the time of this scenario, the above fleets were composed of the following units:

Home Fleet: 8 x WE, SE, WH, FAL, 3 x SN, 2 x FRD, MB,

Reserve, KRC, 2 x KR, 2 x KRT, 2 x K5Q, K5S,

North Fleet: 8 x WE, SE, FAL, 3 x SN, 3 x FE, MB, Reserve, KRC, 2 x KR, K5Q, K5S,

West Fleet: 5 x WE, SE, FAL, WH, 3 x SN, 3 x FE, MB, Reserve, KRC, 2 x KR, 3 x K7R, K5Q, K5S,

Patrol Detachment: 6 x WE, 3 x SN, SE.

Eastern Patrol (not available in scenario): 3 x WE.

The following units from the Home Fleet will be released at start depending on the number rolled by the Romulan player (reflecting the variable nature of the Romulan high command's fear of the Federation and other security concerns).

Die Units Released

1–2 5 x WE, WH, SN, FRD, K5Q, KR

3–4 6 x WE, WH, 2 x SN, FRD, K5Q, KR, KRT, K5S, Resv

5–6 7 x WE, WH, FAL, SN, FRD, K5Q, KRC, KRT, K5S, Resv

By mutual agreement, if the players are of unequal experience or skill, this rule may be used as a balancing measure. If the Gorn player is more experienced, give the Romulan the units available under die roll 5–6. If the Romulan player is more experienced, give the Romulan the units available under die roll 1–2.

(661.5) BUILD SCHEDULE

At this time, prior to the General War, the ships available to both sides for building and converting were much different than would be seen later. Follow the listings here rather than those in (704.0) and (706.0) and (751.0).

(661.51) GORN STANDARD BUILDS

Spring 167: BC, 2 x CL, 3 x DD

Fall 167: BC, 2 x CL, 3 x DD

Spring 168: BC, 2 x CL, 3 x DD

GORN ALLOWABLE CONVERSIONS

BC to CC..... 1 point

DD to SC..... 2 points

CL to BC..... 4 points

CL or BC to TG..... 4 points

GORN ALLOWABLE SUBSTITUTIONS

BC w/ TG – 1/year

BC w/ CL – 1/turn

GORN SHIPS ALLOWED TO BE OVERBUILT

CL, DD, SC, BC

(661.52) ROMULAN STANDARD BUILDS

Spring 167: WE, 3 x BH, 5 x SN

Fall 167: WE, 3 x BH, 5 x SN

Spring 168: WE, 3 x SP, 3 x SK, SN

ROMULAN ALLOWABLE CONVERSIONS (Y168 only)

K7R to KRC 2 points

K5 to K5S 2 points

KR to K7R or KRM 5 points

SP? to SP or SPH 0 points

SP? + 2 x SK? to SPB 3 points

SP? to SPC 3 points

SP? to SPF 5 points

SK? to SK 0 points

SK? to SKF 2 points

SK? + SK? to SKB 2 points

WE to SE 3 points

3 x WE to 3 x FE 3 points

WE to FAL 5 points

4 x BH to 4 x WH 4 points

2 x BH + 2 x SN to 4 x WH 5 points

ROMULAN ALLOWABLE SUBSTITUTIONS

SP + 2 x SK w/ SPB1/turn

2 x SK w/ SKB1/turn

SP w/ SPH or SPC1/turn

SP w/ WE

SK w/ BH

ROMULAN SHIPS ALLOWED TO BE OVERBUILT

BH, SE, SN, WE, WH

[SP,SK (Y168 only)]

(661.6) SCENARIO SEQUENCE
TURN C: SPRING Y167

Historical: Romulans attack Gorn territory. (There isn't much point in the scenario if they don't; there isn't time to wait.) Romulans destroy several Gorn border BATS.

Fleets Released:

Romulans: North Fleet, Home Fleet (portion).

Gorns: 6th Fleet, Home Fleet (after Romulan unit enters Gorn Space). The Gorns may establish reserve fleets in the 6th and Home Fleets during set up.

TURN B: FALL Y167

Historical: Gorn defense crystalizes around border starbases. Romulans find assault more difficult than expected, and attrition starts taking its toll on the Romulan Fleet.

Fleets Released: Romulans and Gorns: As above

TURN A: SPRING Y168

Historical: Mounting Romulan losses and an unbreakable stalemate coupled with the delay caused to the fleet modernization program and the increasing concern over Federation intervention caused the Romulans to withdraw to their original borders. The original borders were reestablished by both sides and fleets were rebuilt as the General War started on the other side of the universe. Both sides waited and prepared for a possible future conflict.

(661.7) SCENARIO LENGTH

The scenario ends after three turns.

(661.8) VICTORY CONDITIONS

Count the total number of attack factors on all surviving released ships in the condition they are in at the end of the game (i. e., crippled ships count for their crippled attack factor). Do not count fighters, bases, or unreleased fleets.

IF THE ROMULANS have the larger force (i.e., greater number of attack factors), or if the forces are equal, they have a victory or draw based on the following conditions:

ROMULAN VICTORY (DECISIVE): Destroy nine BATS.

ROMULAN VICTORY (TACTICAL): Destroy seven BATS.

ROMULAN VICTORY (MARGINAL): Destroy six BATS.

DRAW: Any other result with an equal or larger Romulan Fleet.

IF THE GORNS have the larger force, they have a victory or draw based on the following conditions:

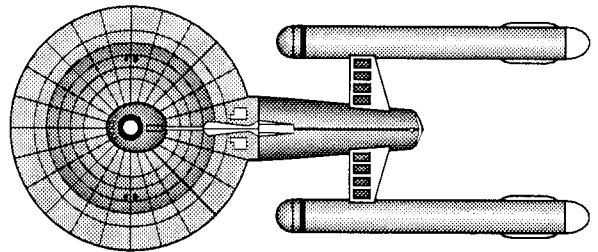
DRAW: Any other result (than following) with a larger Gorn Fleet.

GORN VICTORY (MARGINAL): Only five BATS destroyed.

GORN VICTORY (TACTICAL): Only four BATS destroyed.

GORN VICTORY (DECISIVE): Only two BATS destroyed.

NOTE: For the count of BATS destroyed, each Gorn BATS destroyed counts as one and each Gorn SB destroyed counts as three. Subtract one for each Romulan BATS destroyed, and subtract three for each Romulan SB destroyed. Subtract one for each destroyed Gorn BATS which is replaced by another BATS within the same province by the Gorns. Add one for each destroyed Romulan BATS which is replaced by another BATS within the same province by the Romulans. *******


(656.0) THE MILITANT FEDERATION

by Owen G Riley

While the Federation has traditionally been a peaceful nation, fighting only in self defense, it could have been otherwise. These rules reflect how the Federation would differ under a government that, while not aggressively military, was perhaps more willing to consider the military option.

This represents a middle ground between the historical Federation and the Empire of Earth concept.

(656.1) WAR: The Federation can exercise the Limited War option at any point after Klingons invade Kzinti space, and can declare war on the Klingons on turn 4 or later.

(656.2) ECONOMY: The Federation, like the Klingons, can go to a wartime economy at any point, even if not "at war" in the sense of engaged in active combat.

(656.3) STAR FLEET: The fleet of a Militant Federation would be more powerful than that shown in the historical OB.

(656.31) All dreadnoughts are 12-points (DNGs).

(656.32) The Federation can withdraw more survey ships from the 2nd Fleet (one per turn, up to a maximum of three additional ships) and use them as CVLs. (The fighters are free.) This will reduce the number of survey ships searching for new provinces under rule (505.2).

(656.33) The Federation can begin activating the mothball fleet on any turn, at the rate provided.

(656.34) The Feds use the Y173 production schedules starting on turn 1 instead of the pre-war construction rates. *******

KZINTI DEFENSE

by Vice Admiral Owen G Riley

The first rule of Kzinti defense is DON'T PANIC. The Kzintis are on the defensive and lose most of their territory on the first 3-4 turns. Accept it. It is a long war, and the Kzintis have to view it that way. The Kzintis won't be able to go on the offensive until late in the game, but the strength of that offensive will depend on what you do early in the game.

The Kzinti fleet is better than the Klingons on a unit-per-unit basis. The Kzintis have higher combat potential when defending bases and planets than the Klingon attacking forces, even with drone bombardment, and so can and will do more damage per round.

On the other hand, the Kzinti fleet is smaller and cannot take as much punishment as the Klingons can since they have lots of "cheerleading ships" which are not in the battle. (Kzintis tend to put almost everything they have into these early battles.) As a result, the Kzinti only stays for a few rounds to damage key units and then runs to set up the next fight. It may help you to think of the Kzintis as NATO in *Red Storm Rising*. They fire a few rounds to kill a key enemy unit and then retreat backwards to their next positional defense where they do it again. In essence, the Kzintis conduct a mobile pop-up defense to wear down the attacker.

The main Kzinti goal is to KILL KLINGONS. F&E is a giant relay race in which the Alliance and Coalition are both affected by earlier moves. If the Kzintis allow too many Klingon ships to get to the end of turn 4 alive, the Hydrans fall faster which affects the Feds, and on and on. The Kzintis have to knock out the ships the Klingons depend on the most: maulers, command cruisers, dreadnoughts, tugs, drone ships, scouts, etc. Even D7s are candidates. The Kzintis trade space for dead Klingons and must make a good trade for the Alliance as a whole.

The Kzintis must preserve the fleet-in-being. The bases, SBs, planets, are all dead. Don't waste time mourning them. It is simply a matter of time to see how long the Kzinti can keep the Coalition away. Counterattacks are useful for this purpose to push the Coalition off balance by killing some key units. However, nothing (except possibly the Homeworld) is worth losing the fleet over. The Kzinti carrier force must be preserved since it is the key to survival. The Kzintis MUST build carriers as often as they can and MUST avoid losing them. The mighty Klingon Deep Space Fleet begins to look very silly because its battle lines of 60-70 points (including frigates to use for casualty resolution) is dwarfed by lines of 80-90 points that are possible with Kzinti carriers (which can use their fighters to absorb damage).

In the end, TIMING is critical. You cannot retreat to the capital too fast, or its defenses will be incomplete, and it will be overrun. On the other hand, you cannot defend the starbases forever or else the fleet will be cut off and unable to defend the capital.

Use a few frigates to contest provinces (and collect money) and disrupt Coalition strategic movement.

You must counterattack on every turn in order to inflict Coalition casualties, but carefully select where these battles will be fought. You must take every opportunity to trade fighters for Coalition ships. Every fighter that survives a player turn was not used to its full potential. Hexes with mobile bases and FRDs become key targets if you can fight through the required approach battles.

The Coalition uses captured Kzinti planets as supply points. If you defend these non-capital planets with your fleet, the Klingons will destroy the PDUs (which are easier to kill than

bases), leaving your numerically inferior fleet exposed to an open space battle. If you try to counterattack to retake these planets, you will again find yourself in such a battle. Don't fight any battle when you are outgunned; you can't afford it.

DF&E COMMENTARIES

305.4 *What happens if you capture a tug?* About all you can do is use it for the mission it was doing when captured. You would get the pods with it, but as you would have no other pods for it (except in a non-historical game with Lyrans, Klingons, and Romulans), you couldn't change missions for it. You could probably fabricate cargo pods for it, but you could not use it for BLM or repair missions. Captured pods can be replaced.

305.4 *When the Romulans capture and convert a ship to their own uses, does this add a cloak?* Yes.

305.4 *Why not provide some captured ship counters in the appropriate colors?* It just can't be done. You'd have to guess which were the most likely ships to be captured (and by whom), and since you couldn't possibly guess that, you WOULD leave some out. Unless you provided a counter for every ship in the colors of every other race, the whole idea would be pointless.

432.12 *When you unconvert a Klingon CVT group, does the tug keep the carrier pods?* No, they are lost.

504.3-4 *How would you intercept a cloaked pirate?* The cloak would have no effect on interception (although you can't "react"), but might allow him to escape combat easier.

509.21 *How can the Romulans repair bases when all of their "tugs" are barred from function J (repair or upgrade bases)?* Oops. The KRT and SPH can perform mission J.

702.0 NCDs can only be produced by conversion (309.0).

703.0 D6Ds can only be produced by conversion (309.0). ○○○

CARRIER WAR REPORT

Work on Carrier War continues. Here is an update.

There will be six countersheets. One (single-sided) consists of "fighter coins," counters marked "1 fighter factor," and so forth (in denominations of 1, 2, 3, and 6). These can be used to keep track of how many fighters a battle force has without paper. The second (single-sided) sheet consists of counters for pods and additional fleet counters. The third and fourth sheets (double-sided) consist of additional warships for all of the races. The fifth and sixth sheets (double-sided) include single-ship counters for carriers and their escorts, allowing you to not only break down existing groups but also create new ones of your own design.

Rules (in the current working draft) include:

Advanced Combat Chart with 2.5% results.

Shock rules. Expanded Sequence of Play.

Stasis Field Generators. Electronic Warfare.

Auxiliary Carriers. Klingon 77th Gunboat Division.

Kzinti 23rd Fi-Con Division. Klingon Fighter/PF Swarms.

Hydran Fighter Conveyor Pallet. Light Tactical Transports.

Pods for Tugs. Federation SWAC shuttles.

The most-wanted rule is Flexible Carrier Groups, allowing you to create new carrier group configurations of your choosing (within certain limits). You can remove the E4As from the Klingon groups and replace them with F5Es; you can replace Federation or Kzinti FFEs with DWEs, etc. You can combine the broken pieces of two carrier groups (but not in mid-battle).

The annexes are being completely replaced with new expanded versions. No more crowding, and no more looking up the changes and additions.

Plus, the exciting *Year of the Carrier* multi-scenario! ○○○

The diagram illustrates the layout of the USS Enterprise (NCC-1701-A). The ship's hull is represented by a large, angular shape with a central section labeled "C HULL". The layout includes various departments and shields:

- Shields:** Six shields are shown, labeled SHIELD #1 through SHIELD #6, positioned around the ship's hull.
- Internal Layout:**
 - Bridge:** Located at the top (bow) of the ship.
 - Engineering (EN):** Located in the upper right section.
 - Transport (TRAN):** Located in the upper left section.
 - Armory (AR):** Located in the lower right section.
 - Other Departments:** FA, FUS, PH-1, PH-2, PH-3, PH-4, PH-5, PH-6, PH-7, PH-8, PH-9, PH-10, PH-11, PH-12, PH-13, PH-14, PH-15, PH-16, PH-17, PH-18, PH-19, PH-20, PH-21, PH-22, PH-23, PH-24, PH-25, PH-26, PH-27, PH-28, PH-29, PH-30, PH-31, PH-32, PH-33, PH-34, PH-35, PH-36, PH-37, PH-38, PH-39, PH-40, PH-41, PH-42, PH-43, PH-44, PH-45, PH-46, PH-47, PH-48, PH-49, PH-50, PH-51, PH-52, PH-53, PH-54, PH-55, PH-56, PH-57, PH-58, PH-59, PH-60, PH-61, PH-62, PH-63, PH-64, PH-65, PH-66, PH-67, PH-68, PH-69, PH-70, PH-71, PH-72, PH-73, PH-74, PH-75, PH-76, PH-77, PH-78, PH-79, PH-80, PH-81, PH-82, PH-83, PH-84, PH-85, PH-86, PH-87, PH-88, PH-89, PH-90, PH-91, PH-92, PH-93, PH-94, PH-95, PH-96, PH-97, PH-98, PH-99, PH-100.

CMTR

SENSOR

6	5	3	1	0
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SCANNER 01359

DAM CON
2 2 2 0

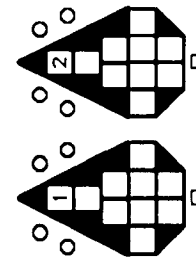
EX DAM
□ □ □ □

X DAM

SHIP DATA TABLE	
TYPE	= DWF
POINT VALUE	= 85
BREAKDOWN	= 5-6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R9.922

TURN MODE	SPEED
8	1 2-5
	2 6-10
	3 11-15
	4 16-21
	5 22-28
	6 29+

TYPE III DEFENSE PHASER									
DIE ROLL	RANGE		2	3	4	5	6	7	8
	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	3	0	0	0		
5	4	4	3	2	0	0	0		
6	3	3	3	1	0	0	0		

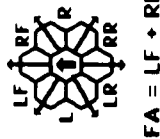


STINGER-2
1xPH-G-FA
DFR = 4
CRIPPLED = 7
SPEED = 15

[illegible][illegible]

DECK CREWS	PROBES
2	5

DIE ROLL	RANGE		6-			9-			16-			26-			51-		
	0	1	2	3	4	5	8	15	25	50	75	0	1	2	5	10	
1	9	8	7	6	5	5	4	3	2	1	1						
2	8	7	6	5	5	4	3	2	1	1	0						
3	7	5	5	4	4	4	3	1	0	0	0						
4	6	4	4	4	4	3	2	0	0	0	0						
5	5	4	4	4	3	3	1	0	0	0	0						
6	4	4	3	3	2	2	0	0	0	0	0						



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

FUSION BEAM TABLE					FUSION OVERLOAD				
DIE ROLL	RANGE 0 1	3- 2	11- 10	16- 15	24	DIE ROLL	RANGE 0 1	3- 2	8
1	13	8	6	4	3	2	1	19	12
2	11	8	5	3	2	1	2	16	12
3	10	7	4	2	1	0	3	15	10
4	9	6	3	1	0	0	4	13	9
5	8	5	3	1	0	0	5	12	7
6	8	4	2	0	0	0	6	12	6

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							

HYDRAN RHINO HUNTER WAR DESTROYER

CREW UNITS									

ADMINISTRATIVE SHUTTLES									

TRANSPORTER BOMBS									

PROBES									

TYPE I OFFENSIVE PHASER TABLE

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

TYPE II PHASER TABLE

DIE RANGE		4-9		16-31	
ROLL	0	1	2	3	4
1	6	5	4	3	2
2	5	4	3	2	1
3	4	3	2	1	0
4	3	2	1	0	0
5	2	1	0	0	0
6	1	0	0	0	0



FA = LF + RF

HELLBORE COMBAT RESOLUTION TABLE

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

CNTR

SHIP DATA TABLE		DWH	
TYPE		POINT VALUE	= 95
BREAKDOWN			= 5-6
SHIELD COST			= 1/2+1/2
LIFE SUPPORT			= 1/2
SIZE CLASS			= 4
REFERENCE			= R9.923

SENSOR

6	5	3	1	0
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SCANNER

0	1	3	5	9
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DAM CON

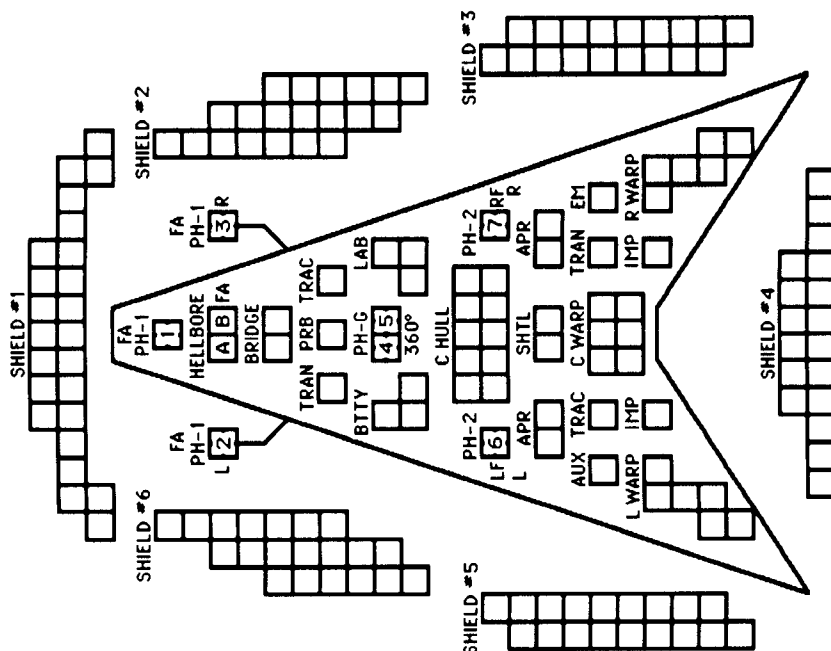
2	2	2	0
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EX DAM

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TYPE III DEFENSE PHASER

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



HYDRAN BUFFALO SCOUT WAR DESTROYER SCOUT

CREW UNITS									
10	20								

ADMINISTRATIVE SHUTTLES									
IDENT	HIT POINTS	NOTES							

BOARDING PARTIES									
10									

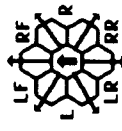
TRANSPORTER BOMBS									
D	D								

DECK CREWS									
2									

PROBES									
5									

TYPE I OFFENSIVE PHASER TABLE

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



FA = LF + RF

TYPE II PHASER TABLE

DIE RANGE	4-9	16-31
ROLL 0	1	2
1	6	5
2	5	4
3	4	4
4	4	3
5	4	3
6	3	3

TYPE III DEFENSE PHASER

DIE RANGE	4-9	16-31
ROLL 0	1	2
1	4	4
2	4	4
3	4	4
4	4	4
5	4	3
6	3	3

FTR FUSION TABLE

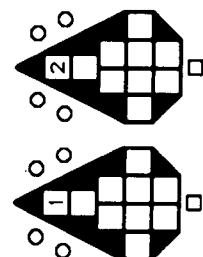
DIE RANGE	3-10	11-15	16-21	22-28
ROLL 0	1	2	3	4
1	13	8	6	4
2	11	8	5	3
3	10	7	4	2
4	9	6	3	1
5	8	5	3	1
6	8	4	2	0

SENSOR	6	5	3	1	0

SCANNER	0	1	3	5	9

DAM CON	2	2	2	0

EX DAM				

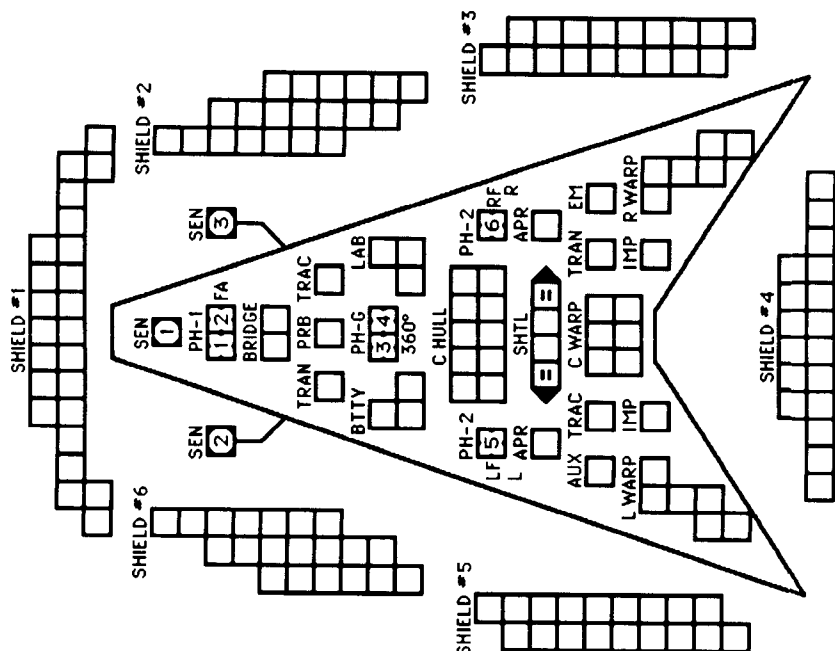


STINGER-2
1xPH-G-FA
DFR = 4
CRIPPLED = 7
SPEED = 15

SCOUT FUNCTIONS SUMMARY

- 21 LENDING ECM OR ECCM
- 22 BREAKING LOCK-ONS
- 23 ATTRACTING DRONES
- 24 CONTROLLING SEEKING WEAPONS
- 25 IDENTIFYING DRONES
- 26 DETECTING MINES
- 27 GATHERING SCIENCE INFORMATION
- 28 SELF-PROTECTION JAMMING
- 29 TACTICAL INTELLIGENCE

SPECIAL SENSORS ARE DESTROYED ON "TORPEDO" DAMAGE POINTS.



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	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

HYDRAN WAR DESTROYER ESCORT

[illegible][illegible]

DECK CREWS

TYPE I OFFENSIVE PHASER TABLE												
DIE ROLL	RANGE		6-9-16-26-51-75					6-9-16-26-51-75				
	0	1	2	3	4	5	6	7	8	9	10	11
1	9	8	7	6	5	5	4	3	2	1	1	0
2	8	7	6	5	5	4	3	2	1	1	0	0
3	7	5	4	4	4	3	1	0	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

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

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

SHIP DATA TABLE	
TYPE	= DWA
POINT VALUE	= 93
BREAKDOWN	= 5-6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R9.926

INCLUDES FULL AEGIS



FA = LF + RF

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

FTR FUSION TABLE			
DIE	RANGE	3-	
ROLL	0	1	2 10
1	13	8	6 4
2	11	8	5 3
3	10	7	4 2
4	9	6	3 1
5	8	5	3 1
6	8	4	2 0

STINGER-2
IXPH-G-FA
DFR = 4
CRIPPLED = 7
SPEED = 15

CNTR

SENSOR 6 5 3 1 0

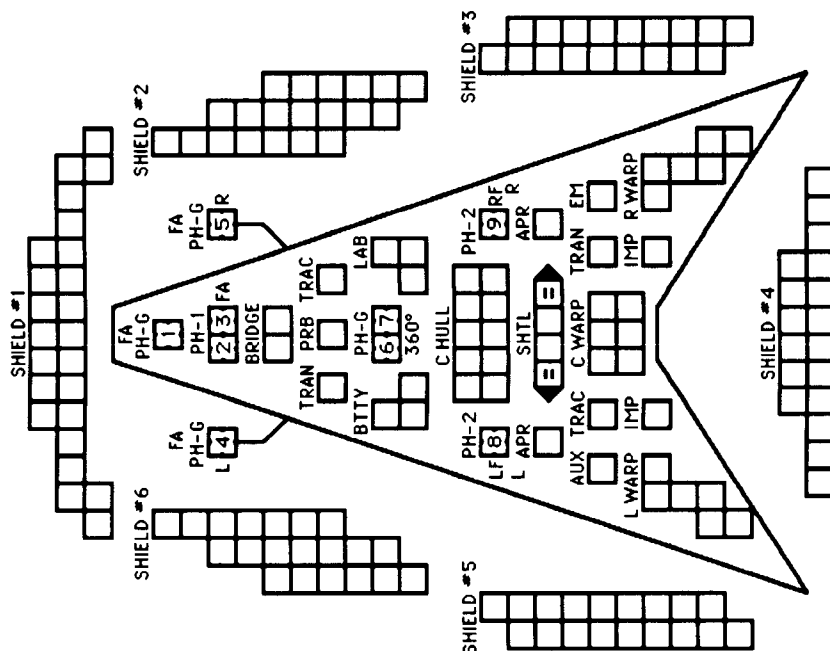
SCANNER 0 1 3 5 9

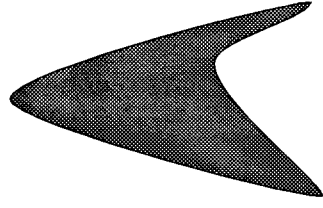
DAM CON

2	2	2	0
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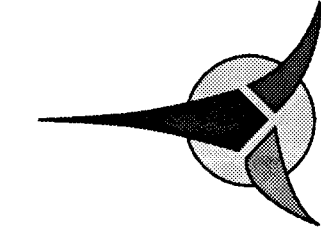
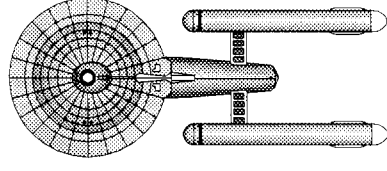
 . EX DAM

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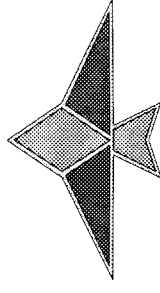
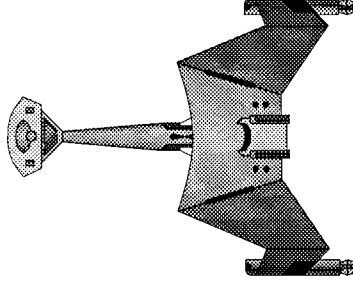
Join Star Fleet, visit strange new worlds and new civilizations, then economically exploit them before the Klingons can conquer them, in **STAR FLEET BATTLES**.



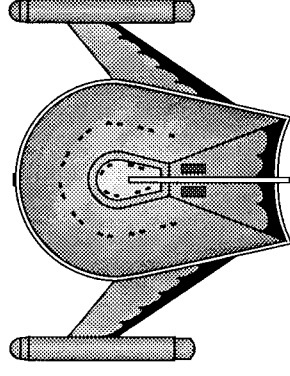
HUMAN BY BIRTH.

KLINGON BY CHOICE.

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