

STAR FLEET BATTLES

CAPTAIN'S LOG #11



**ORIGINS OF THE
GENERAL WAR!**

**TASK
FORCE
GAMES™**

PSEUDO-SPEED CALCULATION CHART

STAR FLEET UNIVERSE

WARP ENERGY †	0.25 1/4	0.33 1/3	0.50 1/2	.583 1/4+ 1/3	0.67 2/3	0.75 3/4	0.83 1/3+ 1/2	.917 1/4+ 2/3	1.08 1/3+ 3/4	1.17 1/2+ 2/3	1.25 1/4+ 1.00	1.33 1/3+ 1.0	1.42 2/3+ 3/4	1.5 1/2+ 1.00	1.67 2/3+ 1.00	1.75 3/4+ 1.00	1.83 1/3+ 1.5	2.17 2/3+ 1.5	2.25 3/4+ 1.5
1	4	3	2	1	1	1	1	1	0	0	0	0	0	0	0	0	0	0	0
2	8	6	4	3	3	2	2	2	1	1	1	1	1	1	1	1	1	0	0
3	12	9	6	5	4	4	3	3	2	2	2	2	2	2	1	1	1	1	1
4	16	12	8	6	6	5	4	4	3	3	3	3	2	2	2	2	2	1	1
5	20	15	10	8	7	6	6	5	4	4	4	3	3	3	3	2	2	2	2
6	24	18	12	10	9	8	7	6	5	5	4	4	4	4	3	3	3	2	2
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34	30	30	30	30	30	30	30	30	30	29	27	25	24	22	20	19	18	15	15
35	30	30	30	30	30	30	30	30	30	30	28	26	24	23	21	20	19	16	15
36	30	30	30	30	30	30	30	30	30	30	28	27	25	24	21	20	19	16	16
37	30	30	30	30	30	30	30	30	30	30	29	27	26	24	22	21	20	17	16
38	30	30	30	30	30	30	30	30	30	30	30	28	26	25	22	21	20	17	16
39	30	30	30	30	30	30	30	30	30	30	30	29	27	26	23	22	21	18	17
40	30	30	30	30	30	30	30	30	30	30	30	30	28	26	24	22	21	18	17
41	30	30	30	30	30	30	30	30	30	30	30	30	28	27	24	23	22	18	18
42	30	30	30	30	30	30	30	30	30	30	30	30	29	28	25	24	22	19	18
43	30	30	30	30	30	30	30	30	30	30	30	30	30	28	25	24	23	19	19
44	30	30	30	30	30	30	30	30	30	30	30	30	30	29	26	25	24	20	19
45	30	30	30	30	30	30	30	30	30	30	30	30	30	30	27	25	24	20	20
46	30	30	30	30	30	30	30	30	30	30	30	30	30	30	27	26	25	21	20
47	30	30	30	30	30	30	30	30	30	30	30	30	30	30	28	26	25	21	20
48	30	30	30	30	30	30	30	30	30	30	30	30	30	30	28	27	26	22	21
49	30	30	30	30	30	30	30	30	30	30	30	30	30	30	29	28	26	22	21
50	30	30	30	30	30	30	30	30	30	30	30	30	30	30	30	28	27	23	22

† One ship can count one point of impulse energy (G7.36B). Warp Energy refers to movement-capable warp engine energy allocated to movement.

This chart is used to calculate the pseudo-speed of two ships linked by tractor beam. Simply find the warp energy of each ship allocated to movement in the left column, and cross-index this with the total movement cost shown in the top row.

WE DID IT!

Incredibly, we did an 80-page Captain's Log in less than a year, a historic first in the history of the Star Fleet Universe. Even the old 48-page issues never appeared this close together.

And, it's a pretty good issue, with more of your favorite features and new sections covering the new game systems (Missions, Prime Directive, and Star Fleet Warlord). We're also bringing you updates on two of the popular playtest modules, with some additional rules and other information.

Cold Front is two stories in one. First, it is the first-ever F&E fiction. Second, it is an SFB battle. Both have scenarios.

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COLD FRONT

by Robert Tweedy, Texas

▲ Officers' Lounge ▲ ▲ Lyran Homeworld Ship Regent ▲

Chess is an altogether different game, the Prince thought. No battle cries; no blood, no split-second decisions required. There is always more than sufficient time to contemplate one's next move.

His gaze went to the Klingon seated across from him. Yes...time to contemplate moves in this game...and in others.

Lord Mak Kenaal, Klingon Ambassador to His Imperial Majesty, Rahrzakh, Emperor of the Lyran Empire, finished making his move. Looking up, he discovered he was once again the object of that disconcerting gaze.

The Klingon thought back on his relationship with this Lyran. Zh'Tazharth, seventh son of Rahrzakh, and currently serving as Ambassador Extraordinary to the Emperor of the Klingon Empire, was the most perplexing Lyran he'd ever met. Most Lyrans seemed ready to do combat at the sound of their names, a nervous bundle of reactions. This one seemed never to react to anything at all. Always thinking, always planning. This was borne out during their chess games. Kenaal had had one easy game, their first. After the Prince learned the moves and the basics of strategy, Kenaal found himself fighting for his life in every subsequent game. It was no different this time. Kenaal looked again at the board. Defeat was inevitable, but Kenaal couldn't admit that.

"Your move, Highness." The game went as expected.

The pieces were reset for the next game. As Kenaal completed his first move, pawn to King Four, a chime sounded in the room.

Zh'Tazharth touched a button. "Yes?" he said.

"I beg your pardon, Your Highness, but there is a message for Ambassador Lord Kenaal in decrypt now. The message originated from Klinshai."

Kenaal looked slightly surprised. "This is Lord Kenaal. I shall be there shortly. Out." He stood, excused himself, made a short bow, and departed.

"An excellent opponent, the Ambassador," the Prince thought. He looked at the pawn. "If a bit predictable."

Another chime sounded; the Prince answered. "Highness, your report to His Majesty has been encoded and transmitted. Receipt has been acknowledged by Imperial Communications."

"Good. Thank you."

He rose and went to the viewport. For some time he stared out at the vista of the stars, then activated his library computer, instructing it to display the section of the Known Galaxy around the Lyran Empire. This done, he pondered the course of events so far.

"We have been engaged in a century long war, though perhaps not always a shooting war, with the hated Kzintis. Now, at long last, our time has come. With just a little more work, a little more planning, and the conclusion of the treaty with the Klingons, we will achieve our long sought goal: Annihilation of the Kzintis as a race! I only wish it were so easy to order the entire might of the Empire to be thrown against the Kzintis. There are, however, several other factors involved here.

"The first and most important is the constant maneuvering for position and prestige in the Council. This drains strength from the efforts against our enemies as proponents of one plan will give all for that plan, while those in the Council who do not favor said plan will participate halfheartedly at best.

"The second is our need for allies. During the last war, the treaty between the Hydrans and Kzintis worked to our disadvan-

tage. The Federation must be ruled out as potential allies because they are negotiating with the Kzintis. No doubt a relationship between the Federation and ourselves would enrage the Kzintis. Thus, the Klingons are our only real choice in this regard. We cannot fight a two-front war yet again and expect to succeed. We must remember that the Klingons' opinion of the Lyran Empire, in spite of our mutual hostility towards our enemies, is somewhat low for three reasons: the incidents during the Klingo-Hydran War eighty years ago, constant unrest in their southern sector due to the LDR, and most recently their feeling that we did not adequately support them during the Four Powers War. We must therefore offer incentives for their aid.

"Thus, the third problem is what form these incentives should take. It has been decided that we should approach the Klingons with an offer. The bare bones of it is this: We and the Klingons smash the Hydrans. The Klingons get the Hydran Homeworlds and most of the Hydran territory. Then we will turn and together destroy the Kzinti Hegemony. We get the Kzinti Homeworlds and most of the Kzinti territory. We also get to slaughter every Kzinti we can find, while leaving their slave populations intact.

"This proposal has been agreed upon in principle by both sides. These negotiations have served mainly to hammer out details and to ensure that both sides are in earnest. Now the final moves are in progress. If both governments can agree on the terms and state this agreement in writing, then truly the way will be clear."

The door slid aside to reveal Kenaal in what was for him a high state of excitement. "Highness, I bring news! The High Council has decided to accept the proposal of the Lyran Empire! The Klingon Empire now awaits the word of the Lyran Council."

This was a pleasant shock to the Prince. He'd expected the initial negotiations to drag on far longer than this. "Excellent news, indeed, my Lord! Let us go to my quarters. We'll have a toast to the new relationship between our two peoples!"

Upon reaching his quarters, he signaled to his body servant, who brought in two glasses: for the Klingon, a glass of Argelian whiskey, for the Lyran, a tumbler of torzach, a Lyran drink that, while not alcoholic, had the same effect on Lyran nervous systems. They drank together. Talk on the proposal continued for some time. Questions were asked and answered by both of them; plans were considered, rejected, or amended.

The intercom chimed. The Prince answered.

"Yes, what is it?"

"Highness, this is the captain. Our escort has arrived for the final stage of the journey to Lyrantan."

"Acknowledged, captain. Zh'Tazharth out."

The Prince activated the viewscreen, moving the picture from ship to ship. He found the one he was searching for.

"Come, my Lord. Observe our newest ship class."

Kenaal was impressed. Slightly smaller than a cruiser, the vessel was a trimaran, not the catamarans of standard Lyran design. The weapons suite was prominently displayed. This was a ship intended for fighting and almost nothing else. Kenaal looked at Zh'Tazharth questioningly.

"You are looking at the prototype for our newest ship class. These ships are intended solely for fighting. They're cheap to build and cheap to repair. They don't have many of the amenities a standard heavy cruiser would have, trading crew space and comfort for power and weapons. With ships of this type, we can quickly overwhelm our enemies with sheer numbers if not our skill and courage."

"Surely, Highness, these ships were not intended for long-range patrols?"

"No, that is one of their drawbacks. They require frequent resupply. They also do not have the internal toughness of a standard cruiser. Their shields are just as strong, but once

penetrated, they succumb more quickly. Still, they are good ships. The economic considerations outweigh all the drawbacks combined." It was also well known in the Lyran Fleet that these war cruisers were short on power, but fleet engineers were working on a "capacitor" device to add to the ESGs, reducing the frequency of recharging. This was not something Kenaal needed to know for the present, though.

"Very interesting, Highness. I shall report on this to the Council. Perhaps the Bureau of Ships will take interest in this." *I will also make sure to read closely the file on the prototype of the D5 class.* A cursory scan of that report contained the same words used for this Lyran vessel: low cost, short range, cruiser weapons.

"Good, Kenaal. Along these lines, let us discuss the systems to be sent by your Government to mine."

"Highness, as contained in the agreement, we will supply copies of the DERFACS and UIM systems to the Lyran Fleet. As you know, there are currently prototypes of both systems on board this vessel for use in tests on Lyran ships. Engineers from both fleets are currently planning to modify Lyran tugs and Klingon pods for use by the Lyran Fleet to facilitate our mutual ability to support one another's ships."

"Also, Highness, I now have received instructions to pass on to you some of our intelligence reports. There have been many rumors of changes in Kzinti technology. These rumors will not be silenced. We are, of course, paying strict attention to reports from the Hegemony."

"Is there nothing specific?"

"No, Highness, only vague rumors of Federation technicians inside the Hegemony."

The Prince made a deep humming noise, equivalent to a human sigh of frustration.

"Well, there is nothing to be done about that sitting here. Let us discuss something closer to our hearts. I refer to the vote of the Council concerning the Klingon acceptance in principle of our proposal."

Kenaal suddenly became very attentive. *Perhaps now, he thought, I will hear a detailed account of the Lyrans' "Contest of Power" as they call it – from one of the main contestants!*

"Strategists of all pelt colors agree that the first foe to be struck down should be the Hydrans. They are isolated from any direct support. They share a common border with both of us. Our intelligence experts believe that the Kzintis will not actively support the Hydrans despite their mutual defense treaty, nor will the Federation intervene in Klingon space to assist them. If these were the sole considerations, the Hydrans would be howls on yesterday's wind in a very short time.

"But, as everyone from the Emperor to the lowliest crewman knows, it's not that easy. The politicians have to interfere; they have to confuse an otherwise straightforward situation. The Lyran High Council is as bad as—certainly no better than—any other group of politicians of any other race. But I digress.

"The current situation is as follows: The Emperor is running at top speed to promote this venture. He stands to gain much power and prestige from this; he will preside over the acquisition of territory half again the size of our current Empire. He will have destroyed our hated blood enemies the Kzintis and erased forever the threat of the Hydrans from our Rimward border. History will record him as the greatest of Emperors since we acquired star drive and first expanded our Empire.

"There are, of course, those who wish to cut him down His Majesty and do their own running. These enemies have a wide array of reasons for wishing His Majesty ill, and not all of them oppose him or his policies for their own gain. These can be summed up as follows:

"The Far Stars Duchy stands to lose the greatest part of their influence from an annihilating victory with the current

Emperor on the throne. They would not share in the spoils of war, as Enemy's Blood and Red Claw would; they would not acquire more territory, again as Enemy's Blood and Red Claw would; they would not share in the glory, as the Emperor and the Foremost would. Instead, they would lose much, having to pay the Klingon Empire for planets already colonized and losing revenues from the Empire. In short, they can gain nothing, but they could become diminished from the increased prestige of the others.

"In addition, the Far Stars Duchy presents a most difficult problem in that their policy is not clear cut. The current Duke favors war. He feels that it is best for the Klingons to acquire new territory so that the current Klingon occupants of his Duchy will have somewhere else to go, leaving Far Stars territory solely Lyran. He is, however, suffering from a rare form of neural disintegration which, in addition to being very painful, is also inevitably fatal. His son is currently believed to be in the opposite camp. This opposing faction, which is nearly as strong as the Duke's, wants the Klingons to stay for revenue purposes. They wish to preserve the status quo and are the Emperor's greatest threat in his plans. But not the only threat. As long as the current Duke remains alive, Far Stars will support the Emperor.

"The Red Claw Duchy also opposes the plan to attack the Hydrans first for the obvious reason that the Kzintis are in front of them. Our blood feud with the Kzintis has lasted for centuries and will not end until one of us is totally destroyed!

"I can see their point, but the larger picture must be viewed. We must bide our time, to further enhance our plans. Red Claw opposition is well defined and therefore easily dealt with.

"Enemy's Blood is in favor of this plan, again for obvious reasons. There is, however, a group among the Blood who favor first bringing the LDR to heel. The Emperor does not wish to see this happen as the assimilation of LDR technology into Enemy's Blood ships would make them dangerous indeed. This opposition group is being placated with the promise of wealth and glory. The Emperor's main support comes from Foremost and Far Stars Duchies.

"The Foremost, whose Archduke is a great friend and confidant of the Emperor, will stand staunchly behind His Majesty.

"This is the situation as it now stands. The process must happen quickly; Far Stars could change sides at any time, wrecking the Emperor's plans."

"And how does Your Highness view these negotiations?" Kenaal asked.

"I will support my father the Emperor, even if I didn't approve of the general idea, which I do. You already know my views. Why do you ask?"

"I have a small bit of information which Your Highness might find useful. Although I must stress that there is no official word on this, informed sources close to the Klingon High Council whisper that in the event that these negotiations break down, the Far Stars Duchy would be asked for more territory to support Klingon colonization."

Zh'Tazharth looked quickly at Kenaal; his ears flicked forward in surprise. He assumed a pleased manner.

"This is welcome news, my Lord! Now I must decide how best to use this information. Was there anything else?"

"Not for the present, Highness. There are some concerns about territory divisions, but we must take this one step at a time."

"Indeed! We think alike, Kenaal. We will talk later on this and many other topics."

Recognizing the dismissal, Kenaal bowed and left.

Zh'Tazharth sat, sipped his torzach, and considered the character of the Council.

▲ Lyrantan, Capital of the Lyrant Empire ▲
 ▲ The Hall of Greeting, Imperial Palace ▲

A Prince of the Empire was coming home.

Rahrzakh, Emperor of the Lyrant Empire, Commander in Chief of the Lyrant armed forces, Grand Duke of the Homeworld County, Ruler of the Despised Foe, His Most Formidable Majesty, etc., etc., awaited the return of his son Zh'Tazharth in the Hall of Greeting. One step behind and to the right of His Majesty waited Zh'Dromarzh, third son of the Royal House.

Around the Emperor also waited the great nobility of the Empire—Dukes and Counts from every corner of the Empire, save only the Count of the former Dark Star County, now twenty years dead (his county removed from the Empire and renamed the Lyrant Democratic Republic). A place was maintained in the Circle which the Counts now occupied; this was to show that the Emperor did not abandon the thought of the return of the Dark Star County to the Empire. Also present were two of the Emperor's Marshals: one from Foremost and the other from Red Claw Duchies, respectively. The Marshals were tasked with monitoring the activities of the Duchies and commanded the Ducal Battlecruisers. The group ringed the transporter pad where the Prince would appear.

The nobles assembled in the Hall had different emotions concerning this affair; although all had but one reason for being here. Some of them were friendly to the Emperor, and this gave those so affected a chance at a holiday, away from the boring and seemingly endless affairs of governing. Others were opposed to the Emperor in either thought, deed, or both; they approached this Gathering nervously, for they were, after all, in the lair of the enemy. Others were neither well- nor ill-disposed toward the Emperor; they were merely following orders.

For not even the Duke of the Enemy's Blood Duchy could ignore a formal Summons from one's Emperor. Especially not this summons; for they were assembled not for the annual Gathering of the Nobles, but for a Council of War. The importance of this Council could be measured by those attending; for all the Great Nobles were present. During the annual Gathering, many would send an expendable representative. Since this Council would mark a turning point of Imperial history, all present wished to be a part of it.

With a shimmering of the transporter effect, the form of Zh'Tazharth, seventh son of the Emperor Rahrzakh materialized. He immediately knelt in the presence of his sire.

"Rise, my son," said the Emperor. The Prince did so. The emperor then favored his son with a hug.

Zh'Tazharth embraced his father fondly. He was small for a Lyrant, standing a head shorter than average, but the full measure of this Lyrant was not in his size. Contained in that small body was a complex personality, including a mind with considerable political acumen. None doubted his strategic abilities. If his tactical skills weren't as refined as they could be, well it wasn't often that a Prince of the Empire led a charge into the teeth of the foe.

Addressing the nobility, the Emperor said, "We present Our son, Zh'Tazharth, who returns from his mission to Klinshai. He will shortly give Us his report."

"Your Majesty," the Prince said, "the Klingon, Lord Kenaal, begs leave to present his credentials and take up his post as the Klingon Emperor's Ambassador to Your Court."

"We welcome the Ambassador from Klinshai. Let him enter Our presence, so that We may greet him."

Again the transporter shimmered, this time depositing the well-dressed Klingon, who bowed deeply in accordance with Lyrant Court etiquette.

"Your Majesty, I am Lord Mak Kenaal. With Your permission, I present my credentials as Ambassador to Your Imperial

Court from His August Majesty, Khavek IV, the Emperor of the Klingon Empire."

"We welcome you, Lord Kenaal, to Our Court." With these words, the Emperor accepted Kenaal. A plate was offered by a servant; Kenaal put his credentials on the plate. The servant bowed and withdrew.

"Your Majesty," Kenaal continued, "My Master, Emperor Khavek, instructed me to convey his warmest greetings to Your Majesty, his great friend, upon my arrival. His Majesty also sent with me a gift, suitable for Your Court. If I may present it?" Rahrzakh nodded approval. Kenaal signaled to the Lyrant ship in orbit.

An object was beamed into the Greeting Hall. It was a cube of crystal. Contained in the crystal, with teeth bared, was a kdarth. Kdarth were fearsome beasts, standing three meters high at the shoulder. Found on a planet near the Lyrant-Klingon Neutral Zone, kdarth were predators with an impressive array of tusks and teeth. It was considered a test of Klingon warrior skills to bring down one single-handedly, with no weapons except a longknife. It was also a Lyrant delicacy. Lyrants, though, did not need longknives to hunt these animals.

Rahrzakh's eyes gleamed; his demeanor indicated pleasure. "A worthy gift indeed! I would be pleased, my Lord, if you would return my fondest greetings to your Master along with my gratitude for such a gift in your next communications to the Emperor."

"Rest assured that I will do so, Your Majesty," Kenaal replied, bowing.

Rahrzakh spoke to the gathering. "We will now go to the Council Chambers, to hear the report of Our Special Ambassador to Klinshai. Ambassador Kenaal, if you would be so good as to wait, you will be summoned upon the completion of the Council."

"I would be pleased to await Your Majesty's summons," Kenaal said. He was led to a room where he could wait in comfort; the nobles followed the Emperor and his son out of the Hall, in order of rank.

As the Emperor turned to leave, Zh'Tazharth moved next to his brother Zh'Dromarzh. They exchanged friendly buffets and a few quiet sentences. The bond between these two was a source of gossip in noble society. While loyalty to one's family was paramount and (usually) unbreakable, competition between siblings was intense. So it was that these two were remarkable for their closeness. Much could perhaps be explained by the differences between them. Where Zh'Tazharth was small for a Lyrant, Zh'Dromarzh was very large, standing a head above the average Lyrant. Where Zh'Tazharth's fields of expertise were diplomacy and grand strategy, Zh'Dromarzh specialized in small unit tactics, especially in boarding party and ground assaults. Zh'Dromarzh also had some ship-to-ship tactical ability, but he tended to overestimate his prowess, especially among those he considered to be his inferior.

After their exchange, Zh'Tazharth moved to the Emperor's side. The Emperor, expecting this, had slowed his pace. Zh'Dromarzh moved behind them. At his father's bidding, he too would attend this Council.

Rahrzakh and Zh'Tazharth chatted of minor family matters as they walked to the Chamber. As they entered, each noble took his assigned place, the Emperor at the head of the table. One pace behind and to the Emperor's right stood Zh'Rahrzan, Heir to the Throne of the Lyrant Empire. After the Emperor took his seat, the others sat. Kadama, the Far Stars Duke, walked slowly, breathing heavily. The Duke reached his chair and sat slowly. As he reached a comfortable position, he relaxed. This did not go unnoticed by the rest of the Council. When the last noble had taken his chair, the Emperor's Privy Council entered and sat. The Prince moved to the center of the circular table.

The lights dimmed, and a single spotlight shone down upon the Prince as he began his report.

"The mission to Klinshai has gone well. The Klingons have agreed in principle to our proposal." An alien would never have sensed anything different, but there was a sudden upsurge of tension among the assembled. "There are, however, many details to be worked out. Aside from the problems of fleet deployments, which both sides have agreed shall be resolved by meetings between our General Staffs, the Klingons have brought into question the division of spoils. Among these are several key Neutral Zone planets along LDR space and the WYN zone. Also," and here he threw a glance at Kadama, the Far Stars Duke, "should the negotiations fail, the Klingons are planning to make a request for more territory to colonize.

Kadama stiffened painfully and nearly spoke. Restraining himself, he looked at the Emperor.

"All your questions shall be answered after completion of the Prince's report," Rahrzhak said. Kadama subsided.

Zh'Tazharth continued. "Reduced to its skeleton, the proposal is this: The Lyrans will assist the Klingons in annihilating the Hydrans. After this has been achieved, the Klingons will assist the Lyrans in annihilating the Kzintis. The former Hydran space shall go to the Klingons so that they may have territory in which to expand; the former Kzinti territory shall go to the Lyrans, who should have had it in the first place." Here he glanced at Zh'Dromarzh, whose claws had extended at the mere mention of Kzintis. All present knew of the Prince's utter hatred of the Kzintis. "It is not expected that the Tholians will interfere with the Klingons, but the Federation of Planets is another matter. I am assured by the Klingon High Council, however, that the Federation will be neutralized in some way; there was talk of technology transfer between the Klingons and Romulans as a way to keep the Federation occupied. This does not appear to concern us specifically; it is a matter for the Klingons. We must step lightly here. While the Federation might overlook the loss of the Hydrans, as they are in a poor position to do anything about it, the destruction of the Kzintis would be a far different matter.

"The Klingons have good reason for approval; they are encircled. This will allow them to break out of their trap. That they can do so and destroy two of their enemies at the same time is an added bonus.

"It was pointed out that our forces could do a better job of 'assisting' if certain technologies the Klingons are developing were made available to Lyrans engineers. Prototypes of two of those systems have been brought to Lyrantan, to be studied for compatibility with our weapon systems.

"Another warning, this time from Klingon sources, indicates the Kzintis are developing new technology in conjunction with agents of the Federation of Planets. There are no specifics, but our Intelligence is working on this." Here the Prince nodded slightly in respect to Pirtarck, the head of the TUFTS intelligence organization, whose face creased in annoyance at this.

"Thus ends the report of Zh'Tazharth, Special Ambassador to Klinshai." The details of the proposals had been supplied to each noble on disks; these would be studied at length before any final agreement was reached.

The Prince bowed and backed out of the room; Zh'Dromarzh followed. They had no further business in the Council. The Emperor knew all of the report and could answer questions with more authority than either Prince. This opportunity could also be taken to see what the known groups eavesdropping on the Emperor's communications were doing. And if someone previously unknown were discovered, so much the better.

Outside the Chamber waited Kenaal. Zh'Tazharth knew this would happen; it would have taken a squad of marines to keep

Kenaal in that room alone with so much at stake. Zh'Tazharth walked over to him. Zh'Dromarzh, who was not familiar with the Ambassador, moved away on business of his own.

"You have, no doubt, come to inquire as to the health of my father?" the Prince said sardonically.

"I'm always concerned about the health of His Majesty," replied Kenaal.

"Liar. There's no way to be certain of the outcome of the vote. I do know that the piece of information about colonies has nearly thrown Duke Kadama into a fit of screaming rage. He, at least, can be counted on."

"I thought you said the Emperor would carry the Council," Kenaal said.

"I said that there is no way to be certain. I am still of the opinion that the Emperor's views will prevail. The vote will be three to two, no doubt. Even the decision to attack the LDR was defeated by a three-against-two vote. Nothing, as you know, is unanimous in Council."

"Yes. I've studied much of Lyrans history. This agreement, if and when concluded, will begin a new era of relations between our Empires and a new chapter of Lyrans history."

"It will indeed. This will be the first instance that our Race has had formal allies, instead of allies of convenience." When Kenaal frowned at this, the Prince gave an amused snort.

"I'm certain that you're looking forward to your reception banquet this evening," Zh'Tazharth said.

"Perhaps. What's on the menu?"

"My father is attending. What does that tell you?"

Kenaal flushed, a sure sign of discomfiture. "Baked Hydran?"

"Correct. It's the main course."

Noting that Kenaal's flush deepened, Zh'Tazharth actually grinned. "Come, come. Baked Hydran isn't at all bad. Compared with some of the things I've seen you eat, it's a delicacy."

"Perhaps so; but after the treatment to remove the methane, there isn't much taste to it."

▲ The Emperor's Study ▲

▲ The Imperial Palace ▲

As Zh'Tazharth arrived, two of the Emperor's Privy Council exited the study, bowing. The Prince entered and stood silently while the servants bowed and withdrew, closing the doors behind them. The Emperor indicated the chair on his right hand side. "Come, my son. Sit. You have given your report; now tell me what was not included in it."

Zh'Tazharth sank into the indicated chair. "Thank you, father," he said. "The Klingons accepted our offer with great alacrity, although from their attitude one might think that they were being forced into this at disruptor point. The prospect of gaining large amounts of developed territory at little cost is as attractive to them even as it was to us during the Klingon war against the Hydrans 80 years ago. I suspect that they will be pleased to gain some small measure of revenge for incidents of 30 years ago, when the Hydrans, beyond all reckoning, returned and threw us both out of their realms.

"We Lyrans and Klingons are alike in many ways, feelings of revenge being one case in point. We are both warrior peoples, given more to conquering by force than to settling new worlds peacefully. The facts that we are honorable warriors and have mutual enemies have given our two peoples a basis for trust."

The Emperor's face creased slightly with impatience. Zh'Tazharth was more able than most to see the larger canvas of events, but the reverse side of that was that he tended to digress about unimportant pieces of that canvas at great length unless prodded back to the main point.

Zh'Tazharth, seeing his father's face, sighed. Yes, I know, father, he thought. Enough of trying to understand the Klingons, the better to deal with them; back to the business of diplomacy.

"This basis, however, is good only to a certain point. We must bear in mind that both our governments have policies which are not necessarily compatible."

"You refer to our relations after the conquest of the Kzintis," the Emperor said.

"Yes, father. We will then share a common border with the Federation. We must look forward to a time when Klingons and Lyrans will become enemies. We must consider our overtures to the Federation most carefully."

"And why should they consider us friendly? If I read reports correctly, they would consider us barbarians for annihilating the Kzintis. Why this is, I'm not sure; the Kzintis have drawn enough Federation blood in their wars."

"The Federation only keeps the Kzintis propped up as a balance against the Klingons. We shall show them that Lyrans can play such a role better. We have no territorial claims on the Federation. We do not seek expansion at their expense. We will, at some future time, have the Klingons as enemies. It would be far better to have the Federation as allies than as enemies."

"Very true. But these are long-range goals; we have much to do before then. We will now turn our attention to more immediate concerns. Have you any thoughts concerning the forthcoming invasion?"

"Only a request, Your Majesty," Zh'Tazharth answered.

"Indeed? Do not ask for permission to lead the forward assault groups into battle. Four of your brothers have already done so and have already been denied. I will not risk any of the Royal Line."

"No, Your Majesty. I wish permission to travel on board one of the commerce raiders of the Kzinti Neutral Zone. Perhaps more information about this alleged new technology can be found."

"And why are you more suited for this than the crews operating these vessels? Or better yet, an intelligence expert?"

"As Your Majesty is aware, deep-space combat is not my best field. Perhaps, in my inexperience, I can see something that greater experience might miss."

"Also, it has been far too long since you have tasted Kzinti blood, and you need something to work off the frustrations of the Klingon negotiations."

"Your Majesty is very perceptive," the Prince responded.

The Emperor considered. "No," he finally responded. "Your place is here. You are our chief negotiator with the Klingons. If I need you, I don't want to have to chase you all the way to the Kzinti Neutral Zone. We all serve the Empire to the best of our abilities. Find another way to relieve your frustrations."

"Yes, Your Majesty," Zh'Tazharth replied in a submissive tone.

"Have you an alternative? Some intelligence agent you trust?"

Zh'Tazharth thought. "Perhaps Zh'Dromarzh? While not an intelligence expert, he has a sharp eye and will do his utmost to carry out your orders. He can also be trusted to bring back a full report."

"Yes, but his rashness, especially where Kzintis are concerned, might get him into something he can't get out of." Again the Emperor considered. Zh'Dromarzh was not the Heir, and currently had no special assignment, despite his requests for such. Also, the likelihood of Zh'Dromarzh being hurt or killed would be lessened as there would be only one or two ships in a possible battle with Kzinti escorts. Still...

"Very well. Zh'Dromarzh shall go. There will be some added precautions, however. Commerce raiders operate alone, as a rule, correct?"

"That is standard procedure, sir."

"Then procedure shall be modified so that there will be two ships on this raid. Also, I will ensure that Zh'Dromarzh understands that the commander of the squadron will be in charge. I will not have any of the Royal Line unduly risked because he wants to kill a few Kzintis. Send for your brother. I will instruct him personally on his duties, both to this mission and to his House."

◆ Bridge, Kzinti Hegemony Ship *Quasar* ◆ ◆ The Lyran-Kzinti Neutral Zone ◆

Ship's Log, Kzinti Hegemony Ship *Quasar*.

Date: 8 years, 7 months, 12 days since the ascension of the Patriarch to the Throne; (Y165, Federation Standard Calendar.)

Time: 13:52.

Entry: The *Quasar* has been assigned to escort two large freighters due from the WYN Cluster to T'tassh, a planet in the sector adjoining the Lyran Neutral Zone, where they will be placed in convoy to the Homeworld. En route, *Quasar* stopped at Battle Station 6 for extra boarding parties and crew for the freighters. In addition, *Quasar* received the latest in weapon technology: six warp-2.7 drones, four type-I and two type-IV. I have also been given permission by the High Command to use these weapons should the situation require it. This I am especially pleased about as the Lyran Neutral Zone has been active for some time. I hope to fatally surprise some Lyran plant-brains.

End entry - signed

Ctharri, Captain 2nd Grade, KHS *Quasar*.

Ctharri mulled over his last words in the log entry. The Lyrans were indeed causing their fair share of trouble these days. Destroying shipping, disrupting communications, and causing general havoc. There had been talk of war among the other captains, as soon as the new drones were put into full production. If he could find some of those Klingon house-pets on this trip, they would have a very nasty shock coming.

Quasar was a refit of a heavy cruiser that had previously seen long service in the Marquis' Fleet on the Federation border. It was an example of the finest of Kzinti technology. It was also a well-known fact in the Fleet that the design did not take full advantage of the technology. Underpowered, undershielded, and undergunned, the strike cruiser and the heavy cruiser could not alone stand up to either a Klingon D7, a Federation heavy cruiser, or a Lyran heavy cruiser. At long last the High Command had convinced the nobility of the necessity for improvements. Agreements with the Federation had produced a stream of upgrades in ship designs, one of which resulted in this class of ship, the battlecruiser. Another series of improvements, although not a direct result of Federation and Hydran technical consultations, was the addition of drone control to fighter shuttles and a specialty ship to carry them. These last were even now undergoing testing.

Enough ruminating. He looked around the bridge. It was comfortably large. It had to be. There were nine Kzintis, not counting himself, on it. Helm, navigation, sensors/sciences, communications, direct-fire weapons, drones/tractor beams, damage control, and marine coordinator all had their stations. In addition, the Navigator, nominal second-in-command, whose battle station was auxiliary control, was prowling among them. Ctharri sat back. All appeared well.

Ten hours to the rendezvous.

▲ Bridge, Red Claw Ship *Sorcerer* ▲

Prozhoti, captain of the Lyran command cruiser *Sorcerer*, was not happy. His mission was honorable enough. Stealing WYN raw materials that the Kzinti slugs had paid for always gave him a warm sense of accomplishment. Stealing the materials and killing a few rat-tails on the side would be even better. To help in the killing, *Sorcerer* had been disguised as a heavy cruiser. This included covers on the port and starboard phaser-1s to make them look like phaser-3s, and the engineers had contrived a slight reduction in shield strength.

No, the mission satisfied him. Prozhoti just wished it would start. For two standard days, he'd been sitting here with the light cruiser *Pouncer*. The transmission specifying the pick-up area had been received from sources inside the Cluster, but there didn't seem to be a time associated with it. So *Sorcerer* and *Pouncer* had been sent here with great haste. "Here" was a small asteroid belt within sensor range of the pick-up area. Here they would wait for the victim to obligingly present himself.

Adding fury to the frustration of waiting was, of course, Zh'Dromarzh, Prince of the Empire, Peer of the Realm.

Of course, the Prince! thought Prozhoti, wishing many indignities of a highly painful and intimate nature upon His Eminence. He had swept aboard just before *Sorcerer* had departed for its present station, bringing, it seemed, half the population of the Empire in courtiers. Prozhoti and the Prince had barely exchanged greetings when Prozhoti was politely but summarily booted off the flag bridge.

"Combat experience for the Prince" had been the official excuse for his presence, but they both knew that one reason for the Prince's unannounced arrival was to keep an eye on the counties in this sector of the Empire. Even now the Prince had doubtless overridden the Captains' Seal on the ship's records and was perusing them to find out what interesting things were going on. There was a good side to all this, though. Normally only the *Sorcerer* would have been sent on a mission like this. Because the Prince was on board, the *Pouncer* had been sent along as well. One could never have too much firepower.

He restrained himself from pacing around the bridge. It would not do to appear nervous.

"Captain!" It was the sensor officer. Prozhoti went over to the sensor station.

"Observe, sir. Two targets, warp signature concurrent with that of large freighters, moving out of the Cluster."

Indeed, there were two blips on the screen. But wait....

"Those two are ten million kilometers apart!" Prozhoti cursed loudly.

"Communications!"

"Sir!"

"Message to *Pouncer*. Begins: 'Stop and board the freighter nearest the Lyran border. *Sorcerer* will take the other one. As soon as the freighter's controls are unlocked and the prize crew is aboard, make for the border, but be prepared to follow *Sorcerer* at max speed.' Message ends. Send it!"

"Yes, sir!"

"Navigator, set a course for that freighter. Helm, implement at warp six. Weapons, charge the ESGs and the phaser banks. Sound action stations. If the Kzintis are going to try to stop us, it will be soon. Do it!" A chorus of "Yes, sir," was heard throughout the bridge.

◆ Bridge, KHS *Quasar* ◆

As *Quasar* neared the rendezvous area, Ctharri was at the captain's battle post. From here, he could observe the actions of his command crew. From the bridge, which was the most forward point on the ship, Ctharri would lead the ship into battle.

Ctharri often wondered what had become of those who had entered the Cluster. Obviously they had survived, and were now doing well, selling raw materials to those who could process them in exchange for finished goods.

The official government line was that "Cat With Favorable Stars" had perished along with his traitorous outcasts when they plunged at warp seven into the WYN Cluster, and that the current residents of the Cluster were Orions, Klingons on the run from the ISF, and perhaps a few degenerate Lyrans. Ctharri, however, thought otherwise; so did anyone else who gave serious thought to the matter.

Those inside the Patriarchy (and a very few outside it) knew that "Cat With Favorable Stars" had actually been the then-Patriarch's brother. This fact added to the confusion of the Civil War. It would probably never be known to anyone except the Patriarch and his immediate circle who won the war. All that was known was that the war was fought, the "Usurper" lost and plunged into the Cluster to escape a slow and very unpleasant death.

Ctharri had twice in the last ten years received communications from unknown sources about certain events inside the Hegemony. He had immediately destroyed both messages, fearing a trap set by the "Whiskers" intelligence organization, and had informed his father. His father had been a 4th Grade Admiral during the Civil War and a confidant of the Duke. Ctharri was told of the relationship between the Patriarch and the "Usurper," and then ordered in the strongest terms never to mention the messages to anyone again, on pain of death. All this made for very interesting speculation.

Old Friends or not, Ctharri knew that the WYNs would send the freighters through the radiation belt near the pickup point. Whether early, late, together, or widely separated was never known beforehand. Why this was, no one knew. No doubt it was someone's perverted idea of a joke. The joke was on the Kzintis this time, so *Quasar* was early for the pickup and was prepared for any difficulties that might arise.

During battle and possible-battle situations, the crew used a very abbreviated form of the Kzinti language. It wasn't as elegant as the language used at the Patriarch's Court, but then it didn't have to be. It did, however, get the point across quickly.

"Captain, sensor officer. Sensors show two objects near the radiation zone, extreme range, course 235.2 true, distance two million kilometers."

Ctharri knew that if the sensor officer knew more, he'd have reported more, so he did not ask further.

"Helm, captain, implement sensor data at warp five. Execute."

"Executing," said the helm officer.

"Captain, sensor officer. Size of designated target T1 consistent with that of a large freighter. Designated target T2 size consistent with that of a cruiser. They are moving toward the Lyran border."

Fangs of the Creator! Ctharri swore. Not only were the freighters separated, but since it was known that there were no other Kzinti ships near here, the Lyrans were stealing the one that was here!

"Communications, send a contact report."

"Captain, sensor officer, target T2 is towing target T1."

"Very well. Helm, upon reaching 800,000 kilometers range from T2, reduce speed to warp 3.06. Engineer, initiate deception procedure F'zeckt now." F'zeckt was a plan for which Ctharri had drilled his crew before this trip. It called for a 10% reduction in warp power and a reduction in shield strength to that of a heavy cruiser.

"Attention on the bridge. T2 cannot outrun us while towing T1, so he will drop the tow and turn to engage. The deception, as you know, is intended to bring the Lyran into close range,

where our point-defense phasers and the new drones will be of maximum value.

"As the range closes, T2 will be constantly scanned. At approximately 100,000 kilometers, observation of the phaser suite will determine whether this is a heavy cruiser or a command cruiser. While a command cruiser would be the worse for us and we would take more damage on a close pass, I still intend for a close pass to take place. Our special drones will more than make up for the increased abilities of a command cruiser. However, if the Lyran is not inclined to exchange close-range fire, I will NOT launch the special drones. Instead, I will implement pattern B'sel. If the engagement goes against me, I will pass close by the freighter, blast it into scrap, and disengage.

"There will be no scatter-packs prepared or launched. I don't intend to be around long enough to use them, and I cannot afford to put the new drones in a shuttle where they can all be destroyed at once. However, prepare a shuttle as a dummy SP for deception use.

"Marines, stand by. No board-to-capture tactics. Guards, deployment pattern M'rila.

"Signal this to all decks and acknowledge."

▲ Bridge, RCS Sorcerer ▲

Prozhoti sat back. All was going reasonably well, he thought. The prize crew was aboard; the freighter's systems had been unlocked; so the freighter was adding to their combined speed. *Pouncer* had already taken her prize in tow and was proceeding toward the border. No sign of the flap-ears.

"Captain, sensors show a ship moving toward us from the Kzinti border at high speed! It is approximately the same size class as ourselves."

Prozhoti hated having to eat his words, especially since he hadn't even said them yet.

"Comm, send a contact report. Message to *Pouncer* Begins: 'Proceed this location max speed. Advise ETA.' Message ends. Sensors, I want all data as it comes in. Go to max ECCM; scan for enemy ships in the area. Alert the Prince."

"Captain, the approaching ship has sent a message, a standard contact report. It is in a Kzinti code."

"Acknowledged."

"Captain, range now 790,000 kilometers. Unknown ship is confirmed Kzinti, battle shields in place."

"Acknowledged. Reduce shield strength in accordance with deception procedures."

▲ Flag Level, RCS Sorcerer ▲

Zh'Tazharth, arriving on the flag bridge, observed the progress of the three ships. Ah, he thought, the Kzinti pickup ship. Perhaps something new will be revealed here. He opened the link to the bridge.

▲ Bridge, RCS Sorcerer ▲

The flag bridge alert chimed. Prozhoti answered.

"Captain, do you intend to engage the Kzinti?"

"Yes, Highness; I am waiting for *Pouncer's* ETA before I decide on a sequence." He saw the comm officer signaling him. "That information is incoming now. Report, comm."

"Sir, *Pouncer* is two minutes away at warp eight."

"Very well. Drop the tow, 180° about. Ensign H'raack, take the prize to Battle Station 12. With your permission, Highness?"

"Fight your ship, captain."

"Yes, Highness. Comm, message to *Pouncer*: 'Move to this location at max speed.' Message ends."

Prozhoti considered the effect the Prince's presence would have on the coming battle. Overruling the captain at a critical time could get them all killed.

A cold chill washed through him. Could they know that there is a Prince of the Realm on board? They received information from WYN sources and from Orions; so do the Kzintis. Could they have discovered the movements of one of the Royal Line?

◆ KHS Quasar, Bridge ◆

"Captain, communications. T2 is transmitting...a standard contact report...and more."

"Very well," Ctharri responded.

"Captain, communications. Now a message is incoming; it must be for T2... Now T2 is transmitting. It is in Lyran code; decrypt is working."

"Captain, sensors. T2 has dropped tow, is turning toward us."

Ctharri scowled blackly. Now he knew the fate of the other freighter.

"Attention on the bridge. T2's transmissions indicate the probability of a second Lyran unit in the area. The original plan still holds; draw T2 in for a close pass. The plan to pick up this freighter is now doubtful; the second freighter must be written off."

▲ Bridge, RCS Sorcerer ▲

"Captain, range to Kzinti is now 380,000 kilometers. Hull type is consistent with that of a Kzinti cruiser. Current speed warp 3.06."

Prozhoti was slightly relieved. This conformed to standard Kzinti tactics. Barrel straight in, maneuver for a close pass, four drones and a shuttle out in front to take ESG damage. No problem unless the drones are armored. But their interaction with the ESGs will tell if they are armored; some phasers might have to be diverted to destroy drones left over after the ESG interaction.

"Sensors, any sign of additional Kzinti ships?"

"Negative, captain. No other enemy ships out to the limit of the sensors."

Good, Prozhoti thought.

▲ Flag Level, RCS Sorcerer ▲

"Standard response to a standard approach," Zh'Dromarzh remarked to his courtiers. "This captain doesn't seem to think that there might be something different here." Zh'Dromarzh opened the link to the bridge.

"Captain, this is Zh'Dromarzh. I have reason to believe that the Kzintis may be experimenting with new systems. Proceed with caution."

▲ Bridge, RCS Sorcerer ▲

Prozhoti inwardly screamed with rage. What he thought was: "What! Now you tell me! What kind of new systems?" He'd received briefings from Intelligence as did all the other captains; what else was there he didn't know about? Now was an incredibly stupid time for the Prince to come up with "new systems!"

What he said was: "Highness, can you be more specific?"

"I have no solid information to go on, but I am suspicious. Perhaps this Kzinti has something we can study."

"I thank your Highness for this information." *Little though it is.* "I shall keep this in mind. I do, however, intend to engage. Do you concur?"

"I do indeed. Captain, I wish to study this ship as the engagement progresses. Therefore order *Pouncer* to maintain a distance out of long sensor range. I do not wish to drive this Kzinti off yet. If necessary, we can order *Pouncer* forward."

Just what I feared, Prozhoti thought. The Prince is trying to tell me how to run my battle. This is dangerous. What choice do I have?

"As you command, Highness.

"Comm, message to *Pouncer*...."

◆ Bridge, KHS *Quasar* ◆

Ctharri saw that the range was now 380,000 kilometers.

"Captain, sensors. T2 hull type matched with that of a Lyran cruiser. Data continues to accumulate."

"Captain, communications. T2 is transmitting."

"Very well," Ctharri responded. *Transmitting again? Why?*

▲ Bridge, RCS *Sorcerer* ▲

"Captain, range now 195,000 kilometers. Warp signature consistent with that of a Kzinti strike cruiser."

"Acknowledged," Prozhoti said.

◆ Bridge, KHS *Quasar* ◆

"Captain, sensors. Range is now 194,000 kilometers; T2 warp signature matched with Lyran heavy cruiser."

"Acknowledged."

▲ Bridge, RCS *Sorcerer* ▲

"Captain, sensors indicate that all four disruptors and the offense phaser-1 can fire in the forward arc."

"So this means that this Kzinti has the firepower of a battle-cruiser but only the apparent power of a heavy cruiser," Prozhoti thought out loud. Why would the Kzinti reduce power, except to put us off our guard? Perhaps this ship has not received the entire refit package yet? If so, this battle might be a bit easier than expected; the Kzinti would have less power to arm more weapons.

▲ Flag Level, RCS *Sorcerer* ▲

Zh'Dromarzh, seeing the sensor data, came to a decision.

"Captain, this is the Prince. The most effective method of study is at the closest range practicable. I wish to take this Kzinti as a prize. Conduct this combat in the appropriate manner. Also, order the *Pouncer* forward."

"Highness, a close sensor sweep could be just as effective. I intend to drive off the Kzinti, destroy him if I can, take the freighter, and leave."

"No, captain. The freighter is of no value now. A close sensor sweep cannot possibly be as effective as disassembly of the ship itself. Capture of the enemy vessel is of paramount importance."

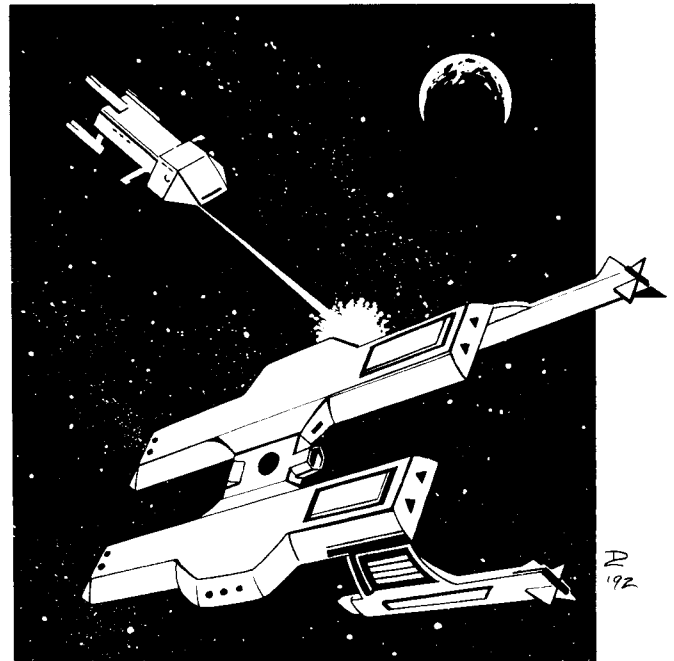
"Highness, I respectfully ask you to consider your Royal status. I cannot risk your exalted person for this mere information. I strongly urge you to...."

"Captain, my personal safety is also of no concern here. You will do as I have instructed."

"Highness, I...."

"Carry out your orders, captain! Now!"

"At once, Highness!"



▲ Bridge, RCS *Sorcerer* ▲

All heads on the bridge snapped around to look at the captain, who had frozen in his chair, an expression of rage and fear on his face. Nobody talked to the captain that way, except, of course, someone with more authority. Prozhoti now knew who led this expedition and did the only thing he could do.

"I obey, Highness! At once!"

◆ Bridge, KHS *Quasar* ◆

The range had closed to 100,000 kilometers.

"Sensors, report!" Ctharri snapped.

"All flank phasers on T2 are type 3!"

Ctharri relaxed slightly. This is a heavy cruiser, he thought. Good. "Drones, launch four type-II drones; include one of the ECM drones."

"Done, sir," the drone officer reported.

"Captain, communications. T2 has transmitted."

How many Lyran units can be out here? Ctharri wondered uneasily.

▲ Bridge, RCS *Sorcerer* ▲

The drone launch warning brought the bridge crew back to reality. "Captain, he's launched four drones—speed warp 2.29—one of them producing ECM. Also, shield strength conforms to that of a heavy cruiser!"

So, either this is a partially-refitted heavy cruiser or I'm about to be suckered, Prozhoti thought. But the Prince has spoken, damn him!

"Rangel" he spat.

"80,000 kilometers!"

"Engage attack sequence Heela: speed warp 2.4, overload disruptors, energize ECM to level 2.45, raise the spheres with radius 20,000 kilometers. After the ESG interaction and direct-fire weapons exchange, I intend to turn 300° starboard and occupy him until *Pouncer* arrives. Marines as follows: four to transporters, two to ESGs, four to general defense, one to the

flag level, one to the impulse deck, four to the shuttles, and four stand by to transport after the first wave has gone over. Shuttle crews, prepare to launch as soon as the Kzinti has been subdued. Divert reserve power now to tractors. Priority for use in negative tractor. Labs, ID those drones at 30,000 kilometers. Move NOW!" he screamed, taking out some of his frustrations on his crew.

Prozhoti knew he was about to enter the fight of his life. He wondered what the Prince knew about this Kzinti. It could make the difference between life and death for them all.

Prozhoti scowled deeply. The best way to beat this one would be to extend the engagement IF this were actually a heavy cruiser. The Kzinti could not power all his weapons at once and still move with any appreciable speed; Prozhoti would control the range. There was still something wrong here, though. This could not be a command ship; it would be madness to reduce power and especially shields, unless he had a reason.

Unless... the Prince...

◆ Bridge, KHS Quasar ◆

"Range," Ctharri spat.

"Now passing 80,000 kilometers," the weapons officer reported. It was decision time.

"Attention on the bridge. Attack pattern Ch'ruul-2. Overload disruptors. Marines to your stations."

"Captain, sensors. T2 is slowing to warp 2.4 and has ECM energized to 2.45."

What? ECM that high must mean he's diverted 75% of his reserve for ECM...or this is NOT a heavy cruiser!

"Sensors! Status of T2 phasers!" Ctharri shouted.

"Sir? No change...wait...now there are panels blasting off the side of T2! These were concealing a phaser-1! T2 shield strength also increasing!"

So, Ctharri thought. *Here we have the Ducal flagship. No wonder there is more than one Lyran unit out here. Still... The Lyran had slowed, and now there were symbols forming on his display indicating the formation of two expanding spheres.*

"Sensors, confirm no abnormal modifications on T2."

"Confirmed, sir. T2 is now classified as a command cruiser."

"Very well. Attention on the bridge. As T2 has slowed, the original plan holds. We will make a close pass. We will take more damage on the first pass; signal this to all decks.

"Launch a shuttle; tractor it ahead of the ship. Divert remaining reserve to tractors to be used against T2."

"Sir, do you wish a dummy shuttle launched?" the drone officer asked.

"Not now," he snarled.

"Attention on the bridge. After the initial weapons exchange, the shields and warp engines will be brought up to full power. Hit-and-run raids will be conducted. I will move as close as possible to T2 and launch the special drones. I will then execute a 300° starboard turn, keeping the #6 shield away from T2. We will then continue the engagement."

"Weapons, hold two point-defense phasers for a second strike after the initial weapons exchange. I wish to destroy as many of his phasers as possible to minimize his ability to fire at the special drones."

"Understood, captain."

"All decks brace for impact. Drones, get ready to tractor and launch those specials on my order!"

▲ Bridge, RCS Sorcerer ▲

Prozhoti snarled softly. The deception had worked as planned. The Kzinti had been lured into slowing for a close pass

and now would pay the price in blood. He devoutly hoped that there were no surprises in store for himself.

"Captain, range now 30,000 kilometers. Two drones ID'd as type 2 standard; no armor."

Good, Prozhoti thought. At least for those two I won't have to divert phasers. He tensed, expecting the impact.

▲ Flag Level, RCS Sorcerer ▲

So far nothing new, Zh'Dromarzh thought. This Kzinti might have a greater first-strike capability, but would lose in the long run because of the low power available and the increased number of systems to use it. He waited for the impact.

Kzinti weapons and ship met Lyran energy spheres. The drones, the shuttle, and 64% of *Quasar's* #6 shield were destroyed. *Quasar's* shields, set on automatic as ordered, snapped up to full strength, and the warp engine power-up sequence was commenced.

▲ Bridge, RCS Sorcerer ▲

"Captain, all drones and the shuttle have been destroyed by the ESGs! Sixty-four percent of the Kzinti's #6 shield has been destroyed. Computers match this ship with the signature of the *Quasar*—not a known command ship. Shields increasing in strength; now warp power increasing also!"

Shocked and enraged because he'd been allowed to be fooled, both by the Kzinti and the Prince, Prozhoti could not feel even a small amount of relief that this Kzinti was not a command ship.

"Weapons, fire all bearing weapons at the Kzinti! NOW!"

◆ Bridge, KHS Quasar ◆

"All weapons fire as instructed!" Ctharri shouted.

Lances of energy stabbed between the two ships. But it was the Kzinti ship, with its facing shield partially destroyed by the spheres and with its weapon accuracy reduced by the Lyran jamming, that fared worse in the exchange.

Ctharri knew that his ship had been grievously hurt. Damage Control spat out the reports. One drone rack, of immense importance in the coming surprise, had been knocked out. With the rack went two type-I warp-2.7 drones. Also knocked out were a disruptor, several phasers, and a transporter. Ctharri was only mildly disappointed; he had anticipated taking damage and had already planned for it.

▲ Bridge, RCS Sorcerer ▲

Prozhoti howled. His rage knew no bounds. Tricked! He'd taken the bait, had both front paws in the trap, and all because of that slime on the flag bridge! But that didn't matter too much because, even though this Kzinti was actually a battlecruiser, it had still taken more damage than *Sorcerer* had. The battle was still in hand, especially with *Pouncer* on the way. But WHY had the Kzinti done this?

"Comm, message to *Pouncer* :...."

"Sir, all communications are out!"

▲ Flag Level, RCS Sorcerer ▲

Zh'Dromarzh felt the ship shake as the hits took their toll. Again, so far nothing new, but the Kzinti was now revealed to be a battlecruiser. No doubt the captain was beside himself with anger, but the captain would have to realize the priorities here. This Kzinti MUST be studied and the prisoners interrogated.

The link to the bridge was out. The Prince sent a messenger to inform the captain to continue the engagement and summon Damage Control to repair the bridge link.

◆ Bridge, KHS *Quasar* ◆

"Range!"
 "Thirteen thousand kilometers!"
 "Activate tractor!"
 "Tractor attempt begun. T2 is fighting. Attempt defeated!"

▲ Bridge, RCS *Sorcerer* ▲

Prozhoti felt the ship rock as the Kzinti tractor attempted to hold the Lyran.

"Captain! All reserve power used to defeat the Kzinti tractor attempt! We remain free!"

◆ Bridge, KHS *Quasar* ◆

If Ctharri's analysis of the Lyran power curve was correct, he would no longer have any reserve power left for tractors, or anything else, for that matter.

"Launch special drones! Energize transporters! Fire phasers!"

"Drones away! Marines away!"
 "Aft phasers fired!"

▲ Bridge, RCS *Sorcerer* ▲

The drone launch warning sounded amid the screams of a wounded ship.

"Captain! The Kzinti has launched three drones! They're moving..."

"Intruder alerts, on the APR decks ... all intruders destroyed but two APRs knocked out!"

"Sir..."

"Ignore the damned drones! We're moving faster than they are! Helm, turn to star..."

"Drones moving at Warp-2.7!"

Prozhoti was out of his chair and at the sensor station in an instant. He saw for himself the sensor data, and the world darkened around him, for suddenly the remaining pieces of the plan fell into place.

"Immediate turn to starboard!" He then had to grab for support as *Sorcerer* rocked again as the Kzinti phaser-3s impacted.

Sorcerer barely managed to make the turn in time to bring the starboard phasers to bear. A phaser-3 destroyed the type-I drone; the other phaser-3 and the phaser-1 damaged each of the type IVs. One shipwrecker, confused by the Lyran ECM, exploded some distance away from the *Sorcerer*, doing partial damage to the #4 shield. The other type-IV was not confused at all and impacted directly on the remains of the #4 shield.

▲ Flag Level, RCS *Sorcerer* ▲

Zh'Dromarzh had time only to feel total surprise and then final despair before the overhead of the flag bridge collapsed on him, killing him and his entourage.

◆ Bridge, KHS *Quasar* ◆

Ctharri savagely suppressed the urge to scream in triumph as he watched the drones impact. The battle wasn't over yet.

"Helm! Execute a 300° starboard turn. Keep the #6 shield away from T2. Attention on the bridge! I intend to continue the

engagement on the starboard side, leading with the #2 shield. Launch the dummy scatter-pack!"

"Captain, sensors. Long-range scan detects approach of another unit!"

▲ Bridge, RCS *Sorcerer* ▲

Prozhoti limped down to assume the helmsman's station, pushing the helmsman's corpse out of the way. His left arm and leg were screaming red agony at him. Broken, he thought.

"Captain...", a disbelieving voice said. "The flag level is..."

An external display showed a large crease in the starboard hull, extending through the flag level and to the starboard batteries and reactors. There were burn marks, and the radiation monitors were blaring warnings to show where a drone had just missed impacting against the hull. The flag level no longer existed, and with it, the Prince no longer existed.

The situation was still technically close, Prozhoti saw. Two thirds of his weapons board was red; two shields were down; a Kzinti ship with high-speed drones was stalking him; but *Pouncer* was on the way. He looked again at the external monitor.

The Prince is dead.

High Command must be warned....

The Prince is dead....

"Sir, the Kzinti has launched a shuttle. It's not moving! It could be a scatter-pack!"

Can we get out of this alive?

Battles are often won or lost in the minds of the opposing commanders. In that hour, Prozhoti, his Prince dead, his ship badly damaged, a Kzinti chasing him with high-speed drones, had taken one shock too many.

"Engineering, divert all power save shields and life support to movement. Weapons, shut down fire control; no power to any weapon systems. We've got to get out of here."

◆ Bridge, KHS *Quasar* ◆

"Captain, sensor officer. T2 warp signature indicates preparations to jump to high warp."

A snarl of rage and hate escaped Ctharri. This one would get away. His ship was too badly hurt to risk staying here any longer than necessary. This freighter would have to be written off as well. Time to run. At least, he thought savagely, the price of the lost freighter had been recouped in Lyran blood.

"Damage Control, report."

"Repairs underway on damaged systems. Request permission to commence repairs on #6 shield."

"Denied. We will need the power to move."

▲ Bridge, RCS *Sorcerer* ▲

"Captain, communications restored."

"Message to *Pouncer*: Begins: 'Beam the crew off the freighter and then destroy it. Proceed to Battle Station 12, best speed.' Ends. Send it."

"Yes, sir."

He sank back in his chair as the surgeon tended to his wounds. What would happen to him because of this? What would happen to the Empire?

◆ Bridge, KHS *Quasar* ◆

As the Lyran jumped to high warp, the bridge of the *Quasar* erupted in howls of triumph. The new drones had proven themselves. Ctharri and the crew of the *Quasar* had seen the future, and they would hold the upper hand.



▲ The Imperial Palace, Lyrantan ▲

His Exalted Majesty Rahrzakh, Emperor of the Lyrans, brooded on his throne. For a full tenday he had raged about the palace and its grounds. Many were the court functionaries who would never function again. Zh'Tazharth had vanished into his quarters. He had not been seen since.

"They have taken the life of my son."

The throne room was worthy of an Emperor. Rich tapestries covered the walls; ornate carvings decorated the pillars leading to the dais. They told of millennia of Lyrans at war: first on their own world, before the uniting of their small principalities, before space travel, and then after the acquisition of star drive, subjugating neighboring races who had been unable or unwilling to resist Lyrans might. But all those millennia were as nothing to the Emperor. All time narrowed to the one day, the one instant in which his son had died at the hands of aliens. Kzinti aliens.

It was deathly quiet; only the Emperor occupied his throne room.

"They have taken the life of my son."

The Emperor touched a bellpull; a chamberlain immediately entered and bowed deeply.

"Summon my children. Have them assemble in the throne room."

The chamberlain bowed again and departed.

As the children of Rahrzakh entered the Throne Room, they saw their father, resplendent in all his regalia, seated on the throne, with the drawn Sword of the Empire laying across his knees. They formed a crescent around the throne and knelt.

"My children. Your brother, Zh'Dromarzh, is dead. He died at the hands of the Kzintis. Such a thing has not happened in all the millennia of the Empire, that one of the Royal House has been slain by aliens. Therefore, We will avenge the death of Our son. We will attack the Kzintis as soon as may be. They will pay for the death of Our son with the death of their species!"

Zh'Tazharth started to his feet. "Father, no! The plan..."

"SILENCE!" The Emperor thundered. "Have you not heard what We have said? *The Kzintis will pay for this outrage!*"

The Emperor rose. Pointing his sword to the sky, he spoke in the voice-mode of Oath-taking.

"My son, I shall give you the funeral pyre you deserve. I shall lay your body atop the billions of Kzinti bodies in the Galaxy and they will burn with you. And when you hunt the Eternal Hunt, they shall be your prey; they will beg for mercy before you, but they will not receive it.

"My son, I will destroy the Kzintis as a species!"

He lowered the sword and looked at Zh'Tazharth. "If the damned Klingons will not help, then I will destroy the Kzintis myself. The Hydrans will be destroyed later, as allies of my greatest enemies. The Kzintis will die first. We have spoken."

Raising the sword again, he howled at the sky, a sound of pain, loss, and blood-vengeance.

His children joined him.

★ Historical notes ★

And so the stage was set for the most destructive war any civilization had ever known. Although the original plan would have limited the scope of the conflict, once the Kzintis had been attacked with the Hydrans left intact, there was no way to stop the spread of this disease. There would be much death and suffering among Lyrans, Kzintis, Klingons, and Hydrans, but it would not stop there.

Those billions of beings from the Federation of Planets, the Gorn Empire, the Romulan Empire, and the Tholian Holdfast, who were alive this day, and who would not be in a dozen years, would never know what ultimately killed them. They would never know that the death of a single Lyrans and the rage of a bereft Emperor would be the cause of their death in the War of the Races.

Zh'Tazharth, seventh son of Rahrzakh, Emperor of the Lyrans, concluded the revised alliance negotiations successfully. After being rebuked by his father, he accepted the policy as set out by Rahrzakh and worked to achieve the desired end. He did not reveal to his closest Klingon confidant, Kenaal, why policy had suddenly reversed. He died at the height of the Andromedan Invasion, during a raid on the Lyrans capital.

Lord Mak Kenaal, Ambassador to the Court of Rahrzakh, did everything in his power to reverse the Lyrans Emperor's decision. He was about to resign his appointment when Zh'Tazharth convinced him to stay on. Much of the initial successes of Coalition forces could be attributed to the friendship between Kenaal and Zh'Tazharth. The Klingons were (understandably perhaps) shocked at the drastic reversal of policy by the Lyrans Emperor. Persuasion having failed, the Klingon Emperor Khavak IV personally pleaded with Rahrzakh to change his mind, to no avail. The Klingons were forced to go along with the Lyrans plan, or attack the Hydrans alone, which would almost certainly fail. Of all the Klingons involved, only the Emperor and Lord Kenaal ever knew why the Lyrans Emperor chose to attack the Kzintis first.

Prozhoti, Captain of the Lyrans command cruiser *Sorcerer*, was exonerated by the court of inquiry held after his return to the Homeworld. Although he was found not guilty, his career ceased to prosper. The Court determined that the best interests of the Fleet would not be served by punishing an officer for following the direct orders of a Royal superior. The Emperor concurred with this assessment. Prozhoti died during the Coalition assault on the Kzinti capital, in a duel with—ironically—the Kzinti battlecruiser *Quasar*, commanded by Ctharri.

Ctharri, Captain 2nd Class, commander of the Kzinti battlecruiser *Quasar*, continued as captain until the destruction of his command over Kzintai. He (and just about every other Kzinti) wondered why the Lyrans chose to attack the Kzintis, instead of destroying the Hydrans first. He never found out. ★★★

OFFICERS OF THE ROYAL HYDRAN FLEET

by Christopher J Cafiero

The officers of the Royal Hydran Fleet have a reputation for imperturbability throughout the galaxy. Despite the capture of their home world by enemy forces twice in the last two centuries, the Hydran fleet has maintained its fighting cohesiveness even in the face of national extinction. As such, a closer look at the selection, training, and manning of the Royal Fleet is in order.

RANKS OF THE ROYAL FLEET

The officer ranks, lowest to highest, of the Royal Fleet are:

- H-000 Subaltern (recent academy graduate)
- H-001 Lieutenant (typical 'working' officer, PF captain)
- H-002 Sub-Commander (department head, fighter squadron commander, possibly a small ship commander)
- H-010 Commander (XO on a cruiser, frigate or destroyer captain)
- H-011 Captain (major ship command, dockyard, colony command)
- H-012 Commodore (squadron or base commander)
- H-020 Third Admiral (operational fleet commander)
- H-021 Second Admiral (sector commander)
- H-022 First Admiral (commander of a numbered fleet)
- H-100 Grand Admiral (reserved for members of the main Admiralty Council)
- H-101 Admiral-in-Chief (reserved for the Home Fleet commander)
- H-102 Supreme Admiral (formal title of the King when attending a Fleet function)

A few caveats apply. The various Admirals are simply referred to as 'Admiral' unless in a very formal setting. Fighter pilots typically hold the ranks of Subaltern, Lieutenant, or Warrant Officer. There have been a few enlisted pilots, particularly in wartime. Officers in any rank can serve on staff positions or as heads of various administrative departments.

COMMAND ORGANIZATION

The Royal Fleet is technically under the command of the King, in his role as Supreme Defender of the Monarchy. All ships are prefixed 'H.M.S.' for Hydran Majesty's Ship. In practice, however, the King chooses a Minister of Defense (MoD) who, subject to the three houses of Parliament, runs the day-to-day affairs of the various military forces, including the Fleet.

Directly under the MoD is the Admiralty Council, three experienced Admirals who act as an advisory council to the government on matters pertaining to the Fleet. These Admirals are usually promoted from major fleet commands when nearing retirement and hold the rank of Grand Admiral. The Admiralty advises the government on such matters as strategy, ship design and production, anti-piracy programs, etc. The Admiralty does not engage in the operational running of the Fleet.

Given the nature of Hydran politics, scandal is hardly unknown inside the Admiralty. The most memorable instances in recent history involve a bribery scandal in which the Genrax Dynamo guild 'won' the contract for the Fleet's new light cruisers (the Horseman and Traveler) and a complicated influence-peddling scheme where Fleet Hunters were banned from use by civilian police forces, allowing the Pthologyrrh Design

Academy to charge the government for an entirely new design (the Gendarme). At the outbreak of the General War, the Admiralty was sharply divided into the 'Fusion-Fighter' and 'Hellbore' camps.

The Hydran in charge of the actual Fleet itself is the Admiral in command of the Home Fleet. While most numbered fleet commanders are First Admirals, the Home Fleet commander is typically awarded the rank of Admiral-in-Chief and is in charge of the day-to-day affairs of running the entire Fleet. This unusual arrangement is based on the belief by the conservative Hydran Admiralty that the best commanders are those who 'keep their tentacles in space.' It is also due in no small part to the fact that the Hydrans attach a great deal of importance to the Home Fleet, as the memory of foreign occupation still lives on in the minds of many of the monarchy's subjects. In reality, the Admiral-in-Chief is often assigned a deputy First Admiral, whose actual task is to run the Home Fleet and allow the Admiral-in-Chief to concentrate fully on the considerable task of managing the affairs of the entire fleet.

The police arm is an entirely separate branch of the government. Officers of one service might be on the ships of the other as guests or visitors, but never in a working or command position. The Hydran Ground Forces are also an entirely separate branch and provide detachments of troops for service on ships. The Hydran Ground Forces also has its own Fighter Arm for planetary defenses.

OFFICER SELECTION

In theory, any Hydran may enter into a career as a Fleet officer. In practice, the nobility tries to dominate the officer corps through patronage, superior education, and the existence of old 'Fleet families.' Working class Hydrans serve as enlisted crewmen aboard Fleet vessels and can become warrant officers if they can gain admission to fighter pilot training. A number of the working class do receive commissions because of merit or exceptional abilities. There are also 'guild families' which have members of every generation serving in the military, and these families use their own patronage system to gain advantages in promotion and assignments.

After finishing their basic education (the nobility often attend the superior 'public schools;' the working class attend 'state schools;' and guild families attend 'guild schools'), any qualified Hydran can apply for admission to the Royal Fleet Academy at Hydrhurst. Unlike most Hydran institutions, patronage and status are (at least in theory) unimportant at Hydrhurst, and theoretically only the best cadets complete the taxing three-year program.

After the first year, cadets are assigned to various fields based on their performance and aptitudes, such as engineering, navigation, sciences, etc. Upon graduation they are further noted as being specifically intended to serve on fusion- or hellbore-armed ships or in fighters.

Typically the top 10% of a class is selected for command training at the conclusion of their first three-year tour. These officers attend the Command Academy at Hydrbridge and then are promoted to Lieutenant and begin supervising other officers. Some of these will later attend the War Leaders Academy and be qualified to command ships. Officers not selected for Command Academy are usually released from service and return to civilian life, or serve on freighters and other auxiliaries.

PROMOTIONS

Promotions in the Royal Fleet are based on a number of confusing criteria. An officer's record is important, but no more so than his 'class rank,' duty assignments, and political connections.

In general, a 'fast-track' officer will do his Subaltern cruise on a cruiser or some other 'prestige' ship. Selected in the top 10% of his Hydrhurst Year Class, he will then attend the Hydrabridge Command School and be promoted to Lieutenant upon graduation. He will then return to the fleet, usually in the weapons, helm, or navigation departments.

Many command track Lieutenants will attempt to qualify for flight school as the commanders of all fighter-armed ships (and all carrier captains) must be flight qualified. Graduation from Flight School will effectively double the number of available billets for the aspiring officer. Officers that do not become flight qualified may command hellbore-armed ships only, though these restrictions were considerably loosened (despite Admiralty opposition) during the General War.

There is considerable competition between officers for command of the heavier ships with both fighters and hellbores (particularly the "command" ships) as these positions can be held by either type of officer. Some very senior hellbore captains take flight training (not in combat) in middle age in order to enhance their chances for flag rank. A prestige assignment for a Lieutenant is to command the fighter detachment on a small ship (such as a destroyer) with less than a full squadron of fighters. Such a position, while not a fighter squadron command, is still the senior pilot on the ship and marks the officer for advancement.

Satisfactory service in the Lieutenant grade can eventually lead to promotion to Sub-Commander. Sub-Commanders in the command track receive vigorous cross-training in the various departments, including a stint as a fighter squadron commander, to ensure their intimate familiarization with all necessary shipboard functions and departments.

Sub-Commanders also serve as deputy department heads, PF squadron leaders, and as Executive Officer's on small ships. Occasionally a Sub-Commander may have a small command, such as a Q-ship or frigate. This became more frequent in wartime.

Upon promotion to the rank of Commander, a Hydran officer usually gets his first major independent command, often to a destroyer or frigate. Before (or instead of) a command, he may serve as a department head on a cruiser, dreadnought, or carrier. Many Commanders will serve as Executive Officer on a major ship before being promoted to Captain of their own.

Even after promotion to Captain, a Hydran's career is anything but assured. There are fewer and fewer command positions available, and many captains serve in non-command staff positions or retire into civilian or business life.

The importance of good political and Fleet connections at all levels of a career cannot be emphasized enough. Many good officers reach career dead-ends because of the failure to develop powerful friends and patrons to help move their career along. This is not to imply that promotions are strictly based on politics, as the traditions of the Fleet attempt to ensure that only the finest officers get command consideration in the first place. In wartime, merit tends to increase in importance over connections, but the value of political connections never entirely disappears.

THE ROLE OF GENDER

According to official Fleet policy, all male and female Hydran officers enjoy the same rights, privileges, and opportunities. In reality, males tend to dominate most important positions within the Fleet.

Matriarchs, being non-sentient, are not eligible to become officers, or even enlisted personnel, though some serve the Fleet as servants, valets, and such.

Most Hydran females generally choose careers other than those in the Royal Fleet, but typically 10% of the graduating Hydrhurst class will be comprised of female cadets. Once assigned to the Fleet, females tend to concentrate in the services, pilot, and marine career tracks. There are several reasons for this, the primary one being that the conservative Admiralty is still uncomfortable with the idea of female officers and tends to encourage their assignment in more "traditional" service roles. As Hydran females tend to be larger than their male counter-parts, they have generally made good marine troops.

Until the outbreak of the General War, female fighter pilots were somewhat of a rarity as males tended to take up most of the fighter billets so as to qualify for future commands. The great losses that followed the Hydran entry into the war forced a revision of this policy in Y170. The Ranger TENACITY, under Captain Hel-Hyan, and serving against the Klingons, deployed the first squadron composed entirely of female fighter pilots in Y170. This squadron, known as the HAWKS (Hydran Auxiliary Women's Korps) was originally formed from female fighter training pilots who volunteered to serve in combat. The HAWKS dispelled doubts about female combat effectiveness and racked up an impressive record as they paved the way for future mixed squadrons.

By the end of the General War, females had achieved considerably greater positions of responsibility, including the command of several major starships.

DECORATIONS

Hydrans present deserving officers various awards and decorations to recognize their achievements. Some of the more important are:

▲ Order of the Pyramid: The most common medal, awarded for doing one's duty in an exemplary manner while in combat or a situation of equal danger. This award is virtually required for selection to the Command Academy. Enlisted crewmen refer to it as "the officer's good conduct medal."

† Order of the Sword: An "unofficial" medal awarded by the Guilds to outstanding officers, often used to embellish the career of officers from Guild families, but also awarded to non-Guild officers who have made some outstanding contribution to the Kingdom.

* Order of the Hydran Monarch or O.H.M.: Awarded by the King for meritorious action while in his service or to bestow favor upon an officer who has rendered great service to the Kingdom. There are three degrees or orders.

▼ Order of the Triangle: A higher award for competence and merit while leading (commanding, supervising) other officers (and hence larger numbers of enlisted crewmen) in combat.

✦ Cross of the Great Hydraxan: The highest award, given only to the most successful commanders. Multiple awards are designated by the addition of stars, circles, and triangles. The highest award ("The Cross of the Great Hydraxan with stars, circles, and triangles") is exceptionally rare; only five were awarded during the entire General War, three of them posthumously.

CONCLUSION

As this article has attempted to show, Hydran officers are indeed thorough professionals of a proud service. The fact that the Royal Fleet survived two bitter defeats and remained a cohesive and professional force is a testament to the quality of the Hydrans who serve in it.

★★★

IN THIS ISSUE...

We have another exciting issue of Captain's Log for you! **HISTORY** includes, for the first time anywhere, the answer to the question: Why did the Coalition attack the Kzinti first instead of the Hydrans? Also, background on the Hydrans.

DATABASE brings you up to date.

Our **SCENARIO** section has more unique challenges.

DOOMSDAY is done, but not before we answer a few last questions and tell you about the changes to the ships.

UPDATE: We have newly updated information for playtest manuals P2 (X-Ships) and P4 (Marines!).

The **TACTICS** section includes an exciting collection of tactics, including the famous Zimdars Dipsy Doodle!

STAR FLEET MISSIONS fields its first article for the Log.

PRIME DIRECTIVE: Another tantalizing preview.

FEDERATION & EMPIRE includes the long-awaited Andromedan rules, plus the usual features. ☺☺☺

STAR FLEET COMMUNICATIONS CENTER

ORIGINS-GENCON 92 SETS NEW RECORD!

A total of 204 people played in the 1992 Star Fleet Battles National Championships at Origins 92, held this year at GenCon in Milwaukee. Counting those who played in Patrol, there were 254 people. We were told that this was the world's record for an event involving a single board game system. TFG and ADB, and all who were there, are proud to have been part of this moment of wargaming history.

FLEET CAPTAIN'S: 1st Guy Chaney (Kzinti), 2nd Dr Andrew Pundy (WYN-Hellbore/Photon/Gatling), 3rd Don Clarke (Federation) and Chris Mazza (WYN-Photon/Gatling).

PATROL: 1st Quentin Cantrell (Klingon), 2nd Tab Postlethwait (Tholian), 3rd Allen Phelps (Gorn), Chuck Strong (Gorn).

SATURDAY PATROL: 1st Nicholas Cioran (Klingon), 2nd John Rigley (WYN-Gatling/Plasma-F).

JUDGES: Stephen V Cole, Frank Crull (Chief Justice), Steven P Petrick, John Hammer, John Berg, Keith Velleux, Mark Schultz, Scot McConnachie, Owen Riley, Bill Walter, Ken Burnside (Judge in Training).

Miss Star Fleet: Theresa McClure.

Canadian Champion: Nicholas Cioran.

Overseas Champion: Philip Gibb (UK).

HAVING A CONVENTION?

ADB publishes announcements of upcoming conventions that have SFB tournaments (in Starletter) and lists of SFB tournament winners (in Captain's Log). Send such information to ADB well in advance of the convention. We can only publish the information that we receive. If your convention or winners did not receive the proper announcement, it's because we didn't receive it (unless noted otherwise). 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. This product is out of print, and it will be replaced in April 1993 with the new Module T: Tournaments.

A sheet listing updates, explanations, clarifications, and changes to the 1991 Tournament Book 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 a new and formal Tournament Book, we will begin enforcing the policy on sanctions. Basically, a Sanctioned Tournament is one that strictly follows the rules in the Tournament Book. If the local judges make any changes to the rules, it's not a Sanctioned Tournament (and any players who attend it should notify ADB). We will 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.

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.

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 post card 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 that we can hand it to the person managing the system and keep costs as low as possible.

The list is arranged in Zip Code order. To obtain a copy of the list for your area, send a stamped self-addressed envelope and \$1 to Task Force Games and request the list for your area. (Please, this must be separate from all other correspondence in order to keep efficiency high and 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 you 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: Maine, Delaware, West Virginia, Alabama, Mississippi, Kentucky, Minnesota, Wyoming, Utah, Idaho, New Mexico, Oregon, Alaska, and Amarillo (Texas).

TASK FORCE SPARE PARTS AND MAIL ORDER

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

TERMS: Minimum order \$10 (\$20 for 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. Texas residents add 8.25% sales tax. All payments must be in US funds. All checks must be drawn on a US bank. European customers, contact Task Force Games Limited, PO Box 5, Heanor, Derbyshire DE75 7XL, UK (0773) 534363. ☺☺☺

BATTLE REPORTS

SFB Tournament winners at conventions since CL10:

★ **PACIFICON 91**, Los Angeles, CA: 1st Mike Calhoun (Kzinti), 2nd Mike Braun (Kzinti), 3rd Mike Bench (Klingon) and Paul Barbir (Kzinti). Non-sanctioned.

★ **MEMORIAL DAY**, 26 May 1991. Sanctioned. 1st Paul Graves (Gorn), 2nd Hohn Cho (Gorn), 3rd Lester Marshall (WYN) and Chris Bruck (Fed). Judge Allen Treschler.

★ **DUNDRACON**, 15-18 Feb 92, Danville, CA: 1st Matt Ho (Gorn), 2nd Richard Eitzen (Hydran), 3rd Mike Bench (Klingon).

★ **OWLCON**, 3-6 Mar 92, Rice University, TX: 1st Matt Bruleigh (Klingon), 2nd Troy Parker (Federation), 3rd Preston Kent (Romulan) and Gary Quick (Klingon). Judge: Frank Crull.

★ **FORT BRAGG**, Spring 92. Sanctioned. 1st Brian Kadet (Gorn), 2nd Walt McWilliams (Fed). Judge Jason Dyals.

★ **ATLANTA FANTASY FAIR**, 19-21 Jun 92: 1st Jeff Zellerkraut (WYN), 2nd Tim Rich (Kzinti), 3rd Michael Parris (Romulan). Unsanctioned patrol style.

★ **LONDONCON 92**, 26-27 Jun 92, London, Ontario: 1st Mike Calhoun (Klingon), 2nd Leslie Richardson (Romulan), 3rd Mike Bard (Kzinti). Unsanctioned. Hamilton Road Gaming Group.

★ **WESTERCOLT .45**, 2-5 July 92, Phoenix, AZ: 1st Robert Weber (Kzinti), 2nd Dave Myers (Tholian), 3rd Dan Hernandez (Klingon) and Scott Maccomson (Hydran). Sanctioned. Judges Ron Russel, Ken Burnside, and Bill Blakley.

★ **ATLANTICON 92**, 3-5 Jul 92, College Park, MD: 1st Dan Pei (Federation), 2nd Robert Estrada (ISC), 3rd Bill Schoeller (Federation) and Dave Weidner (WYN 2xPh-G, 2xPI-F), 5th Tom Carroll (Tholian), John Stiff (WYN 2.Ph-G, 2xDrn-B), Frank Lamancusa (Tholian), and Chris Mazza (WYN 2xPhot, 2xPh-G). Honorable mention: Vernon Caudle, Randy Gutt, Brian Kadet, Steve Outzen, and Sang Moon. Sanctioned patrol style. Judge John Hammer. Beginner's Derby: Will Anderson Jr. Friday Rugby: Guy Chaney (WYN). Saturday Rugby: Tom Carroll.

★ **KINGCON**, 4-5 Jul 92, University of Dayton OH: 1st Nicholas Cioran (Klingon), 2nd Ron Roden (Romulan), 3rd Dan O'Connor (Romulan) and Mike Walter (Romulan), 5th Tab Postlethwait (Tholian), Ray Swartz (Federation), Steve Hecker (Kzinti), and J. R. Titko (Orion) Patrol style. Judge: Bruce Graw

★ **ECONOMYCON VI**, 17-19 Jul 92, Phoenix, AZ: 1st Steve Sims (Andromedan), 2nd Mike Long (Gorn), 3rd Albert Munson (Romulan) and Carey Clements (Romulan). Sanctioned single elimination. Judge Ken Burnside.

★ **VEGASCON 92**, 25-26 Jul 92, Las Vegas, NV: 1st Beb Genso (Federation), 2nd John Sanford (ISC), 3rd David Glassen (Klingon) and Scott York (Lyran). Unsanctioned single elimination style. Judge Dan Semsel.

★ **DEXCON 92**, 31 Jul - 2 Aug 92, Elizabeth, NJ: 1st Arthur Foran (WYN 2xPI-F, 2xPh-G), 2nd Tom Carroll (Lyran), 3rd Dave Weidner (WYN PI-F, HB, 2xPh-G) and Mark Parrott (Orion package #1 2xHB, 2xPh-1, Drn; package #2 3xPhot, 2xFus), 5th Seth Shimansky (Romulan), John Rigley (WYN 2xPh-G, 2xPI-F), Ameer Sulaiman (Romulan). Sanctioned patrol style. Judge: John Hammer. Beginner's Derby: Mark Fortin. Circle of Death: Larry Keber (Romulan).

★ **DALLASCON**, August 92: Not Sanctioned. 1st Paul Kramer (Klingon), 2nd James Ferrell (Klingon), 3rd Mark Leroux (Kzinti) 4th Cory Light (Klingon). Judge James Rabe.

★ **ORIGINS/GEN-CON**: 20-23 Aug 92. See page 15.

★ **HOBBY USA SFB TOURNAMENT II**, 22-23 Aug 92, Fayetteville, NC: 1st Max Duke (Klingon), 2nd Charles Van Sickle (Klingon), 3rd Steve Outzin (Tholian) and William Shanaham (Andro). Sanctioned. Judge Walter A McWilliams.

★ **TACTICON 92**, 29 Aug 92, Aurora, CO: 1st Stuart Eastman (Andromedan), 2nd Eric Eklund (WYN), 3rd Jerome Bambrick (Federation) and Daniel Hoffacker (Klingon). Sanctioned single elimination. Judge Marc Michalik.

★ **DRAGONCON 92**, 17-19 August, Atlanta, GA: 1st William Sligh (Kzinti), 2nd Bob Petolio (WYN), 3rd Randy Green (WYN), 4th Paul Sligh (Lyran). Judge Hong Pak.

★ **GATEWAY XII**, 7 Sept 92, Los Angeles, CA: 1st Ted Fay (Kzinti), 2nd Alex Santamaria (Kzinti), 3rd Steve Kay (Kzinti) and Paul Scott (Lyran). Sanctioned. Judge: Frank Gilson.

★ **MAGIC GAMING DAYS**, 26-27 Sep 92, Hamilton, ONT: 1st Ron Clement (Tholian), 2nd Lee Larsen (Andromedan), 3rd Andrew Bilawey (Lyran) and Mike Calhoun (Klingon). Sanctioned patrol style. Judge Nicholas Cioran.

★ **COUNCIL OF THE FIVE NATIONS 92**, 9-11 Oct 92, Albany, NY: 1st Edward Slusarek (Andromedan), 2nd John Stiff (Gorn), 3rd Gregg Dieckhaus (Lyran) and Russ Schaefer (Klingon). Honorable mention: Tom Carroll, Robert Estrada, Arthur Foran, Chris Mazza, and Carl Schulte. Sanctioned. patrol style. Judge John Hammer. Circle of Death, Rich Hamel.

★ **SFB AT THE ARMORY**, 10 Oct 92, Baltimore, MD: 1st Tony Lunsford (Romulan), 2nd John Lange (ISC), 3rd Charles Rosenberg (Kzinti). Sanctioned. Judge James "Bear" Brown.

★ **NOVAG VII**, 16-18 Oct 92, Leesburg, VA: 1st Guy Chaney (WYN 2x Ph-G, HB, Phot), 2nd Robert Estrada (Federation), 3rd Brett Douvarjo (Romulan) and David Gardner (WYN 2xD-rack, 2xHB). Sanctioned patrol style. Judge Drew Gardner.

★ **ECONOMYCON VII**, 17-18 Oct 92, Phoenix, AZ: 1st Mike English (Kzinti), 2nd Ken Burnside (Klingon), 3rd Darin Cochran (Orion package #1 2xFus, 2xPI-F, Ph-G; package #2 2xPh-1, 2xDisr, PI-F). Not Sanctioned. Judge Steve Sims.

★ **WATCHAMACON III**, 24-25 Oct 92, Phoenix, AZ: 1st Mike English (Kzinti), 2nd Mike Rodriguez (Gorn), 3rd Dave Meyer (Tholian) and Kevan Garcia (Federation). Sanctioned patrol style. Judges: Ken Burnside and Steve Sims. Circle of Death: 1st Ken Burnside (Klingon), 2nd John Duarte (Lyran), 3rd Scot Malcomson.

★ **COMMANDCON IV**, 7-8 Nov 92, St Louis, MO: 1st Gregg Dieckhaus (Lyran), 2nd Dick Herbert (Klingon), 3rd Kent Logsdon (Kzinti) and Allan Phelps (Gorn). Sanctioned single elimination. Judge Richard Beyer.

★ **PACIFICON 92**, 7 Sep 92, Los Angeles, CA: 1st Mike Calhoun (Kzinti), 2nd Matt Ho (Gorn), 3rd Shelly Christian (Andromedan) and Greg Calarco (Andromedan). Sanctioned single elimination style. Judge Graeme Bayless.

★ **WARZONE 92**, 1 Nov 92, Tampa, FL: 1st David Bostwick (Kzinti). Sanctioned. Judge Marc Elwinger.

★ **PENTACON VIII**, 14-15 Nov 92, Fort Wayne, IN: 1st Richard Willey (WYN), 2nd Curtis Zesbaugh (Orion), 3rd Kurt Fritz (Lyran) and Tony Zbaraschuk (Kzinti). Sanctioned single elimination style. Judge Thomas Brincefield.

★ **SOONERCON 92**, 20-22 Nov, Oklahoma City, OK: Sanctioned. 1st Mike Cullifer (WYN), 2nd John Ready (Fed), 3rd Jerome Bambrick (Fed), Herb Pilgrim (Hydran). Judge Chuck Strong.

★ **AUGUSTACON 92**, 21-22 Nov. 1st Michael Boshears (Klingon), 2nd Keith Ward (Romulan), 3rd Paul Antonucci (Klingon) and Mike Mitchell (Tholian). Sanctioned. Judge Warren Taylor.

★ **CONCOCTION 92**, 4-6 Dec, Atlantic City, NJ: 1st Donald Clarke (Fed), 2nd Bill Schoeller (Tholian), 3rd Arthur Foran (Andro) and Mark Parrott (Fed). Sanctioned. Judge John Hammer.

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 #12. ☺☺☺

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).

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

We have unclaimed Rated Ace cards from the Origins 1989, 1990, and 1991 (and GenCon 1990) in the Purple File.

If you are running an SFB event at a convention, send a stamped self-addressed envelope to Task Force (or ADB) 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 (which refers you to the Tournament Book for some specifics). It is virtually impossible to secure a Rated Ace ranking unless you have the form *prior to the event*.

ORIGINS (GenCon) 1992

FLEET CAPTAINS: Don Clarke, Dave Weidner, Tom Carroll, Tom Gondolfi, Paul Kramer, Dr Andrew Pundy, Tony Zbaraschuk, Chris Mazza, Vernon Caudle, Ken Rotar, Ed Slusarek, Frank Gilson, Andrew Gerenyi, Guy Chaney.

PATROL: Allen Phelps, Doug Junker, Tab Postelthwait, Ken Logsdon, Samuel Clark, Quentin Cantrell, Jay Clendenny, Chuck Strong.

SATURDAY PATROL: Nicholas Cioran, John Rigley.

OTHER 1992 TOURNAMENTS

THUNDERCON II, OK City OK, 6-7 June: Tom Greulich

WESTERCOLT .45, Phoenix AZ, 2-5 July: Robert Weber

KINGCON, Dayton OH, 4-5 July: Cole Cioran

TACTICON 92, Denver CO, 29 Aug: Stuart Eastman.

OWLCON, Houston TX, 3-6 March: Matt Burleigh.

HOBBY USA, Fayetteville NC, 22 Aug 92: Max Duke.

GATEWAY 12, Los Angeles CA, 9 Sept: Ted Fay.

SOONERCON 92, Oklahoma City OK, 22 Nov: Mike

Cullifer.

VEGASCON 92, Las Vegas NEV, 26 July: Bob Genso.

PACIFICON 92, Los Angeles CA, 7 Sep: Mike Calhoon.

PENTACON VIII, Fort Wayne IN, 14-15 Nov: Richard Willey

WARZONE 92, Tampa FL, 1 Nov: David Bostwick.

ATLANTICON 92, College Park MD, 3-5 Jul: Daniel Pei and Robert Estrada.

COUNCIL OF THE FIVE NATIONS, Albany NY, 9-11 Oct: Edward Slusarek.

DEXCON 92, Elizabeth NJ, 31 Jul-2 Aug: Arthur Foran.

MAGIC 92, Hamilton ONT, 26-27 Sep: Ron Clement.

RATED ACE CARD REQUIREMENTS

Here are the official requirements for a convention to award a Rated Ace card for its SFB event. Each of these events is important in order to insure that the title of Rated Ace actually means something and so that everyone who has a Rated Ace patch has truly earned it.

1. Must be a convention open to the public.
2. Must have many events, not just SFB. (An exception is made for the annual "SFB Invitational" on the East Coast.) This provision is to ensure strong competition, as a true convention attracts players from all over.
3. Minimum of 16 players with valid and legible names and complete addresses. (If you have 50 players, 1st and 2nd place

get a card; 100 players, 1-4th.) These names and addresses must be sent to ADB on a Rated Ace form. Send SASE to TFG for this form.

4. The nomination form requires a signature of a convention official *and a copy of the program* or a flyer showing there was a convention and that it did have your event.

5. Must be sanctioned (i.e., use current update sheet and 1991 Tournament Book). Send SASE to TFG for update sheet. The current update sheet is dated 30 June 92. When it is released, Module T will be required for sanction.

6. Winner must be selected in three rounds of single-elim finals. You can use patrol or anything else in early rounds, but there must be a minimum of three rounds of single-elim finals.

7. No more than one Rated Ace event per convention.

8. Only the winner (and 2nd place if more than 50, 3rd and 4th if 100) can receive Rated Ace cards and patches. You cannot "nominate" other deserving players.

9. The forms, including the convention program, must be mailed to ADB and postmarked within 15 days of the convention.

As of 1 Feb 1993, there will be no exceptions to these rules. If you play at a convention and win, check with the judge and be sure that the paperwork is complete. Judges who cannot follow the rules will be given one warning and then suspended.

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

If you don't subscribe to Starletter, here is what you missed! Starletter #78 included the Frax Battleship SSD, Scenario SP268 Flying Fortress, a preview of Prime Directive, and New Heavy Cruisers for Federation & Empire.

Starletter #79 included the Module M Boarding Party Diagram for the Federation NCL class, Scenario SP69 Enemy Within, Ask Kommodore Ketrack, Preview of Prime Directive, and F&E data for several ships from Module R5.

Starletter #80 included the SSD for the Gorn Fast Carrier Resupply Ship, Scenario SP266 Quick Steal, F&E data for

Battle Control Ships, and Tournament ship performance data (win-loss %) and authorized modifications.

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). All payments must be in US funds and 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.

For information on European Starletter subs, write to Task Force Games Limited, PO Box 5, Heanor, Derbyshire DE75 7XL, UK.

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, NY NY, Orange County, Philadelphia, Colorado Springs, Saginaw, and Bloomington IL. 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.

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. If it seems like we're generating more and more of this, it's because we are cleaning out old files of scenarios, term papers, and proposals. See, we didn't lose them after all!

A-G: Scott Abel, Todd Abronowitz, Gerard Andrews, Mike Aprahamian, James Asher, Keith Baker, T Bartholomew, William J Becker, Mike Bennett, Booth, Bill Blakely, Bob Brickeen, Gilbert E Bridendolph, Chet Burtch, David Buschke, Gary Bush, John Byrne, Dana Cadman, Quentin Cantrell, Douglas Carroll, Tom Chartoff, Jonathan Clemens, Graeme Cree, David Crowley, Richard Cunningham, James Currie, David Damerell, Robert Dean, Andrew Dederer, Todd Delleit, Patrick Demerecz, Paul Dodd, Kelly Donahue, Earl Durboraw, Robert Eng, Randy Fagan, Jonathan Famous, Ted Fay, Troy Feikert, James Ferrell, Dan French, Sean Finch, Robert Gamble, Paul Garcia, Bill Gary, Mark Geiger, Chuck Gerring, Gerald T Griffen, James Gronosky, Bill Guiher, Scott Gunter.

H-S: Andrew Hading, James Hart, Kevin Hart, Stephen Holland, Fred Hood, David Jannke, Eric Jimmerson, C T Johnson, Jonathan Kapleau, John Kasper, Mark Kicmol, Andrew Kim, Philip Kitching, Mike Labossier, Thomas E Lallier, Don Lavanty, Mike Lay, Brad Lee, Carey Long, Drew Losos, N Lyons, Robert Mantzel, Sean Mattingly, Bill McKinnon, Robert Meck, John G Meyers, Marc Michalik, Darko Milivojevic, Jeff Moore, Michael Moskowitz, Novean, David Oberhue, Warren Okuma, Scott Olson, John Peterson, Victor Rachels, Rodney Reineke, Ted Reitsman, Dennis Ricketts, John Rigley, Jeff Saksa, Steve Saus, Nathan Schattman, Jay Schneider, Jonathan Schuster, Paul Scott, William Sligh, Gordon S Smith, Vincent Solfronk, Josh Spencer, Ty Stafford, Thane Stroop.

T-Z: Amie & Alan Tarashke, Delane Thibodeau, John Trauger, Allen Treschler, Ken Toliver, Shawn Upchurch, Oliver D Upshaw, Stuart Wald, James Webster, Dave Weidner, Wengratis, Mike West, Shayne Weyker, Jeff White, Jake Whitmore, Alex Willett, Matthew Williams, Jeffrey Wong, John Woolridge, Douglas C Write (story, extra postage), Mark Yeager, David Zimdars, Lyle Zoerman, Simon P Zwart. ☼☼☼

STAR FLEET SERVICE AWARDS

These awards are given to those who make significant contributions to the preparation of new products. The awards are provided on a small sticker suitable for decorating your rulebook. Those below who have not received their awards may send a stamped self-addressed envelope to ADB for them.

★◆ OUTSTANDING SERVICE AWARD

MODULE R1: Scot McConnachie, Tony Zbaraschuk.
MODULE R2: Scot McConnachie.
MODULE R3: Scot McConnachie, Steven P Petrick.
MODULE R4: Scot McConnachie.
MODULE P5: Steven P Petrick.

◆◆ SUPERIOR SERVICE AWARD

MODULE R1: Gary Plana, Jeff Laikind, Keith Velleux, Paul Paella, Ray Olesen.
MODULE R2: Bruce Graw, Ray Olesen, Tony Zbaraschuk.
MODULE R3: Stewart Frazier.
MODULE R4: Paul Paella, Tom Carroll, Tony Zbaraschuk.
MODULE P4: Richard Glover, Steven P Petrick.
MODULE P5: Owen Riley.
SF MISSIONS: Gregg Dieckhaus.
SPECIAL: Bill Heim.

◆◆ MERITORIOUS SERVICE AWARD

MODULE R1: Bruce Graw, Chris Cafiero, Chuck Strong, Frank Crull, Gregg Dieckhaus, John Berg, Ken Burnside, Scott Mercer, Steven P Petrick.
MODULE R2: Brian Moon, Gary Plana, Keith Velleux, Steven P Petrick.
MODULE R3: Bill Heim, Gregg Dieckhaus, John Berg, Ken Burnside, Marc Cocherl, Mark Schultz.
MODULE R4: Chris Cafiero, Frank Crull, Jeff Laikind, Scott Mercer, Steven P Petrick.
MODULE P4: Tony Zbaraschuk, W Carpenito, John Berg, Owen Riley, Ray Olesen.
MODULE P5: Bill Walter, Scott Mercer.
SF MISSIONS: Steven P Petrick.

◆◆ BASIC SERVICE AWARD

MODULE R1: Cliff Yahne, David Jensen, Marc Cocherl, Stewart Frazier.
MODULE R2: Tom Carroll, Tony Delaguila, Bill Heim, Chris Cafiero, Chris Young, Gregg Dieckhaus, Jeff Laikind, Scott Olson, John Berg, Ken Burnside, Richard Citti, Ron Roden, Stewart Frazier.
MODULE R3: Tom Carroll, Bruce Graw, David Monroe, Ed Holzman, Frank Crull, Frank Otto, Jay Fisher, John Casady, Ray Olesen, Rick Daniels.
MODULE R4: Alan Gopin, Bruce Graw, Chuck Strong, David Watson, David Zimdars, Doug Junker, Frank Otto, Gregg Dieckhaus, John Berg, John Hammer, Keith Velleux, Ken Burnside, Mark Schultz, Ray Olesen, Richard Beyer.
MODULE P4: Tom Carroll, Wil Culbertson, Gary Plana, Dave Washburn, Jeff Laikind, Michael Vinarcik, Scott Mercer.
MODULE P5: Todd Dillen.
SF MISSIONS: Owen Riley.
CADET TRAINING MANUAL: Ken Burnside. ☼☼☼

AFTER ACTION REVIEW

Comments and updates on recent products.

MODULE S1

In order to demonstrate just how trivial some of the "errata" reports we receive are, here is *everything* wrong with S1.

Cover: Our first monster cover left people looking for the dragon scenario, but we'd already put it in Advanced Missions.

Interior Art: The first of the new generation of computer art went over very well. The A-20 drawing on page 53 was well received, despite mis-spelling "anti-shipping." Many recognized the cover of the old Intruder game on page 10.

(SG27.5) Player B Tactical: ... Player A's cruiser disengages *without completing its repairs*. Draw: Delete the Player A cruiser from the first of the three conditions.

(SG27.8) Tractor beams cannot force ships to undock, even when towing the combination at a speed higher than allowed, since (C13.921) uses practical speed, not effective speed.

(SG29.2) The ships in parentheses are used if a 10 is drawn.

(SG31.65) Begin rolling to improve the shields on turn 1.

(SG34.2) Use a CW if your race doesn't have a CL.

(SG34.431) References to (SG34.423) should be (SG34.432).

(SG34.45) References to (SG34.44) should be (SG34.46). The references to "clan" should be to "cartel."

(SG34.5) The references to "clan" should be to "cartel." Tactical should refer to three ships; Marginal should refer to two ships.

(SG35.0) The references to "clan" should be to "cartel."

(SG35.422) Should refer to eight fighters, not ten.

(SG35.46) Power can, of course, be used for shields.

(SG36.2) Reference to (SG36.45) should be to (SG36.49).

(SG37.2) If Buccaneers are used, the Year must be Y181+.

(SG37.431) The option points do not affect victory.

(SG37.45) The phasers were fired on Impulse #31.

(SH16.2) Kzintis should see (SH16.46) and WYNs (SG16.47).

(SH16.41) Reference to (SH16.5) should be to (SH16.48).

(SH16.46) The 10-point bonus is for each turn.

(SH16.5) See (P7.9) for Zone Crippling rules.

(SH17.2) The ECL+ should be an ACL+. F-18Cs have 4xIF and 2xIIIF. F-14E should have 2xVI.

(SH17.432) Should substitute RALADS (not starfish) for type-VI drones. Starfish drones take special rails.

(SH17.5) The FFV and FFE have no point value.

(SH17.9) Historical Outcome was 21 points. The *Konev* and *Smirnov* were destroyed, the *Rokossovsky* and *Moskva* were crippled, and the *Timoshenko* and *Zhukov* were damaged. The *Fire Wind* was destroyed, the *Fire Warrior* was crippled, and the *Fire Welder* was damaged. The core of the Klingon fighter and PF training schools was lost and not replaced until the end of the war.

(SH22.432) Obviously you can buy fast drones as limited items.

(SH23.2) The *Australia* is a BCG.

(SH25.2) The MB has now been published in Module R1.

(SH32.2) The Auxiliary Carrier is off the map and armed the fighters before the PFTs made their dash to engage.

(SH35.0) The "probe drones" in this scenario are unguided scientific research types used before the Orions invented the guided tactical research types in Y152. The earlier types have no game function.

(SH52.2) The pods were in Modules R2 and R4.

(SH53.9) Historical Outcome: Like so many border skirmishes, there was no outcome beyond some damage to the ships.

(SH55.41) The first version of this rule is correct, but the disengagement restrictions after the second one are also required.

(SH57.0) Graphic should have a third War Eagle.

(SH58.2) Reference to (SL21.45) should be to (SH58.45).

(SH59.9) Historical outcome: Gray rescued the crew of *Ares* and successfully disengaged.

(SH63.0) Was originally published as (SL42.0).

(SH63.2) Romulan forces are under a heading marked "Klingons."

(SH64.5) Gorns do not score points for uncrippled Romulans which disengage in directions A or B.

(SH66.9) Historical outcome: The Hydran LTT successfully broke contact, losing some fighters but retaining the PFs.

(SM8.462) Roll two dice. The TR is a TRH.

(SM9.0) Was originally (SL5.0) not (SL3.0).

(SM9.462) The drone racks *EACH* launch one per turn.

(SM9.63) Reference to (SM9.452) should be to (SM9.462).

(SM10.1) Reference to (SM10.45) should be to (SM10.46).

(SM10.461) The monsters disengage when the freighter is destroyed, as provided by (SM10.465).

(SM10.62) Reference to (SL15.0) should be to (SG31.0).

(SM10.8) Delete reference to suicide shuttles, which was correct under the original version of this scenario, but no longer.

(SM11.47) The EL of a suicide shuttle cannot be less than 6.

CAPTAIN'S LOG #10

Captain's Log #10 was another success. The bumper stickers became an instant hit. (Unfortunately, production problems with binding in the stickers were so severe that we were unable to bind in something special in this issue.)

MODULE R1

Some players found use of the special counters less than obvious. The MAP CENTER counter is used to make one map cover the area of four. Put the counter in any convenient hex, and use a floating map with the restriction that the map cannot float in such a way that the Map Center counter floats off of the map. The ZONE EDGE counters can be used to mark any of the various zones in the rules. The Klingon SFG counters are used to mark "frozen" ships. The PAS(sive) and DIS(rupted) FIRE CONTROL counters mark ships under these conditions. The Point of Turn markers have a ► symbol so that you can distinguish them from the ones in the Tournament Book.

MODULE R4

MSC: The BPV of the KDR is 137 (as the SSD says).

SSD: Romulan KDR and KDV should have APR instead of the Impulse engines in the boom.

SSD Romulan Flamehawk should have the same hull as the FireHawk (we forgot to add the Doomsday improvements), so add one F Hull, one APR, two A Hull, one Impulse.

MODULE R5

MSC: Romulan KCN explosion strength should be 41.

SSD: Klingon D7W has two drone racks. The extra two on the chart side are leftovers from an earlier playtest version.

DOOMSDAY RULEBOOK

(D14.23) EDR CAN be used to repair PA Panels as per (D10.543).

(FD11.29) **SEQUENCE:** Swordfish drones commit to fire during movement when their firing parameters are met. The fire is resolved in 6D2 Direct-Fire Weapons Stage. During the interim between commit and fire, the Swordfish could be prevented from firing by various means (e.g., turned off by special sensors) or distracted (e.g., by a WW) to a different target.

(FD2.21) This rule is incorrect regarding the service date of type-II drones. Rule (FD10.65) is correct.

(K4.3) The "explosive ordnance" penalty (G25.3) does not apply to reloading the T-bomb on a PF Leader. The transfer loads the T-bomb directly into the "mine rack" on the PFL. ☺☺☺

COMMAND THE FUTURE!

RELEASED SINCE CL#10

MODULE R1: BASES, FREIGHTERS, AND PLAY AIDS: Rules and SSDs for bases and generic ships, five scenarios, and an extensive array of useful play aids. Includes 48-page rulebook, 80-page SSD book, 108 die-cut counters. Stock #5606. Price \$17.95.

MODULE R4: ROMULAN, GORN, THOLIAN, & ISC ships. Includes 32-page rulebook including nine scenarios, 80-page SSD book, 216 die-cut counters. Stock #5609. Price \$17.95.

MODULE R5: BATTLESHIPS: Includes 48-page rulebook with 15 scenarios, 64-page SSD book, 108 die-cut counters, and a bonus full-color SFB poster! Every race gets new ships, including battleships for most races (even the Andromedans). Stock #5610. Price \$17.95.

STAR FLEET MISSIONS: The first official *Star Fleet Universe* card game is already a smash hit! 110 illustrated ship cards, 48 mission cards. Stock #5901. \$14.95.

MODULE P4 MARINES! This 32-page booklet includes the complete (D15.0) Ground Combat and (D16.0) Advanced Boarding Party Combat rules, new Transporter Artillery rules, along with scenarios, commando ship SSDs, and a preview of the F&E ground combat rules. Stock #3504. Price \$5.

MODULE P5: THE LYRAN DEMOCRATIC REPUBLIC. The breakaway county of the Lyrans Empire that became a neutral nation is presented in this 32-page module, complete with scenarios and 20 SSDs. Stock #3505. Price \$5.

STAR FLEET UNIVERSE KEYCHAIN: Just what you need to keep your keys together and to advertise that you are a Star Fleet Battles player. Heavy chain and ring, with pewter-finish Star Fleet Universe logo. Not sold in stores, but available by mail from Task Force Games for \$6. Only 500 will ever be sold!

CAPTAIN'S LOG #11: You're reading it. What do you think?

FUTURE RELEASES

MODULE D3: BOOMS & SAUCERS: A 32-page SSD book with the SSDs for the separated booms and saucers of Federation and Klingon ships. Also includes scenarios. \$6. Stock #3553. Release in February.

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. Boxed. March release.

MODULE T TOURNAMENT PACK: This will include everything from the Original 1991 Tournament Book, all of the changes and clarifications to date, tactical advice, special tournament and convention scenarios, a selection of essays and articles on how

to run (or play in) a convention, and a set of tournament counters. It will also include the complete F&E tournament, as well as tournament rules for Star Fleet Missions and (hopefully) a championship scenario for Prime Directive. Stock No. 5707. Release in April.

MODULE S2 (SCENARIO BOOK #2): This module includes another 50 scenarios for SFB, but unlike Module S1 about half of these are entirely new scenarios written for this product. 80 pages. \$11.95. Includes Blackfoot Pass map. Stock #5708. Release in May.

MODULE C3 NEW WORLDS III: The long-awaited "new races" product arrives with:

The Seltorians, an entirely new race, hunting the Tholians.
The WYN War of Return, with their new warships Orca, Mako, Barracuda, and Great White.
The Lyrans Democratic Republic, with gatling-armed ships.
More for the Andros, including PA mines, the temporal elevator, and their bases.

Release at Dallas Origins (4 July 93). Stock #5603.

CAPTAIN'S LOG #12 is set for release at GenCon in August 1993 with more of your favorite features.

OTHER TASK FORCE RELEASES

STARFIRE: Brand new, boxed edition which contains a 96-page, fully illustrated rulebook, four counter sheets, Quick Start rules, a full-color star map, and one ten-sided die. Stock #6001. \$24.95.

DOCTOR WHO: First of TFG British Imports line, this trade paperback from Virgin UK is a complete role-playing game which allows you to play all seven Doctors and their companions. Stock #9501. \$14.95.

GOING ... GOING ... GONE!

Stocks of Modules P1, P2, and D1 are extremely low. If you can find one in a store, grab it since there won't be any more printed. TFG stock on these items for mail order customers is extremely limited. Do not delay! Fleet Pack will no longer be sold through stores, but will be available by mail. ☹☹☹

PLAY AID INSTRUCTIONS

We have printed two Play Aids on the inside covers of this issue of Captain's Log.

The first is a pseudo-speed calculations chart, which can help you work out what happens when two ships of different sizes are towing each other.

The second is designed to record the status of various drones, shuttles, mines, and plasma torpedoes. Take the form and photocopy it, then turn the photocopies over and photocopy the form again. This will create eight cards (two of each type), each with a different (but related) front and back. When deploying one of these items, take a card for that type and record all of the information in the various blanks and boxes provided. Then place the card on the table with the upper side showing the public information (such as identification) and the lower side showing the secret information (e.g., target settings). These cards were created by SVC based on a proposed but different set of cards suggested by John Hammer and Carl Schulte. The requirement to record this data is, of course, in the rulebook.

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.

ORIONS AND ESGs

TZ asked: Why would any Orion ship ever take ESGs in his option mounts since they take up two boxes and aren't all that effective. If they took up one box, but were prohibited from wing mounts, they could be used more effectively.

1101W: The engineering requirements of the system take up that much space. For general purposes, no one would take them, but for certain special missions (mineclearing?), they just might. We considered changing the rule (since we could have done that when we printed the new Annexes in R1) but ultimately decided that this *IS* doomsday, and we are *not* supposed to monkey around with the rules any more. It's not like the Orions *have* to use ESGs or have no other worthwhile choices.

DRONES AND SCATTER-PACKS

Ron S asked: Since drones from a scatter-pack (all targeted on one ship) would maintain a tight formation and would be killed by a single T-bomb, why would a suicide shuttle only affect one of them?

A: Because drones, regardless of the launcher and target, do not maintain a tight formation; they spread out. Mines (including T-bombs) use a burst of subspace electro-magnetic pulse and affect a much wider area, while most other explosions affect only the area within a few miles of the target.

ROMULAN MINESWEEPERS

The Sparrowhawk-D has a #1 shield of 30. Most minesweepers have 35! The SkyHawk-D has a #1 shield of only 20, meaning that any use of it to actually sweep mines is asking for trouble.

1102W: That's the strength of the standard shields for the modular series. If it were possible to increase the shields on those hulls, it would be done for all of the hulls and not just the minesweepers. We can't add armor in the modules because "armor" reflects internal bracing and strengthening all over the ship, and if that was possible, all of those ships would have it.

In the final analysis, that's just a design tradeoff. Having modular ships and the largest "war cruiser" in the game (not to mention the "only self-escorting minesweeper") isn't free.

KLINGON COMMAND

Why don't Klingons have flag bridges?

1103W: Actually, they do, but they are combined with the regular bridges so that they don't protect the security stations on the DAC. *But this puts the Klingons at a serious disadvantage in operational level games!* No it doesn't. They have the same flag bridges as other ships. *But it just seems obvious to use flag bridges to determine command ratings.* That's true in general, but you have to allow for the Klingon hidden flag bridges, and for such things as carrier groups and other special cases. You should just use the command ratings in F&E. *But I don't have F&E. You are in luck!* The F&E command ratings are now listed on the SFB Master Ship Chart. *But aren't the F&E ratings rather arbitrary? They don't seem to be directly related to the number of flag bridges.* Command ratings are based on class and mission. The number of flag bridges is a symptom of the command function, but is not the sole factor in determining this.

MOVEMENT COST 31

Why do the movement cost tracks on SSDs only go to 30 when ships can go 31?

1104W: Because no more than 30 points can come from warp engines; the other point is impulse power.

TECHNOLOGY SLOSHING

Why is there such a restriction on technology transfer between empires? For example, why can't the Feds arm their ships with disruptors? Why have phaser-3s when phaser-Gs are available? It would seem that when any race developed a new weapon with superior performance, the others would race to copy it.

1105W: Because if that were allowed, every race would look the same, using the same technology and the same tactics. You might as well design one set of ships and let everyone use them, or just replace every weapon on every SSD with option mounts.

WILD SCOUTS

Why not let scout SHIPS "go wild?"

1106W: Scouts are too expensive to risk in such a way.

DAMAGE ON THE LEFT, DAMAGE ON THE RIGHT

Why not have directional damage restrictions for all weapons, instead of just for phasers?

1107W: Torpedoes are not as common as phasers, and most of them face forward. It was simply a matter of how we wanted the game to work. The idea of flying into combat backwards in order to protect the weapons, or that a ship trying to evade contact could do so indefinitely without risking damage to its heavy weapons, was considered unrealistic.

ERRATIC QUESTIONS

Why are Erratic Maneuvers (C10.0) considered an Optional rule? They should be a standard tactic!

1108W: Because they are mechanically complicated, and just one more thing that new players don't need to learn at the first. Most players do not use the rule, although most aces do.

ABOUT THOSE THOLIANS

Why are the Tholians, who arrived in Y78, still essentially unchanged in Y160? It seems that there would be some innovations in 90 years.

1109W: Because the Tholians that arrived are not scientists or engineers. If they transported all of the SFB players to Mars and cut us off from contact with Earth, we probably couldn't begin production of TV sets in less than a couple of decades. Remember, they had plenty of technology and could run it and maintain it, but had little idea how to build anything that they didn't already have production equipment for. ☺☺☺



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.

DRONE DREADNOUGHT (1101B): Joshua Wornham proposed a "drone dreadnought" for the Federation, with six drone racks but only three photons. The ship was rejected because there just aren't enough dreadnoughts in service for a specialized drone variant to exist, and it is highly doubtful that the Federation would voluntarily give up photons. Moreover, Joshua used 18-box engines (which do not exist in the Federation fleet), and we generally reject non-standard engines.

THE TRACTOR BROOM (1102B): Gary Langtimm proposed that tractors might sweep asteroids out of your path. This was rejected because there are simply too many rocks in an asteroid hex for it to be practical.

PHASER-3 CAPTORS (1103B): Alex Koponen proposed the creation of captor mines with two phaser-3s replacing each of the phaser-2s on the standard mines. This was rejected because it would be much more effective. You can presume that the total number of phasers that a mine can fire is limited by the size of the mine, and that while two phaser-3s would take the same volume as one phaser-2, the two mounts would be too close together to fire.



THE WILD PROBE (1104B): Many players have sent in suggestions to use probes as wild weasels. Such an idea was considered as part of the original game design, and the decision to reject it was reviewed and reconfirmed in both the Commander's and Captain's Edition.

The problem is that it's just too easy. It gives every ship five extra wild weasels, and to restore balance we'd have to double the number of PPTs. (At which point, other than making the game longer, nothing would have been accomplished.) Being able to use a WW without giving up a shuttle would be a tremendous bonus. If a probe could do it, so could a drone, and the droneless races would never stand for it.

Then there is the engineering question. Giving out signals that look like an entire starship is a stretch for something the size of a shuttle, and to imagine that a probe (which is 10% the size of a shuttle) could do it is simply too much.

In an effort to get such a system approved, some players have proposed higher energy costs, die rolls, or other factors. These simply made the system unreliable and useless, and ensure that it would never be fielded.

Besides, Doomsday is over, and we have published the Probe rules, and it's a bit late to go back and add another capability now. The idea of adding something else for the generally useless probe launcher to do is worthwhile, and we did add a new function in Doomsday for that purpose, but a WW-probe is simply not in the future.

REARMING PPTs (1105B): Not a month goes by but that some Romulan (it's always a Romulan, never a Gorn, and only rarely an ISC) proposes a means to reload PPTs. Simply put, we aren't going to allow this (except for some X-ships already in the rules).

First, it would increase the power of the plasma ships. This would require downgrading those ships or improving all of the others. We can't just up the BPV because plasma ships are already more expensive than others.

Second, no matter how long it takes to reload the PPTs, the plasma ship will simply run away until this is done. A plasma captain would be insane to do anything else since this makes his attack more powerful. This would slow down the game to no good end.

ECM DRONE (1106B): Gary Langtimm proposed the idea of a drone able to broadcast ECM over a 7-hex area. We decided that this is beyond the power available to the drone. Anyway, non-drone users are annoyed enough at ECM drones.

ARMOR FOR PLASMA TORPEDOES (1107B): This is another proposal from Mr Langtimm. Unfortunately, it unbalances the game in favor of plasma users. There does not seem to be any need which this proposal fulfills. Why don't the Feds have increased ECCM for the photons?

SWORDFISH ESCORT DRONES (1108B): The ineffable Mr Langtimm proposed a controlled version of the Swordfish (phaser) drone able to fire every turn in defense of the ship. We rejected this because the drone lacks the power to recharge its phaser and because the weapon was too complex and too powerful. Anyway, the mission is fulfilled by fighters and other shuttles.

TRANSPORTER MATRIX DISSIPATOR (1109B): Gregg Knapp proposed a new weapon that was essentially an advanced transporter. It could, however, transport one SSD box of the enemy ship into oblivion! This was rejected as too powerful, unsupportable by the engineering background, and violating the "no selective damage weapons" doctrine of SFB. ☺☺☺

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.

TACING AT SPEED (Q1101): At GenCon 91, my opponent used an Impulse Tac at speed 15 to change direction. He assured me that this was legal, and I took his word for it. I began using the tactic, and it worked very well until an opponent challenged its legality. We couldn't find anything allowing this rule in the tournament. What gives?

A: Obviously, your opponent had, somewhere along the line, misunderstood something because there is no such rule and impulse TACs can only be used at speed zero; see (C5.11) and (C5.21). Your mistake was in taking the word of someone who was a swell guy but was nevertheless engaged in an effort to kill you. Whenever someone comes up with something you have never heard of, do not take their word for it; make them show it to you in the rulebook. You will learn something, or your opponent will.

CLOAKS VS. SCATTER-PACKS (Q1102): Will a cloaked unit be detected as within the release range of a scatter-pack, possibly triggering its release?

A: Only if the unit controlling the SP has a lock-on to that cloaked unit.

Q1103: If the unit controlling the scatter-pack has a lock-on to the cloaked unit, will the range used to trigger release of the SP be the true range or the effective range between the cloaked unit and the SP?

A: It will be the true range.

Q1104: What if you are using hidden cloaks (G13.6)?

A: The moderator will advise you when the release parameters have been met.

Q1105: Will randomly targeted submunitions from an SP accept a cloaked unit as a target?

A: Only if the guiding unit has a lock-on to that target, and it otherwise qualifies as a target.

Q1106: Does the prohibition of transfers of control (F3.54) against a cloaked ship affect the submunitions of an SP if control of that SP was transferred before it released?

A: Yes, if the target cloaked before the transfer was made.

Q1107: Will randomly targeted type-VI drones accept a cloaked target if the guiding unit has no lock on?

A: They will try to gain lock-on, and this will be difficult.

RESERVE WARP AND ALLOCATED HETS (Q1108): If a ship allocates warp power for an HET and also has enough reserve power for the HET, could it use the reserve power instead of or before using the allocated power?

A: Certainly.

Q1109: If the ship performing the above procedure was an Andromedan, and the allocated power was never used, would that allocated HET power be treated as 'never produced' under (D10.74)?

A: It certainly would.

SWORDFISH (Q1110): Exactly when do Swordfish drones fire?

A: Swordfish drones commit to fire during movement when their firing parameters are met. The fire is resolved in 6D2 Direct-Fire Weapons Stage. During the interim between commit and fire, the Swordfish could be prevented from firing by various means (e.g., turned off by special sensors) or distracted (e.g., by a WW) to a different target.



TARGET HEX 2020! (Q1111): Can I "target" a ballistic scatter-pack on a hex, set the munitions randomly, and then maneuver the enemy into the SP's hex so that, when the SP reaches release range from the "target" hex, the random drones (which after all cannot accept the hex as a target) will start in the same hex as their newly-assigned target?

A: Sorry, but no. While (FD7.431) is confusing in its off-hand reference to (F4.4), the latter rule is clear in that the ballistic destination hex cannot trigger release of the weapons. The weapons on a ballistic scatter-pack can ONLY be released when a valid target UNIT enters their range.

CRITICAL HITS (D8.0) (Q1112): If an Orion ship takes a warp critical hit, can it still double the output of the half of the warp engines that are operating?

A: Yes, the Orion can double his crippled warp engines, but note that even if he does so he will not be able to use any of this extra power to move. Note specifically that an Orion CR cannot declare that one engine is providing the energy; and therefore he will only lose one warp box. When the engines are crippled, each individual engine provides half of its power, so if the Orion wants to have 20 points of power, he must double both engines and lose two boxes. He could double just one, but in that case he would have only 15 points of power.

Q1114: If an Andromedan takes a tractor beam critical hit, he cannot use his T/R beams as tractors, but they are otherwise unaffected, correct?

A: Correct.

Q1115: Does a "Shuttle bay doors jammed" critical hit affect the launch tubes of the bay?

A: The section reads "..., including launch tubes)..." which is conclusive that you cannot use the tubes of a bay that has had its doors jammed.

Q1116: Does a "Shuttle bay doors jammed" critical hit affect external bays?

A: Each individual external bay is, normally, a single bay. It is possible for a Tholian Black Widow to have a maximum of nine jammed shuttle bay critical hits on it at one time [as only one such critical can be scored per turn, the Tholian would have to be exceptionally unlucky or have burned up (D14.0) or lost all

of his repair ability for this to occur]. The Tholian player, of course, gets to choose which bay any given critical hit will affect. However, there is an exception in the case of heavy fighters. If heavy fighters are in use, each pair of external bays counts as one single bay. In this case five shuttle bay critical hits would block every bay on a Black Widow which was operating heavy fighters.

Q1117: Can you crash land aboard a ship which has had its shuttle bay doors jammed by the shuttle bay doors critical hit?

A: (J1.612) establishes that the doors can be blasted open or crashed through to FORCE a landing.

Q1118: Can you crash out from a ship which has had its shuttle bay doors jammed by the shuttle bay doors critical hit?

A: No, the rules say that shuttles, even enemy shuttles aboard your ship, launch by "...the normal rules..." While the rules allow you to crash aboard, you cannot crash out as nothing allows this. Basically, when you take off, the doors open automatically (even if you had to crash through them to land originally). If the doors will not open, a shuttle (even a fighter) cannot "crash" through them to get out. You cannot voluntarily lock the doors to keep an enemy shuttle from escaping either.

Q1119: When a Neo-Tholian ship takes a critical hit, and then separates sections, are both sections affected by this critical?

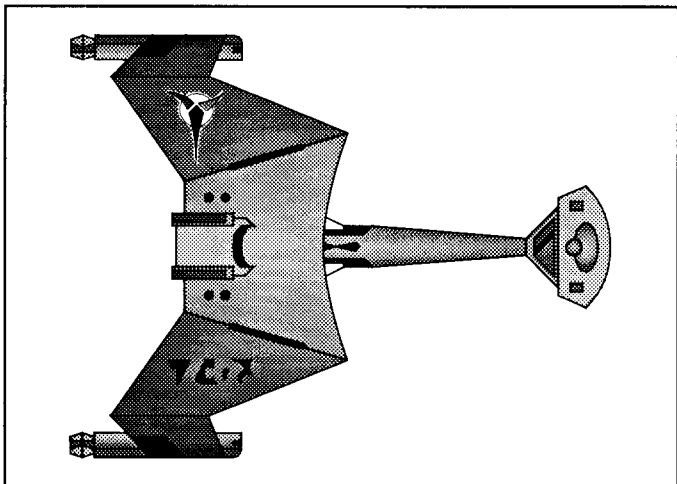
A: Yes.

Q1120: If while separated, one section fixes its critical, or sustains a new critical, and they then re-dock, are both sections affected by the critical hit or are both now free of its affects?

A: The two sections will, even while docked, be treated independently for the effects of the critical hit in this case. Note that a section not under the Warp Critical could move a section which was under that restriction, but the warp power of the crippled section could NOT be used for movement purposes. The weapons systems of the crippled section, if under the restrictions of a fire control critical, would be unable to fire except under those restrictions and so on. Note that this is a function of short circuits within that section which must be repaired before it can be fully operational.

TRACTORS AND DRONES (Q1121): I know that I cannot tractor my own drone to break the tractor of the target ship, but can I tractor it just to provide negative tractor energy?

A: *GHOBE!* (Nope), there is no way to "lend" negative tractor energy to another unit. Any friendly tractor energy applied will cause the drone or seeking shuttle to go inert.



D708 THUNDERCHILD

FAST PATROL SHIPS (Q1122): Exactly how does one evacuate under (K1.312)? Must they be transported off? (K1.9) makes no mention of voluntarily bailing out, only of surviving PF destruction. It might be tough to get 20-40 crew into an escape pod while enemy marines are trying to capture them.

A: Transporters, dismounting on a planet, escape pod, etc.

Q1123: (K1.948) Can a survival pod be voluntarily jettisoned to absorb 6 points of ESG coming up from behind?

A: No, as doing so would dismantle the ship. The Bridge IS the survival pod. This is done only when the PF is destroyed.

Q1124: (K1.9) Confirm: PF crews (3 crew units) eject in one (?) survival pod, or is this just the bridge crew ejecting (recovered by one transporter)?

A: For all practical purposes, the crew of a PF is contained in the survival pod, which can be imagined as either several self-docking modules or one large section of the PF which each member of the crew tries to get to before destruction. While the actual operation of such a pod might make an interesting aspect of a fiction story, it has little application to the actual play of the game and can be safely ignored.

Q1125: (K2.33) Does this require use of a tractor? Remember that the PF is moving at a speed of zero (K2.31), may not have allocated any movement power, and (J1.61) requires the landing shuttle to be moving at least as fast as the ship it is landing on.

A: Not if the ship is not moving, and if it is, the tractor rules cover it.

Q1126: If PFs release, fly one hex to another PFT, and reattach, is there an 8-impulse delay before hooking up?

A: Rule (K2.33) specifically says so.

Q1127: (K2.431) Why don't those PFLs and PFs which get armed energy-based weapons in (K2.432) also get filled phaser capacitors? If they are being kept ready for combat, full capacitors would seem prudent.

A: For the same reasons that ships that are carrying armed plasma-Fs do not have their phaser capacitors charged. There is a risk (safety) and maintenance factor involved that was discussed by the game designer before this rule was resolved.

Q1128: (K2.361) How are casualties, caused by damage to the PFT, handled? Can they be applied only to the PFT crew, with the PF crews untouched? Do PF crews receive an ADDITIONAL casualty per 10 points of damage? Or are PF crews affected only by damage applied to their PF instead of to the PFT?

A: The PF crews can be given up (voluntarily), but this will make the PFs useless.

Q1129: How do you reload the T-bomb on a PF Leader?

A: No one asked before, which is why we had to resolve this in the After Action section under (K3.4). The mine is loaded directly into the PF's rack for 2 cargo transfer points.

Q1130: (K1.91) Can the crew bail out voluntarily, like just before the PF burns up (K6.22), or to allow self-destruction (K1.312)?

A: Only as part of self-destructing the PF; the crew of a PF which has overridden the safety features on the engines will die with the PF as defined in (K6.22).

Q1131: Must a PF group (of 6) include the Leader and Scout?

A: You can have six PFs and not have a leader or a scout. It would be unusual, but if the scenario does not specifically state that one is a leader and one is a scout, you are not required to use them. This is especially true of casual flotillas that are not operating from a formal PFT. It would be highly unusual for a flotilla operating from a base or PF tender to not have the leader or scout, but those PFs might have been lost and replaced with standards because of a shortage of leaders and/or scouts.

☼☼☼

CAN YOU GIVE ME AN EXAMPLE OF ...PF Tender Operations?

by Bruce Graw

Many players, while fans of the PF, will tend to use it in pick-up games where it is not expected to be around long enough to be utilized to its full potential. In such games, the PF tends to get off one good strike before it is sacrificed for the good of the scenario, win or lose.

It does not have to be this way. PF Tenders are included in the game not just as a way to bring fast patrol ships onto the board (K2.12), but to repair, rearm, and service PFs during a scenario (K2.11). Unfortunately, these capabilities are not often used to their full potential, and the PFT becomes little more than just another electronic warfare platform.

The following example will show just how useful the PF Tender can be. In the hypothetical scenario, a Kzinti Needle Tender (PFT) has brought in six Multi-Role Needles (not a very historical force, but allowable). One of these, the leader, begins play with "D" (drone) pallets. Another uses "K" (anti-fighter) pallets since the player is expecting to encounter fighters. A third is an "A" (phaser-3) variant, and a fourth is an "S" (scout) version. The final two are standard "J" versions. For purposes of this article, the PFs will be indicated by number and pallets, with the leader being #1 and the scout #4; for example, MRN-2-K is PF #2 with K pallets. This notation will be used because the PFs will change pallets during the scenario.

Before the scenario begins, the player reviews the appropriate rules. Because the PFT is carrying a full flotilla of MRNs, it possesses one "S" pallet, seven combat modules, and two special pallets (R5.PF2). The "S" pallet and five of the seven combat pallets are in use, leaving two combat and two special available. The player chooses to take one "J" and one "A" pallet as its combat versions and two "G" special versions, although he doubts that the latter will ever be used. (In a campaign the G pallets would be available to support an attack or raid on a planet. Note that under (K2.383) these G pallets would not bring any additional boarding parties themselves, and these must be provided under the Commander's Options, drawn from the ships of the fleet, or a combination of the two.)

In addition to the above, the player also notes that he has two deck crews (J4.814) to service the MRNs since the Needle Tender is not formally assigned a quantity of deck crews by Annex #7G, plus six more with the modular PFs (K2.381). The player checks (K2.381) and finds that it takes two deck crews to change one pallet (four deck crews for an entire set). With eight deck crews, he can switch out two complete sets of pallets on two different PFs at the same time. However, this would keep all of his deck crews busy during that turn, and he is planning to heavily use scatter-pack shuttles, so to be sure there is never a turn in which he lacks deck crews for rearming his scatter-packs, he purchases two more of them using one Commander's Option point (Annex #6), giving him 10 deck crews.

The Needle Tender has a combat BPV of 73, which multiplied by 20% allows it to purchase a total of 15 points of options (14.6 rounded up). One has been used; he uses another eight to purchase the maximum allowable number of T-bombs for the PFT [two under (M3.13) since the Needle Tender is a size class 4 unit] which, besides being used by the ship itself, can be used to re-arm his Leader PF (K4.3). His remaining six option points are spent elsewhere.

Finally, in reading (K2.651) he notes that he has 150 spaces of drone storage for his PFs. These will be loaded into reload areas automatically since PF drone reloads do not

require deck crews [(K2.654) and (K2.34)]. Note that the drones already loaded onto the PFs are in addition to those stored on the PFT since it is a "true" PFT (K2.651). The selected pallets carry a total of 56 drone spaces, of which 16 spaces are 32 type-VI drones (type-VI drones are half-space). The surcharges for drone speeds and the limits on special drones for racial percentages are based on these 56 drone spaces (K2.654). Thus, the 150 spaces stored on the PFT will consist of two identical reloads (112 spaces), with the remaining 38 spaces divided proportionally as additional reloads for the selected modules; i.e., 29% (11 spaces) of the remainder will be type-VI drones. This gives the drone storage area a total of 43 spaces of type-VI drones and 107 spaces of other drones (we will not further complicate the example by attempting to break these down into special drones, such as starfish, swordfish, etc., which the player could use his Commander's Option points to buy).

Note that the PFT has drone racks itself, and that the drones in these racks and their reloads are also available for use by the PF flotilla, as the flotilla's drones are available to the PFT for use in its racks or a scatter-pack shuttle (FD2.43). This adds another 24 drone spaces to those available, but these will not be accounted for in this example, being considered to be used by the ship for its own defense.

Note also that the drone racks on the PFs, like the drone racks on the PFT itself, will always be loaded no matter what the weapons status of the ship or fleet (K2.433), unless they are "surprised" [(D18.12) and (D18.14)], in which case even the leader is unarmed. However, the Kzinti force has not been surprised in this scenario.

TURN #1

The battle begins, and the PFs are launched into combat. None, however, dock with the tender on this turn.

TURN #2

MRN-5-J is damaged and docks in one of the internal bays for repairs (K2.62) using the (J1.62) landing procedure, which requires the PFT to use a point of tractor power to facilitate the landing. The PF is actually landed into the bay on Impulse #32 as provided in (J1.620).

MRN-2-K, which has four E-racks in its pallets, uses the last of its dogfight drones (to kill Klingon drones and a few fighters) and docks with the tender to be reloaded (K2.341). However, it chooses to dock on one of the external mech links (K2.31), using the (J1.61) procedure which does not require any tractor energy. This will keep the other internal link free for later use by other damaged PFs.

In both the above cases, as provided in (K2.31), the PFs had to be heading in the same direction as the ship.

MRN-1-LD, MRN-3-A, MRN-4-S, and MRN-6-J remain in combat.

TURN #3

The PFT reloads half of the racks on MRN-2-K (eight drone spaces, two in each of the four racks) using rules (FD2.42) and (K2.341), leaving the tender with 142 spaces of drones (35 are 70 type-VI drones).

The PFT also begins repairs on MRN-5-J. (Note that these, and all repairs, are recorded during Energy Allocation and completed at the end of the turn. The specific systems toward which repair points are accumulated is recorded. For this example, we'll presume the Repair Officer is handling this detail for us.) This PF has lost its hull, one left warp, both phaser-3s, and the disruptor. The PFT allocates six points of power [(K2.61) and (G17.31)] to repairs (it has six repair boxes) and, having referred to Annex #9 to determine the costs of the repairs, uses four of these on the disruptor and two on one of

the phaser-3s, finishing these at the end of the turn. This uses up six of the 100 available repair points on the PFT (K2.611). While these repairs are being done, the PF operates its power systems to recharge its phaser-1 and to repair one of the shield boxes on its down shield (K2.43).

In addition to needing repairs, MRN-5-J also dropped its warp packs to avoid being stripped of engines, and the PFT replaces these on this turn using (K2.64). The PFT carries two spare sets of packs per PF (K2.64), so this leaves it with 11 spares in stock. Also, MRN-5-J launched one drone per rack during turns 1 and 2, so the PFT reloads those (4 spaces; it now has 138 remaining, of which 35 are 70 type-VI drones). So during Turn #3, the PFT has (a) repaired two systems, (b) replaced lost warp booster packs, and (c) reloaded drone racks (though only halfway), all of this on a single PF!

While the above is going on, two more PFs are damaged and are picked up by the tender. One, MRN-4-S, is seriously hurt and will take a while to fix, so the PFT brings it onto an external link [the Kzinti Needle Tender does not have collapsible repair bays (K2.63), and so cannot repair any PF that is not in an internal bay], judging that the other could be made combat-ready after just a couple of turns and, therefore, should have priority.

The other damaged PF, MRN-3-A, is pulled into the second and final internal repair bay, again on Impulse #32.

MRN-1-LD and MRN-6-J are still in combat.

TURN #4

MRN-5-J launches using (K2.623) and (K2.32), which requires the use of that tractor beam under (K2.621). It is still damaged, but the player judges that it has been sufficiently repaired to be effective [it even managed to fix a shield box on its own (K2.43) while docked].

The player would love to pull MRN-4-S into the now-vacated internal bay to begin its lengthy repairs, but cannot since that bay's tractor beam was just used to launch MRN-5-J (K2.222). Having already been used, that tractor beam cannot be used again this turn, so MRN-4-S stays where it is, using what is left of its power to repair a shield box (K2.43). The player also replaces its destroyed warp booster packs, leaving the tender with 10 sets available. (Note that an internal bay is not needed in order to replace warp booster packs.)

MRN-2-K stays aboard to finish being reloaded with drones (8 more drone spaces representing another 16 type-VI drones, leaving the PFT with 130 spaces, of which 27 are 54 type-VI drones).

During Turn #4, the ship allocates six points of power to repair MRN-3-A in the second internal bay, repairing three phaser-3s. It also replaces MRN-3-A's warp booster packs as it did for the MRN-J previously, leaving the tender with 9 spare WBPs and 88 repair points. Note that MRN-3-A cannot use CDR to repair its fourth phaser-3 since CDR cannot be used simultaneously with repairs by a PFT (D9.75).

Later, MRN-5-J docks again since it has taken more damage and lost both of its drone racks (but not the disruptor or phaser) to weapon-A hits on the PF-DAC. One internal position is occupied (by MRN-3-A), and the other is not usable again this turn, so this PF docks in an external link.

Near the end of the turn, MRN-1-LD docks, seeing as it is now out of drones. The leader PF has also used its T-bomb (against a stack of drones chasing the PFT) and a boarding party (in a failed attempt to capture an enemy shuttle), and both of these need replacing.

MRN-6-J is still in the battle, but the other five PFs are now docked. It could not dock if it wanted to since the sixth mech link is unavailable this turn, as noted above.

TURN #5

During Turn #5, MRN-2-K undocks since its racks are fully armed and ready to deal death to fighters.

The player decides not to attempt repairing the lost drone racks on MRN-5-J (it is docked externally anyway, and it will be several turns before it can enter the internal bay), but will instead replace the pallets with the additional "J" pallet he has aboard the PFT. (This leaves the ship with only one other combat set of modules, an "A" set.) The change is done using four deck crews under (K2.38); these are deck crews which came with the PFs under (K2.381). Note that this change does not require an internal bay to perform.

Eight spaces of drones are reloaded onto MRN-1-LD. Also, the player decides to take full advantage of (K2.343) which allows cargo and marine transfers between the PF and its tender. The PFT transfers one replacement transporter bomb (K4.3) and one boarding party (C13.951). The tender also loads two drones onto the PFT's shuttle (K4.11) for use as a scatter-pack, using two deck crews for this purpose and leaving four available (the ship has ten since it bought extras using Commander's Option points, and four are in use to replace the pallets on MRN-5-J). These actions leave the PFT with 120 spaces of drones (27 comprise the 54 type-VI drones). Note that the T-bomb that was replaced came from the two allocated to the ship as Commander's Options before the scenario, leaving the PFT with just one remaining real (not dummy) mine. The boarding party also came from the Needle Tender's original allocation of eight BPs, leaving it with seven.

Also during Turn #5, the player again allocates six points for repairs, two of which take care of the last phaser-3 on MRN-3-A, and the last four are used to hastily repair that PF's phaser-1 as a phaser-2 (G17.5), leaving the PFT with 82 repair points remaining.

MRN-4-S needs so many repairs that the player decides (at the start of the turn) that it is a hopeless case, so he will simply use the PF as a phaser platform. (The special sensors will take 15 repair points to fix, according to Annex #9, or two and a half turns of work!) The player also notes that MRN-6-J took damage near the end of Turn #4, losing the disruptor, and he would like to fix this as quickly as possible. So he switches MRN-4-S's pallets out for A-pallets (using the last set of combat pallets available). This requires the use of the remaining four deck crews, and the player is now glad he purchased two extras! This PF also re-powers its phaser and repairs another shield box.

Finally, MRN-6-J docks in the open internal bay, costing the tender one point of tractor energy.

TURN #6

MRN-1-LD remains on the tender, which loads two more spaces of drones into the scatter-pack and eight spaces into drone racks (filling the racks). This leaves the PFT with 110 spaces of drones (27 are 54 type-VI drones).

MRN-2-K uses the last of its dogfight drones in its E-racks, and docks to begin reload procedures next turn.

MRN-3-A undocks since it is now combat-worthy. This requires another point of tractor energy from the PFT and will leave that internal repair location unavailable this turn.

MRN-4-A (note that this is the former scout PF) undocks to be used for close-in defense.

MRN-5-J, which now sports a brand-new (but empty) set of J pallets, stays in place to reload these racks and repair shields. Four drone spaces are loaded, leaving the PFT with 106.

MRN-6-J receives four drone reloads (leaving the PFT with 102). The PFT spends four repair points on this PF's destroyed disruptor, leaving the tender with 78 repair points. The PFT could use two repair points to fix hull boxes on this PF, but is short on power and uses the two points of energy elsewhere.

TURN #7

MRN-1-LD launches since its drone racks are now full. The scatter-pack is only two-thirds loaded, but the player does not have time to wait another turn for two more drone spaces and hopes that his opponent will be gullible enough to believe a four-drone SP might have two type-I and two type-IV drones.

MRN-2-K begins to accept reloads, getting eight drone spaces (16 type-VI drones, leaving the PFT with 98 spaces, 19 of which are 38 type-VIs).

MRN-3-A is crippled and has most of its internal spaces destroyed, including the WBPs, but manages to land back aboard the PFT, in the internal link it vacated the turn before.

MRN-4-A is destroyed in battle.

MRN-5-J finishes reloading its racks with four more drone spaces, leaving the PFT with 94.

MRN-6-J launches from the internal repair bay it had been using. During the turn, however, it loses its drone racks, phaser, and disruptor to a narrow salvo and docks to an external link, also minus its warp booster packs.

No repairs are possible this turn; one internal bay just landed a PF, and the other just saw one launch.

TURN #8

MRN-1-LD remains in combat this turn, launching drones and using the scatter-pack, which the PFT recovers, pulling the shuttle into one of its own bays (in a shuttle box vacated by a now-destroyed scatter-pack of its own) with a tractor beam.

MRN-2-K finishes reloading, using eight spaces of dogfight drones (leaving the PFT with 90 drone spaces, 11 of which are 22 type-VIs).

MRN-3-A needs repairs badly. The PFT replaces its booster packs (leaving it with eight spares) and allocates six repair points to fixing three phaser-3s. This leaves the PFT with 72 repair points.

MRN-5-J launches into the fray.

MRN-6-J drops from the link it was on and is pulled into the other repair bay, which can be done in one impulse under (K2.33). This PF is basically a hopeless case, but the player intends to repair its drone racks, reload them over the course of several turns, and possibly have them out by the time the scenario ends. The PF, in the meantime, uses two CDR points to hastily repair its phaser-1 as a phaser-3 (G17.5), leaving it with one CDR-repairable system this scenario (D9.76).

TURN #9

The PFT loads two spaces of drones onto the leader PF's shuttle, which it recovered the previous turn. This leaves the PFT with 88 drone spaces, 11 of which are 22 type-VIs.

MRN-1-LD and MRN-5-J remain in the battle.

MRN-2-K also launches since its E-racks are now full. The player notes that there are not enough dogfight drones to fully reload this unit another time, so he considers it the most expendable of the remaining PFs.

MRN-3-A launches, even though the only power it has comes from the replaced booster packs and one impulse box. The PFT holds it in tractor, and its four phaser-3s are later used for drone defense ([G7.91] allows this). This saves the tender from possible damage by drones, but the PF is later destroyed.

The PFT allocates six more repair points, fixing both drone racks on MRN-6-J (which each take three points to repair as listed in Annex #9). This leaves the PFT with 66 repair points available. While doing this, it also replaces the booster packs, leaving it with seven spares. Although the drone racks are repaired, they will now have to be reloaded, which the player intends to do over the course of the next two turns.

CONCLUSION

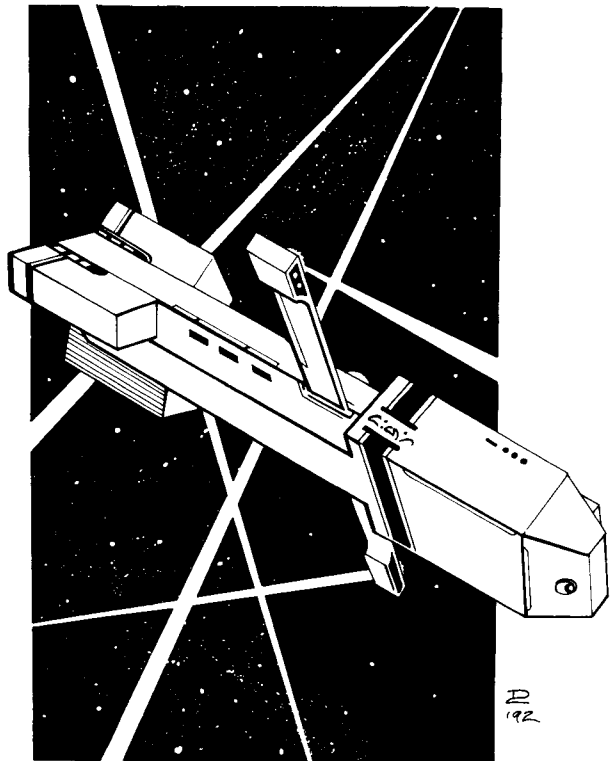
The battle is won at the end of Turn #9. The Kzintis have lost two of their six PFs and had a third crippled, but have driven the Klingons from the system. Had the battle continued, MRN-2-K would have had less than one set of drone reloads left, but the other PFs could have been reloaded several more times each. Thanks to the PF tender, they would still have been a fighting force.

In summary, during the nine-turn scenario the Needle Tender did the following:

- Repaired two disruptors, one phaser-1 (as a phaser-2), two drone racks, and eight phaser-3s, using a total of 34 repair points in the process.
- Replaced five sets of warp booster packs, the equivalent of 30(!) boxes of warp power.
- Reloaded 62 spaces of drones, 32 of which were dogfight drones.
- Replaced the leader PF's transporter bomb and extra boarding party, and loaded 2/3 of its shuttle with drones for use as a scatter-pack; it had also recovered this shuttle and was reloading it for re-use in the same role.

Note that these items do not include the overall utility of the tender in other areas, such as shielding the PFs from enemy fire, providing electronic warfare support for them and/or the fleet as a whole, and of course its own drone racks, scatter-packs, and phasers.

The next time you use PFs, do not forget the tender! ☺☺☺



BATTLEFORCE 1750

This BattleForce feature was written to support Module R5. There is a battleship at the core of most of the forces, with an NCA as consort. The year is Y175. No scouts or survey ships were allowed. Battle Tugs, Monitors, and SFG-ships were outlawed, as were any ships not built in this year (with a few proto-type exceptions). The general rules of (S8.0) were applied.

FEDERATION "TWO CVBs ARE BETTER THAN ONE!" (Geoffrey Scott Mercer)

BB (326): Drones for ship include 40 type-IM (+20), 4 type-IVM (+2); Fighter Squadron includes 6 F-15 (+72); drones for fighters are 24 type-IM (+12), 24 type-VIM (+6); MRS (+8) with 1 type-IVM (+0.5), 5 type-IM (+2.5), 6 type-VIM (+1.5) drones = 450.5

Two CVB (312): Drones for each ship include 8 type-IM drones (+8); Fighter Squadrons each include 11 F-15 (+264), 1 F-15E (+28); drones for squadrons include 44 type-IM (+44), 48 type-VIM (+24) = 680

NAC (128): Drones are 10 type-IM (+5) 1 type-IVM (+0.5); drones for fighter ready racks are 8 type-IM (+4), 8 type-VIM (+2) = 139.5

DWA (109): Drones are 8 type-IM (+4) 4 type-IVM (+2); drones for fighter ready racks are 8 type-IM (+4), 8 type-VIM (+2) = 121

Two FFA+ (188): Drones for each are 8 type-IM drones (+8), 2 type-IVM drones (+2); drones for fighter ready racks are 8 type-IM (+8), 8 type-VIM (+4) = 210

NCA (147): Drones are 4 type-IVM (+2) = 149

Total = 1750

Comments: This force includes no Commander's Options and only type-I and type-IV drones. This force pushes the BPV envelope to get two CVBs, and no points are available for extra Commander's Options, unless you replace more type-I drones with type-IV. Fortunately, since the force consists almost solely of carriers and escorts, drone control abounds. The F-15s can also control their share. Note that this is probably the ONLY force in Battleforce 1750 with less than nine ships. Tactics are self-explanatory. Drone your opponent to death, or galling them to death if losses in the F-15s are acceptable. You can laugh at any drone wave and all but the biggest plasma waves with the 43 galling phasers and 4 AEGIS ships. On the direct front side, you have 24 photons. Not bad, but not nearly as many as a DD+ intensive force. The 30 F-15s more than make up for the reduced number of photons if you can get them in close.

FEDERATION "A LEFT JAB..." (Chuck Strong)

BB (326): Drones for ship include 9 type-IM (+4.5), 6 type-IXECMM ATG (+9), 6 type-IVM with a half space of internal armor and one and a half spaces of explosives (+3), 9 type-IVMWM with a half space of armor, a half space explosive, and a one space MW module (+29.25), 6 type-VIM (+1.5); Fighter Squadron includes 6 F-15 (+72); drones for fighters are 24 type-IM (+12), 24 type-VIM (+6); 2 MRS (+16) with 1 type-IVM (+1), 5 type-IM (+5), 6 type-VIM (+3) drones; 10 extra boarding parties (+5), 2 commando boarding parties (+2), 4 extra deck crews (+2), 6 T-bombs (+24) = 521.25

CB (162): Drones are 2 type-IM (+1), 2 type-IXECMM ATG (+3), 2 type-IVM (+1) = 167

NCA (147): Drones are 2 type-IM (+1), 2 type-IXECMM ATG (+3), 2 type-IVM (+1) = 152

CVB (156): Drones for ship include 2 type-IVMWM with a half space of armor, a half space explosive, and a one space MW module (+6.5), 4 type-IM (+2); Fighter Squadron includes

11 F-15 (+132), 1 F-15E (+14); drones for squadron include 44 type-IM (+22), 48 type-VIM (+12) = 344.5

NAC (128): Drones are 3 type-IM (+1.5), 3 type-IVM with a half space of armor and one and a half explosive modules and ATG (+3), 6 type-VIM (+1.5); drones for fighter ready racks are 8 type-IM (+4), 8 type-VIM (+2) = 140

FFA+ (94): Drones are 3 type-IM (+1.5), 3 type-IVM with a half space of armor and one and a half explosive modules and ATG (+3), 6 type-VIM (+1.5); drones for fighter ready racks are 8 type-IM (+4), 8 type-VIM (+2) = 106

Three DD+ (300).

5 T-bombs (+20). Total = 1750.75

This force is for protection of a fixed point or for attacking slow movers. 18 F-15s with phaser-Gs will make any attacker think twice before trying to get in close. Keep a tight formation to protect against plasmas and drones.

FEDERATION BATTLE LINE (Ray Olesen)

BB (326): Drones for ship include 32 type-IM (+16), 6 type-IXM (+6), 6 type-IM ATG (+6), 4 type-IIIMWM (+15); Fighter Squadron includes 6 F-15 (+72); drones for fighters are 24 type-IM (+12), 24 type-VIM (+6); 2 MRS (+16) with 1 type-IVM (+1), 5 type-IM (+5), 6 type-VIM (+3) drones; 10 extra boarding parties (+5), 4 extra deck crews (+2), 6 T-bombs (+24) = 515

CB (162): Drones are 8 type-IM (+4); MRS (+8) with 1 type-IVM (+0.5), 5 type-IM (+2.5), 6 type-VIM (+1.5) drones; 10 extra boarding parties (+5), 4 T-bombs (+16) = 199.5

Two NCA (294): Drones are 8 type-IM (+8); 10 extra boarding parties (+10), 4 T-bombs (+32) = 344

NCL+ (120): AWR refit (+4); drones are 4 type-IM (+2); 10 extra boarding parties (+5), 4 T-bombs (+16) = 147

NCD+ (123): Y175 refit (+4); drones for ship include 21 type-IM (+10.5), 3 type-IXM (+3), 6 type-IM ATG (+6), 2 type-IIIMWM (+7.5); 10 extra boarding parties (+5), 4 T-bombs (+16) = 175

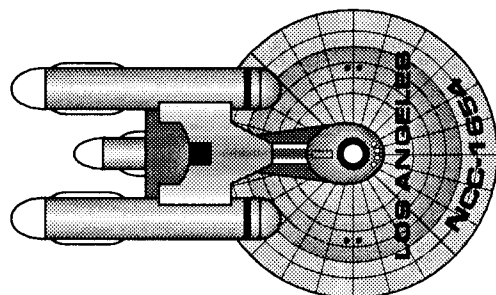
DWC (107): Drones are 8 type-IM (+4); 10 extra boarding parties (+5), 2 T-bombs (+8) = 124

DW (97): Drones are 4 type-IM (+2); 10 extra boarding parties (+5), 2 T-bombs (+8) = 112

DWD (100): Drones for ship include 18 type-IM (+9), 3 type-IXM (+3), 2 type-IIIMWM (+7.5); 10 extra boarding parties (+5), 2 T-bombs (+8) = 132.5

Total = 1749

This is a ship heavy fleet, with the drone ships compensating for the lack of fighters. The MW drones are for anti-drone, fighter, and/or cloak use. The ATG drones allow for the quick release of crowded seeking weapon control channels when needed. The T-bombs are for anti-drone, fighter, cloak, and general nuisance value. The extra boarding parties allow you to guard your most valuable systems without too much worry about weakening your defenses (especially against Klingon ships with their abundant transporters) and may even allow you to use hit-and-run raids yourself. This is a general use fleet, not designed for use against any specific opponent.



FEDERATION NCA LOS ANGELES NCC-1654

KLINGON "APPETITE FOR DESTRUCTION"

(Nicholas Cioran)

B10V "Insatiable" (360): Drones for ship are 2 type-IIIECMM (+2), 4 type-IVM (+2), 4 type-IM Starfish (+10), 3 type-IM Swordfish (+3), and 7 type-IM (+3.5); Fighter Squadron is 16 Z-V (+128), 2 Z-VE (+20), and 6 Z-D (+60); drones for fighters are 32 type-IM (+16), and 12 type-VIM (+3); 2 MRS (+16) with 1 type-IVM (+1), 5 type-IM (+5), 6 type-VIM (+3) drones = 632.5

AD5 "Repeller" (120): Drones for ship are 1 type-IIIECMM (+1), 2 type-IVM (+1) 11 type-IM (+5.5); drones for fighter ready racks are 4 type-IM (+2) = 129.5

Two AF5K "Death Guard" and "Doom Guard" (204): Drones for ship are 1 type-IIIECMM (+2), 2 type-IVM (+2) and 11 type-IM (+11); drones for fighter ready racks are 4 type-IM (+4) = 223

D7W "Deathstalker" (155): Drones are 1 type-IIIECMM (+1), 1 type-IM Starfish (+2.5), 2 type-IVM (+1), and 6 type-IM (+3) = 162.5

Two D5W "Retaliation" and "Retribution" (300): Drones are 1 type-IIIECMM (+2), 1 type-IM Starfish (+5), 2 type-IVM (+2), and 6 type-IM (+6) = 315

D7K "Nemesis" (131): Y175 refit (+4), UIM refit (+5); drones are 1 type-IIIECMM (+1), 1 type-IM Starfish (+2.5), 2 type-IVM (+1), and 6 type-IM (+3) = 148.5

F5DB "Viper" (93): Drones are 2 type-IIIECMM (+2), 4 type-IM Starfish (+10), 5 type-IVM (+2.5), 5 type-IM Swordfish (+5), and 9 type-IM (+4.5) = 117

MRS (+8) with 1 type-IVM (+0.5), 5 type-IM (+2.5), 6 type-VIM (+1.5) drones = 12.5 This unit can be assigned to any size class 3 or larger ship in the fleet.

Two T-bomb (+8) and three boarding parties (+1.5) to be assigned as appropriate. Total = 1750

Comments: This fleet is ideally suited for taking on Federation and Hydran forces with their gatling-armed fighters. The large numbers of "direct-fire" drones can be used to wreak havoc among fighter groups without having to approach them closely or hit them with seeking weapons. There is really no reason to take this formation into close combat. The 24 range 30 disruptors can be used to severely damage ships and shields from longer ranges and, augmented by the 47 phaser-1s, can do considerably large amounts of damage (an average of 95 points at range 15). The seeking weapons launch capabilities of the ships and the multitude of fighters will make the fleet extremely hard to press closely. They can also be used to break up enemy concentrations or attacks, preventing deadly salvos of fire.

Unlike most fleets, the smaller ships in this one are relatively unhindered by the electronic warfare advantage of cruisers and battleships because their support roles keep them out of direct combat.

Finally, the fleet's drone defenses are also quite good, with three full aegis rigged ships; three with limited aegis; and a multitude of ADDs, G- racks, and defensive phaser-2s and 3s. It should be extremely difficult for enemy drones to survive contact with this formation.

ROMULAN KESTREL FLEET (Jeff Laikind)

K10R (418): Fighter Squadron is 7 G-SF (+63), 1 G-SFE (+11); 2 MRS (+16); 1 NSM (+8), 1 T-bomb (+4) = 520

KRVB (159): Fighter Squadron is 5 G-SF (+45), 1 G-SFE (+11), 4xG-II (+28); MRS (+8) = 251

2x K5D (+176) = 176

KRL (181): 1 NSM (+8), 2 T-bomb (+8) 2 Cmdo (+2) = 199

Two K7RB (332): 1 NSM (+16), 1 T-b (+8) 2 Cmdo (+4) = 360

KRMB (146) = 146

K5RB (84): 1 NSM (+8), 1 T-bomb (+4), 2 Cmdo (+2) = 98

Total = 1750

ROMULAN HAWK FLEET (Michael Grubbs)

King Condor (415): Fighter Squadron is 4 G-II (+28) and 4 G-SF (+36); 1 MRS (+8), 2 extra deck crews (+1), 6 extra boarding parties (+3), 2 commando boarding parties (+2) = 493

Two Firehawk-K (358): 1 NSM (+16), 2 extra boarding parties (+2) = 376

Flamehawk (169): NSM (+8); 2 extra BPs (+1) = 178

Sparrowhawk-B+ (120): Fighter Squadrons include 7 G-II (+49), 1 G-IIe (+9), 7 G-SF (+63), 1 G-SFE (+11); 4 extra deck crews (+2) = 254

Two Skyhawk-EA (210) = 210

Skyhawk-L+ (124): 2 extra boarding parties (+1) = 125

Skyhawk-A (102) = 102

Three T-bombs (+12) to be distributed as needed.

TOTAL = 1750.

A force with a little bit of everything, including a mauler/cruiser for assaults or crippling a key enemy ship. No R torpedoes other than those of the King Condor, but a total of 820 points of plasma (not including fighters) should command respect. The 10 transporters on the King Condor practically beg for the extra boarding parties.

KZINTI "MAXIMUM FIREPOWER" (Mike Filsinger)

BB (344): Drones for ship 18 type-IVM (+9), 20 type-IM (+10), ADD racks each two type-VIM (+2), 10 ADDs; Fighter Squadron 7 TAAS (+63), 1 TAASE (+11); drones for fighters are 14 type-IM (+7), 16 type-VIM (+4); 2 MRS (+16) with 1 type-IVM (+1), 5 type-IM (+5), 6 type-VIM (+3) drones; 6 T-bombs (+24) = 499

CVT (144): Y175 refit (+2); drones for ship 8 type-IM (+4), ADD rack with 2 type-VI (+1); Fighter Squadron 11 HAAS (+88), 1 HAASE (+10); drones for fighters 22 type-IM (+11); 4 T-bombs (+16) = 276

CCH (147): Drones are 6 type-IVM (+3), 8 type-IM (+4), ADD racks each two type-VIM (+1), 10 ADDs; MRS (+8) with 1 type-IVM (+0.5), 5 type-IM (+2.5), 6 type-VIM (+1.5) drones; 4 T-bombs (+16) = 183.5

BC (128): Y175 refit (+4); drones are 6 type-IVM (+3), 8 type-IM (+4); 3 T-bombs (+12) = 151

Two NCA (260): Drones are 6 type-IVM (+6), 8 type-IM (+8), ADDs each 2 type-VIM (+2), 10 ADDs; 4 T-bombs (+32) = 308

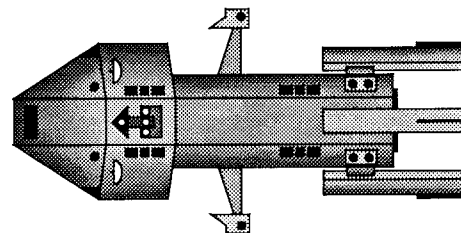
DWL (98): Y175 refit (+7); drones are 6 type-IVM (+3), 8 type-IM (+4), ADD racks each two type-VIM (+2), 10 ADDs; 2 T-bombs (+8) = 122

Two DW (168): Y175 refit (+12); drones are 6 type-IVM (+6), 8 type-IM (+8), ADD rack two type-VIM (+2), 10 ADDs; 2 T-bombs (+16) = 212

Total = 1751.5

This force has 36 disruptors, 45 ph-1, and a staggering number of ph-3s. To top this off, the drone firepower is staggering. The fleet can launch 40 drones in a single impulse without the aid of any fighters or scatter-packs. The maximum one turn salvo rate (counting 2 SP per ship) is 195 drones. The control limits are only 84 drones, though.

Note that the CVT does not have any escorts. This is allowed under (R5.14A) (Module J).

**KZINTI CCH**

GORN "GREAT BALLS OF FIRE" (John Wysyznski)

BB (376): 1 HTS (+6), 2 MRS (+16), 6 GAS (+24); Fighter Squadron 6 G-18 (+60); 4 T-bombs (+16), 4 extra heavy weapons boarding parties (+4) = 502

CCH (171): MRS (+8), 4 extra heavy weapons boarding parties (+4), 4 T-bombs (+16) = 199

Four CM (644): 4 T-bombs (+64), 4 extra heavy weapons boarding parties (+16) = 724

BDL+ (105): 2 T-bombs (+8) = 113

Two BBD+ (196): 2 T-bombs (+16) = 212

Total = 1750

Any of the CMs can be replaced by a CS or BC.

This force can launch so much plasma that even the Hydrans cannot stop it all with phasers. By shotgunning, it could launch 73 type F torpedoes in a single turn, plus type Ds from racks and fighters. The large number of phasers and T-bombs available should be more than adequate to handle massive drone attacks. Its toughest challenge would be against another plasma fleet.

GORN CARRIER FORCE (Jeff Laikind)

BB (376): 1 HTS (+6), 2 MRS (+16), 6 GAS (+24); Fighter Squadron 6 G-18 (+60); 4 T-bombs (+16), 2 extra commando boarding parties (+2) = 500

CVS (180): Fighter Squadron 6 G-10 (+60), 5 G-18 (+50), 1 G-18E (+12); 4 extra deck crews (+2), 1 MRS (+8) = 312

HDA (130) = 130

BDA (99) = 99

CCH (171): 2 T-bombs (+8), 2 extra commando boarding parties (+2) = 181

CS (161): 2 T-bombs (+8), 2 extra commando boarding parties (+2) = 171

BC (160) = 160

Two BDD+ (196) = 196

Total = 1,749

This group has a total of: 3 R-torps, 9 S-torps, 3 G-torps, 12 F-torps, and 12 D-torp racks for a total of 720 points of plasma plus D-torps plus fighters

THOLIAN "FISTFUL OF SPIDERS" (Nicholas Cioran)

D "Guardian" (175): 6 T-bombs (+24) = 199

CCH "Protector" (153): 4 T-bombs (+16) = 169

Three CA "Adarek," "Aggreg," "Akkrev" (384): 4 T-bombs (+48) = 432

DD "Matrix" (80): 2 T-bombs (+8) = 88

CVA "Bastion" (141): Fighter Squadron 11 S-II (+99), 11 S-III (+66), 2 S-E (+22); 4 T-bombs (+16) = 334

Two PCA "Shielder," "Enforcer" (154): 2 T-bombs (+16) = 170

Wedding cake: Inner Ring : 10 points per hex = 15 (Globular Web) Middle Ring: 18 points per hex = 81 (Globular Web) Outer Ring : 35 points per hex (Globular Web) = 262.5

Total = 1750.5

Since the Tholians lack a battleship at this time, let alone a full-sized dreadnought, they are at a slight disadvantage over any other enemy fleets in this battleforce. The addition of the wedding cake allows them to compete in a defensive manner. With some planning the large number of T-bombs available can be used to lay a significant pseudo-minfield. The PCAs and the DD can also pinwheel to form a pseudo-base at the heart of the wedding cake.

The ships can easily bring the inner rings up to maximum strength long before an opponent can hope to penetrate the outer ring, so their weaker levels are unimportant.

ORION MERCENARY SQUADRON (Bruce Graw)

DN (280): Cloak (+38), OAKDISC (+15); drones are 16 type-IM (+8); 6 T-bombs (+24), 2 commando boarding parties (+2) = 367

BC (150): OAKDISC (+15); drones are 8 type-IM (+4); 4 T-bombs (+16), 2 extra commando boarding parties (+2) = 187

CV (160): Drones for ship are 8 type-IM (+4); 4 T-bombs (+16), 2 extra commando boarding parties (+2); Fighter Squadron varies and is described separately = 182

BRE (115): Full aegis (+18); 4 T-bombs (+16), 2 extra commando boarding parties (+2); loadouts of the ready racks vary and are defined in the fighter squadrons below = 151

DWE (80): Full aegis (+16); 2 T-bombs (+8), 2 extra commando boarding parties (+2); loadouts of the ready racks vary and are defined in the fighter squadrons below = 106

BRH (145): Cloak (+25); drones 8 type-IM (+4); 4 T-bombs (+16), 2 extra commando boarding parties (+2) = 192

BRH (145): OAKDISC (+15); drones are 8 type-IM (+4); 4 T-bombs (+16), 2 extra commando boarding parties (+2) = 182.

DBR (100): Cloak (+16); 2 T-bombs (+8), 2 extra commando boarding parties (+2) = 126

DBR (100): 2 T-bombs (+8), 2 extra commando boarding parties (+2) = 110

Total cost of this force is 1,603 without the fighter squadron and escort ready rack loads. Note that if the force is used on the plasma side of the Galaxy, the BPV will be unchanged as the BPV needed to replace the drone racks with plasma racks is the same as the cost of the drone speed upgrades for that ship.

The Fighter Squadron for the CV will depend on the cartel. Recommended choices are listed below. Note that medium speed drones have been paid for on all drone-using fighters.

Cluster, Hamilcar: 11 Z-V (+88), 1 Z-VE (+10); drones are 22 type-IM (+11); Drone reloads on escort ready racks 8 type-IM (+4) = 113

Daven, Lion's Heart: 11 HAAS (+88), 1 HAASE (+10); drones are 22 type-IM (+11); drone reloads on escort ready racks 8 type-IM (+4) = 113

Pharaoh, Dragon: 11 F-18 (+88), 1 F-18E (+10); drones are 22 type-IM (+11), 24 type-VIM (+6); drone reloads on escort ready racks 8 type-IM (+4), 8 type-VIM (+2) = 121

Stardust, Cirentus-Ta: 11 G-SF (+99), 1 G-SFE (+11) = 110

Omega, Kublai: 11 SF (+110), 1 EF (+10) = 120

Depending on the cartel you have, this leaves anywhere from 26 to 38 points available for option mounts. Be sure to remember to pay for drone speeds if you buy additional drone racks (several ships have OAKDISC installed for just this purpose). Speed for drones on the ships themselves has already been paid for.

The fleet has 40 option mounts, meaning that 4 can be outside the cartel and 8 more can be from the operating zone. This should be enough to give the enemy fleet commander nightmares.

HYDRAN HELLBORE FORCE (C.M. Lizama)

Monarch (390): Fighter Squadrons 12 Stinger-2 (+120), 4 Stinger-H (+40), 2 Stinger-E (+24); 2 MRS (+16) = 590

Lord Cardinal (162): Fighter Squadron 3 Stinger-2 (+30); 1 MRS (+8) = 200

Two Iroquois (272): Fighter Squadron 2 Stinger-2 (+40) = 312

Apache (139) = 139

Tartar (125) = 125

Three DWH (285) = 285

99 BPV for options. Total = 1750

32 hellbores and 39 phaser-1s supported by 8 fusion beams, 18 phaser-2s, and 23 fighters.

HYDRAN FUSION FLEET (Warren Smith)

Monarch (390): Fighter Squadrons 12 Stinger-2 (+120), 4 Stinger-H (+40), 2 Stinger-E (+24); 1 MRS (+8), 4 extra deck crews (+2) = 584

Lord Commander (126): Fighter Squadron 4 Stinger-2 (+40), 2 Stinger-H (+20); 2 extra commando boarding parties (+2) = 188

Two Ranger+ (222): Fighter Squadron 6 Stinger-2 (+120), 2 Stinger-H (+40), 1 Stinger-E (+24); 2 extra Cmdo (+4) = 410

Uhlant+ (95): Fighter Squadrons 10 Stinger-2 (+100), 4 Stinger-H (+40), 2 Stinger-E (+24); 1 MRS (+8), 4 extra deck crews (+2) = 269

Aegis Lancer+ (100): Fighter Squadron 6 Stinger-2 (+60), 4 extra deck crews (+2) = 162

Two Aegis Hunter (108): 1 extra deck crew (+1) = 109

7 T-bombs (+28) = 28. Total = 1750

HYDRAN COMBINED ARMS (Earl Cooley)

Monarch (390): 12 Stinger-2 (+120), 4 Stinger-H (+40), 2 St-E (+24); 2 MRS (+16), 4 extra DCs (deck crews) (+2) = 592

Lord Cardinal (162): 3 Stinger-2 (+30); 1 MRS (+8), 2 extra deck crews (+1) = 201

1xCHY (131): 6 Stinger-2 (+60); 4 extra DCs (+2) = 193

Mohawk (111): 5 Stinger-2 (+50), 2 Stinger-H (+20), 1 Stinger-E (+12); 4 extra DCs (+2), 5 extra EW pods (+5) = 200

Iroquois (136): 2 Stinger-2 (+20); 2 T-bombs (+8) = 164

Warrior (105): 2 Stinger-2 (+20); 2 extra DCs (+1) = 126

Lancer+ (77): 4 Stinger-2 (+40); 4 extra DCs (+2) = 119

Knight+ (90): 1 T-bomb (+4) = 94

Cuirassier (61) = 61

Total = 1750

ANDROMEDAN NIGHTMARE (Ken Burnside)

Devastator (610) = 610

Three Mamba (390) = 390

Three Cobras (249) = 249

Large Energy Module (60) = 60

Imposer (285) = 285

Mamba (130) = 130

6 T-bombs (+24), 4 extra boarding parties (+2) = 26

Total = 1750

This fleet has 8 displacement devices, 11 heavy tractor repulsor beams, 15 light tractor repulsor beams, and 56 phaser-2s. It is a very expensive fleet, however, and is very short on T-bombs. Fortunately, speed 20 drones are easy to avoid. Three Cobras were taken over two Mambas to give the maximum number of ships (and targets) for the enemy to fire upon, as well as to give more options for deploying the very limited number of T-bombs this force would have. If you are forced to fight this fleet, pack a lunch. It is an all-day job.

LYRAN STRIKE FORCE (Stewart Frazier)

BB (336): 2 MRS (+16), 6 T-bombs (+24), 10 extra boarding parties (+5), extra UIM module (+5) = 386

CCH (170): 1 MRS (+8), 4 T-bombs (+16), 10 extra boarding parties (+5), extra UIM module (+5) = 204

Four NCA (584): UIM refit (+20); 4 T-bombs (+64), 10 extra boarding parties (+20), extra UIM module (+20) = 708

DWL (99): Power pack refit (+9), phaser refit (+2), UIM refit (+5); 2 T-bombs (+8), 10 extra boarding parties (+5), extra UIM module (+5) = 133

Two DW+ (182): Power pack refit (+18), phaser refit (+4), UIM refit (+10); 2 T-bombs (+16), 10 extra boarding parties (+10), extra UIM module (+10) = 250

69 BPV for additional options. Total = 1750

LYRAN ASSAULT FORCE (Jon Cleaves)

BB (336): 2 MRS (+16), 2 HTS (+4), 10 extra boarding parties (+5), 2 extra Cmdos (+2), 4 extra HWSs (+4), 3 extra UIM modules (+15), 6 T-bombs (+24) = 406

BC+ (167): Phaser refit (+4), power pack refit (+18); 1 MRS (+8), 10 extra boarding parties (+5), 2 extra Cmdos (+2), 2 extra HWSs (+2), 2 extra UIM modules (+10), 4 T-bombs (+16) = 232

Three NCA (438): 10 extra boarding parties (+15), 2 extra Cmdos (+6), 2 extra HWSs (+6), 1 extra UIM module (+15), 4 T-bombs (+48) = 528

STT+ (162): 10 extra boarding parties (+5), 2 extra Cmdos (+2), 2 extra HWSs (+2), 4 T-bombs (+16) = 187

DWL (99): Power pack refit (+9), phaser refit (+2), UIM refit (+5); 10 extra boarding parties (+5), 2 extra Cmdos (+2), 2 extra HWSs (+2), 2 T-bombs (+8), extra UIM module (+5) = 137

Two DW+ (182): Power pack refit (+18), phaser refit (+4), UIM refit (+10); 10 extra boarding parties (+10), 2 extra Cmdos (+4), 2 extra HWSs (+4), 2 T-bombs (+16), extra UIM module (+10) = 258

Total = 1748

Tactics: close, ram and board. A fleet for true Lyrans. Note that the heavy weapon squads were bought in order to exceed the normal purchase limits for extra marines.

ISC "ECHELON OF RETRIBUTION" (J. Kinzer)

BB (360): Fighter Squadron is 4 SF (+40), 2 TF (+14); 2 MRS (+16); 4 extra deck crews (+2), 2 extra commando boarding parties (+2), 6 T-bombs (+24) = 458

CA (185): MRS (+8), 2 extra commando boarding parties (+2), 4 T-bombs (+16) = 195

Two CL (290): 2 extra commando boarding parties (+4), 4 T-bombs (+32) = 326

CVS (176): Fighter Squadron 7 SF (+70), 4 TF (+28), 1 EF (10); 2 extra Cmdos (+2), 4 extra deck crews (+2) = 288

CEA (145): 3 T-bombs (+12), 2 extra Cmdos (+2), 4 extra DCs (+2) = 161

DEA (100): 2 extra Cmdos (+2), 4 extra DCs (+2) = 104

FFA (77): 2 extra Cmdos (+2), 2 extra DCs (+1) = 81

DDL (110): 2 extra Cmdos (+2), 2 T-bombs (+8) = 120

Total = 1749

FRAX BATTLE LINE (Ken Burnside)

Frax BB (350): Drones for ship 24 type-IM (+12) 6 type-IVM (+3); Fighter Squadron 7 Demon-2 (+63), 1 Demon-2E (+10); drones for fighters 14 type-IM (+7); 2 MRS (+16) with 1 type-IVM (+1), 5 type-IM (+5), 6 type-VIM (+3) drones, 6 T-bombs (+24) = 494 (Frax BB was in Starletter #78.)

CC (153): Drones are 10 type-IM (+5), 2 type-IIIECMM (+2); MRS (+8) with 1 type-IVM (+0.5), 5 type-IM (+2.5), 6 type-VIM (+1.5) drones; 4 T-bombs (+16) = 188.5

Four CA (560): Drones are 10 type-IM (+20), 2 type-IIIECMM (+8); 4 T-bombs (+64) = 652

Three DW (270): Drones are 10 type-IM (+15), 2 type-IIIECMM (+6); 2 T-bombs (+24) = 315

100.5 BPV remaining for boarding parties, special drones, or AFD refits.

With 56 phaser-1s and 38 disruptors that are all capable of concentrated fire, it can dish out impressive damage. With only 54 drone control channels, it is a bit on the weak side; however, drones are not the primary armament of the FRAX. No doubt this fleet will cause many cries of consternation within the DSF Academy.

THE FEDERATION (by the Klingons)

Captain Kosnett noticed the new Yeoman as he stepped onto the bridge and made a note to ask her for a date later. Taking the barber chair, Kosnett snapped "Messages" to his communications officer. She stepped forward and handed him copies of the three most recent messages from headquarters.

The first was a routine memo on How to Maintain the Appearance of Political Correctness at all Times. The second was scribbled in the handwriting of the Communications Officer and simply said "No, and stop asking. Get it?"

The third message looked important, and Kosnett resolved to deal with it immediately.

"Number One," he snapped, summoning his First Officer. In response to his captain's call, the man at the main computer interface reluctantly froze his latest game of "Rescue the Orion Princess" and moved to respond.

"Well, captain," he began, "what do they want us to do now?" *Maybe this won't take long. I'm almost past the maze.*

"Read it for yourself." Kosnett didn't try to hide his irritation. Why did Star Fleet keep pestering him with missions and assignments? Why couldn't they let him do whatever he pleased with the ship like they did that spoiled brat who commanded the *En...*

"Captain," the XO interrupted Kosnett's thoughts. "It seems we have been assigned a mission vital to the future of the Federation." He managed to hide his pleasure at the dismay that crossed the captain's face at the thought of actually having to do something rather than just patrol wherever he wanted to. "In fact, sir, the mission is marked 'highest priority,' and you know what that means."

Yes I do, Kosnett thought as his face went pale. *They expect me to put myself in danger!*

"And," the XO concluded with a tiny smirk that he just could not suppress, "the mission is marked 'Captain's Discretion,' as you no doubt noticed."

My God! Kosnett's mind screamed. That means I can't blame the orders if I botch the mission! And I can't say I was restricted by the Prime Directive. If I don't pull this off, it's...

His command, the XO thought warmly. *Finally, after doing everything for him but wear his uniform, all in the name of 'gaining experience,' I might finally get...*

"What is the situation?" Kosnett demanded sharply, knowing from the glazed expression what his XO was thinking.

"It seems that we are to go to the Malarky System and secure exclusive rights to their entire supply of manurite."

"Manurite? Manurite?" Kosnett seemed genuinely bewildered. The Federation had all of the manurite it would ever need, and then some.

"Yes, sir, manurite. It seems that the Klingons have suffered disasters on some of their agricultural worlds and need the manurite to meet their food production quotas."

"Ah-ha!" Kosnett realized. "If we can sew up all of the nearby supplies of manurite, we can bring the Klingons to their knees!"

"Or compel them to try and take the manurite by force. Then we can claim unprovoked aggression..."

"And gain a scare chip to play at the next meeting of the Council Appropriations Committee," Kosnett got in the last word.

"That's it," the XO responded. "The Klingons have dispatched a vessel to the Malarky system to negotiate a trade agreement."

"We had better get moving if we want to beat them to the manurite!" Kosnett's mood was smug. He had majored in swindling and exploiting primitive cultures at the Academy, and he had a Prime Legal Team on board who could write a contract

that would leave the Malarkians tenants on their own planet. "Helm, lay in a course for..."

"WAITAMINUTE!!!!!" Kosnett suddenly tensed. Swinging the barber chair back to the XO, Kosnett quickly asked. "You said the Klingons were sending a ship. What class? Freighter? Frigate?"

"No, sir," the XO responded. "According to this message, they're sending a D7N Diplomatic Battlecruiser."

Kosnett's heart sank. A D7N could actually put up a fight. While it was usually just the enlisted men that got wasted, you never knew when a lucky disruptor bolt might hit the bri...

Kosnett shuddered.

"Ah, sir," the XO continued. "There is something more you should know." Kosnett glanced up with a mixture of apprehension and hope. "The Malarky system has several large asteroid fields. If we could hide the ship in one of those, we could wait until the Klingon ship went by, and..."

"Shoot him in the back!" Kosnett exclaimed. *Oh boy! he thought gleefully. Alpha Strike to the #4 shield. The first tactic taught at Star Fleet Academy.*

"Well," the XO suggested, "the orders did say 'Captain's Discretion,' and if you feel the Klingon was about to attack, you'd be within your rights to..."

"Make a preemptive strike!" Kosnett once again interrupted. "Good. Helm, set course for the Malarky system. Maximum Warp! Number One, you have the conn. I'm going for a nap and a sandwich. Then I'm giving a course to the new lieutenants on how to avoid sexual harassment charges."

Kosnett strode towards the turbolift.

THE FEDERATION (by the Federation)

Captain Kosnett strode purposefully onto the bridge in response to the priority mission orders from Star Fleet.

"Captain," the XO reported, "we have been assigned a mission vital to the future of the Federation. We are to go to the Malarky System and take part in negotiations for their supply of manurite."

"Manurite?" Kosnett gasped. "The Federation has no shortage of that. What's going on?"

"It seems that the Klingons have suffered disasters on some of their agricultural worlds and need the manurite to meet their food production quotas."

"Let them starve!" Kosnett snapped, then shook his head. "All right, what is the real mission?"

"We are supposed to make sure that the Malarkians don't get cheated," the XO explained, "and to drive up the price as far as we can. If the Klingons have to buy manurite at more than 20 credits a ton, they won't be able to afford any new cruisers."

"We had better get moving!" Kosnett's mood was serious. He had majored in contacting primitive cultures at the Academy and had a Prime Team on board who could prevent any Klingon dirty tricks like seizing hostages.

"Have the Klingons sent a ship?" Kosnett asked.

"A D7N diplomatic cruiser," the XO replied.

"Good, they're not outgunned, and neither are we. A stable balance of power will let the negotiators get their job done."

"Ah, sir," the XO continued. "There is something more you should know." Kosnett glanced up with a mixture of apprehension. "The Malarky system has several large asteroid fields. If the Klingons hide their ship in one of those..."

"Right," Kosnett answered. "Helm, plot a course for the Malarky system. Avoid coming within disruptor range of any of the asteroid clusters. Number One, you have the conn. I'm going to brief the negotiating team."

Kosnett strode towards the turbolift. —Russ Bullman ☯☯☯

TEN MORE QUESTIONS ABOUT DOOMSDAY

The players have asked, and they deserve an answer!

31. The new products seem to have made something of a mess of the R-sections and annexes. Will something be done about this?

Well, the Annexes (except for the Master Ship Chart) have been completely replaced and updated in Module R1.

The R-sections are really not all that messy. Each race has a "main sequence," consisting of the sections from Basic Set and Advanced Missions (or C1 or C2 for some races), and R2 or R3 or R4, plus R5. The main sequence then has references to the secondary sequences in J, K, and M.

It should be perfectly obvious why things were done this way. SFB is a huge game, and each product was done one at a time and included the charts, annexes, and ship descriptions required for the ships included. We could hardly include "complete" annexes in the first product since we'd have to have all of the others completely finished (which means that Basic Set would have been published in August 92). We could hardly replace all of the R-sections and annexes and charts in every product (since this would increase the cost and you'd be replacing them every few months).

Even so, some have found this complicated, and it would be possible to produce a product (estimated 80 pages and \$10) including a "clean" set of ship descriptions in numerical order. There is, however, a great deal of concern that players will resent being "forced" to buy such a product, even if we explain that it is only an optional "convenience" product. Player input on this decision is welcome.

32. There seems to be a lot of errata for the supposedly "finished" Doomsday Edition.

Actually, there isn't that much, only a fraction of what there was for the old Commander's Edition. Even better, all of the errata for Captain's consists of corrections of typos and contradictions and the closing of loopholes, rather than endless changes to established rules.

33. What is in Module R6?

No one really knows. It's just the obvious next product in the series of new ship modules. We have no idea when it will be done (not in 1993) and little idea what will be in it. It's just the place we can mentally assign any new ship that looks worth publishing. Presumably, R6 will include any ships published in Starletter or Captain's Log (at least, the ones that don't belong in some other product), including the Hydran DWs from CL10 and the Klingon F5W from Starletter #61. It has been suggested that the product should include the DW-carriers and police leaders, but we'll need something more exciting than that to carry a new product.

34. When will you do Module V, Operational Movement? I can't wait for the rules to....

Everyone wants Module V, but mostly because he (or she) assumes that it will include certain rules or provide certain capabilities, many of which are not part of the product concept. One player wrote how excited he was about "the new supply rules" and another wrote that he "could hardly wait to fight plagues on colony planets." We cannot find anything we have published indicating either concept is part of Module V.

Module V is intended to be a scenario generator, explaining how ships arrive at the battle. It's a large project and won't be done anytime soon.

35. You once said there wouldn't be battleships, or variants of BCHs. Then you did Module R5.

We did what the players said they wanted. And anyway, we didn't say we would never do them, just that we were not taking proposals but were doing the designs in-house.

36. How many playtest reports from the public does the average Starletter produce?

About three. And we need a lot more than that to complete the scenario, ship, and F&E rule in each issue. If you don't want to be a playtester, then don't worry about it, but if you didn't send in your report because you assumed we got dozens and didn't need any more, please send it!

37. Why are you doing a Role-Playing game? I want more SFB, not some silly RPG!

The point of being in the game business is to sell games. We will continue to produce as many SFB products as SFB players want to buy. But there are thousands of role-players out there who want to explore the final frontiers with us, and it doesn't detract from the board game you enjoy to have an RPG for others to enjoy.

Prime Directive is being developed outside of ADB and is not significantly distracting ADB from its appointed mission.

Besides, you'll get some great background data in the RPG, and there are many players who want both games. We already have linked SFB-PD scenarios in playtest.

38. When will all of those products listed in the back of Basic Set (Modules M, Y, X, Q, V) be done?

In the fullness of time. In retrospect, it was probably a mistake to list them since everyone knew that it would take years to release them all. We had simply wanted to let you know where we were going. It's human nature to get in the car for a trip, look at the map, and complain that you aren't at your destination already.

39. Will there be computer software for SFB?

Every week, we receive mail asking this question. Every month, we receive a letter from someone who has designed such software (or wants to) and assumes that the only reason we haven't released it is because we never thought of the idea or mistakenly think it won't sell. (Each believes he is the first to think of the idea.) Here is the situation. There is a certain "question" which, until it is resolved, blocks the release of any SFB software. Until it is solved, no SFB software can be released or distributed by *anyone*. This includes playtest and Beta copies, shareware and freeware, or passing out copies to friends.

We hope to resolve the question at some point, but cannot predict how soon this will be. We cannot provide any further information on this subject. Any mail asking permission to distribute SFB software receives a regretful but negative reply. Anyone asking for information is told that we have no information to offer beyond what is provided here. We know it will sell, we want and plan to do it, but the world does not always make it easy to do what you want.

40. Is Doomsday Finished?

With the publication of Modules R1-4, we have retooled all of the rules and ships from the Commander's Edition. There are still a few dozen scenarios that haven't been updated, some of which will go into Module S2 and others of which will go into three future Campaign Modules (on the lives of Phil Kosnett, Ardak Kumerian, and Deth O'Kay). There are the prototype rules (LDR and Marines) which were never officially "published" in the old edition (now in P modules), and a pile of fiction. ☺☺☺

UPDATE FOR X-SHIPS

In the Spring of 1991, we published Module P2 (also known as Module P2X) with all of the available X-ship data. We have received numerous reports on the rules, ships, and scenarios in that module, more than we normally receive for playtest material. While Module X (or X1) is set for 1994, we have reached a few decisions, added a few concepts, and resolved a few ambiguities and contradictions. We would like to take this opportunity (and these pages) to present an updated selection of X-ship material. Because of space limitations, we cannot reprint all of the rules for Module P2, and you will need that module to make sense of these updates.

We do need playtest reports on X-ship versus X-ship duels!

This issue of Captain's Log also includes two new X-ship SSDs never before published and two new X-ship scenarios.

(XA3.14) In some cases, entirely new rules have been created for use with X-ships, and the X-rule, for example (XE2.42), has no non-X corollary.

(XC2.21) Use the "standard acceleration limits."

(XC14.211) Non-X ships cannot pinwheel with X-ships.

(XD7.422) Control system is defined as bridge, aux con, emer, or flag. Two separated control boxes qualify; two connected control boxes do not. As per (D16.55), these protect the area with the designated control system and one other.

(XD9.7) Delete the rule regarding repair of X-systems as non-X-systems for half of the cost. This caused too many rules complications and was too easy to abuse.

(XD13.0) Some say X-ships can't be hit by drones. It has been proposed that they have limited, not full, aegis. Playtesters?

(XD17.121) You get level G, not level E.

(XD18.31) See (D18.35).

(XD18.36) This rule from Advanced Missions is still valid.

(XE1.25) MISFIRE: Certain weapons, in certain conditions, may "misfire." When a weapon misfires, the following things happen:

- The weapon discharges (E1.24) without damaging the ship or its target.
- All of the energy that went into arming the weapon is lost.
- No energy can be put in the weapon (by allocation or reserve power) until the Energy Allocation Phase of the second subsequent turn. (e.g., misfire on turn #3, arm the weapon on turn #5.)

(XE2.42) See (XH6.23) for overload capacitors. The 50% increase applies to each phaser, not the total.

(XE2.421) See (XH6.23) for overload capacitors.

(XE2.422) When power is allocated to the overload capacitor of a specific phaser, power from the regular capacitor sufficient to fire that specific phaser is irrevocably committed to that phaser. Energy in the general capacitor cannot be transferred to the overload capacitors. See (XH6.23) for overload capacitors.

(XE2.43) This can also be used against asteroids, which are not engaged under the aegis system.

(XE2.432) An overloaded phaser-4 cannot fire phaser-3 shots.

(XE2.433) Aegis applies to (XE2.4332) but not to (XE2.4331).

(XE4.53) Change "eject" to "discharge (E1.24)." Change "explode" to "misfire (XE1.25)."

(XE7.22) If an overloaded fusion beam is fired in the turn after that same fusion beam was fired overloaded, a die roll of "6" is treated as a "misfire" (XE1.25) instead of the number of damage points on the combat chart. Note that this will continue as long as the weapon is fired overloaded on consecutive turns. The turn of idleness required by (XE1.25) will break that cycle.

(XE10.2) Change the result for a die roll of "6" to "misfire (XE1.25)."

(XE11.21) Change the result for a die roll of "6" to "misfire (XE1.25)."

(XFD2.1) Obviously, X-drones can use any legal combination of drone warhead payload modules. Type-IX drone has two full turns of endurance.

(XFD2.222) Should say type-VIII not type-VI.

(XFD2.31) The basic "no cost" drone load for X-ships consists of type-VII drones. See (XFD10.1).

(XFD3.7) The third reload set on a GX-rack is entirely ADDs.

(XFD10.2) Type-IX drones take 4 damage points, not 6.

(XFD10.3) Note that, while the speed is set at launch, this speed remains constant as long as the drone is on the board and cannot be set to change during flight.

(XFD10.6) Drone-using X-ships have higher availabilities of special drones than non-X-ships. Add 10% to each category, e.g., 50% becomes 60%, 25% becomes 35%, 10% becomes 20%.

(XFP1.25) Some playtesters have reported that this makes plasma X-ships too powerful. We await more playtesting.

(XFP1.253) When launching or bolting a fast-loaded (one turn) plasma torpedo, the owning player rolls one die. If the result is 1-5, the torpedo operates normally. If the result is a 6, the torpedo misfires (XE1.25).

(XFP1.53) The plasma torpedo table in the rules is correct; that on the SSDs is wrong. The SSDs in CL11 have the corrected plasma table.

(XFP1.961) One point of reserve power is required to fire a type-M held in a type-R launcher as a type-R.

(XG12.332) X-ship booms and saucers have 10-box shields.

(XG12.9) Neo-Tholian X-CMs cannot dock to non-X rear hulls and vice versa.

(XG13.44) The two extra points of ECM are received only after the unit becomes fully cloaked.

(XG17.512) Delete the rule allowing repair of X-systems to non-X-system status. See (XD9.7).

(XG22.0) Change result 5-6 to read "No Legendary Officers are on this ship."

(XG24.1342) Phasers firing in rapid-pulse mode at a maximum rate of one non-overloaded ph-3 shot per impulse will not blind sensors.

(XG27.5) If the decoy is launched by an X-ship, it functions normally.

(XJ2.1) X-ADMIN SHUTTLE: This has been disapproved.

(XJ8.0) XMRS SHUTTLE: This has been approved. X-ships cannot operate non-X MRS shuttles. XMRS shuttles cannot be operated by non-X ships.

(XJ8.1) TYPES AVAILABLE (Revised after Module J)

RACE	STANDARD EQUIPMENT INCLUDED
Fed, Klingon, Kzinti	1xPh-3-360°, 1xADD-6, 2 spaces of drones.
Lyran, LDR	2xPh-3-360°, 1xPh-2-360°
Hydran	1xPh-3-360°, 1xPh-2-360°
Romulan, Gorn, ISC	2xPh-3-360°, 2xPlasm-D
Tholian	1xPh-3-360°, 1xPh-2-360°, web spinner

XMRS shuttles can use X-drones and X-plasma-Ds.

(XJ8.5) Revised: X-cruisers of all types are eligible to carry an XMRS, but the overall limit of MRS shuttles in (J8.5) includes XMRS shuttles.

XMRS DATA: Speed 10, Damage 10, BPV 12, DFR = 1, Year = 181 (or with first X-ships if later than Y181), two X-chaff.

(XS4.1) Overloaded phaser energy is not in the capacitors at the start of the scenario under any weapon status. X-ships cannot be holding fusion beam or disruptor charges at the start of a scenario under any weapon status.

X-SHIPS

GENERAL: The ship name lists are not complete and do not represent a maximum number of X-ships built. Most of the plasma ship SSDs have the wrong plasma-M table (XFP1.53) and do not show the second PPT (XFP6.11).

(R1.F) X-FIGHTERS: It has been decided that except for the Hydrans there will be no X-fighters. Only the Hydrans wasted the effort for advanced technology fighters, perhaps from habit.

(R1.201) STARBASE: Tholian SBs now have no disruptors.

(R2.55) FED CX: Increase #3-#4-#5 shields to 32 boxes.

(R2.203) FED FFX: Add name: FFX-459 *Ralph Hayles*.

(R2.206) FED DGX: Same as DDX; replace photons with type-GX drone racks.

(R3.200) KLINGON SHIPS There have been dozens of proposals for a D5X. We are considering the idea, but are not accepting proposals.

(R3.203) KLINGON DXD: Has the boom warp engine of DX.

(R3.40) KLINGON DX: Correct shields are 40-36-32-32.

(R4.202) SPX: SparrowAxe has been approved as a real ship.

(R4.209) KEX: The firing arc of the plasma-R is FA, not FP. There is no swivel, even when downloaded.

(R6.203) GORN HDX: The #3, #4, and #5 shields should be 24 boxes, not 22.

(R8.205) ORION LX: BPV 160 (plus cloak, if any).

(R9.206) HYDRAN SCX: Replace ph-1 with ph-G.

(R9.290) HYDRAN X-STINGER FIGHTER: It has been decided that the Hydran X-ships will have a Stinger-X, rather than using Stinger-2s. The BPV has been reduced from 21 to 15. The "one more" EW pod refers to the "pod rails." Non-X fighters have two; the Stinger-X has only one. (The second pod rail became a built-in EW pod.)

(R12.204) WYN LX should have BPV 130.

(R13.200) REAR FIRING Shotgun Plasma-Ls can be targeted on two ships, counting as the one "torpedo" fired at ships.

(R13.203) ISC CSX: It is known that *Startiger* was with the Echelon of Judgement. It is thought that the *Gryphon* was completed and served with another formation. The other three names were allocated, but apparently never built after the disappointing results from the first ship.

NOTES AND REMARKS

NOTES: Module X will include a special Energy Allocation Form for X-ships, with a line for phaser overload energy.

REJECTED IDEAS: We have received many proposals, some of which were given full-scale playtesting while others were rejected outright. Some of those tested did not survive the experience. Here is a list of rejected proposals for the information of those who have seen playtest copies of them: Pulsed Fusion, Photon Shotgun, Speed-64 drones and plasmas, shield pods for fighters, X-fighters for races other than the Hydrans, Kzinti new DD class, deleting all references to ph-2s, reducing all 8-impulse delays to 6 impulses, various disruptor improvements.

UPDATE FOR MARINES

Module P4 Marines has proven extremely popular (possibly because of the splendid cover art), and we have received many reports on it and requests for more. Here is some additional data to help you in working up playtest reports for Module M.

BOARDING PARTY DIAGRAMS

These new diagrams (two are included in this product) are the type that will actually be included in Module M. The diagram is, as you can see on pages 79-80, actually large enough to move counters around on. A diagram for the Fed NCL was in Starletter #79. Here is the first Andromedan Boarding Diagram.

ANDRO INTRUDER

A: TRH, 2x Bridge, 2x DisDev, 4xHull

B: Panels 5-8, 8 Hull, 2x Emer

C: 4xPh-2, Trac, TRH, 4xHull †

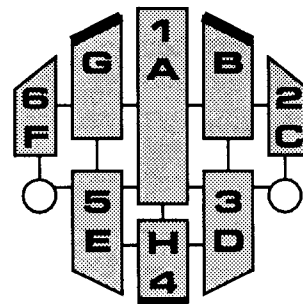
D: 8xBtty, 2xImpulse †

E: 2x Impulse, 4x APR, 2xRep, 2x Cargo †

F: TRH, Probe, 4xPh-2, 3x Cargo †

G: Panels 1-4, 6x Lab, 2x Aux, 2xCargo

H: 3xHangar, 3xTran, PA 9-14



† Warp Engine Access.

RULES UPDATES

The rules in Module P4 were relatively clear of errors, not least because many of them had been published before.

(G12.81) The cloaking device is in the same area as the Emergency Bridge. If there is no Emergency Bridge, it is in the same area as the Main Bridge.

(G12.82) The UIM and DERFACS systems are in the same area as the Main Bridge.

(G12.83) The T-bombs and transporter artillery rounds are stored in the same area as the shuttle bay.

(D15.14) The A7 is destroyed on the 3rd casualty point.

(D16.45) Troops moving by turbolift are treated as any other troops entering a given area from the adjacent area, but are not under the limit of (D16.44).

(D16.61) The turbolift is part of the regular access routes, not a separate route. Defending units are assigned to guard passages before moving units are designated.

(D16.821) Areas in which all boxes have been destroyed can be counted for the power supply route. (Otherwise, this would have a major effect on all ship combat.)

(E92.212) A "hit" on this chart produces one casualty point.

(E92.36) Cluster bombs are dropped in 6B7 at the point where transporters are operated. Cluster bombs count against the limit of one round per impulse in (E92.212).

(J4.75) Supplies are in the same area as the shuttle bay.

(R2.F13) If the A7 is approved, a new type of non-drone special rail will have to be defined. Should refer to GAS bonus.

HELLO, SERGEANT?

Hello, Sergeant? ... You're in control of area B of the enemy ship, right? ... The one with tractor beam #2, right? ... The tractor holding the type-IV drone, right? ... Ok, great. Release the tractor beam! ... Hello, Sergeant? ... Hello? ... Hello?

Hello, Sergeant? ... Must have lost the connection. Too bad that the drone ran out of fuel. ... Listen, you still control that tractor, right? ... Good! Now, tractor the WW that our ship launched and pull it into the shuttle bay of the ship you are on. ... Hello, Sergeant? ... Hello? ... Hello?

★★★

STAR FLEET UNIVERSE INPUT GUIDE

COME WITH US ON A JOURNEY TO THE STARS

All SFB players want more SFB products, and most SFB players would like to someday see their name in a new SFB product as the creator of a ship, scenario, article, term paper, rule, story, or something. The purpose of this article is to tell you how both of these goals can be satisfied.

The whole concept of submissions was not part of the original publication plan. We did not originally ask for submissions; players sent them in without any request by ADB or Task Force Games. After the first couple of bushel baskets came in, we started publishing guidelines and requirements and the famous "standard terms" in a piecemeal fashion, constantly updating them as we went along.

With the new Doomsday Edition, the enlarged in-house ADB staff, and a more serious and businesslike attitude in both TFG and ADB, it's high time that we published a one-piece formal guide for players who wish to submit their ideas, hopes, and dreams for possible publication.

WHY WE TAKE SUBMISSIONS

Just why does ADB accept submissions of Star Fleet material? What is the mission we are trying to accomplish here? Do we really need them anyway? There are three reasons why we accept submissions:

1. It is more interesting and exciting for the players to be able to aspire to add something to the game universe.
2. It brings in new ideas that, even if not fully developed, are something we might have never thought of.
3. Any "high quality" submissions that require relatively little in-house time to get into print allow us to deliver more finished products to the shelves of your store.

One point should be made clear. We are *not* "exploiting" the authors of SFB material. We don't "need" any submissions; we can easily generate more ideas than we have time to develop. We have never solicited or begged an author for a submission, although we have invited some submissions and have, once or twice, become frantic when a promised submission (which the prospective author talked us into listing in an advertisement) did not appear on time or as promised.

THE KEY TO SUCCESS IN SUBMISSIONS

The key is "high quality" submissions, those that take less work by ADB than generating a similar item ourselves. The in-house staff has a fixed number of hours and days to work on products. Everything that a submitting author does that we don't have to do (or do over) minimizes the time that we have to spend on that one element and maximizes the number of other elements (and hence products) we can produce for the enjoyment of all players.

The most time-consuming part of the process is testing and development, and this fraction becomes even larger when the author of a submission fails to do enough of this testing and development during the creation of his material. Actually typing the words to a new scenario takes only a few minutes, and submissions of untested scenarios might save ADB less than 1% of the total hours that must be spent making it ready for publication.

An example is in order.

Two prospective scenario authors, Alfred and Benny, who live in two different towns and are unknown to each other, sit down to write a new scenario. Each has a good idea and a copy of the standard format from this issue. Each writes the scenario using the standard terms. Benny mails his right away.

Alfred, on the other hand, actually sets up the scenario and tries to play it out himself. He discovers that his starting position allows the Kzinti DN to get within range of the Klingon G1N on turn 1, blowing away Admiral Kumerian and winning the General War. He revises the starting positions to allow the admiral to (barely) reach the C9 before the DN can fire. Then Alfred asks a friend to read the scenario, who points out that Alfred neglected to specify the drones on the Federation NCD or the fighters on the Lyran CVL. Alfred adds this to his text. Then Alfred calls in two friends who play it in front of him (twice). He talks to both about their strategy. Before the first playtest even starts, he realizes that Friend #1 has come up with a strategy that can't lose. So a terrain feature is added to cut this off and force the scenario in the direction Alfred envisions. As a result of the playtest, Alfred replaces the Gorn BDD with an HDD to improve balance. Then he mails it to ADB.

ADB gets the scenarios. Alfred's is found to be great and sent out right away. Benny's has to be revised to include the data he neglected to provide, but it too goes to playtest. When the playtest reports come back, Alfred's scenario needs only a minor change and a couple of variants, but Benny's collapsed immediately, wasting a lot of time by ADB and playtesters, who have to revise it again and then playtest it again. Benny's next submission is given a low priority and, when it finally comes up, is sent to one playtester instead of five because we already know that it's going to collapse because it wasn't tested before it was written. Then it must be revised and done over.

WHY SUBMISSIONS ARE REJECTED

The vast majority of submissions are rejected. Here are some of the reasons why we reject various materials.

Contradicts existing rules.

Unbalances the game system.

Unnecessary; something already in the game does that.

Contrived background that doesn't hold together.

Also see the Automatic Reject List in the Star Fleet Proposals Board section of Captain's Log #10.

SHIPS

Submitting a new ship is a frustrating experience. It's difficult to find one that we can accept which hasn't already been designed. The ship proposal most likely to be accepted is one that no one has ever thought of, but which causes everyone who sees it to blurt out "It's so obvious! Why has no one thought of it before?" Here are some guidelines:

The ship cannot be overwhelmingly "better" than its competition because that would start a meaningless arms race. It can't be too much worse, either, because the owning race wouldn't have built it. Overgunned ships are rejected before they can start an arms race.

The most common submission is the "obvious variant." Someone takes a list of basic hull types and a list of common variants (carrier, command, scout, minesweeper) and compares them, looking for a missing gap, such as a drone variant of the F6. The problem here is two-fold. Most of them have already been published; the rest are so "obvious" that we have received dozens of submissions and can't credit anything we do publish to a single individual.

For ship names, we need a detailed history of the source of the proposed name, including references.

SCENARIOS

Scenarios are such a specialized and complex subject that they are covered in a second (and longer) article in this section.

TERM PAPERS & TACTICAL NOTES

TYPE your term paper. (Computer dot matrix is ok.) Use decent margins and double space. Type on one side of white 8.5x11" paper. Put each paper on a separate page, and put your name, address, and the date on each page. If you are not in your home state or province, list this so we can use it.

NEVER include a term paper on the same page as questions or other comments. If we can't put the entire paper in the Term Papers file, we can't publish it.

Shorter term papers have a better chance. Use your title for the introduction, and get to the point in the first sentence. Keep it tight, but cover the material. We don't re-write or edit papers to improve them. Do not use term papers to discuss philosophy, propose rule changes, describe your favorite ship, or argue about the background.

We no longer publish papers on ship modifications. Papers that are play aids are put in a separate file and, if someday used, will not count for promotion as they are not tactics.

Avoid term papers that "only work IF." (If your opponent doesn't ID the drones, if your opponent doesn't know the rules, if your opponent does something dumb, if you can talk your opponent into allowing a rules modification, etc.) Have a friend read it to see if you missed anything before you send it in.

Do not copy tactics out of the rulebook, Tactics Manual, or old papers. We remember them. If you have a new twist on an old tactic, then it could still be used.

RULES

The biggest thing standing in the way of publishing new rules is that we haven't been able to think of any we need! If you do, drop us a line with the idea and we'll let you know if we are interested in seeing a draft.

ARTICLES

Articles come in all shapes and sizes and cover a lot of ground that easily crowds into the other categories. Generally speaking, we will look at anything. We are especially interested in "background" articles, but it's tough to match our "vision."

PLAY AIDS

Play aids are, at the same time, the easiest and the most difficult submission to get published. We get piles of them. Most are minor variations on standard themes. We recently printed a lot of play aids in Module R1. If you can think of any more, drop us a line with the idea and we'll consider it.

FICTION: A CRISIS SITUATION

The fiction situation is, frankly, a mess. We have a stack six inches thick, but most of this is unusable or usable only with a tremendous amount of in-house work.

While fiction must (or should) be "a good story, well told" to be published anywhere, SFB fiction published in an official SFB product must meet an even higher standard. It must be based on the game background, and the combat action must be entirely possible within the rules of the various games.

This requirement is something that we have, ourselves, failed to fulfill in the past, but the glitches have caused us so much grief that we simply cannot tolerate violations of the rules in future. We have received hundreds of letters asking for the rules for the "Captain's Log #2 Deception Drone" and almost as many asking how the starship *Republic* could possibly have killed as many Romulans as it did in Captain's Log #5.

The bottom line is this: If your story cannot work within the rules, we cannot publish it. If we do not receive stories that are legal within the rules, we will have to create them (or modify stories we receive) ourselves. As we have said before, there are only so many hours of in-house time, and if we have to create or rebuild fiction ourselves, you won't see more than the bare minimum amount of fiction to make a Captain's Log decently presentable, and even that will be at the cost of other products that we didn't have time to do.

An example is in order. Two authors, Charles and Duane, sit down to write an SFB story for the next Captain's Log. Both start typing with a definite idea of how they want the story to proceed. Both are capable of good characterization and thrilling prose, and both have spell-checkers in their computers. Both encounter their first battle scene of the story.

Charles pulls out his SFB game, sets up the battle, uses his tactical expertise to decide that the Klingon ship would naturally fire at a range of 4 hexes, looks at the amount of damage that could be caused, figures out how much internal damage will be scored, and then studies the DAC to see what type of damage could likely be caused, resorting (once) to a lucky "2" hit.

Duane can't be bothered with pulling the game out. He has the Klingon ship fire from 50,000km, describes damage to the Federation ship far beyond what a D7 can generate, and scores hits on systems that are so far down the DAC that ridiculous concentrations of die rolls are needed to kill, for example, the probe launcher. His whole story won't work unless the probe launcher isn't available in the third scene, so we have no choice but to reject it.

THE STANDARD TERMS

These are published in Advanced Missions, and we need not repeat them here. You won't get rich, but we'll treat you fairly and with respect, whether we print your material or not. Remember that sending in something constitutes acceptance of those terms. If you try to re-write the terms in your submission, it will be automatically rejected.

Just remember to include a self-addressed stamped reply envelope and keep a copy of your submission (forever).

A note on author credit. Often, many people submit the same idea. In many cases, a submission duplicates something already in development. In some cases, what is actually published bears little resemblance to the submission. ADB reserves the sole and exclusive right to assign publication credit, and to limit credit to the extent of the original submission. In such case, ADB reserves the right to offer no compensation beyond "based on a suggestion by..." or similar wording.

WHAT DO I GET?

The mercenary question must be answered. We assume that the primary motivation of a submission is to get your name published, but do offer modest compensation for your efforts.

Ships: A copy of the product for one or more ships.

Rules: A copy of the product for major rules.

Play aids: A copy of the product.

Articles, fiction, and general material: \$15 per page.

Term Papers: No compensation, promotion credit.

Entire Products: Negotiable, but none have been accepted.

How to submit Scenarios (and get them published!)

In the bottom desk drawer, I have about 200 scenarios and more than that many ideas for scenarios. Whenever you send in a scenario, you are competing with those howling masses for the available publication slots.

Lots of things will help, like a new idea for a battle, a nice introduction, perhaps a snappy title. You can do some research to make sure that it hasn't been done before and that it is historically possible for it to have happened. You should determine if the ships you want to use were in service during the time period. If you get lucky, your scenario will be the only Lyran-Hydran battle in the file when we happen to need one of those.

Some things are mandatory. You must type on one side of clean white typing paper (dot matrix and laser printing are ok), using a dark ribbon. Put your name and the scenario name on every page and your address on the first page. Always put the date that you submitted the scenario so that if we find several copies on file we can tell which one is the latest. If you submit a scenario and later send a revised version, please put 'Revised <date>' on it and include a brief note stating what revisions were made. (You may have just seen a new ship or a new rule in a new product which requires or suggests such a revision).

The thing that will help the most is to use the standard scenario format, which is explained in this article. To help you understand this format, we've printed some instructions within it in italics. Anything in *Italics* is instructions; anything in the normal typeface is the format itself. Note that while the format is a guide and special cases will require special wording, you should use the standard wording as much as possible. The worst thing you can do is to write something that means the same thing, but isn't the standard wording, since we'll just have to retype it in the standard wording, and the whole point of this article will be lost (at least for getting your scenario printed).

If you have previously submitted a scenario, and it was not in the "standard format," you can increase your chances of seeing it published by reformatting it and resubmitting a revised copy.

You may wish to first submit a scenario outline. This is not a formally written scenario, but is simply an idea of what type of battle might be portrayed or what ships might be used. This can be done by US mail (include a reply envelope) or via GENie (we'll reply via Email). You can, of course, submit a scenario idea which you do not want (or do not feel qualified) to write yourself. We'll pass those along to various staff members; your credit for the scenario will be limited to a note saying you suggested the idea (the 'author' will be the staff member who actually wrote it).

You may wish to submit your scenario via GENie or on disk. While this will not get a marginal or flawed scenario published, it will certainly make a solid scenario submission easier for ADB to handle. However, do not submit a scenario in this manner unless ASKED to do so. The proper procedure is to send a hard copy by mail, including a stamped reply envelope and a note saying that you can submit it on disk (specify what type) or via GENie on request. We will advise you by your return envelope if the scenario is publishable (or what changes are required to make it publishable) and what disk or upload formats can be used.

(SP____.0) TITLE OF SCENARIO (Y???)

There are three things on this line. The first is the scenario number. Eventually, a published scenario will have an SH, or SG, or SL (or whatever) number, but while it's in the playtest stage, it has an SP (Scenario, Playtest) number. So you type SP. The actual number will be assigned by ADB only after your

completely typed scenario is received and accepted for the file, so you should type three "underline" characters and let us fill in the blank. We don't assign numbers in advance because too many numbers would be tied up with scenarios that were found to be unusable or which never showed up.

The title of your scenario is important. It should be exciting, descriptive, and perhaps even witty. It's the first part of your scenario that ADB (or the players!) will read, so make it count.

The final item is the year. Historical scenarios have dates, non-historical scenarios do not, although Generic Scenarios might be given a year if necessary to define what ships are available. Great care must be exercised in selecting the year as this will determine who is at war, what ships are in service, what refits should be included, and so on. Consult the timeline (last published in CL5) and the Universe Index (last published in CL7) for this type of information. A new index is in preparation.

by Your Name, State

This line includes your name as you wish it to appear. This is your real name, or at least the version of it that you normally go by. Pen names are generally not used. Your state is your home state. If you are away at school or in the military, you can list your home state (please tell us that's what you are doing to avoid confusion). If you are not from the US, you can list your nation or province (e.g., England, Suffolk, etc.)

Background information. Here is where you set the stage for your scenario. You have to be a bit of a science-fiction writer, historian, military strategist, and huckster. Your background must be plausible, compatible with the game background, well written, and make people excited about playing the scenario and anxious to see how it turns out.

(SP____.1) NUMBER OF PLAYERS: 2; the (name of race) player and the (name of the other race) player.

Obvious enough. If there are more races, just list them:

(SP____.1) NUMBER OF PLAYERS: 5; the Kzinti player, the Klingon player, the Federation player, the Orion (Daven Cartel) player, and the Orion (Lion's Heart Cartel) player.

This can be a good place to say if two of the races could be played by a single player, or if one race has so many ships that it might be played by a team of players.

The form for use with automatic monsters is:

(SP____.1) NUMBER OF PLAYERS: 1, the monster(s) moves by automatic rules; see (SP____.45). *Or whatever the special rule number for the monster is.*

Another alternate form for large scenarios is (for example):

(SP____.1) NUMBER OF PLAYERS: Two teams, the Alliance team and the Coalition team. While this scenario could be played by two players, it is large and will take a considerable time. The Alliance team should consist of three players, one commanding the carrier group, one commanding the assault landing forces, and the third commanding the close combat squadron. The Coalition team should include at least two players, one controlling the planetary defenses (and perhaps some of the ships) and the other controlling the fleet forces.

(SP____.2) INITIAL SET UP

List any terrain first. List each type on a separate line. A few examples:

Use the Asteroid Field map from Module B or S1.
Class M planet in hex 2215.

The entire map is considered to be a nebula. The edge of the nebula is 200 hexes from hex 2215 in any direction.

Then list each race in a separate paragraph.

FEDERATION: CA+ Yorktown in 2215, FFG Burke in 2212, both at WS-III, heading C, speed max.

Ship names should be in italics, but we can't do that here.

This is a fairly typical format. Ship names should be listed if they are known but are not absolutely required (and we reserve the right to change or add them if necessary). Lists of ship names were in Update #2 (which is out of print). Be careful when picking them as some ships have a known history (see the Universe Index last published in Captain's Log #7) and may not be available in the time or place you selected. We realize that this is going to be a problem for players, since this vital information is only found in products that are out of print or (in the case of the SFB Universe Index) have yet to be printed. Just leave the names blank for now and ADB will take care of them.

All units must have their set up location (hex number, a specified area, or arrival information), speed on the previous turn, and heading at start of the scenario. Be sure to use the proper designation for any refits. Here is another format, listing each ship separately:

KLINGON: C8K in 0204, heading D, speed 5, WS-I.

D5V in 0101 (12 Z-V fighters), heading D, speed 5, WS-I.

D5E and F5E within 3 hexes of the D5V, both heading D, speed 5, WS-I

D6M in 0203, heading D, speed 5, WS-I.

F5B in 0708, heading C, speed 10, WS-I.

This is generally preferred if the ships do not have the same speed, WS, and heading, or there is some special rule.

A few comments should be made about set ups.

The game is based on geography. Historical scenarios should have the same North-South-East-West layout as the galaxy does. For example, the Klingons are west and south of the Feds; they should be entering from the left or bottom map edges, unless your scenario background says that they came from some other direction (e.g., returning from a raid).

Generally speaking, list the forces in the order that they should be set up. If you specify a hex number for every ship, this won't really matter. If you say that a fleet should be set up within so many hexes of a point, it can make a big difference. Be sure to say "set up first" or "set up second" in each case, or you might consider other systems (e.g., take turns setting up one ship at a time).

Pay attention to the fleet size limits defined in (S8.0), possibly including one extra ship if you can justify that this is a planned maximum effort.

Select ships that logically would work together. Some ships come in fixed combinations, such as a carrier group. Monitors can only appear in very limited circumstances.

Rules on where and when ships arrive during the scenario should be in the set up only if this arrival is at a fixed time and place. Rules requiring certain conditions (die rolls, etc.) for the arrival of reinforcements should be in the special rules section, although there should be a note in the set-up section on where to find the rules for the arrival of new units.

Selecting the proper weapon status is important. Generally, ships will operate at WS-0 unless enemy units are known to be in the general area, in which case they will be at WS-I. Ships will be at WS-II or WS-III only if they logically could have known several turns in advance that they definitely would be fighting a battle on this turn at this place (e.g., attacking a fixed installation, approaching enemy detected at long range, enemy arrived two turns ago but did not attack immediately, etc.). Remember that several things are based on weapon status (e.g., shuttles can be prepared for special missions at higher weapons states, fighters might be on the board, some drones might be launched, etc.); this will affect scenario balance. Some ships (e.g., Klingons and small plasma ships with type-F torpedoes) have the advantage at lower weapon status levels.

Reinforcements are generally listed in a sub-heading below the at-start forces for that race. Sometimes these are listed in a 40-series rule because of special circumstances.

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

The above is the most common format. The most common change is to specify a number of turns or a specific event. Other forms are possible and depend on the scenario. You might set a time limit such as:

Due to the impending arrival of Kzinti reinforcements, any Klingon ships which have not disengaged before the end of turn 8 are considered destroyed.

(SP____.4) SPECIAL RULES

Special rules are just that, rules special to the scenario. As the standard scenario format has evolved over the years, however, the first three "special rules" have been standardized to cover the map, the shuttles/PFs, and the drones, respectively.

(SP____.41) MAP: Use a floating map.

—or—

(SP____.41) MAP: The map is fixed; it does not float. Any unit leaving the map has disengaged and cannot return.

Special rule #41 ALWAYS defines the map. A floating map is preferred. Fixed maps may be appropriate to some tactical situations, usually around a base or planet. Other types of map (e.g., tournament arena) are rare. Avoid inventing a new kind of map if you do not absolutely have to. If you think you have to, include both the new map idea and an alternative standard map so that if we cannot accept your new one we can switch to the standard one.

If your scenario needs a larger map (perhaps 4 or 9 standard maps), this is where to specify it. You might provide a second map for the arrival of reinforcements at a base battle.

Remember that terrain is specified in section 2 above. In some cases, it is necessary to define it here, in which case there should be a reference in section 2 to this rule.

Be sure to note any restrictions on legal directions for units to disengage and penalties if the restrictions are broken.

(SP____.42) SHUTTLES AND PFs: All <none> <some> shuttles [and all <none of the> <some of the> PFs] have warp booster packs.

Special rule #42 always defines whether the shuttles and PFs have warp booster packs or not. Except in unimaginably rare circumstances, you will always have at least one shuttle in the scenario. If there isn't, pretend that there is. Humor me. We'll probably do something that requires a shuttle in the variant rules.

You should also list MRS shuttles. Remember that MRS shuttles are optional, and some players don't use them, so don't assume that everyone wants to use them or that they know what ships should have them. Remember that there are limits on the number of MRS shuttles that can be used. Here are the forms most commonly used:

(SP____.421) If using the optional MRS shuttles, the B10 has two, the D7K and D5V each have one.

(SP____.421) MRS shuttles may be purchased (up to the limits in J8.5) under (SP____.431).

(SP____.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 (SP____.431).

If MRS shuttles are specified here, they are not always included within the costs paid for Commander's Option Items. If they are not specified here, they can be purchased (up to the specified limits) as Commander's Option Items in (SP____.43). Also note that if this rule does not provide the maximum allowable number of MRS shuttles, extras up to that limit might be purchased as Commander's Option Items. Remember that in

Doomsday there are no more "A" and "B" versions of MRS shuttles.

Rule (SP____.422) refers to fighters. You can use it to specify what type of fighters are being carried if you didn't do that in the set up. It's generally better to do it in the set up, but sometimes (like with Hydran fleets) it can be very repetitive to add "(St-2 fighters)" after every ship. Note the various limits on types of special fighters (e.g., Hydran Stinger-H fighters).

There is also the question of EW fighters, which is handled in this rule (not in the set up) by the following statement (this example assumes that fighters were covered in the set up):

(SP____.422) If using EW fighters, one of the Z-Vs on the D5V is a Z-VE. If not using EW fighters, it is a standard Z-V.

(SG40.422) If fighters are used and the players wish to use EW fighters, use the standard deployment patterns (one EWF for each squadron of eight or more fighters) for EW fighters.

The classification of any PFs is handled in (SP____.423), rather than in the set up. The most common forms are:

(SP____.423) The six G1s are a standard flotilla including one leader and one scout. or

(SP____.423) The two G1s carried by the D7C are standard G1s. or

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

Other forms are possible. Any PF variants must be listed.

(SP____.43) COMMANDER'S OPTION ITEMS:

This rule is used for the Commander's Option Items [T-bombs, special drones, extra marines or other items in (S3.2)] and for drone speed definition. Here are some standard forms:

(SP____.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* or *Modified* (select one of the two) Victory Conditions (S2.2) as victory points for the enemy.

The standard rule of thumb for Commander's Option Items is 20%. You can specify a higher or lower percentage if you can provide historical justification, e.g., this is a backwater theater so they only get 10%, or this is a special operation so they can have 30%, etc.).

(SP____.431) The following ships have the following special equipment (alternatively: the special equipment listed in the set up) in lieu of purchasing Commander's Option Items.

(SP____.432) All drones are "fast," speed-32.

Remember that drone speed is set by the date of the scenario, and the cost of the speed increases (except during the transition periods when faster drones count as special drones) is not included in the cost of the Commander's Option Items but IS included in the victory conditions.

Alternative forms for this rule include:

All drones are "medium," speed-20.

All drones are "slow," speed-8. Type-II and type-V drones (speed 12) <are> <are not> available for purchase as special drones.

At the time of this scenario, the races were still using medium (speed 20) drones but had just started receiving the first fast (speed 32) drones. Specify which ships have which types of drones and how many of each.

See rules (FD2.21) and (FD10.6). Having specified drone speed, you must now provide for 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. Rule (S3.2) provides drone ships an extra few percent of their Combat BPV which can only be used for special drones. (S3.2) also provides some other special cases. All of these points count for victory conditions.

Note the possible substitution of type-IV drones for type-Is and that doing so may reduce the total cost of the drones.

Alternatively, specify the special drones. For example:

The F5E has two ECM drones; the F5D has two type-III-MW drones. All other drones are standard type-Is. Other special drones cannot be purchased.

(SP____.44) REFITS: If the refits can't be defined by ship designations, you should list them in the special rules. If all of the refits are listed in the set up, or there are no refits, just say "no refits" under this rule number.

There are relatively few refits for fighters, the only two at this time being the C-refit and the type-III drone refit. Any fighter refits are mentioned here; C-refits are also noted by the fighter designation (e.g., F-15C). If any (or all) of the PFs have the shield refit, specify that in this rule, for example:

The Klingon G1s in this scenario have the shield refit. The Kzinti Needles do not.

Remember that ship modifications are no longer allowed and do not use this rule number to sneak them in. (For example: "This is an elite Fed fleet, so all ph-3s are replaced with ph-Gs.") In rare cases it is necessary and might be approved, but most of the time it's going to cause your scenario to be rejected, or at least the modifications will be deleted. If doing so causes the scenario to become unbalanced, it will be rejected.

(SP____.45-49) Other special rules.

List whatever special rules you need. Try to use rules in the rulebook if you can, rather than invent new ones. (That's why we put "Surprise" into the rulebook.) The point here is that some players use special scenario rules or ships to establish a "legal precedent" for some pretty weird house rules, and we want to hold that to a minimum.

(SP____.46) MONSTER RULES

For monster scenarios, the Special Rules are the heart and soul of the situation. These require special attention. The preferred concept is to use one number, e.g., (SP____.46) for all of the monster rules, making them .461 through .469 within that number. It is strongly preferred that the monster rule be last among the optional rules so that we can separate it from the above rules and put a title over it.

GENERAL COMMENTS ON SPECIAL RULES

If you have special entry rules (e.g., The Kzinti Fleet appears on a die roll of 4), put them into the special rules section rather than tacking them onto the end of the set up instructions. But leave a reference to them in the set up.

You should avoid using special rules that would give a precedent to a general change in the entire game system. For example, the original version of (SH7.0) used to include a rule that allowed the Federation cruiser to use each transporter three times. This caused us no end of problems as many players assumed that any transporter could be used at this triple rate, the only requirement being that you REALLY needed to do it. Similarly, the Commander's version of (SH17.0) contained the famous 'escorts can launch a WW that counts as if the carrier launched it' rule which was also a problem. Both of these rules disappeared in the Captain's edition. If your special rule changes the rules to the entire game, the rule will be deleted. If this makes your scenario unworkable, the scenario will be rejected.

Similarly, avoid special rules that say the players cannot do something that the rulebook normally allows. Examples include: The cloaking device is broken; you cannot disengage by acceleration, etc. You may have to use them, and if so just include a good reason. But try to find another way to accomplish the same goal.

Several forms are acceptable for the victory conditions. This is only one example:

(SP___.5) VICTORY CONDITIONS: Use the Modified Victory Conditions. The Federation receives a bonus of 50 points for each freighter which exits the map uncrippled.

Other more common forms include:

Use the Modified Victory Conditions (S2.201).

Use the Standard Victory Conditions (S2.20).

Nothing is more important than the victory conditions. In a plain old battle, the Standard or Modified conditions will be more than adequate. You can adjust these by providing a bonus for completing a specific task or an offset payment to account for an impossible situation.

Victory conditions should encourage players to do what the actual starship commanders did (or tried to do). You can build excitement by having an alternative "second way to win." Avoid creating a way that one player can make both players lose.

The destruction of enemy units is not the only acceptable victory condition. Other conditions (delivery of cargo points, recovery of objects from a planet) can be used instead of or in addition to combat points.

Look at as many published scenarios as you can to see what form of victory condition best suits your situation.

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

You should list at least three variants, possibly more. Variants allow players to play the same scenario twice without it being exactly the same. Often a variant is more fun than the original scenario. How would the same battle work with a direct-fire weapon race instead of a seeking weapon race?

(SP___.61) At least one variation should involve replacing the ships of one side with those of another race. You can do it for both sides. This requires a specific list of suitable substitute ships. Don't just say "use Gorn ships," say "To use a Gorn squadron, use the following: BC, HDD, BDD, BDS." You might list one or more substitute race squadrons for each side.

(SP___.62) Another fun variation is the Tactical Intelligence rules. Keep these in mind when selecting ships, or include some alternative ship selections in the variant rule where you suggest that they use TacIntel.

(SP___.63) In the case of large fleet battles you might include a small-scale variant that uses fewer ships but has basically the same dynamics.

(SP___.64) If possible, you should provide a generic "pick your own fleet" variant. Simply total the point value of the ships in the set up for each side and list the total here. In some cases this may not be possible.

(SP___.65) If it is possible to provide a solitaire variant, by all means do so!

(SP___.66) One type of variation that should be used a lot more often than it is used is terrain. If nothing else, just suggest that they use the Local Conditions chart in (S5.0), but you can probably do better. What type of terrain would have a dramatic impact on this scenario? Would the addition of this terrain allow the forces on one side to be reduced, creating game dynamics? Consider what types of terrain would be plausible for the situation.

Many other variants are possible. You could replace a typical mixed fleet with a fleet entirely consisting of war cruiser variants. You might replace a Romulan fleet of SparrowHawks, FireHawks, and SkyHawks with one consisting of Snipes, Battle Hawks, War Eagles, and a King Eagle.

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

The simplest forms are:

(SP___.71) Change the something into something else.

(SP___.72) Replace the big ship with a little ship or the little ship with a bigger one.

(SP___.73) Delete or add some small or medium-sized ship, or one of the PFs, or whatever.

There are other possibilities. Look at your scenario special rules. If there is a die roll, provide a shift. If you get to draw four cards from the deck, suggest that they draw three or five.

If the scenario is a monster scenario, you will want to provide a means of adjusting the monster to the size of ship. See (SM1.7) or other monster scenarios for examples.

(SP___.8) TACTICS: This will probably be done for you by the playtesters. You might wish to give them some hints as to which direction they should go when approaching the scenario. The published scenario should include tactical advice for each side; take that into account if you decide to write this section.

(SP___.9) PLAYTESTER COMMENTS:

This the playtesters will definitely do for you. It would, of course, be presumptuous for you to do this yourself, but you might include comments from your friends who playtested it. It is absolutely imperative that you set up and play the scenario, with a live opponent, at least once. If you are playing, you should play once from each side, at least. Pick your volunteers carefully, give them the scenario a few days in advance, and then watch them play. If you have to explain something to them, write down your explanation and include it in the scenario.

(SP___.X) HISTORICAL OUTCOME: A must for historical scenarios. Be mentally prepared for us to change it if we have a reason, like the ships you destroyed are in a later scenario we have in playtest, or we really don't want the Gorn capital to fall in Y173.

(SP___.Y) DESIGNER'S NOTES: You may want to include some of your own notes on what inspired the scenario or what aspect of military history or the Star Fleet Universe you were trying to portray. Don't use this for the type of thing that should be included in Playtester's Comments.

OTHER COMMENTS

Do not use scenarios as a means of presenting new rules or new ships of your own design. You should submit the ship or rule first and mention in the proposal that you have a scenario that uses the new ship or rule if we need it.

Short scenarios generally have a better chance of getting published. In a typical Captain's Log, with six pages devoted to scenarios, two pages will be used for one long scenario, two pages for two medium-sized scenarios, and (maybe) two pages for two short scenarios and the playtest list. Don't be afraid to do a long scenario if it is really good, but if your goal is to get a scenario printed, you'd have a better chance with the medium to short ones.

Of course, your best chance of all is to send in several scenarios, of differing lengths and subjects, each one done to the above standards. But don't send them all at once, or you run the risk of making some trivial but repeated error which requires us to have you do them all over.

It helps (a LOT) if you playtest your own scenario with live opponents, correct it, test it again, and send it in again. If the scenario is too big for your group to playtest, it's probably too big for other groups to play. Small interesting scenarios are the top priority.

★★★

THE FIRST SFB CARD GAME

Star Fleet Missions marks a watershed for the Star Fleet Universe. It is the first card game. It is the first attempt to break out of the wargame niche into the major markets. And it is the first SFB product designed by a lady.

THE BEST SHIPS

When playing Star Fleet Missions, it is critical to know if the ship you are holding is one of the biggest in that mission category. You should always know the top ships in each!

SPACE COMBAT

- 14: Gorn DN (1).
- 13: Romulan Condor (1)
- 12: Federation DN (1), Klingon C9 (1), Gorn BCH (13)
- 10: Federation BC (13, 18), Klingon C7 (13), Tholian DN (1), Orion BC (1), Gorn BC (10, 12, 18), Gorn CM (9)

MARINES

- 11: Federation Commando Ship (6), Klingon D5G Commando Ship (6), Gorn Commando Cruiser (6)
- 10: Gorn Dreadnought (1)
- 9: Klingon D6J Penal Ship (8)
- 8: Klingon C9 (1), Romulan SKG Commando Ship (6), Tholian Commando Ship (6, 14), Orion Commando Ship (6, 17)

DIPLOMACY

- 12: Federation Command Cruiser (12), Klingon D7N Diplomatic Battlecruiser
- 10: Federation Heavy Cruiser (10, 17), Galactic Survey Cruiser (11), New Light Cruiser (15), Tug (5), and Frigate (4); Klingon F5 Frigate (14); Romulan SkyHawk (15); Gorn Destroyer (3), Transport Tug (5), and Command Cruiser (12); Tholian Destroyer (7); Orion Slaver (5, 15, 16)
- 9: Klingon D7C Command Cruiser (12) and T7 Combat Tug (5); Romulan FireHawk (10), K7R (13), and KR (9)
- 8: Federation Dreadnought (1), Commando Ship (6), New Light Cruiser (8, 16), Light Cruiser (9), and Battlecruiser (13, 18); Klingon C7 Heavy Battlecruiser (13), F5L Frigate Leader (4), and C9 Dreadnought (1); Romulan War Eagle (8, 12, 17, 18) and Condor (1); Gorn Dreadnought (1), Medium Cruiser (8), Heavy Battlecruiser (8), and Battlecruiser (10, 18); Tholian Heavy Cruiser (12, 13) and Dreadnought (1)

NOTE: In the case of Diplomacy, not all ships of the same class have the same rating.

SCIENCE

- 14: Federation Galactic Survey Cruiser (11)
- 12: Federation Scout (2)
- 10: Federation Dreadnought (1); Romulan Survey Cruiser (11), SkyHawk-F Scout (2); Gorn Survey Cruiser (11)
- 8: Federation Command Cruiser (12), Heavy Cruiser (10, 17), Battlecruiser (13, 18), Destroyer (7)

CARGO

- 15: Klingon Tug (5)
- 14: Federation Tug (5)
- 13: Gorn Tug (5)
- 12: Romulan Freight Eagle Cargo Ship (5)
- 11: Orion Slaver (5, 15, 16)
- 9: Tholian Cargo Patrol Ship (5); Orion Commando Ship (6, 17)
- 8: Federation Galactic Survey Cruiser (11); Romulan Survey Cruiser (11); Orion Salvage Ship (12), Free Traitor (2, 14)

ASK LEANNA

Special Rule #7 says that Legendary Captains are never doubled when doubling the ships of a race. But are the two captains still Federation and Klingon, respectively, for other purposes? If I have Shanna Williams and the *Australia*, can I double the battlecruiser even if I can't double her ship? In Missions where the Federation (or Klingons) cannot win, can the Legendary Captain win anyway? (Maybe that's why they are legends?) Can Korath win the Klingon Civil War?

Sorry that Special Rule #7 was not more complete. The two Legendary Captain cards are "jokers" and never count as cards of a given race for ANY purpose.

NEW MISSIONS

These Missions will be in future expansion kits. You might want to substitute them for the Secret Mission (#48) in your game, or for some of the existing missions.

OPERATION TRIBUNE: Fleets are moving to a showdown at the rich mining planet Hokan. Each player sends a fleet of three ships. Highest Total of Space Combat and Marines ratings from all three ships Wins. Each player selects one race and doubles both Space Combat and Marines ratings for his ships of that race. Counts as 2 Mission Victories!

THE BIZARRE BAZAAR: The traders at the planet known only as "The Bazaar" will buy and sell anything. Most empires send a ship there periodically to keep an eye on what is being offered for sale and to protect their interests. If trouble starts, who knows what form it will take. Each player sends one ship and uses its highest rating. Highest selected rating Wins!

MORAY EEL OF SPACE: The Terror of the Depths of Space! A creature half a kilometer long, living in hard vacuum and eating starships for breakfast (literally), is reported in a remote sector. Send one starship to destroy it. Highest Space Combat Rating Wins!

SPACE AMOEBA: A living single-cell creature is sucking the energy right out of entire planetary systems. Fleet Command directs you to send one ship to deal with this menace. It's hard to kill, even if you figure out how! Send one ship. Highest Total of Space Combat and Science Ratings Wins!

THE POWER PLAY: Fleet Command directs you to send the strongest cohesive force to Canopus at the time of a local election as a show of force. Each player sends three ships. Highest Total of Space Combat ratings Wins. Each player selects one race and doubles Space Combat rating for his ships of that race. Counts as 2 Mission Victories!

PLAYER NOTES

PLAY BALANCE: One way to balance the game is to allow less experienced players to have six cards in their hand. They cannot play the sixth card to break a tie. Another method is to give better players only four cards, but ties are deadlocked after all four are played.—*Frank Crull*

IMPERIAL COMMAND: This variant is better balanced if one player has the Feds and Gorns (and maybe the Tholians) while the other player has the Romulans and Klingons (and maybe the Orions).—*Stephen V Cole*

PRIME DIRECTIVE

"You are such a tease!"

by Timothy D. Olsen and Mark Costello

Although originally scheduled for release in late 1992, Prime Directive is still going through the playtest mill as this issue of Captain's Log is being prepared, so we thought "Why not give the readers another short teaser about this highly awaited release?"

For those of you who missed the preview piece in CL#10, Prime Directive (or PD, as the playtesters are calling it) is designed to be an action packed, roleplaying companion to the Star Fleet Battles game, allowing players to act out the exciting missions of Star Fleet's elite, quick reaction, troubleshooting force — The Federation Prime Teams!

Each Star Fleet cruiser has, or hopes to get, a Prime Team of their own and, through the course of play, will develop a history and background for their Team. The Black Eagles from the *Saratoga* are profiled in the Basic Game, and players can either use the pre-generated members from this Team when they begin play, or they can create their own. If a player has a favorite ship from his adventures in Star Fleet Battles, it would only be natural for him to want to play a member of a Prime Team from that ship when he crosses over to PD. No problemo. Mark and I have each created a Team in the course of writing this game that we are particularly fond of. (For me, the *Excalibur* Templars and their adventures with Ray Chandler as Team Leader...for Mark, the *Kongo* Cavaliers and the exploits of Anatol Spivak as he charms his way across the Galaxy! These two teams will be profiled in future releases.)

Each player creates and controls the actions of one member of the Prime Team, and continues with that character throughout his career as he gains experience and reputation. We have profiled the six major races of the Federation for you to choose from, each with their own unique strengths and weaknesses. HUMANS are the catch all race, veritable jacks of all trades. While their initial characteristics are not extraordinary, they are allowed to *earn* very high characteristics in any category, making them eminently suitable for any type of specialization. VULCANS possess incredible powers of Logic (surprise, surprise!), but are equally deficient in Intuition. RIGELIANS are naturally very strong, but have low Tech scores. (They may not be very proficient with complex equipment, but they are quite useful when it comes to strong-arm situations. Besides, they say, let the Cygnans deal with the button pressing!) ALPHA CENTAURIANS have noticeably better accuracy, speed, and discipline than Humans, while the CYGNANS are a race of high-tech geniuses not exactly overflowing in the discipline department. ANDORIANS are renowned for their hyper acute perception, but are perceived by others as being gruff and standoffish, which greatly reduces their leadership abilities.

As you can see, we are trying to balance the races, to make each race appealing in its own way to play. Consequently, choosing your character's race may be the hardest decision you face in your first game, as your character's race will influence the starting ratings for his characteristics - Strength, Accuracy, Speed, Leadership, Logic, Intuition, Discipline, Technical Ability, General Knowledge, and Perception. These characteristics in turn factor into his overall abilities with the 100+ skills available for him to learn. (Hey, we never said it was going to be easy!)

Characters acquire individual skills based on the Service Branch they decide upon, but there is still ample room to choose the special skills you want your character to have. The Star Fleet Service Branches are Command, Medical, Science, Engineering, and Marine, with each branch having several sub-specializations which really bring out your character's forte. A well balanced Prime Team might have a senior officer from the Command branch, a Medical officer, a Science officer, an Engineer, and always a Marine or two. Once your Team is ready to roll, they will be introduced to their *Briefing Officer*, an NPC controlled by the Game Master, who acts as the Ship's Senior Officer in charge of all Action Teams and Landing Parties...and your Prime Team. He presents the Mission briefing, allocates equipment, and reviews your performance at the end of each mission.

Now that all the players are familiar with the basics, you're ready to begin. Before the Briefing Officer can yell "This is not a drill!", you're out on your first mission. Prime Directive uses a unique skill/task resolution system which rates the success level you achieve for a given situation as either COMPLETE (Zowie!! Spot on!), MODERATE (Oh...almost perfect, but not quite.), MINIMAL (Well, you're getting somewhere...), FAILURE (!%#@#...I didn't want to do it anyway, so there!), or BOTCH (Aaaargh! Run away!). The better you do on your mission in terms of achieving your assigned objectives, the higher your Professional Reputation, which really helps when you need a favor from your Briefing Officer. Poorly fulfilled missions will cause your Professional Rep to drop, and could result in your transfer to another, less glamorous posting aboard ship. This is something to be avoided, of course, as then you would miss all the excitement...lightning raids on enemy outposts, desperate races against time on alien worlds, rescues, card games in smoke filled cantinas...you get the picture! The personal drama you always imagined was going on behind the sweeping vista of the starship combat in Star Fleet Battles is now waiting for you to confront it — man to man!

Prime Directive — coming soon to a most excellent game store near you!



STAR FLEET WARLORD

Victor Akir had never understood why the black marble-coated elevator had always made him nervous. Perhaps it was the deliberately intimidating size of the thing, or perhaps it was just the fact that it only went one place, to the very top--the office of the President. Each time before, Victor had been with others in the elevator, but now it was just him, alone. He'd received the summons the day before, to report to the President at thirteen-hundred hours today. He glanced anxiously at his wristchron, saw that he was one minute early, but still could not force himself to relax.

He had met the President before and had always been awed by the woman's directness, her no-nonsense attitude about everything. Business had boomed under her leadership, and showed no signs of slowing. Victor had never felt anything but respect--and quite a bit of awe--in her presence.

Such was the case now as the doors slipped silently open before him. President Remandi was there, standing with arms crossed, waiting for him. Traces of gray streaked her otherwise coal-black hair, but her face was wrinkle-free, hardly betraying her 50-odd years. She smiled briefly before her face returned to its normal, expressionless state. "Victor," she said brusquely. "On time, I see. Good. I like punctuality."

He bowed his head slightly, his eyes never leaving hers. Though nearing middle age, she was still quite attractive, although totally untouchable. He knew better than to think otherwise. Unconsciously he tried to read her expression and body language, to get some clue as to why he had been called here, but she was a blank slate. "Thank you, Madam President," he said at length.

"I have been reviewing the records of my vice presidents," Remandi continued, lifting a folder from her desktop and letting it drop. The clack it made on the table seemed to echo through the huge, silent room. "I see you were once a starship captain."

"Yes, ma'am, but that was before the Trade Wars."

"Have you ever thought about commanding a ship again?"

"Every day of my life," he replied honestly, relaxing as he realized she wasn't going to press for details on his past life, which until now he had thought was permanently behind him.

"I am about to give you your chance. Do you know about the Greater Magellanic Cloud?"

"Yes, of course. It's a small elliptical gal--"

"Good." She interrupted him smoothly, not giving him a chance to protest. "The Galactic Council has opened up the Cloud for exploration -- or exploitation, if you insist. The Corporations are all sending representatives there to take what they can, by force if necessary. I need someone with both strategic and tactical experience to go and head up our efforts to achieve a majority share. That person is you."

"But, ma'am, what of the Organians?" he stammered.

"They won't interfere," she replied. "The Galactic Council is keeping the races out of this. The Federation, Klingons, Romulans -- they aren't coming, at least not directly. They'll provide ships, of course. It's the perfect way to rid themselves of those old General War hulks they still have in mothballs. But politically, they're out. The Organians will make sure of that."

"The Council has given us a base in the Cloud. Every Corporation that comes will get one."

"Then I'll be fighting other Corporations?"

"Mostly, plus some monsters, pirates and whatnot. I'll furnish you with more details later. You'll have to take control of at least 80 planets -- we're calling them 'sites' -- for the Council to recognize our supremacy. If we can do that, they give us the

entire quadrant. Think about that! An entire quadrant of the Greater Magellanic Cloud, ours to do with what we will!"

He tried to imagine it, but it was too much to comprehend all at once. No Corporation had ever controlled an entire quadrant of anything before. It could make President Remandi one of the most powerful people in the Galaxy.

"Needless to say," she went on, "the rewards for you would be quite considerable if you succeed."

He nodded slowly. She didn't have to add that the penalties would be more than just a bit severe if he failed, assuming he survived the failure. But that did not concern him, not in the slightest. He was going back into space again, after all this time!

"I understand," he said with a grin. "Where do I sign?"

STAR FLEET WARLORD is a strategic adventure set in the post-Trade War era. The once-powerful governments are in decline, and Interstellar Corporations are in their heyday. With the Galaxy stagnant under the forced Organian Peace, the Corporations have found a new playground in the unexplored, resource-rich Greater Magellanic Cloud.

Your assignment, as Warlord of your Corporation, is to take control over one quadrant of the Greater Magellanic Cloud. There are 50 warlords, including you, with this same goal in mind. To achieve this objective, you will purchase old General War era ships from the major races of the Galaxy, using them to conquer planets and destroy the forces of your competition. Ultimately, you will have to take over at least 80 sites, or 7 of the 100 available sectors, to win the game and be awarded control of the entire quadrant!

The game is played totally by mail, which is perhaps the only real way to run a game with 50 players at once! Turns are only \$5 apiece, and the game is totally computer-moderated. There are never any additional fees for extra actions within the game, so you don't have to worry about prices going up unexpectedly. Turns are run in two-week cycles, with most games going 25-30 turns, or about a year of real-time.

High speed games with one-week turn cycles are available to those who have access to the GENie Email network. Send Email to B.GRAW1 for information on this.

The ships of Star Fleet Battles are used in the game, although there are no "scenarios" to be played out, so there is nothing to delay your turns while you wait for human moderators to determine what happens to your fleets. What's more, you'll declare up to three "primary races," and you can buy any ships from those races, mixing them as you like, subject only to your needs and economy. Ships can have dozens of statistics and special features, such as crew quality, legendary officers, fighters and PFs, heavy drones, commandoes, T-bombs, scout channels, and so on. Yet, despite this apparent complexity, the game is surprisingly easy to play, and there's no tedious accounting or logistics to worry about since the game computer handles all of that automatically!

This isn't a brand-new, untested game system, either -- STAR FLEET WARLORD has been around for several years. The first game was fired up in late 1989, and 12 full games have been run or are in progress as you read this. Now under official authorization from Task Force Games and Amarillo Design Bureau, STAR FLEET WARLORD has become THE official Star Fleet Battles Play-By-Mail game!

Want to give it a try, or just have a look-see? For a FREE rulebook (with no obligation to play), send \$5 for postage and handling to: Agents of Gaming, P.O. Box 31571, Dayton, OH 45431-0571.

Or send E-mail to B.GRAW1 on the GENie information network. You can also reach us by calling (513)256-2432 weekdays from 9-5.

(SL132.0) COLD FRONT**(Y165)***by Robert Tweedy, Texas*

This scenario depicts the battle between the Kzinti and Lyrans ships in the story "Cold Front." See that story for the background of this battle. The Lyrans CL *Pouncer* and the captured freighters were not a factor in the battle and are not shown in the scenario.

(SL132.1) NUMBER OF PLAYERS: 2; the Kzinti player and the Lyrans player.

(SL132.2) INITIAL SET UP

KZINTI: Ship in 3705, heading E, speed max, WS-III. See (SL132.45).

LYRAN: Ship in 0426, heading B, speed max, WS-III. See (SL132.46).

(SL132.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(SL132.4) SPECIAL RULES

(SL132.41) MAP: Use a floating map.

The Kzinti units can only disengage in directions A or B.

The Lyrans units can only disengage in directions E or F.

Units which disengage in unauthorized directions or areas are considered destroyed.

(SL132.42) SHUTTLES AND PFs: No shuttles or PFs have warp booster packs.

(SL132.421) MRS shuttles may be purchased [up to the limits in (J8.5)] under (SL132.431).

(SL132.422) There are no fighters in this scenario. In a variant in which fighters are present, use the standard deployment patterns (one EWF for each squadron of eight or more fighters) for EW fighters if desired.

(SL132.423) There are no PFs in this scenario.

(SL132.43) COMMANDER'S OPTION ITEMS

(SL132.431) 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.

(SL132.432) All drones are "slow," speed-8, except as modified by (SL132.45). 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, except as modified by (SL132.45) below. Note that (S3.2) allows drone ships extra points for this purpose.

(SL132.44) REFITS: At the time of this battle, refits had not been generally installed on any ships, but this status may be modified by (SL132.45) and (SL132.46) below.

(SL132.45) KZINTI SHIP: Historically, the Kzinti ship was a BC. However, the Kzinti player can select one of the following ships in order to re-create the fog of war that existed in the scenario.

CS with dummy phaser-1s mounted over the 360° phaser-3s and dummy disruptors added to the front of the ship. The

Kzinti takes a 20-point bonus as part of the victory conditions if he uses this ship.

BC with no changes. The Kzinti receives no bonus if this ship is used.

CC with no changes. The Kzinti awards the Lyrans a 10-point bonus in the victory conditions at the end of the scenario if this ship is used.

CCH with panels covering the ADD racks and dummy phaser-3s covering the boom phaser ones. The Kzinti awards the Lyrans a 20-point bonus in the victory conditions at the end of the scenario if this ship is used. This ship was not built until nearly a decade later and is, thus, non-historical.

All drones on the Kzinti ship, no matter what ship is selected, are type-II or -V, except that the Kzinti has two type-IVM and four type-IM available and may have these loaded in the racks or a scatter-pack at start.

(SL132.46) LYRAN SHIP: Historically, the Lyrans ship was a CC. However, the Lyrans player must select one of the following ships in order to re-create the fog of war that existed in the scenario.

CA with no changes. The Lyrans player takes a 5-point bonus in the victory conditions if this ship is used.

CC with dummy phaser-3s covering the LS/RS phaser-1s. The Lyrans receives no bonus if this ship is used.

CCH with dummy phaser-3s covering the LS/RS phaser-1s and panels covering the 360° phaser-1s. The Lyrans awards the Kzinti a 20-point bonus in the victory conditions if he uses this ship.

(SL132.47) INFORMATION: The Lyrans player wants information on the Kzinti ship. The Lyrans player receives a 20-point bonus if he successfully maneuvers to within range 4 or less of the Kzinti ship before it is crippled or destroyed. The Lyrans ship must use maximum ECCM at this point to "look for new technology." If the Kzinti ship is captured, the points received for capturing a ship are increased by 50% (half).

(SL132.48) PRINCE: The Lyrans ship has a Prince of the Realm aboard. The Prince will always be in the flag bridge unless it is destroyed [and the Prince survives under (G22.134), even if he is wounded], in which case he will move to the bridge until it is destroyed, then to Auxiliary Control until it is destroyed, then to the emergency bridge. If all command spaces are destroyed, the Prince is deemed killed. If the Prince is killed by any means, including a hit-and-run raid, the Kzinti player gains a bonus of 100 points. If the Prince is captured by a hit-and-run raid or by capturing the Lyrans ship, the Kzinti receive a bonus of 400 points. (This bonus is, of course, a Pyrrhic victory as the net result will be the Lyrans invasion of Kzinti space in three years).

(SL132.49) INTELLIGENCE: The Tactical Intelligence rules (D17.0), especially deception (D17.7), are used in this scenario. This will require players to adjust power signatures and shields among other items.

(SL132.5) VICTORY CONDITIONS: Use the Modified Victory Conditions (S2.201). See (SL132.45) to (SL132.48) for various bonuses.

(SL132.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SL132.61) Replace the Lyrans with Klingons, substituting a D7 for the CA, D7C for the CC, and D7W for the CCH. A D6 might be added, awarding the Kzintis 5 points if this ship is used.

(SL132.62) Play without Tactical Intelligence as a standard duel, but allow the Kzinti an extra 10 points of Commander's Options to purchase drones.

(SL132.63) For a smaller and faster battle, allow the two players to choose their respective ships from their race's war cruisers.

No attempt is made to award points for this, but both should do their best to mimic the standard war-cruiser of their race. This will prevent the Kzinti from using a CMC as there is no rule allowing disruptors to be concealed.

(SL132.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

(SL132.71) Allow the Kzinti to increase the number of medium speed drones.

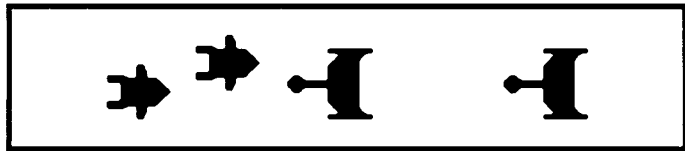
(SL132.72) Increase or decrease the percentage of Commander's Option items allowed.

(SL132.73) Add a refit (possibly concealed by panels) to one side or the other. Note that this needs to be granted by the stronger player to the weaker player before ships are selected due to the need for neither player to know what the other player's ship is.

(SL132.8) TACTICS: These will vary depending on the ships selected by either player. It will either be a test of a very good commander versus a very weak one (if one ship is very inferior to the other), or a massacre.

HISTORICAL OUTCOME: See the Cold Front Story. ▲▲▲

(SL133.0) RECAPTURE THE CAPTURED



(Y165)

by Daniel Rofoli, America

In Y165 the ISF discovered an Orion base belonging to the Hamilcar Cartel by examining records taken from a captured Free Traitor. The ISF quickly handed this information to the DSF which was able to divert a squadron of warships near the area on a training exercise. The result was the usual one-sided engagement when an Orion base was found by the local fleet.

The Klingons took a number of prisoners from the base before destroying it. These were all placed on the D6J *Purgatory* (selected because the increased security staff would be better able to monitor the Orion prisoners) for transfer to a prison facility while the remainder of the squadron continued its original training mission.

The Klingons were unaware that one of the prisoners they had taken was Daxar Hamilcar, the only son of the Hamilcar Cartel's Crime Lord. Hamilcar knew his son was still alive and was determined to have him back. He knew what route *Purgatory* would have to take and directed two ships, the only ones in position, to intercept and rescue his son. Both the ships were independents. The reward he offered was more than the Commanders of the ships could pass up.

(SL133.1) NUMBER OF PLAYERS: 2; the Klingon player and the Orion player.

(SL133.2) INITIAL SET UP

KLINGON: D6J *Purgatory* in 1215, heading B, speed 5, WS-I. See (SL133.45).

D7 *Thunderchild* arrives on turn 10, heading at the Klingon player's option, speed max, WS-III. See (SL133.46).

ORION: CR *Persuader* in 1429, heading A, speed max, WS-III. CR *Grief Giver* in 0108, heading C, speed max, WS-III.

See (SL133.47) for rules pertaining to both Orion ships.

(SL133.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(SL133.4) SPECIAL RULES

(SL133.41) MAP: Use a floating map.

All units in this scenario can disengage in any direction as the action takes place well within the confines of the Klingon Empire.

(SL133.42) SHUTTLES AND PFs: No shuttles or PFs have warp booster packs.

(SL133.421) MRS shuttles may be purchased [up to the limits in (J8.5)] under (SL133.431).

(SL133.422) There are no fighters in this scenario.

(SL133.423) There are no PFs in this scenario.

(SL133.43) COMMANDER'S OPTION ITEMS

(SL133.431) Each ship, with the exception of the *Purgatory*, can purchase additional or special equipment as Commander's Option Items (e.g., T-bombs, extra marines, etc.) up to 20% of its Combat BPV. See (S3.2) for details and exceptions.

The *Purgatory* has its full complement of T-bombs and may purchase special drones normally. It may not purchase additional boarding parties, commandoes, or heavy weapon squads.

(SL133.432) All drones are "slow," speed-8. Type-II and type-V drones (speed 12) and "medium," speed-20, drones are available for purchase as special drones (FD10.65).

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.

(SL133.44) REFITS: At the time of this encounter, none of the ships involved in this incident had been refitted.

(SL133.45) PURGATORY: The *Purgatory* operates under the (R3.R5) rules. The ship will not attempt to disengage unless it is crippled because the Commander is attempting to redeem himself and get transferred off the ship, and he knows that help is on the way. There are 15 additional crew units on the ship that must be tracked separately; they are always considered in the rear hull. They cannot be killed by Non-Violent Combat damage and cannot be "executed" by the Klingons. They can only be "guarded" or "rescued" (SL133.48).

(SL133.46) THUNDERCHILD: This ship will arrive from a random direction 30 hexes from the *Purgatory*. Roll one die before the Energy Allocation Phase of turn #10. The number rolled is a shield on the *Purgatory*. Count 30 hexes directly down the hex row from that shield, and place the D7. The D7 can have any heading when placed and can even be heading away from the *Purgatory* when first placed on the map.

(SL133.47) ORIONS: The Orions are here for the sole purpose of rescuing Hamilcar's son [see (SL133.48) for the procedure to accomplish this]. To this end, they will minimize the chances of accidentally killing him, which may happen if massive internals are scored on the *Purgatory*. The Orion MUST use Non-Violent Combat (D6.4). [You are encouraged to select weapons for your option mounts within the limits of (G15.44) that can be used in Non-Violent Combat.] Note specifically rule (D6.464) in dealing with defending Klingon boarding parties if the Orions attempt to capture the ship.

(SL133.48) RESCUE: There are two ways to rescue Hamilcar's son.

(SL133.481) If the Orions capture the *Purgatory* (or at least the rear hull if the boom has separated) either as a result of their own actions or a mutiny (G6.0), and Hamilcar's son was not previously killed as a result of (SL133.482), then he is rescued. Note that he must be on a ship which success-

fully disengages to complete the rescue (SL133.5). Note that Orion boarding parties attempting to capture the ship will not be using NVC in boarding party combat since Hamilcar's son will be safe in a cell.

(SL133.482) The Orions can attempt a hit-and-run raid (D7.8) specifically stated as a "prisoner rescue." The prisoners are all "guarded" (D7.83) if one Klingon boarding party is assigned as a guard for every five prisoner crew units. If the raid is a success, one crew unit of prisoners is rescued but no damage is done to the *Purgatory*. In the Record Keeping Phase at the end of a turn in which prisoner crew units are rescued, the Orion player rolls two dice and subtracts the total number of rescued prisoner crew units (including any rescued in previous turns) from the total. If the result is less than 0, then Hamilcar's son was among the prisoners just rescued. If the result is 0 or greater, then he has not been rescued. If an unmodified 12 is rolled, he was killed in the melee on the Klingon ship.

(SL133.5) VICTORY CONDITIONS: The Klingons have no idea what the Orions are doing and, as a result, only win by defeating the Orions, i.e., preventing the rescue of Hamilcar's son. If one of the CRs is destroyed (whether solely by the D6J or by the D7), the Captain of *Purgatory* will have his sentence revoked and will be reassigned to command an F5 along with his senior officers.

The Orions win by rescuing Hamilcar's son and successfully disengaging with him aboard one of their ships (this includes a captured Klingon ship). The Orions win an astonishing victory if they rescue Hamilcar's son AND capture the *Purgatory*. If Hamilcar's son is killed, the Orion Commander's ship will head for ISC space real soon.

(SL133.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SL133.61) Replace the CRs with two Federation CLs. The CLs are attempting to rescue a very important Federation spy that the Klingons have captured and which the Federation has learned is being transported on this ship. Note that the Klingon ship happened to have to skirt the edge of the Neutral Zone for this particular event to have any chance of occurring.

(SL133.62) In this variation, the Klingons KNOW who Daxar Hamilcar is and have placed him in "guest quarters." The Orions must do a successful hit-and-run raid rescuing a prisoner crew unit to determine this. On the turn following the rescue of the crew unit, the Orions can begin accumulating "Lab" information (G4.1) using a control space (G15.5) on each ship. Once either Orion ship has gained 50 points of information, both ships will know where Daxar is being kept and can launch hit-and-run raids in an attempt to "rescue" him. His location will be guarded if one Klingon BP is assigned for this purpose. See (D7.84) which allows multiple rescue attempts. If the Orions fail to rescue Daxar with the attempted hit-and-run raids, the Klingons will move him on the following turn and the Orions must again accumulate 50 points of information to learn his new location. It is assumed in this variant that the Orion boarding parties and the Klingon guards are both using non-violent combat in order to avoid accidentally killing Daxar.

(SL133.63) For a smaller and faster battle, replace the D6J with an F5J and the CRs with LRs. The D7 is replaced with an F5C.

(SL133.64) HE'S MINE: In this three-player variation, two players will be Orion Pirates, one commanding each ship. While they must work together to rescue Daxar, only the one who disengages with him can win (and collect the reward). The Orions are free to do whatever they want to each other within the rules of SFB in order to accomplish their goal.

(SL133.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

(SL133.71) Change the D6J to a D6.

(SL133.72) Replace one of the CRs with a CA or an LR.

(SL133.73) Add one or more refits to one side.

(SL133.8) TACTICS

KLINGONS: For pity's sake, guard the security stations! Then guard the prisoners. It would be embarrassing to have the ship captured, especially after a mutiny. Consider allocating a few points for general shield reinforcement each turn so that you can block transporter operations by raising it after the Orion announces a boarding or hit-and-run attempt.

ORION: Boarding may be your best bet, but expect the Klingon to do all he can to avoid that. NVC will greatly devalue the effect of your weapons, but massive salvos may have more effect than Mizia volleys.

(SL133.9) PLAYTESTERS' COMMENTS: Opinions on this scenario were mixed. Some stated that the Orions had no chance, and others that the Klingons could not win.

HISTORICAL OUTCOME: After a brief battle, commandoes from the *Grief Giver* succeeded in rescuing Hamilcar's son. Both Orion ships promptly disengaged even though the *Thunderchild* had not even appeared on their tactical scans.

The Klingons were unaware of just what had moved the Orions to attack the *Purgatory* and assumed that they were, for some reason, attempting to rescue all the prisoners. As more than half of them were still aboard the *Purgatory*, and the ship had managed to inflict some damage to both the attacking Orion ships, the Commander of the ship, as well as many of his officers and several crewmen who had performed well, were released from their sentences and re-assigned.

The Klingons would not learn of the real purpose of the attack for another year. ▲▲▲

(SL134.0) BLOOD BROTHERS



(Y167)

by Steven Paul Petrick, Texas

The WYN Cluster was originally occupied by Kzintis at the end of the Usurper War. These Kzintis eventually re-established clandestine contact with elements of Kzinti society outside the Cluster. As the General War drew near, Whiskers (the Kzinti National Intelligence Agency) noted a marked increase in these contacts. To evade interception of subspace communications, the WYN would use some of their more capable warships for brief courier runs outside the Cluster to deliver agents and messages, at least on assignments which were too risky to trust to the vagaries of Orion loyalties.

The Patriarchy began to assign more vessels to patrol the WYN Radiation Zone. Ostensibly these were to keep watch for Pirate vessels exiting the Zone, as well as to pick up the occasional consignment of ores from the Cluster. Their real mission was to stop the the WYN from contacting disaffected elements within the Hegemony. There were never enough ships to succeed in this later mission, but their presence did result in a number of small skirmishes which were unusual in two regards.

First, the actions would occur outside of the Cluster (the WYN and Kzinti had both quickly learned that any WYN ship encountering a Kzinti ship on exiting the zone would simply turn back into the Zone to exit somewhere else a few days or a week later). Second, for the first time since the Usurper War, Kzinti fought Kzinti.

(SL134.1) NUMBER OF PLAYERS: 2; the Kzinti player and the WYN player.

(SL134.2) INITIAL SET UP

KZINTI: FFK FFK177 in 0730, heading A, speed max, WS-III.

CL *Mysterion* is 60 hexes in direction B from the ZFF, heading B, speed max, WS-III. See (SL134.46) for rules governing its arrival.

WYN: ZFF *Dance into the Fire* with one AAS fighter in 4203, heading E, speed max, WS-III.

(SL134.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(SL134.4) SPECIAL RULES

(SL134.41) MAP: Use a floating map.

The Kzinti units can only disengage in directions A, B, or C.

The WYN units can only disengage in directions D or E.

Units which disengage in unauthorized directions or areas are considered destroyed.

(SL134.42) SHUTTLES AND PFs: No shuttles or PFs have warp booster packs.

(SL134.421) 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 (SL134.431).

(SL134.422) There are no fighters in this scenario. In a variant in which fighters are present, use the standard deployment patterns (one EWF for each squadron of eight or more fighters) for EW fighters if desired.

(SL134.423) There are no PFs in this scenario.

(SL134.43) COMMANDER'S OPTION ITEMS

(SL134.431) 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.

(SL134.432) 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.

(SL134.44) REFITS: The WYN ZFF has received a fighter ready rack. The Kzinti FF has the K improvements. No other refits are used in this scenario.

(SL134.45) ZFF: The ZFF has an AAS fighter in one of its shuttle boxes. The ZFF cannot disengage by any means unless it is able to outrun its pursuit. As maximum speed is 31, this will require doing enough damage to the FFK's warp engines that it cannot achieve speed 31 without losing so much of the ZFF's warp power that it cannot out run the Kzinti FFK and the approaching CL.

(SL134.46) MYSTERION: The *Mysterion* is in pursuit of the WYN ZFF.

(SL134.461) Each turn, the CL will move 28 hexes in direction E to catch the ZFF. At the end of a given turn, count the number of HEXES in direction E or F which the ZFF has moved and subtract this total from the number of hexes the

CL has moved. Then subtract the remainder from the distance the CL was from the ZFF at that start of that turn to determine how far the CL will be from the ZFF at the start of the subsequent turn. If the ZFF's total movement resulted in its getting closer to the CL (moved in more in direction B or C than in E or F), this total is added to the total number of hexes the CL moved for that turn and then subtracted from 60 (or the remainder left from the previous turn). When the CL is within 30 hexes or less of the ZFF at the start of any turn, the counter is placed on the board at that distance in direction B from the ZFF.

(SL134.462) If the above totals are ever LESS than 1, place the CL directly on top of the ZFF at the start of that turn, heading E; the ZFF is considered to be centerlined in front of the CL at range 0 at the start of that turn. Needless to say, this is something that the ZFF should avoid.

(SL134.463) For example: On turn #1 the ZFF moves a total of 15 hexes in direction E (due to evading the Kzinti FF, its drones, and arming weapons). Subtracting this from 28 leaves 13. Subtracting 13 from 60 leaves 47, so at the start of turn #2, the CL will be 47 hexes from the ZFF.

(SL134.464) If the ZFF failed to move any hexes in direction B on turn #2 and actually moved three hexes in direction B or C, these three hexes will be added to the 28 hexes moved by the CL, for a total of 31 hexes, and subtracted from 47 (the remainder from turn #1), leaving 15. At the start of turn #3, the CL will be placed on the board 15 hexes in direction B from the ZFF.

(SL134.5) VICTORY CONDITIONS: Use the Modified Victory Conditions (S2.201)

(SL134.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SL134.61) Assume the Lyrans inside the Cluster are fomenting a coup in a County of the Lyran Empire. Replace the Kzinti ships with a Lyran DD and CL.

(SL134.62) Replace the ZFF with an OLR with a disruptor in the nose option mount and drone racks in the wing options.

(SL134.63) For a smaller and faster battle, replace the ZFF with a KG2, change the FFK to an unrefitted FF, and delete the CL.

(SL134.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

(SL134.71) Change the FFK to an FF.

(SL134.72) Replace the CL with an CS.

(SL134.73) Add the C refit to the CL.

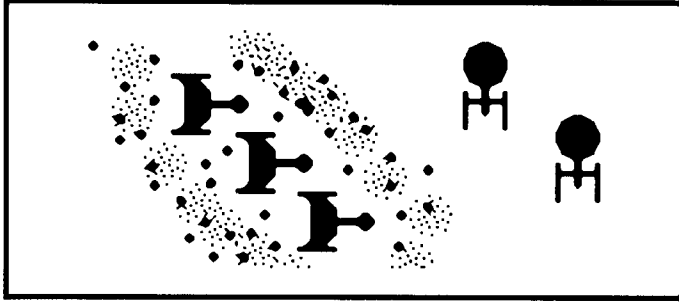
(SL134.8) TACTICS

WYN: This one is a barn burner. You have a CL hot on your tail and lunch on the table. But it is going to have to be a quick meal if you want to survive dessert. Cripple or kill the FFK as fast as possible, and then disengage.

KZINTI: Your FFK actually has more weapons than the AFF, but he has the power to use his weapons and move fast while you do not. To win, you have to slow him down, or at least keep him engaged, until the CL can arrive. Use your drones to tie up his phasers and drones.

(SL134.9) PLAYTESTERS' COMMENTS: An excellent scenario. The WYN ZFF wants to stay away from the CL, yet it has to engage the FFK if he wants to win the scenario. Some tough decisions have to be made.

HISTORICAL OUTCOME: After a brief fight, the WYN ZFF managed to damage the Kzinti FFK enough to escape.▲▲▲

(SL135.0) ZARMOLY BY THE TAIL**(Y181)***by Martin Coker, England*

A Klingon squadron has penetrated into the Federation rear area, without being spotted, and has established an ambush along a known Federation convoy route. Looking for freighters, the Klingons are gratified when, instead, a pair of Federation cruisers enters their trap.

Their elation would prove short lived, however.

(SL135.1) NUMBER OF PLAYERS: 2; the Federation player and the Klingon player.

(SL135.2) INITIAL SET UP

TERRAIN: Asteroid counters (P3.0) in 0605, 0623, 0809, 1410, 1522, 1705, 1807, 2112, 2405, and 2709.

FEDERATION: CX *Vincennes*, CAR+ *El Dorado*, one ship in 3023, the other 3226, both heading F, speed 10, WS-I. See (SL135.45).

KLINGON: D5L *Ruthlesskiller* in 2407, heading C, speed 0, WS-III.

D5K *Rebellion* in 1809, heading D, speed 0, WS-III.

D5D *Archer* in 2006, heading C, speed 0, WS-III.

One T-bomb each within two hexes of 1012, 1214, and 1217. See (SL135.46).

Klingon ships are using "Hidden Deployment" (D20.0).

(SL135.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(SL135.4) SPECIAL RULES

(SL135.41) MAP: The map is fixed; it does not float. Any unit leaving the map has disengaged and cannot return.

The Klingon units can only disengage in directions D or E.

The Federation units can only disengage in directions A, B, or C.

Units which disengage in unauthorized directions or areas are considered destroyed.

(SL135.42) SHUTTLES AND PFs: All shuttles and PFs have warp booster packs.

(SL135.421) MRS shuttles may be purchased [up to the limits in (J8.5)] under (SL135.431).

(SL135.422) There are no fighters in this scenario. In a variant in which fighters are present, use the standard deployment patterns (one EWF for each squadron of eight or more fighters) for EW fighters if desired.

(SL135.423) There are no PFs in this scenario.

(SL135.43) COMMANDER'S OPTION ITEMS

(SL135.431) 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.

(SL135.432) All drones are "fast," speed-32.

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.

(SL135.44) REFITS: The D5L and D5K have the K refit; all Klingon ships have the Y175 refit. The Federation CA has the plus, Y175, rear phaser, and AWR refits. No other refits are in play.

(SL135.45) X-SHIP: Before play begins, the Federation player will decide which ship is in which starting hex. This will be recorded in writing, and the written record will be exposed when the CX is revealed. The *Vincennes* has its shields (D17.71) and engines (D17.72) powered down to "normal" levels (the center warp engines are shut down but are activated normally with the other power systems), has two dummy phaser-3s (D17.73), and has blow-away panels covering its extra phaser-1s (D17.74). These systems cannot be powered up, or the panels blown clear, until the beginning of turn #2.

(SL135.46) FEDERATION: Until they are fired on, strike a mine, or detect a Klingon unit, the Federation ships must proceed in a straight line (i.e., in direction F). Each ship is assumed to generate only enough energy to move at speed 10 and to have shields, fire control, and life support. Any power in excess of these needs is assumed to have never been generated. Batteries are all fully charged, but not with warp or impulse power. Fire control cannot be turned off prior to the Klingons firing, hitting a mine, or detecting the Klingons.

(SL135.47) MINES: The T-bombs deployed at the start must be purchased as Commander's Option Items. One was placed by each Klingon ship. No Klingon ship can have more than three actual (and four dummy) T-bombs on it in this scenario.

(SL135.5) VICTORY CONDITIONS: Use the Modified Victory Conditions (S2.2).

(SL135.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SL135.61) Reverse the roles, replacing the Klingon ships with, respectively, a Federation NCC, NCL, and NCD. Replace the Klingon ships with a DX and a D7K.

(SL135.62) Allow the Klingons to select any three D5 variants for the ambush. Note that D5Vs require an F5 escort and, thus, could not be used, and a D5P would be overwhelming with its PFs and should not be used. Only one D5C/L could be used.

(SL135.63) For a smaller and faster scenario, delete the Federation FFG and the Klingon D5K. The Klingon player will have to determine which of his two ships laid two of the T-bombs and record this in advance so that the Federation player will be able to examine the records at the end of the scenario.

(SL135.4) For a taste of what might have been, play the scenario again but substitute an actual Federation CC+ for the CX.

(SL135.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

(SL135.71) Change the D5D to an D5K.

(SL135.72) Replace the CAR with a CC.

(SL135.73) Restrict one side's Commander's Option Items.

(SL135.8) TACTICS

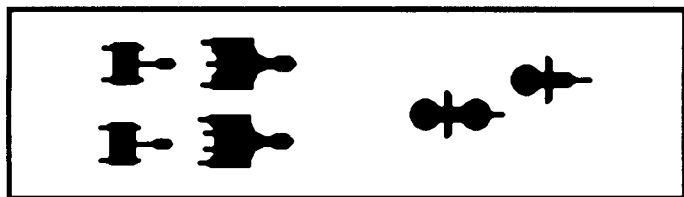
KLINGONS: Stay close together, and pound the Federation ships. Consider using a wild weasel for EW protection if things go bad (like the CCX heading straight at you).

FEDERATION: Stay together, and concentrate on one D5 at a time with your photons. Be ready to use your phasers on any scatter-packs. Ready a wild weasel just in case.

(SL135.9) PLAYTESTERS' COMMENTS: A good training scenario for bringing in new Federation players. Give the beginner the CX, and have experienced players play the other ships.

HISTORICAL OUTCOME: The Klingons managed to inflict some considerable damage on the Federation CA, but were stymied by the CX. After sustaining heavy damage themselves and trying to deal with the unit, they were finally forced to disengage. They did, however, bring back word to the Klingon Empire that the Federation would soon be deploying X-ships to its fighting fronts. ▲▲▲

(SL136.0) FLIGHT OF THE HAWK



(Y184)

by Steven Paul Petrick, Texas

Following a raid on the Gorn held planet of Gijard-III, the Romulan Thunderhawk *Thunderbolt* attempted to return to Romulan held space. The *Thunderbolt's* raid caught the local Gorn Commander by surprise, and the reinforcements he had dispatched were too few and too late to prevent the Romulan raid. However, he did have an ace in the hole in a small squadron of X-ships which he maneuvered to cut the Romulan retreat route.

The battle was a quick pass as both sides were desperately short of fuel, but the temptation to do battle was intense. Both groups represented a chance to shift the balance of power. For the Gorns, destroying the Thunderhawk would remove a key capital ship from the still reeling Romulan fleet, perhaps extending the ongoing Romulan Civil War. For the Romulans, the destruction or crippling of a Gorn X-squadron could not help but reduce the pressure on their northern border, freeing more units to use against the Imperial faction led by Rolandux.

(SL136.1) NUMBER OF PLAYERS: 2; the Romulan player and the Gorn player.

(SL136.2) INITIAL SET UP

GORN: BCX *Basilicon*, HDX *Firebreaker*, both set up within 4 hexes of 4230, heading F, speed max, WS-III.

ROMULAN: Thunderhawk *Thunderbolt* (2xG-FSF, 3x(G-III), 4xStarhawk PFs (two with A and two with B modules), in 1501, heading D, speed max, WS-III.

Sparrowhawk-M in 1301, heading D, speed max, WS-III.

SkyHawk-EA *Bastion* in 1602, heading D, speed max, WS-III.

SkyHawk-EA *Adamant* in 1302, heading D, speed max, WS-III.

(SL136.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, have disengaged, or until the end of Turn #6. Both sides are assumed to have disengaged at the end of Turn #6.

(SL136.4) SPECIAL RULES

(SL136.41) MAP: Use a floating map.

The Romulan units can only disengage in direction D.

The Gorn units can disengage in directions A, B, or E.

Units which disengage in unauthorized directions or areas are considered destroyed.

(SL136.42) SHUTTLES AND PFs: All shuttles and PFs have warp booster packs.

(SL136.421) If using the optional MRS shuttles, the Gorn X-ships each has one XMRS.

(SL136.422) If using EW fighters, use the standard deployment patterns (one EWF for each squadron of eight or more fighters) for EW fighters if desired.

(SL136.423) The four PFs carried by the Thunderhawk are carrying the stated modules in (SL136.2). They are the survivors of the flotilla after the raid. The scout and leader modules (and the PFs they were on) were destroyed in the raid.

(SL136.43) COMMANDER'S OPTION ITEMS

(SL136.431) Each Gorn ship can purchase additional or special equipment as Commander's Option Items (e.g., T-bombs, extra marines, etc.) up to 20% of its Combat BPV. See (S3.2) for details and exceptions.

The Romulan ships each have 5% of their BPV for option items, the remainder having been used in the previous raid. Extra boarding parties in (SL136.454) are not counted against this 5%.

(SL136.432) All drones are "fast," speed-32.

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.

(SL136.44) REFITS: All units in this scenario have received all applicable refits.

(SL136.45) ROMULANS: The Romulan ships are returning from a raid on a Gorn held planet. They have possibly sustained some damage while on the raid. To simulate this damage, do the following:

(SL136.451) For each Romulan PF, roll one die. If the result is a 1 or 2, the PF has sustained no damage. If the result is a 3 or 4, roll one die and score the result as internal damage to that PF in a single volley through a random shield. If the result is a 5 or 6, score two one die volleys through two different shields. The actual shield hit should be determined by a random die roll in the case of a PF which is damaged. Warp packs have been replaced if they are destroyed or damaged as a result of these internals. PPTs are available for any undestroyed plasma torpedo to the maximum of two PPTs.

(SL136.452) For each Romulan fighter, roll one die. On a 1 or 2, the fighter is undamaged. On a roll of 3-6, roll one die and score that many damage points.

(SL136.453) For each Romulan ship, roll four dice and score that many points of internal damage through a random shield. Each Romulan ship may then repair a number of system boxes equal to its damage control rating. All shields have been repaired. All PPTs for undestroyed plasma torpedoes (including those repaired before the scenario begins) have been reloaded, and all plasma racks have been reloaded. Each ship with a plasma-D rack has only two remaining reloads (i.e., two plasma-Ds) for each plasma-D rack, but none of the escorts have used any of their plasma-Ds for fighters. These could also be used to reload the racks. The Thunderhawk has half of its plasma-D storage for its fighters and PFs remaining.

(SL136.454) The Romulans had conducted a ground raid on the planet, and each Romulan ship is carrying a number

of additional boarding parties as a result. Roll two dice for each ship, and add that many boarding parties. For each 6 rolled, one boarding party is a Commando boarding party, e.g., if a 4 and a 6 was rolled for the SparrowHawk-M, it would have nine extra regular boarding parties and one Commando boarding party.

(SL136.46) DEAD IN SPACE: Any ship unable to move under warp power at the end of turn #6 is assumed to have been destroyed.

(SL136.5) VICTORY CONDITIONS: Victory hinges on the destruction of ships.

If the Gorns destroy the Thunderhawk and neither X-ship is destroyed or only one is crippled, they win.

If the Romulans destroy a Gorn X-ship, or cripple both of them, and the Thunderhawk is not destroyed, the Romulans win.

If the Thunderhawk is destroyed, and one Gorn X-ship is destroyed, or both are crippled, the scenario is a draw.

If the Romulans destroy both Gorn X-ships, or capture one or both Gorn X-ships, including destroying one and capturing one, the Romulan Commander will be elevated to the position of Praetor.

(SL136.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SL136.61) Replace the Gorns with an ISC CCX and CSX.

(SL136.62) Play the scenario as a follow-on to (SH28.0) *Decent of the Hawk*.

(SL136.63) For a smaller and Faster battle, delete both the SkyHawk-EAs and two of the StarHawks (modules do not matter) and the Gorn HDX.

(SL136.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

(SL136.71) Change the HDX to another BCX.

(SL136.72) Replace the HDX with an HDD.

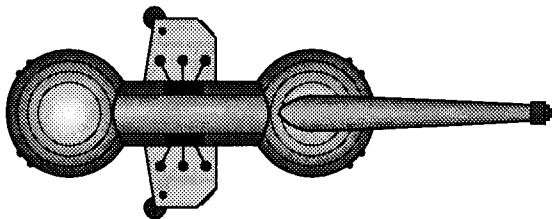
(SL136.73) Delete or add a PF to the Romulans.

(SL136.8) TACTICS

GORN: Be careful. The Romulans may not be X-ships, but they do pack considerable firepower even with the damage they have sustained. Your primary goal is the Thunderhawk, but do not leave yourself open in trying to reach it.

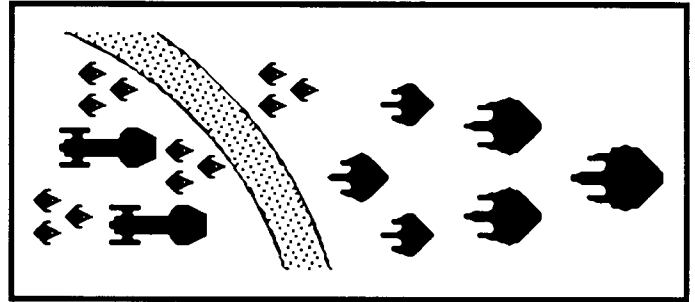
ROMULAN: Here is a chance for glory. The X-ships are tough, but if you can nail them with enough plasma, it may well be worth the loss of a few attrition units, even an escort or two.

HISTORICAL OUTCOME: The Romulans sustained considerable damage to all ships, losing three of the PFs, before they broke contact. They were unable to cause any significant damage to the Gorn ships. ▲▲▲



GORN BCX Basilicon

(SL137.0) IN MY TIME OF DYING



(Y187)

by Tom Carroll, New Jersey

When the ISC conquest reached Hydran space, they quickly took control of many Hydran colonies just recently freed from the Klingons. The Hydrans, of course, fought back. This battle involves an outnumbered Hydran commander who laid a trap for the ISC while protecting the Hyurdu Colony.

The commander reasoned that the ISC, in hot pursuit of the two Hydran ships, would be more than willing to believe that they were hiding in the rings of the gas giant and would not realize that the fighters had already been deployed.

(SL137.1) NUMBER OF PLAYERS: 2; the Hydran player and the ISC player.

(SL137.2) INITIAL SET UP

TERRAIN: Use the Gas Giant Map from Captain's Module B. If you do not have that map, set up the gas giant and its rings as described in (SL137.46) below.

HYDRAN: Lord Marshal in 1423, Ranger+ in 1323. Both heading A, speed 4, WS-III.

The fighters (10xStinger-2, 1xStinger-E, 4xStinger-H) are deployed secretly (D20.0) within the Gas Giant's rings. The player must decide which hexes they are in before play begins and record this.

There are six Hydran Hellbore-DEFSATS. One each in 2205, 1210, 1220, 2225, 3220, and 3210. They are all at WS-III.

ISC: CC in 4202, CS in 3903, CL in 4004, FF in 3702, DD in 3705, FF in 4006; all heading D, speed 10, WS-III.

(SL137.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(SL137.4) SPECIAL RULES

(SL137.41) MAP: The map is fixed; it does not float. Any unit leaving the map has disengaged and cannot return.

The Hydran units can disengage in directions D or E.

The ISC units can disengage in directions A or B.

Units which disengage in unauthorized directions or areas are considered destroyed.

(SL137.42) SHUTTLES AND PFs: All shuttles and PFs have warp booster packs.

(SL137.421) MRS shuttles may be purchased [up to the limits in (J8.5)] under (SL137.431).

(SL137.422) If using EW fighters, the Stinger-E is a standard Stinger-2. Note that the Stinger-E can only provide its benefits to the fighters of its squadron (itself, two Stinger-Hs and six Stinger-2s) and not to the fighters of the Lord Marshal.

(SL137.423) There are no PFs in this scenario. They might be added on casual mech links in a variation.

(SL137.43) COMMANDER'S OPTION ITEMS

(SL137.431) 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.

(SL137.432) All drones are "fast," speed-32.

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.

(SL137.44) REFITS: The Hydran Ranger has the plus refit. The ISC ships all have the appropriate (for its class) phaser-3 and rear plasma refits (this should be obvious from the year).

(SL137.45) SHUTTLES: The ISC may not launch any shuttles until they have been fired on by the Hydrans or detect a seeking shuttle.

(SL137.46) GAS GIANT: If you do not have the Gas Giant Map from Module B, the following hexes are used to set it up: RINGED GAS GIANT: Lower atmosphere/surface: 2211-2613-2617-2219-1817-1813-2211. All hexes contained in this circle are gas-giant hexes.

Upper Atmosphere: 2210-2713-2718-2220-1718-1713-2210.

Inner Ring: 2206-2307-2406-3009-3010-3111-3112-3212-3218-3119-3120-3020-3021-2424-2324-2224-2124-2024-1421-1420-1320-1319-1218-1212-1312-1311-1410-1409-2006-2107-2206. Outer Ring inner border: 2204-2305-2404-3208-3209-3310-3311-3411-3419-3320-3321-3221-3222-2426-2326-2226-2126-2026-1222-1221-1121-1120-1019-1011-1111-1110-1209-1208-2004-2105-2204.

Outer Ring outer border: 2202-2303-2402-2503-2602-3306-3307-3407-3408-3509-3510-3610-3611-3712-3719-3619-3620-3521-3522-3422-3423-3324-3325-2628-2528-2428-2328-2228-2128-2028-1928-1828-1125-1124-1023-1022-0922-0921-0820-0819-0719-0712-0811-0810-0910-0909-1008-1007-1107-1106-1802-1903-2002-2103-2202. All hexes contained between the two borders inclusive are ring hexes.

(SL137.5) VICTORY CONDITIONS: Use the Modified Victory Conditions (S2.201).

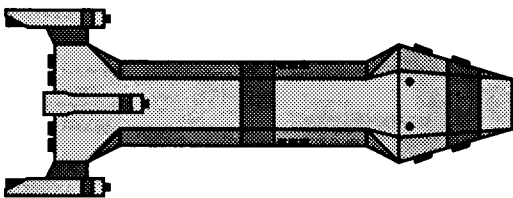
(SL137.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SL137.61) Replace the two Hydran ships with a Kzinti MCV and MAC with 11 TADs and one TAASE.

(SL137.62) Allow the Hydran to replace one of the two ships with any other size class 3 or size class 4 Hydran ship, and adjust the fighters and BPVs accordingly. Use Tactical Intelligence.

(SL137.63) For a smaller and faster battle, delete the Hydran LM (and its fighters) and delete the ISC CS and DD.

(SL137.64) Add an SC to the ISC and a Hydran DWS to the Hydrans.



HYDRAN RANGER HEAVY CRUISER

(SL137.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

(SL137.71) Change the Ranger to a Lancer or a Mongol.

(SL137.72) Replace the ISC CC with a CA.

(SL137.73) Add one or two Harrier PFs on mech links to one or both of the Hydran ships.

(SL137.8) TACTICS

HYDRAN: Everything will depend on how you use your fighters. Assume that the ISC will try to detect them, and plan for what you will do WHEN they are detected.

ISC: Try to make contact with the small ships of your gun-line, which should search the rings for hidden fighters. Remember, if they get behind you, that's what the plasma-F torpedoes are for!

(SL137.9) PLAYTESTERS' COMMENTS: This is a good scenario showing what the Hydrans can do when their back is up against the wall. It is a good scenario for those that are tired of the same old line them up and gun them down battles.

HISTORICAL OUTCOME: Several of the smaller ISC ships were badly damaged in the initial stages of the battle. However, the ISC forces which reached Hydran space were not the same forces that began the conquest. Experience with the many races had hardened the crew-beings of the ISC, and rather than abandoning the battle, they re-grouped and systematically reduced the Hydran force.

Eventually, the Hydran cruisers were forced to abandon the planet, although not without sustaining some damage. ▲▲▲

PLAYTESTERS

BATTLE GROUP CALIFORNIA: Scott Mercer, Ben Ellinger, Tim Ray, Heath Culp, Jeff Boe, Ray Morris, and Earl Cooley.

BATTLE GROUP CHICAGO: John Berg, Mike Incavo, and Randy Demetz.

BATTLE GROUP CINCINNATI II: Ed Holzman and Ron Roden.

BATTLE GROUP COLORADO: Scott Moellmer and Dan Hoffacker.

BATTLE GROUP DAYTON: Bruce Graw, Bruce Fiedler, and Gary Fitzpatrick.

BATTLE GROUP DENVER: Stuart Eastman, Eugene Pei, Erik Eklund, Mark Stanley, Corenlius Bly, and Casey Hubbard.

BATTLE GROUP FLORIDA: David Bostwick, Rich Peckham, Richard Forest, Chip Suter, Phil Hoover, and Craig Cornell.

BATTLE GROUP HOUSTON: Frank Crull, Preston Kent, John Viles, Terry Haugh, Gary Quick, Brad Hinkle, Matt Burleigh, Jeff Kelley, Randy Lee, and Jase Philip.

BATTLE GROUP INDIANA: J. Joseph Felton, James McClure, Leeland Krueger, and Lane Freiburger.

BATTLE GROUP MILWAUKEE: Jeff Laikind, Matt Westmoreland, and John Hilgers.

BATTLE GROUP MISSOURI: Gregg Dieckhaus and Allan Phelps.

BATTLE GROUP NEW JERSEY: Rich Phelps, Bill Schoeller, and Tom Carroll.

BATTLE GROUP PHOENIX: Ken Burnside, Ron Russel, Scot Malcomson, Mike Putnam, Steve Sims, Jacob Everhart, Kevin Garcia, and Darin Cochran. ▲▲▲

TACTICS BOARD

The Commander entered one of the observation rooms, situated to the rear of each classroom. Their purpose was to allow visiting dignitaries, or instructor evaluators, to observe an ongoing class without disturbing it. The Commander had found them useful as a quiet place in which to catch up on his work without having to return to his office.

As he sat at one of the small tables, the classroom before him suddenly lit up and a squad of cadets walked in. Thinking that he had accidentally walked into a observation room that was behind a class about to start, the Commander started to rise to move elsewhere. Then, as the cadets began speaking, the Commander realized that the assembled cadets were not a class, but a study group composed of a few seniors and several junior cadets. Such study groups were common throughout the academy and served as examples of the upperclassmen's developing leadership skills as well as imparting additional preparation to the junior cadets for their coming classes.

The Commander set aside the materials he had brought with him to observe this study group.

<Petrick> Today, we will discuss a tactical problem. A Federation CC, NCL, and FFG are operating in an area near a planet that is 30,000 kilometers in diameter. You are assigned to take a PF flotilla and cause as much damage as possible so as to encourage them to leave. What types of PFs would you use, and what tactics? Who would like to propose what PF group he would use first?

<Loughrey> Use Romulan Centurions in battle passes.

<Williams> Define the formation and position of the target ships.

<Petrick> Sorry, Cadet Williams, all the data you have to work with has been provided. Go ahead, Cadet Filsinger.

<Filsinger> Definitely Romulan PFs. They have the most firepower.

<Wrayth> And they can hide!

<Filsinger> Lyrans would also work, but they do not have quite the nasty punch.

<Petrick> Okay, Cadet Filsinger says Romulan or Lyrans PFs. Does anyone want to dispute this selection?

<Cioran> The Romulans are fine, but I would rather use Klingon G1s than Lyrans Bobcats. They have better drone defenses against scatter-packs and such, and their drones can soak up phasers.

<Filsinger> I might agree, if you are talking G1Bs. One disruptor is not enough.

<Cioran> OK, the G1B would be fine. The drones can be used to annoy the Federation as well (and they are free!).

<Filsinger> The Klingons should use G1Bs, not standard G1s. I still say that the Romulan has the best chance, especially StarHawks.

<Williams> I would use a mixed flotilla with a G1BL, a G1D, a G1S, a G1P, and two G1Bs.

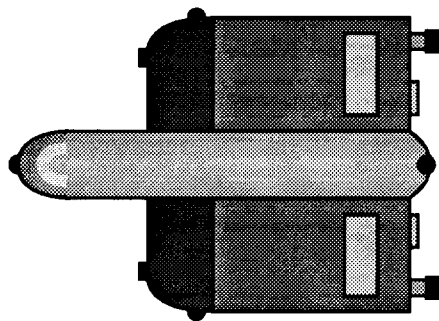
<Loughrey> If you are using Klingons only for the drones, use Kzinti Needles instead.

<Cioran> But the Kzintis are Federation allies!

<Filsinger> I was restricting myself to Coalition forces only.

<Loughrey> The Centurions are a much better choice. Greater firepower that is harder to destroy.

<Donnelly> I think we have overlooked the Orion Buccaneers with their choice of weapons to fit the battle. Add the ability to cloak some units and the fact that they can freely use variants in flotillas, well you have got a great defence. A minelayer would be prudent to wreck the Federation ships' shields, also.



<Washburn> I feel that any drone users would be wrong considering the terrain. It should be fairly easy to break lock-ons with the planet there, especially against G1s. Their weapons would almost require closing to range 3 or 4 for a good shot. I would choose Harriers over the G1s (assuming we are ignoring historical alliances).

<Williams> Harriers require that you get real close to do any damage. Too close!

<Wrayth> I would include some Centurion-Es with the group. And maybe a minelayer. Cloak and lay mines. Real rude.

<Filsinger> Only that the extra phasers of the StarHawk would be better. Also, cloaked minelayers would be nasty.

<Wrayth> For what?

<Loughrey> Closing to take effective use of the phasers can be deadly. PFs do not take a lot to kill.

<Wrayth> Really, I do not see the need for phasers on this mission!! A PF should not be that close to a cruiser.

<Loughrey> Especially one armed with photons.

<Cioran> As with Cadet Filsinger, I agree the StarHawks are better because of the extra phasers. The Orions are nice because of the stealth bonus and the engine doubling. With mostly plasma armament and a heavy hitting weapon of one sort (photon or something), the plasma options are the best bet. Phasers are handy for sniping through down shields.

<Donnelly> Cadet Cioran, you forgot to mention the Orion roulette factor.

<Petrick> Okay, if no one has further comment on the choice of PFs? Then let us move on to some specifics. Where will the scout PF operate if StarHawks are chosen? Cadet Filsinger?

<Filsinger> Toward the rear. It is too valuable to risk against photons. It can provide a shift which will save the others from photons.

<Petrick> How far to the rear? Specifics please.

<Filsinger> About 50,000-100,000 kilometers.

<Washburn> I would keep it 150,000+ kilometers from the enemy, close with the PFs to within 50,000 kilometers. That way, I can attract seeking weapons. Also, at that distance the small size and rapid movements of PFs make them harder to hit.

<Williams> A scout is almost a necessity and should be kept out of overload range.

<Cioran> Why would you be IN overload range?

<Williams> Some types of tactics require a close-range pass, and the Federation would almost be certain to get into overload range.

<Petrick> Okay, let us move along to another aspect of the main question. Cadet Filsinger, what tactics do you anticipate that the Federation ships will use?

<Filsinger> Try to close at high speed to 80,000 kilometers, dump overloads, then run away to reload.

<Washburn> "High speed?" That means about warp 2.6 with overloads. I would keep about warp 2.45 and stay near the planet. The PFs have to close to fire anyway.

<Cioran> Cadet Washburn made a good start. Go warp 2.45 for the first little while, then accelerate to over warp 3. You might be able to sucker some of the plasmas into the planet or "accidentally" close to 80,000km for an overload shot or two. Hold some proximity fuses for batting down shields if the Romulans stand off, and use the phasers defensively except when absolutely necessary. Probably the CC is the best ship for overloads because of the advantageous power curve.

<Loughrey> Barring minelayers, kill the leader and scout first if possible, then slam each PF in turn, concentrating your fire power. I suggest a speed of warp 2.7; that will enable you to get around the planet with time to spare. When the PFs close to get a closer shot, accelerate and go for the overload shot.

<Petrick> How are you going to tell that some of the PFs are minelayers?

<Cioran> Go warp 2.57 then, for the turn mode.

<Donnelly> Try to isolate the FFG from the other two ships and plaster it. Also, try to get the planet between your PFs and the Fleet (except for your target ship).

<Williams> If the Federation player is smart, he is not going to allow you to split up his ships.

<Washburn> I believe the NCL has the best power curve. That would be my initial target even though it has the shielding of the CC. (Power curve, that is.)

<Cioran> No! Wrong, Dave! The warp power output of the CC is better than the NCL.

<Washburn> The lower mass of the NCL helps.

<Wrayth> I may have missed this, but why would the PFs even come close to 80,000 kilometers range? I would not let them get closer than 100,000 kilometers range.

<Cioran> They should not, but you might catch some if you plan correctly when they come to get the 100,000 kilometers range shot.

<Petrick> Cadet Wrayth, mostly because they lose the guessing game on speed and get caught by a sudden acceleration.

<Filsinger> Remember that these ships can generally maintain warp 2.9 while holding overloads or charging proximity photons. After the first pass, proximity photons from 120,000 kilometers range should suffice. Also, the PFs must close to overload range since, at longer ranges, it is too easy to avoid their plasmas.

<Petrick> With the scout, closing to overload range is relatively safe for the PFs due to the EW shift that they are nearly guaranteed to have. The Federation will have to fire any photon shot through heavy jamming, while the Romulans do NOT really need to use any ECCM to help their plasmas unless they really want to. Even then, they can accomplish this by simply holding back one PF to guide the plasmas with positive EW.

<Cioran> But, Cadet Petrick, drones are not so bad on the shift like photons. A scatter-pack or two might discourage the PFs a bit.

<Petrick> Cadet Cioran, the StarHawks have plenty of phasers for drone defense against the limited number of racks and can out run one or two scatter-packs before closing to finish the job. Time is a Romulan asset unless help is coming for the Federation. Note that the Federation would be fools to get any distance from the planet as it is one of their plasma defenses by having enough speed to duck behind it and let the plasmas hit it.

<Cioran> Not really, Cadet Williams. So what if you stray a few extra tens of thousands of kilometers away? It does not really matter as long as the mission objectives are met in the end.

<Petrick> Cadet Cioran, it would if there was a time limit. Given unlimited time, the Romulan StarHawks would win. However, you must assume in every battle that more enemy forces will arrive given time.

<Loughrey> If the PFs close enough to use overloads, a ship might tractor them and force them into the planet (presuming they have already launched their plasmas).

<Petrick> Cadet Loughrey, push them into the atmosphere and the tractor link breaks. Why they got close enough for you to tractor them I cannot imagine.

<Donnelly> I would consider using a minelaying StarHawk to set up a "minefield" near the planet to fracture the Federation fleet, as well as damage shields. Set the mines for a size target larger than your PFs.

<Myers> First off, I would stay outside 110,000 kilometers range from the PFs since 120,000 kilometers range is optimum for my proximity fuses. With drones to discourage the other PFs, I would target the scout with massed proximity photons and phaser fire from 120,000 kilometers range. I would run as fast as possible to out run the plasmas.

<Donnelly> I would probably add a troop transport variant to the PF flotilla to board the ships which now have down shields. Just creating a little hate and discontent amongst one's enemies. Make that two troop transports.

<Loughrey> Cadet Donnelly, it is not worth the loss of firepower.

<Petrick> For the last few minutes, I would like to consider what effect, if any, the Federation's three drone racks would have on the battle. Anyone care to comment?

<Washburn> The drone racks are useful for anti-drone combat, but not much use on the Romulan front.

<Myers> Let me say just one word: scatter-pack.

<Petrick> Cadet Myers, the problem is that the PFs will simply outrun the drones and then come back.

<Wrayth> Or cloak out.

<Williams> The drones will absorb some phaser fire. And the Federation ships can also run to buy time.

<Myers> That gives me time to reload and target PF #2.

<Cioran> The drones and scatter-packs can be used to drive the flotilla away, making effective passes with the plasma harder. This allows time for concentrated proximity fire on narrow salvos to ruin some PFs.

<Donnelly> Most likely all the phasers of a flotilla can eat three drone launches up with little problem. A scatter-pack or two only takes a little longer, and sooner or later the Federation ships run out of drones.

<Myers> Since my drones will not lose damage potential over distance, I believe that a scatter-pack will be very effective against the PFs.

<Loughrey> There are more than enough phasers and space to kill off drones. The last thing the Federation wants to do is drive the PFs away.

<Washburn> I disagree. The scout PF could distract the enemy drones. Then you can even use the attacking PFs' phasers for offense.

<Myers> The scout can go wild.

<Green> The scout's speed is reduced in its wild state, and it dies miserably.

<Williams> The scout has only two channels.

<Petrick> That is all we have time for today. Remember that tomorrow you will start the block of instruction on counter-PF tactics, so study the materials carefully.

As the Commander watched, the cadets rose and filed out of the classroom with a rising chorus of general conversation, most of which was still centered on the tactical problem just discussed. ★★

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 has fewer Term Papers than the last one, but with the new schedule (two issues a year), the net result should work out the same. The rapid pace of promotions continues.

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	= Senior Lieutenant
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.

ZERO ENERGY ANCHOR II

—Lieutenant (JG) Tom Carroll, USS New Jersey

There are other times, besides Impulse #32, that you can launch seeking weapons without worrying about anchoring your opponent. Whenever you are at range 0 or 1 and your opponent is moving speed 5 or better, look at the Impulse Chart. If he is not scheduled to move in the next impulse and any launched seeking weapons will move (speed 32 always moves, but slower drones or suicide shuttles may not), go ahead and launch. He will not be able to weasel and cannot leave the hex, and since the launch takes place after the announcement of mid-turn speed changes, he cannot change speed to get away.

Rated the best term paper in this issue. Fleet Captain Carroll asked that his "earned" rank be cited.

WHAT ARE HIS INTENTIONS?

—Ensign Marc Elwinger, USS Louisiana

At the beginning of a turn, pay careful attention to the EW status of all enemy units. This may be a signal of what they are planning to do that turn. For example, if they have shifted EW to ECCM after several turns of mostly ECM, then they are planning to attack and will probably close the range. Specifically at longer ranges this will indicate their intentions to close or increase range. This is also an indication of when a ship with multi-turn arming weapons has them ready and plans to fire them.

SAVE THE FREIGHTER'S POWER

—Commodore Gregg Dieckhaus, USS Missouri

The small freighter is sorely lacking in power, and here is a way to squeeze out an extra point for your use. Note that minimum shields cost .5 units of power for size class 4 and 5 units. Minimum shields produces 5 shield boxes, the same number of shield boxes that a small freighter has. Therefore, there is no reason to ever pay for "full" shields. Also, since the small freighter has only a single phaser-3 for armament, which has a maximum range of 15 hexes, there is no reason to use full power fire control. By using low-power fire control, you save another half point of power.

EW SUPPORT FOR THE BASE

—Ensign Bernhard Holmok, HMS Quebec

When choosing forces for a base defense, select a heavy scout to allow you to use the base's heavy weapons without having to worry about the easily blinded channels. This will allow the base to fire the heavy phasers while receiving ECM and not having to use its own channels to distract seeking weapons. The heavy scout can distract seeking weapons, and also provide the base with ECCM, which the base could not normally loan itself in any case.

DAMAGE CONTROL FORESIGHT

—Ensign Kevin B. Deitle, USS Pennsylvania

If you have a damaged shield at the start of an Energy Allocation Phase of a turn during which you expect your opponent will completely destroy it, allocate two points of power to repair a shield box on it. Next turn, you will begin with a one box shield which will at least block transporter operations and shuttles crashing aboard, and can be reinforced with specific, rather than general, reinforcement energy to reduce future damage.

PUSHING THE MINESWEEPER ALONG

—Cadet Scott Mercer, USS California

Whenever a minesweeper is needed to penetrate an actively defended minefield, the minesweeper's job can be made much easier by having another ship tractor the minesweeper and push it into the minefield with the minesweeper at speed 0. With the savings in energy from not having to move, the minesweeper can reinforce its shields to a greater level, and once released, the minesweeper is in a perfect position to sweep mines with phasers since it is at speed 0.

LAUNCH DRONES LATER

—Commodore (Retired) John Hammer, USS New York

When making a close pass on your opponent, do not launch all your drones. Instead, launch only one (from the rack that will be destroyed by his incoming fire) or none at all. Your opponent will fire many weapons at your ship, and your fire will destroy some weapons, too, perhaps before they have a chance to fire. This is a prime time to launch your drones because your opponent may no longer have enough defenses remaining in arc to defend himself adequately.

POOR MAN'S HET

—Cadet Frank Otto, USS Florida

Ships frequently need to turn around much more quickly than their turn mode allows. High energy turns are a good way to do this, but the power cost and risk of breakdown may make these unacceptable. One alternative at the start of a turn is the poor man's high energy turn. Plot an initial speed of 0 with one TAC warp, one impulse TAC, and then an acceleration to speed 10 to take effect on Impulse #4 (the first impulse 10 moves). Speeds of less than 10 are of course acceptable as well. You can then turn 60° on Impulses #2 and #3 and still have a full 10 hexes of movement. This will limit your acceleration, so be careful in using this tactic.

KEEP HIM HONEST

—Commander Tom Chartoff, USS New Jersey

Many systems don't get attacked by hit-and-run raids because it is assumed that they are always guarded (cloak, sensor, scanner, UIM, etc.). Raid these systems just to keep your opponent honest. Maybe he forgot to guard them. Though it is harder to destroy a guarded system, it is still possible. Remember that any system worth guarding must be important and therefore it is worth the risk of losing a boarding party for a chance of destroying it.

DRONE ADD — *Fleet Admiral Ray Olesen, USS California*

Load one type-VI drone in your ADD launcher. If enemy fighters or drones are within six hexes range near the end of a turn and you have not fired the ADD otherwise, it is a sure kill against a drone to launch the type-VI and will at least divert the phaser fire of a fighter, or maybe cripple or kill it. You can start firing ADDs on the next turn after the 1/4 turn delay, against any drones or fighters that close with you. Note that you are also effectively engaging the target at twice the range the ADD is normally capable of, and he may not realize it was a type-VI drone and think you have used one of your type-I drones.

SAVE THE FRACTIONS— *Commander Steven P. Petrick, USS Texas*

Many small ships and some war cruisers find themselves at the end of a turn with a fractional point of power that cannot be used, such as an E4 which uses a 1/2 point for life support and 1/3d point for movement. Frequently, the ship finds itself with 1/6th an energy point not used when using fractional accounting. However, by using contingent reserve power, this fractional point may find use. Allocate the fraction to reinforce a shield, power a tractor, or power a transporter. If the circumstance comes that the shield is hit, and you wish to use battery power to block the damage, only 5/6th a battery need be used. In this way you begin the next turn with 1/6 a power unit saved in the battery which can be combined with the 1/6th extra you generate that turn. While the amount of power here seems too trivial to make a difference, consider that over time it may be the margin of victory. Larger ships with too few transporters to use a full point of power (Fed CAs for example) may also find this useful.

ESG BATTERIES — *Cadet Chuck Strong, USS Oklahoma*

On small ESG-armed ships with limited batteries and available power, you can use your ESG capacitor to absorb those small, useless points of power. For example, if you power your two transporters with 0.4 points of power and your ship has a 1/3 movement cost and you are moving speed 13 (cost = 4.33 points.), this will leave you with 0.27 points of power. If all else is fully charged and your batteries are full, the ESG capacitor might not be a bad place to store this power.

SCATTER-PACK CONSTRUCTION— *Lieutenant (JG) Sean Upchurch, USS America*

Pre Y175 Klingon cruisers are at a disadvantage because of their drone limitations. These ships only have enough drones for one full scatter-pack. This is the basis of the scatter-pack guessing game, but now under the Commander's Option Items, the Klingons may purchase 4 type-IM drones (for a total of 12 reload drones) for only 6 points, allowing for two scatter-packs. This way, no matter which one the enemy blows up, it is the wrong one.

AND THE EPT SHALL LEAD— *Vice Admiral Keith Velleux, USS Illinois*

When fighting in an asteroid field/belt/etc. with a plasma ship, not only should you have your seeking weapons follow each other, but you should also envelop the first torpedo (at least). In this way the torpedoes that follow the first one will be protected from damage longer and might hit the target without degradation from asteroid damage.

ADMINISTRATIVE CREDIT

Richard I. Glover, for a paper accidentally published under the name of a friend who had uploaded it to GENie for him.

Stuart Wald, for a drone tactic used in the Tactics Manual.

SUNDERED SQUADRONS— *Rear Admiral Tony Zbaraschuk, USS Indiana*

If you are operating a heavy carrier with multiple shuttle bays, do not put all the fighters of one squadron in the same hangar bay. Instead, divide your squadrons as evenly as possible between the bays. This way, when you start launching, you will be able to get a complete squadron out quickly, allowing it to take up independent operations with a minimum of delay.

POOR MAN'S SPIN — *Commodore John Berg, USS Illinois*

When you do not have the battery capacity to make a high energy turn but you know you may have to change your facing fast, place at least one unit of reserve impulse in your batteries with the rest reserve warp. Plan your emergency deceleration to take effect on an impulse in which your ship will move and your turn mode is satisfied so that you can change your facing by 60° just as you stop. Then on the second impulse after you stopped, surprise your enemy by using your sublight TAC to turn another 60° (C5.531). He will think you will be unable to turn for another two impulses (C5.532). And of course if necessary, you will be able to do just that. Note that you will not be able to use a point of impulse to move the ship during the turn you attempt this (C5.531).

CLOSE-IN SUICIDE SHUTTLES— *Lieutenant (JG) Gerard R. Lane, USS Massachusetts*

A suicide shuttle is another good option to include in an overrun attack, even without warp booster packs. At a range of one, by varying the speed of the shuttle between three and six, there are 12 of the 32 impulses when the shuttle will be an immediate threat to your enemy on the impulse after it is launched. His only option will be to damage or destroy it. In some cases, destruction will be his only option as the shuttle's crippled speed will move on the same impulse as its uncrippled speed.

CROSSING THE LINE — *Ensign Geof Pinello, USS America*

Take care in your movements as you approach a shield boundary, especially when one hex away from the boundary or in a hex adjacent to a "swing" hex. If you lock yourself into straight movement by slipping into these hexes without satisfying your turn mode, a change of facing by your opponent will bring a weak shield around, but avoid giving you a shot.

Example: Gorn BC in 4010F, D7 in 3805D. The D7's weapons are bearing on the #2 shield of the BC. We assume the Gorn #1 shield is weak and the Klingon desires a shot at it. If the Gorn turns to direction A and the D7 is forced to move into 3806 on the same impulse, the opportunity is lost, for the Gorn now has shield #6 facing the D7.

EW FIGHTERS AND ERRATIC MANEUVERS— *Cadet Jeffrey Zellerkraut, USS Alabama*

An EW fighter escorting its squadron cannot use erratic maneuvers and still lend EW points. If escorting fighters that use erratic maneuvers (non-drone equipped fighters usually), the EW fighter should add an extra EW pod. It will still travel at the same speed as the erratically maneuvering fighters, but will be able to provide added support.

SHUTTLES, SHUTTLES, EVERYWHERE...— *Lieutenant (JG) Kenneth Burnside, USS Arizona*

When starting out at a weapon status that allows you to have specialty shuttles armed and on the pad, use an offensive load-out rather than a wild weasel. Wild weasels are quick to prepare, and very few scenarios will require that you use one before turn #2. SPs and SSs both take three turns to fully prepare, and SSs require more energy.

DROP SHOT

— *Fleet Captain Sandy S. Hemenway, USS North Carolina*

When going for an assault run with a Stinger swarm, trying to reach effective range while using boost packs is dangerous, and unboosted it is almost impossible. Many players simply run at speed 29 (w/EM) until they are close, and then drop the packs. An improvement on this basic tactic is to plot speed changes between 29 and 27 often (impulses 8, 14, 20, and 26 are some examples). When you drop your packs, your speed changes will be between 14 and 13, occasionally allowing you to move on consecutive impulses while unboosted. This may get your squadron through an ADD barrage quicker and also louse up your adversary's idea of how long he has to kill you before you reach effective range.

ANDROMEDAN SHELL GAME

— *Fleet Admiral Frank Crull, USS Texas*

Beware of Andromedans that have empty hangar spaces and unaccounted for satellite ships! Under (G19.47), Andromedans can beam satellite ships between themselves, and while this must be announced, there is no requirement to reveal which ship received and which ship sent the satellite ship. As a shell game, the Andromedans can announce the activity and leave you wondering what was transferred. Does Dominator number one now have Dominator number two's Terminator? Or is it still on Dominator number two, and a Cobra, energy module, or even a PSS was transferred? As a side note, this is also a good way to burn excess power to empty the batteries to allow power to be moved into them from the panels.

MORE MYOPIA

— *Admiral (retired) Alan M. Gopin, USS New Jersey*

Both the web caster and the ESG have a myopic zone of sorts caused by the 4-impulse delay before they become effective. If you are travelling fast and can close to less than range 4, you will be inside their effective "myopic zones" since fast drones, plasma torpedoes, and your ship can reach the target before these weapons can be made active. Note that the rate of closure will determine the actual size of the myopic zone.

DRONES VERSUS T-BOMBS

— *Senior Lieutenant Eric Nussberger, USS Texas*

Drones are most effective when used in swarms. Unfortunately, this makes them very vulnerable to explosions in general, and T-bombs in particular. The density of a drone swarm is both an asset and a liability. The alternative is to launch your drones in loosely packed waves instead of in dense swarms. A good way to do this is to fly your fleet in a line astern formation and approach your enemy obliquely. Launch one drone from each ship every three to five impulses, while moving at a moderate speed. This will result in a series of drone waves, covering a wide front. Although this spreads out the firepower inherent in the drones, it will present the enemy with successive waves of drones which are difficult to kill with mines. Once you have launched the drone waves, close your formation up and follow them in. Save a few drones, or time your approach to allow you to launch even more drones as the enemy wastes his weapons on the preceding waves.

STARFISH — *Fleet Captain Mark Schultz, USS Pennsylvania*

When using starfish drones against direct-fire fighters, use them in pairs with ballistic targeting on an intercept course. The fighters have no defense as chaff is useless and phaser-3s are ineffective outside of three hexes range. Better yet, wait to launch until the fighters are at range four, then they cannot even evade the ballistic course (assuming they somehow knew the drones were on such a course).

IMPULSE TO IMPULSE 17

— *Lieutenant (JG) Marc Michalik, USS Colorado*

If you are at an Energy Allocation Phase and wish to move at speed 31 for the entire turn, do not. Plot speed 30 with a speed change to 31 on Impulse #16. Most of the time your 10 seconds of extra record keeping will be wasted. Some of the time, however, your opponent will be counting on you to not move on Impulse #17. Of course, once you have done this against someone two or three times, it will have lost its usefulness, so do not do it when it is obvious that you will not be at a range where it could make a difference.

KEEP IT DOWN

— *Lieutenant (JG) Joseph W. Hatfield, HMS New Brunswick*

When a shield is breached, carefully consider the amount of internal damage you are going to receive. If it looks like the batteries will be hit, use their power to block some of the damage before you lose them. If it looks like they will not be hit, hold the power (at least some, you may want to block a few damage points) to allow yourself options later in the turn. Note that if the enemy still has unfired weapons and your batteries are at risk, you may need to use the power immediately on the next impulse to avoid him destroying them then if you cannot turn a new shield.

BLOCKING BOARDERS

— *Cadet Emanuel Moutsos, USS California*

The standard tactic of trying to stop enemy boarding parties from beaming over is to apply general shield reinforcement. The problem is that one phaser shot will leave the shield in tatters again, and if you were not able to turn, he will have lost the use of only one transporter while the others will function normally on subsequent impulses to board you. Try to use the power for an EW shift instead. This has some chance of blocking all the transporter attempts (as unlikely as this may seem, this may actually block more) and will provide some reduction in the effect of any weapons he tries to fire at your down shield. Note that this decision will be made based on whether or not you can force a shift in the EW situation.

KLINGON DRONE PURCHASES

— *Admiral (Retired) Graeme Cree, USS Texas*

A Klingon battlecruiser which has no points to buy anything should replace all of his type-I drones with type-IV. This is unrealistic technically, but is useful for four reasons. 1.) With the normal firing rate, it will take eight turns to use all of its drones, time for battles to be won and lost (and that's not counting the reloads, which can be loaded while the other rack is launching). 2.) It doesn't cost anything. 3.) The Feds can no longer fire one phaser-1 and have an automatic drone kill. 4.) If you're lucky, the enemy will forget to I.D. your drones and carelessly fire only one phaser, thinking he's got the drone automatically, and be unable to fire again before the drone hits. After all, a phaser-1 has only a 1/3d chance of killing a 2-space drone at range 1.

PSEUDO-DEATH-RIDERS

— *Commodore Bruce Graw, USS Ohio*

Death-Riders add a substantial punch to any PF flotilla and are something your opponent cannot afford to ignore. Convince him that you have one by taking one PF and have it hang back a few hexes from the others, obeying all the rules of Death-Rider PFs (K7.61). In particular, make sure that PF does not accept any loaned EW from its tender. Your opponent will then have to hold some weapons back or modify his tactics to avoid the supposed Death-Rider, possibly forcing him to fire on that PF and allowing your other PFs to escape destruction, or allowing a REAL Death-Rider to achieve a hit.

ROUNDING UP— *Cadet Matt Smith, USS America*

When pursuing an enemy, (drones also), try to stay on the border of his 3&4 or 4&5 shields (whichever is appropriate). It will always lead to the shortest intercept solution, assuming clear room to maneuver. If there is a reason to worry about the enemy going places in particular, shade a little more that way. If he still goes directly there, it will not help any, but it gives him room to turn away which might be what you want at that point.

ANTI-ESG SHUTTLE— *Ensign Jeffery Wong, USS California*

One way to drop a Lyran ESG field is to launch a minelaying shuttle with booster packs and an NSM aboard. Lay the NSM the impulse before the ESG hits the MLS. The ESG will now strike both the shuttle and the mine. Three points of damage will destroy the shuttle, and since the "laying unit" has been destroyed, the mine will activate and detonate, knocking down the field and quite possibly doing noticeable damage to the ship. With timing, several drones or fighters could arrive at the same time, none of which will be bothered by the mine's explosion because of the nature of ESG mine interactions.

DAMN THE DRONES, BUT SLOW DOWN— *Ensign Nathan Schattman, USS Texas*

When dropping a wild weasel, always wait to the last possible impulse in order to minimize the time spent under its restrictions.

FLEET PLANNING— *Cadet Bill Gary, USS America*

When preparing a battle fleet, consider your enemy's fleet. If he does not have drones, cloaking devices, or ESGs, do not purchase any T-bombs. Use the saved BPV from the T-bombs to instead buy a larger ship for your fleet. The effects of the added weapons of this ship will be worth more than any T-bombs you could have purchased in this case.

LYRANS VERSUS MINES AND HELLBORES— *Cadet Michael Geiser, USS Pennsylvania*

Most races try to avoid being in a single hex, not so the Lyrans. By being in one hex, any single ship can protect all the others with its ESGs. Care must be taken to make sure that the single ship's ESG(s) are not overwhelmed, causing it to detonate in place and damage the other ships. The number of ESGs used to defend the force must be carefully considered against the number of possible mines and hellbores that may be encountered on that turn.

ISC DUEL— *Cadet Mike Woods, USS Colorado*

In the game, the echelon is rarely used, most battles being single ship duels. The PPD seems to be a liability to most players in this event. However, if a ship has both PPDs and forward firing plasma, this is not the case. By beginning a battle 15-20 hexes in front of your enemy, you can gain a PPD lock-on and begin firing pulses.

The PPD's pulses will become more effective as your enemy closes with you. Once the PPD(s) have completed their pulses, you can launch one or more heavy plasmas, which may or may not be pseudoes, at the enemy ship and turn away. If he wants to continue closing with you, he will take the plasma hits on his weakened shields and you will be able to fire one of your aft F torps to further discourage him. As you open the range, recharge the PPDs and begin readying the heavy plasmas so that they can be launched as two-turn Fs; then complete your turn. If your enemy followed you during this arming turn, you can let him have another one of the aft plasma Fs and then turn to begin the process of disarming him with your recharged PPD(s) on the following turn.

KLINGON BLIND SPOTS— *Cadet Lee Larsen, HMS Ontario*

When fighting Klingons, keep an eye on his wing phaser firing arcs in (D2.32), or more notably his blind spots. If you fly in these, you can probably save yourself a few more points of phaser damage. As a rule of thumb, the blind spots are on his #1 shield but off his forward centerline. Klingons should take care to cover these gaps if they wish to deliver a full salvo of phasers, such as using a classic oblique attack.

BALLISTIC MISSILES— *Lieutenant Commander James Butler, USS Louisiana*

When you are fighting close in, it is difficult to launch a scatter-pack. The enemy would be able to kill it before it releases because of the close range. A way around this is to launch it away from the enemy on a ballistic trajectory. You will have to set a release range, and the drones will have further to go, but the enemy will have a harder time killing all the drones by simply killing the bus vehicle because of the greater range.

MIZIA, BOARDING PARTY STYLE— *Ensign Nicholas Weaver, USS America*

When operating an excellent boarding party ship (say a D7L) and you are going to have a couple uninterrupted impulses for hit-and-run raids, don't do them all at once. First, send out a couple of squads to hit critical weapons. If they are guarded, don't bother repeating it; hit something else. As (D7.84) places a minimum 4-impulse limit on the amount of time between raids on the same box, try to destroy the next box in the bank. If he then moved guards in, this either weakened other defenses or his general defense, so just invade him or attack other things. A standard raid sequence would be: impulse 1 (of the sequence) one bridge (if guarded, continue raids on other boxes instead; if not...), impulse 2 next bridge box (if now guarded, attack other things; if not and there is a third bridge box, attempt to trash that). Your small section of raids, over a few impulses, has served to: 1.) Feel out his defenses. 2.) Act as something of a diversion 3.) Get a chance to see if he guarded his good weapons and, if not, to punish him for that mistake.

DAMAGE MITIGATION— *Ensign Philip LaBarge, USS Utah*

Many players overlook the fact that you can destroy unfired phaser-3s and count the capacitor half-space destroyed against already fired phaser-1s.

WEASEL BUSTING 101— *Lieutenant (JG) Steven Rushing, USS North Carolina*

If you are fortunate enough to be a drone user and have your hapless opponent resort to a weasel, then you should break him of this habit in the following manner. While he is under the weasel, have your ships drop shields and lay T-bombs in numbers approaching 4 or 5. Set the T-bombs for any targets, including drones. Now your distracted drones will set off the mines all over his ship(s) instead of maybe doing a few hits by collateral. Also, you could launch other drones to set off the mines if needed. While he is under PFC, he will be very restricted in his ability to take advantage of the down shields, and his ability to stop the drones or sweep the mines is virtually nil. Always remember that drone ships have T-bombs too!

WAVE AFTER WAVE— *Senior Lieutenant Robert Tweedy, USS Montana*

Use speed-20 drones in the first wave; follow them with the ship at speed 10 until Impulse #16, and then speed up to 20. This will keep you at a moderate distance from the first wave. The second wave will be close behind on the following turn, and so will your ship.

★★★

THOLIAN TACTICS

THOLIAN JACK IN THE BOX

— Admiral (Retired) Graeme Cree, USS Texas

Tholian ships armed with non-phaser weapons find them hard to use in a drone environment. If they enter a web hex to fire, the enemy outside will launch seeking weapons that will hit the Tholian ship before it can get back behind the web. To get around this, do the following. On Impulse #29, three photon PCs and three standard PCs are behind the web. On Impulse #30, the three photon PCs enter the outer layer of web and all three fire all their weapons at the enemy (the photons are overloaded of course). On Impulse #31, each PC establishes a tractor link to one of the PPCs (they could not do this earlier because of the effects of (G7.91). If any seeking weapons get too close, the PCs will use their phasers to kill them; if not, they will fire all their weapons on Impulse #32. At the start of the next turn, the three PCs will "rotate" the PPCs back behind the web before any enemy weapons can be brought to bear.

THOLIAN JACK IN THE BOX II

— Commander Steven P. Petrick, USS Texas

The best method for employing the "jack in the box" is speed, with mid-turn speed changes. This has the added advantage that the enemy never knows when, or even if, you are going to pop out to shoot as you could do it on any impulse. The Tholian ship begins moving at a moderate speed inside the web. On a selected impulse (this DOES require careful planning, so you should practice this a few times before trying it in battle), the Tholian ship enters the web at high speed. Once in the web, he fires his weapons at selected targets, then executes a 60° turn on the next impulse. On the following impulse, the ship side slips back behind the web. This has the advantage that there is no waiting for tractor rotations; it can be done on almost any impulse with mid turn speed changes and maximizes the ability of Tholian ships to move through their own webs at will, i.e., they have the entire space encompassed by the web to maneuver under cover.

Rated the Best Term Paper in this special section.

THOLIAN PHASED SHIELDS

— Commodore Jeff Laikind, USS Wisconsin

When combined in a pinwheel, three Tholian ships can take advantage of their combined shields in transporter operations.

For example, three PCs, (A, B, and C) are pinwheelled. Ships A and B drop their respective parts of shield #6 on Impulse #8. Ship C drops its part on Impulse #16. All three ships conduct transporter operations (T-bombs, hit-and-run raids, etc.). Then ships A and B raise their shields. Ship C's shield is raised on Impulse #24. While this takes a reasonable amount of planning, there is a down shield for enemy weapons fire and seeking weapons to hit for only a single impulse.

SIDE STEPPING A WEB

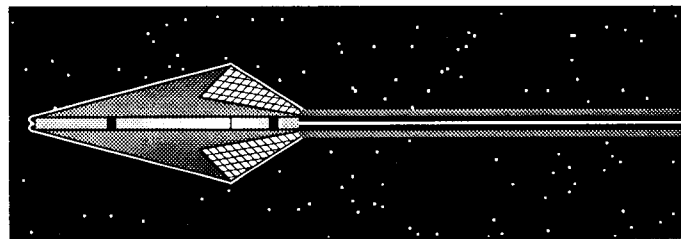
— Fleet Captain Sandy S. Hemenway, USS North Carolina

Tholians constantly look for opponents who turn and immediately slip. Usually when such a victim appears, they cast web immediately and in such a way that the web 'cannot' be avoided. So, against a Tholian, plot speed changes, then turn and slip just before your plotted speed change. The Tholian will think that he can catch you, and cast his web. Your speed change will then either take you clear of the web before it solidifies (if you speed up) or improve your turn mode, allowing you to turn before the Tholian thought, and you can side-step the web and chase down the Tholian.

ROCKY ROAD ROYALE

— Commodore Stewart Frazier, USS Ohio

For the most powerful Tholian defense (for example, around a key starbase), this tactic goes beyond the earlier 'Rocky Road' tactics. First, start with "Rocky Road" (phaser captors) and 'Redux' (large asteroids) to all three webs. Place the GBDPs on the outer ring asteroids; GBDP, or EWS (or GPF [w/Arac-Ws], or FGBl [W/S2 or S3]) on middle ring asteroids; and more GBDPs on each inner ring asteroid. The middle/inner ring arrangement could be switched or staggered for improved (personal) effect. Now add minefields within 7-25 hexes of the base. Note that you are moving fighters and PFs from the base or planet and placing them on the asteroid anchors in the web, replacing the HBMs and PFMs with other modules (mainly power and/or repair). Now your opponent has a good no-win situation as he must attempt to clear a minefield within effective range of quite a few phaser-4s, some of which will have EW support separate from the base. To top it off, further improvements can be had by using a GPC on one of the asteroid anchors.



WEB POWER

— Cadet T. Dellett, USS America

Neo-Tholian ships, being purely direct-fire based, are extremely power hungry. One way to save some power is to charge your web caster with only 1 or 2 points of power if you plan to use it defensively. This will still delay incoming seeking weapons and fire and will give you more power for other things.

PHOTON ROCK

— Rear Admiral Tony Zbaraschuk, USS Washington

When defending a Tholian base, be sure to have as many ships armed with photon torpedoes as you can. The chief disadvantages of the photon, namely its inaccuracy at long range and the vulnerability during the rearming turn, are greatly minimized when defending behind web. Your photon-armed ships will be firing at very close range, and they can duck behind the web to reload. Rock those Klingons (or Romulans, Andromedans, or ISC) with the power of your photons!

ANCHORS IN THE WEB

— Cadet Tim Ray, USS Texas

Ending the impulse tangled in the Tholian web adjacent to an enemy ship presents a unique opportunity to a ship planning to execute the Anchor. Tractor the enemy, and be sure the beam has as many points of power in it as the web has strength points by Impulse #31. On Impulse #32, remind your foe of rule (G10.563) which allows you to rotate your ship out of the web and into his hex during the movement phase of the impulse. This is an exception to the normal tractor rotation rules and is deadly when combined with big seeking weapons like plasma torps and heavy drones. You will take feedback damage (from plasma) on Impulse #1 when the weapons impact, but it is a small price to pay if the opponent thought any weapons launched would be trapped by the web. Note that it does not matter if the enemy ship is also in a web hex as the weapons will have reached the hex of the target when they are launched and will detonate at the first opportunity during the movement phase of the first impulse of the next turn, even as they are trapped by the web.

★★★

MAULER TACTICS

ROMULAN MAULER ANCHOR

— Senior Lieutenant Steven Rushing, USS North Carolina

The SparrowHawk-F and FlameHawk are excellent vessels with which to execute the "Gorn anchor." They can catch their opponents and use their lucrative reserve power to win any auction. By anchoring the enemy, they will lessen their own "mauling" power by a few points but will allow the fleet's torpedoes to pound their victim to oblivion. Even if the SparrowHawk-F expended 30 battery to catch an opponent at range 3, if this allowed just two plasma S torpedoes to hit the enemy, the net would be an increase in damage done (60 vs. 56). The tractor link will prevent the launching of wild weasels and slow the enemy ship, so torpedoing the victim should be easy. Also be sure your maulers have suicide shuttles armed to take full advantage of the anchoring or the deceleration due to mauling (D22.0).

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ALTERNATIVE MAULER TACTICS

— Senior Lieutenant Jay Clendenny, USS Illinois

Most players tend to take the traditional approach with the mauler and try to get it within close range of the enemy. Most often they fail in their mission. Players should remember that maulers can shoot and hit a target at 10 hexes range. This is outside the overload range of weapons, and phaser-1s only have a 50% chance (assuming no EW) to hit. Maulers are not disturbed nearly as much by EW. This tactic is particularly useful to Klingons and Lyrans who can support the mauler with disruptor fire. If the tactical situation requires it, a mauler can retire at high speed to recharge its batteries. It is useful to keep the mauler alive for another turn so that the enemy has to worry about it.

THE RIGHT PLACE FOR A MAULER

—Senior Lieutenant Joeseeph W. Hatfield, HMS New Brunswick

Maulers should follow the main attack in. As your fleet completes its battle pass, the mauler can use its systems to finish killing or crippling a key enemy unit damaged by the main fleet. Try to make sure you have a scout channel with some ECCM available to loan to the mauler to minimize the chance of the enemy managing an EW shift and causing the mauler (however unlikely) to miss.

MAULER AS TARGET — Cadet Daniel Redys, USS America

Due to the abnormal fear a mauler generates in a Federation fleet, I have taken to using a mauler as a target. A D6M moving at a moderate speed (16) has 17 points of excess power and 35 batteries which gives it an effective front shield of 82 points. While the Federation fleet tries to savage the mauler, other Klingon ships prepare to move to a close range and do two turns of overloaded disruptors without fear of photons.

SPEEDING THE CLOAKED MAULER

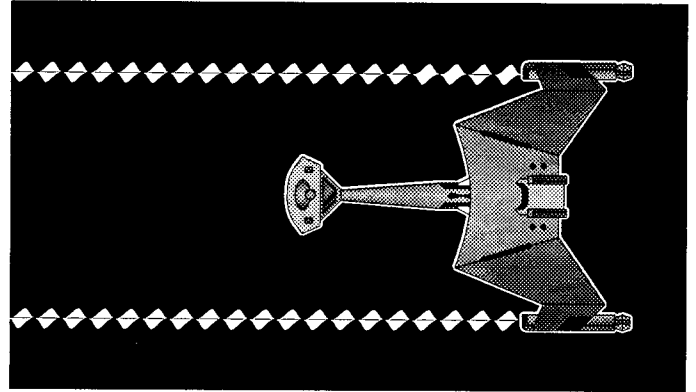
— Lieutenant (JG) Jonathan Clemens, USS Alaska

It is often overlooked that maulers can use the power in their batteries for normal functions. This can be used to enable cloaked maulers to, in a limited degree, separate themselves from the main cloaked fleet by using their batteries to cover the cost of cloaking while using their engines to move ahead to an attack position, usually on the enemy's flank. From there, they can recharge their batteries and move in normally to engage their prey, which will be ships staggering away from the main battle site.

RE-MAULING THE MAULER

— Cadet Oliver D. Upshaw, USS North Carolina

When an enemy ship tries to push a mauler into position to hit your base, do not worry about the mauler. Concentrate your fire on the pushing ship since it will have most of its power into moving the mauler and not in defending itself. Wrecking it will slow the placement of the mauler and make the mauler vulnerable to seeking weapons from your fleet and base. ★★★



GORN CLOSE ESCORT

— Ensign Tim Ray, USS Texas

Before the advent of warp booster packs, fighters, particularly on the plasma side of the galaxy, are difficult to use in fleet actions. They tend to be defensive units because the fleets move at high speeds while the fastest plasma fighter only moves speed 15. The F-torpedo fighters are even slower.

One solution is to have the torpedo fighter complement temporarily embarked on one of the escorts. This way the fighters can get into the thick of things where their short ranged plasma-Fs have a chance to hit. The Gorn balcony and track system facilitates this deployment as a single CLE (the close escort) can carry and launch all the torpedo fighters from any Gorn carrier. The CLE will not be able to re-arm them, but it (or another trailing ship that turned away after launching torpedoes) could recover the fighters after they launch their weapons and take them back to the carrier in the rear of the fleet at speed 31.

Be sure to launch the fighters far enough from the enemy to enable them to bring their weapons on line, or you risk their destruction; 16 impulses is a long time in a plasma fleet battle. While this might seem to be a lot of trouble just to get a few fighters into the battle, the extra plasma-Fs are worth it and the carrier is never exposed to enemy fire. The escort does not even have to sacrifice any of its shuttles as you can carry the fighters on the balcony and the shuttles in the bays. Just remember that every rear hull hit will kill one fighter.

Other races can use this tactic, but usually will have to split the fighters among several ships to have the bay (or balcony) capacity. They also have to sacrifice administrative shuttles, limiting scatter-pack and wild weasel options. Only the Romulans, Gorns, and ISC use fighters armed with plasmas, and no fighter seeking weapon is harder to use than this powerful but short ranged device. Getting these fighters into combat quickly is of paramount importance.

Keep an eye on the Tactical Intelligence levels, and do not let the enemy see the gift you have for him on the balcony. Launch the fighters before he destroys them and your escort.

Obvious counter tactics are to use probes to increase the range of your organic tactical intelligence, using your own fighters to dogfight the plasma-F fighters, and using mid-turn speed changes to close rapidly with the newly deployed fighter flight. ★★★

VICTORY AT ORIGINS 92

Fleet Admiral Guy "Chainsaw" Chaney

I chose to fly the Kzinti TC in the 1992 Fleet Captain's Tournament. The Kzinti is extremely versatile and can employ a wide variety of tactics using a nice mix of seeking and direct-fire weapons. At point-blank range, the Kzinti is devastating. Most tactics for the Kzinti center around closing with the opponent and exploiting your close range damage potential. If the Kzinti can reach range 1 relatively undamaged, he can usually win the game. You can knife fight as well as any other TC.

Timing is very important. You must take great care in setting up your approach to the enemy ship. Maneuver, as well as drone launches, must be used to place yourself in a position to close the range without being crippled. You have the ability to close behind a drone wave. If the enemy is using his phasers on your drones, you can survive his torpedo shot and blast him in return, while also launching more drones. Conversely, if he employs a weasel, you can plot your energy allocation to take advantage of his slow speed. Since you know generally where he will be, you can power tractors, disruptors, and shield reinforcement. By weaseling he reveals his hand for the next 32 impulses or so. You no longer have to guess where his power will be: movement, weapons, or tractor. You will be able to load your own torps and still close the range if you wish.

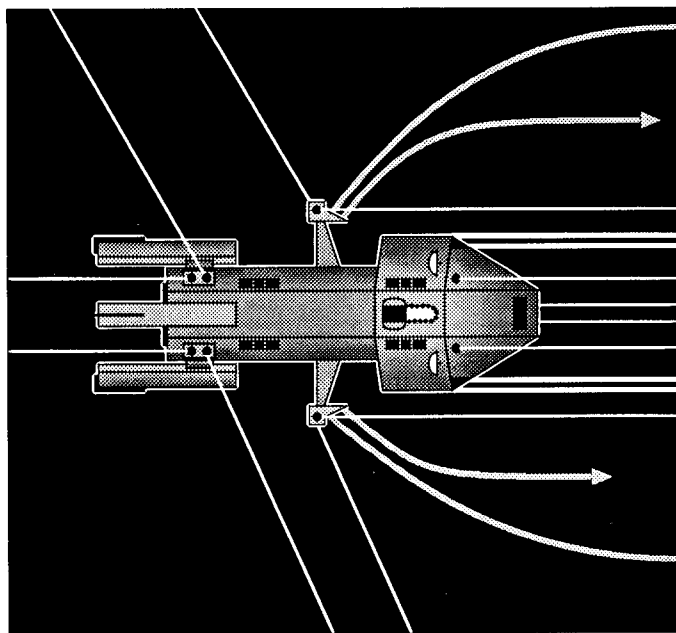
The Kzinti is not a first class direct-fire ship, at least not outside range 2. However, it will still wreck a shield at ranges 6-8 and will do internals through an average shield at range 4. Up close and personal is where you want to be, but circumstances sometimes force you to go to a direct-fire mode for a few turns while awaiting your chance to charge.

I love to employ the hack and slash with the Kzinti. It is one of the best Kzinti tactics. Leaving the disruptors empty for a turn allows high speed, tractor power, and a bit of reinforcement. The Kzinti can easily achieve a kill with drones and phasers alone. This is why the hack and slash works so well. The enemy must respect your massive drone firepower. The drones must be dealt with through weapons, tractors, or wild weasels. While he is busy with the drones, you can close and then overload disruptors at point-blank range. One last introductory note: my two most despised Kzinti opponents are Lyrans and Ph-G-armed WYNs, my two favorites are the ISC and Federation.

Round One Opponent: Gorn Game Length: 7 or 8 turns

Strategy: Tactics versus the Gorn depend on his approach. You would like to be able to get in close and knife fight, but he may not let you. If you can get him to launch his torps, you can outrun the type-S torpedoes and close during the reload turns. Don't be afraid to run right through his torpedoes if he launches piecemeal at you. Take them on different shields (reinforced a bit) after phasing them.

Always have drones in flight and more ready for launch if you are trying to get in close. He will have trouble with a large drone swarm. The Gorn may hold his torps and try to anchor you. If he is doing this, stay away as long as possible while chipping away with your disruptors and chucking drones at him. Prepare several weasels and realize when you are trapped. At this point stop, make him wade through drones to get to you, and hope you have hurt him enough to have the upper hand. Use your weasels wisely along with timely close range disruptor shots. Remember to allocate adequate power for negative tractor.



Battle Description: I loaded the scatter-pack with 4xIF and 2xIM drones and had one WW ready. On Turn #1, I plotted speed 16 until Impulse #24 and speed 26 for the rest of the turn. The Gorn charged me going 31 for the second half of the turn. I turned towards the corner and launched four type-IMs at him. The Gorn dealt with the drones and kept coming. I turned back into him and awaited my speed increase.

At range 7 I used four batteries to fully overload the two disruptors I had not overloaded during energy allocation and fired my Alpha strike into his #1 shield (4xOL, 4xP1). All four bolts hit, and a good phaser roll netted five internals. I hit two warp and an F-torp, good luck all around for me. We went to EA at range 3.

I plotted speed 26 until Impulse #24 then dropped to 20. I paid housekeeping energy, recharged my batteries, held the WW, and put five points into tractor. The Gorn announced speed 29. He tried for an anchor and would have had it except that he plotted illegal speed decreases and had allocated more to tractor than he could have (given proper EA). I HETed out of the corner, and he could not follow as he couldn't HET going 29.

Over the next few turns, I lowered another shield with my disruptors as the Gorn held his torps. Eventually, I scored a few more internals and hit a few phasers and power systems. I was not damaged myself, just minor shield hits from phaser fire. The Gorn conceded after he was forced to bolt a plasma-F (which missed) and an S-torp at my SP to save his skin. He had no torps armed, and I was coming in for another overload shot.

Round Two Opponent: Romulan Game Length: 7 or 8 turns

Strategy: The Romulan can be a tough match for the Kzinti. His ability to cloak is a huge advantage. You cannot eat a few torps and then look to close and knife fight as he will just cloak and reload, leaving you with damage and nothing gained. He can also cloak to avoid drones, so you must launch drones wisely. You are usually forced into direct-fire mode against the Rom, not your strong suit as a Kzinti.

Battle Description: I plotted speeds identical to round one, 16 for the first 24 impulses, then 26. The Rom charged and

launched two plasma-S torps and turned away. I went to range 8 and fired two overloads, two standard disruptors, and my Ph-1s. This reduced the Rom's #5 shield to about three boxes. I had saved my batteries as I knew I would have to HET to avoid the S-torps.

On Turn #2 we both ran, and I took 10 points to my #5 from the torps, both of which were real. I turned and pursued.

On Turn #3 I wanted to get as close as possible to the Rom while his S-torps were recharging. He announced speed 26. The Rom cannot cloak at that speed, so I launched the scatter-pack with four fast type-I drones. (I had unloaded the two medium-speed drones on Turn #2. I find this loadout extremely useful against the Romulan. It creates the possibility of heavy drones, and the Rom only has two labs. He will probably have to waste resources on two of the drones to play it safe.) The Rom surfed the board edge as I approached from the center at speed 20. As the drones from the scatter-pack passed my ship, I launched four more fast drones, including all three heavies. The Rom was about 7 hexes away. There was no way for him to handle all those fast drones, and he was pinned to the map edge. He burned a HET and headed back for the corner. I sped up to 26 and followed. The turn ended with the Rom buried in the corner with my ship-launched drones at range 2 and my ship at range 4. (He had shot down the drones from the SP.)

I fired Ph-1s on Impulse #32, hitting his #3 shield. I felt the Rom would weasel and cloak on Turn #4, so I plotted speed 4, juiced everything, and overloaded the disruptors. The Rom announced speed 31. (After the game, he told me that he had no WW armed and had to run for it.) On Impulse #1 I fired my overloaded disruptors and hit with two. I scored a few internals but hit nothing significant (except the Aux Con, more later). The Rom turned out of the corner and phasered the drones as he went by. My Ph-1s recycled on Impulse #8, and I put them through the down #3 shield at range 8 for nine internals. I hit an F-torp and the Bridge. The Rom slowed later in the turn, and I put my nose at him for Turn #5.

On turns #5 and #6, I sped up and loaded standard disruptors. I was on the Rom's tail, and his #3 and #5 shields were down. I waited for him to turn and then fired one disruptor per impulse into a down shield for the Mizia effect. His other two control spaces were knocked out by this.

Becoming uncontrolled is almost certain death in the tournament. I was ready to move in. The game ended when I drove up to the Rom and put a one point tractor on him. He could not fight it due to being uncontrolled. I had to eat an S-torp and an F-torp to get that close, but he was already damaged at this point. Now he was out of torps, stuck in a tractor, and had more internals than I did. He surrendered at this point, knowing I was going to pound on him for two turns while his torps charged.

Round Three
Opponent: Klingon
Game Length: 2 turns

Strategy: The Klingon versus Kzinti matchup is one of the best in the game — a real classic. I feel it is an even fight, with a lot of finesse involved. I fly the Klingon frequently, so I know Klingon tactics very well. As the Kzinti, I would look to get into knife fighting range as soon as possible. At range 2 or less, the Kzinti has the advantage. The Klingon's UIM no longer matters; the ADD is less effective; and the Kzinti has more phasers (which are also cheaper to charge), more drones, and takes damage better than the Klingon.

Range 1 is the ultimate knife fighting range for the Kzinti. Drones launched at range 1 (timed to move on the next impulse while the target does not) cannot be IDed by labs or tractor. Phaser fire versus drones is much less effective at range 1 than

range 0. This is why you prefer not to go to zero for a knife fight. Do not engage the Klingon in a range 3-8 disruptor duel. Look to get in tight. Both sides should get their SPs out early because, once the knife fight starts, it will be exceedingly difficult to get the SP drones deployed. In fact, if you are caught in a knife fight with your SP still in the bay, consider beginning to unload the drones for spares. If the SP shuttle is launched right next to the enemy, it will probably be destroyed before it can deploy its payload.

Battle Description: On Turn #1 I loaded standard disruptors, put a few points of reinforcement into my #6 shield, and moved at medium speeds. I held a suicide shuttle and began preparing a weasel.

Against another disruptor ship, the Klingon would like to exchange range 8 overload shots on the first turn. A word of advice for Klingons: do not burn your batteries and fly like a bat out of hell trying to get in an overload shot on Turn #1. Your opponent will either hit you on unreinforced shields with standard disruptors and then turn away or will prepare his own overloads, move more slowly, and have shield reinforcement up. Just something to think about.

In this battle we ended Turn #1 at range 10. I launched four type-IM drones and fired disruptors on Impulse #32. [Against the Klingon, you should almost always launch your Turn #1 drones on Impulse #32. This prevents the Klingon from targeting your Turn #1 drones with his Turn #1 drones.] I was not worried about my disruptors recycling as I was not planning on charging them on Turn #2 anyway. The Klingon did not fire.

On Turn #2 I planned on taking his Alpha strike and then closing and tractoring him. [The average Klingon should expect this and keep his speed up to stay away.] If I could anchor him, I wanted to get as close as possible and employ the hack and slash. I plotted speed 14 for the first 8 impulses and speed 26 for the rest of the turn. This is 23 points of energy for movement. I also paid housekeeping, continued to hold the suicide shuttle, finished the WW, applied five points of reinforcement to my #6 shield, and allocated four points of energy into tractors. I went slow at the beginning to give the illusion of having overloaded disruptors and to let my Turn #1 drones get in front of me. If the Klingon went for range 4, I could easily achieve range 1 after I sped up. If he loads four overloads (very likely), I would have the movement edge and close the range. [If the Klingon HETed after firing, he would probably be doing it on battery power, allowing me to tractor him at extended range. If it is a plotted HET, he will be moving even slower.] The Klingon announced speed 21.

I launched a shuttle on Impulse #1 and another on Impulse #3. (The first was the SP, the second a decoy.) I didn't care if the SP was blown up. If so, it would take one overloaded disruptor or a couple of phasers out of the Klingon's unopposed Alpha strike, the only one he was going to get. [The SP is very useful, but my main drone firepower was the type-IVF drones in my racks.] At range 8 the Klingon fired four overloads and five phaser-1s, then turned away. I took two internals, both hull hits, when 37 points hit my reinforced #6 shield. The five points of specific reinforcement makes the opponent wonder if you have used your batteries. [I'd like to thank Fleet Captain Tom Carroll for pointing this out in his own victory article.] I sped up and pursued the Klingon. My scatter-pack deployed its six type-IM drones (a standard loadout against a disruptor opponent). [An opponent overloading disruptors cannot outrun speed-20 drones indefinitely, and six of them will cause a headache. A quick look at the Klingon's power shows 16 for overloaded disruptors, 4 for housekeeping, and if he maintains speed 21 that will be 41 power for the turn. The maximum power available for the D7TC is 44. This means there will be no HET or he will be slower than

21. Either way it looks like I will reach range 2 at least. He is in trouble.] The range closed a bit before the Klingon could turn again. He maintained a steady speed 21. He fired two Ph-2s at my down shield at range 4 and got one hit, another hull box. I was going to get a fresh shield around before we hit range 3. I turned into range 2 and centerlined him on his rear shield. Inexplicably he hit me on the nose with the rest of his phasers. On Impulse #30 I finally closed to range 1 and applied the tractor beam. He fought it futilely for a couple of points. I enjoyed watching the Klingon struggle to free himself. [We Kzintis have watched many a D7 flop around helplessly in our tractor beam. We call the movements "The Klingon Death Wriggle."] Our pseudo speeds did not move on Impulse #31. I launched 3xIVF and 1xIF drones. [The drone crews wrote invitations to the barbecue on the last drone.] These hit for 60 internals on Impulse #31. The Klingon surrendered prior to my phaser fire.

In retrospect, the Klingon should have gotten some drones between us. I like to launch my SP at long range on Turn #1 when flying a D7TC against a Kzinti. I set it to deploy on Impulse #1 of Turn #2. The Kzinti cannot target your SP drones with his own Turn #1 drones if they release on Turn #2. Launch two shuttles if you are afraid of a long-range disruptor salvo destroying the SP. On Turn #2 I try to hit the Kzinti on his #1 shield with an overloaded disruptor shot and then fly back through my drone cloud. Be sure to break across his bow and slip towards him on Turn #1 so that you can turn away immediately after firing. Keep your speed up and delay the knife fight. The Kzinti does not want to fight a "shoot and scoot" battle. You will beat him to death if he tries it. He will probably be coming for you, so plan accordingly.

Round Four
Opponent: Hydran
Game Length : 3 turns

Strategy: This is another good matchup. The Hydran ship is extremely powerful up close. It is also equipped with two hell-bore cannons which can make your life miserable once you have a down shield. There is also the threat of the Stingers and the possibility of a double suicide shuttle launch. The Hydran will probably threaten to overrun you, but a massive drone launch will deter him. Fire will probably be exchanged at 4-8 hexes after which the Hydran will go away to clean up trailing drones and rearm. Stay on him and use the one turn arming cycle of the disruptor to your advantage.

Kill the Stingers! They can hurt your ship, but more importantly a wily Hydran will use them to shoot down huge numbers of your valuable drones. This allows the Lord Marshall to use its phasers on your ship. The Hydran is extremely vulnerable to weapons hits and has poor firing arcs. Once you have pulled a couple of his teeth, run him over! A Lord Marshall missing a phaser or two is vulnerable to drones.

Battle Description: On Turn #1 I launched my scatter-pack, waited for the 6xIM drones to blossom, and tractorized in the shuttle. I let the drones get in front of me and sped up to 20 near the end of the turn. The Hydran approached at medium speed and launched both fighters on Impulse #24. The fighters were placed in tractor links by the Lord Marshall which then sped up to 26. I had standard disruptors ready, and my Weapons Officer began tracking the Stingers. On Impulse #30, I saw that the Hydran was not coming closer than range 10, so I fired all four disruptors at Stinger A. Keeping range 10 was a wise move for the Hydran. At range 9 the shift for firing at fighters disappears. Two bolts hit doing 6 damage points to Stinger A. The Hydran now turned in, and we ended the turn at range 8. I launched 4xIF drones at his ship on Impulse #32. I also blew up Stinger A

with four Ph-1s on Impulse #32. I wanted to insure fighter A's destruction so that it would not be pulled on board and repaired; I could not fathom why he had not landed it aboard on Impulses #31 or #32. The Hydran did not fire.

On Turn #2 I would not be able to fire disruptors until Impulse #6 and could not launch drones or fire ph-1s until Impulse #8. I was not worried as we were 8 hexes apart and had 10 drones between us. I expected the Hydran to either fire and turn off, or slow and launch a weasel. My speed plot for Turn #2 was speed 14 with a short burst of speed 20. I overloaded two disruptors, standard loaded the other pair, recharged ph-1s, held a suicide shuttle, placed 2 points in tractor, and paid housekeeping. The Hydran announced speed 26. The surviving Stinger shot down four of the SP drones with its Ph-G and then was released from tractor. The Hydran used a Ph-1 to kill another SP drone and tractorized the last SP drone. As the 4xIF drones closed, the Hydran used his four labs and then fired his LS Ph-G at range 2. Only one drone was destroyed.

At this point, my weapons cycled on line and I launched four more fast drones, including the three heavies. The Hydran was running short on drone defenses and had exhausted his labs, so these were going to cause problems. After I launched, the Hydran turned away without having fired at my ship yet. Using his remaining ph-1s, two fusions, and his RS galling, the Hydran killed all but one of the seven fast drones on the map. The remaining drone was a type-IV, and it was right on his tail. The Stinger closed and hit me with its fusions at range 2. I promptly exploded it with three Ph-3s. The type-IVF drone was going to impact the Hydran's #4 shield on Impulse #17. My ship was at range 4 on the same shield. The Hydran changed speeds to delay the drone strike for several impulses. I fired my Alpha strike as I could not maintain range 4 any longer. I did one internal, hitting the bridge. A few impulses later the drone went through the down shield, doing 24 internals. I hit all 18 hull, 2 batteries, both Ph-Gs (the only bearing phasers), a left warp, and a fusion. I was surprised to get to the Hydran's batteries with 25 internals.

On Turn #3 I followed the Hydran and sent four standard drones after him. He was faster than I because I had overloaded the disruptors. He was working hard to keep me off his down shield. I did hit him with a range 4 overload shot on his #5 shield, doing another 15 internals. He surrendered at this point as I had only minor shield damage and had ended the turn facing one of his down shields.

His big mistake was trying to wade through 14 drones on Turn #2 with my ship nearby. This cost him the game. Not even the Hydran can handle 14 drones and have anything left to go head-to-head with the enemy ship. He should have taken a shot at me and then turned away to run while cleaning up the drones, or he could have weaseled. The Kzinti can realistically only put 10-12 drones in flight simultaneously once during the game. You probably don't want to tangle with him on the turn he does this.

Round Five
Opponent: Romulan
Game Length: 16 turns

Strategy: I was not happy about drawing another Romulan for the quarterfinal round, but three of the eight ships in that round were FireHawks! The enemy Captain was *Fleet* Captain Frank Gilson. I knew I was in for a tough fight. I prepared the SP shuttle with the same load as the last Romulan battle (4xIF, 2xIM) and unloaded the two medium speed drones early in the battle.

Battle Description: For the first few turns, Frank lobbed enveloping torpedoes at me; I ran from the torpedoes while fir-

ing standard disruptors at his ship. I was caught on the board edge by one enveloper and took 5 points of damage to all shields. I would rather accept some moderate shield damage early on than to give up the initiative by weaseling. I was able to get in one overload shot which chewed up his #5 shield. He had some minor damage on a few others due to the disruptor sniping.

Frank plotted speed 0 quite a bit with mid-turn changes to 10, so I wasn't launching many drones. I felt he would cloak out if a good number of drones were sent his way. We both prepared for a long battle. I tried to stay out of a position where I would be forced to use one or two of my precious shuttles as WWs. In a long plasma ballet, one shuttle in the bay at the end can be the deciding factor.

The disruptor sniping and plasma dodging continued for quite awhile. I had not used any shuttles but had burned my HET after 10 turns passed. Neither ship had any internals or down shields at this point. On Turn #11 things got interesting. Frank sped up, so I launched the SP followed by the four other fast drones including the heavies. This forced the FireHawk to decel. Frank launched an S-torp and an F-torp and then weaseled. I knew both torps were real as the pseudo for this S-launcher was used earlier. I finally thought I was going to gain the upper hand.

I was moving rather quickly, so I planned on outrunning the torps and then going to point-blank range on the next turn. As the torps closed, I saw they would end the turn at range 1. This forced me to use my batteries to gain one hex of movement so that I could keep them at range 2. I needed to gain the hex on Impulse #29. In order to do this, I had to announce the speed change by Impulse #27 as Impulse #28 is the last impulse in which a speed change can take effect.

Unfortunately, I forgot the announcement, and the full strength torps closed to range 1. I had been using my batteries and reserve warp power to pick up a hex or two during the final eight impulses the entire game. This is an excellent way to deal with plasma torpedoes. If you make it to Impulse #1, you can use the EA phase to plan your escape, be it speed, weaseling, or reinforcement. Keep this in mind against plasma opponents, and plot a constant speed for the entire second half of turns to enable the late turn unplotted speed changes.

I used some phasers on the torps on Impulse #32 and then put 23 points of reinforcement on my #5 shield during EA. The torps dropped the shield to one box on Impulse #1. My mistake did not cost me any internals, but I lost my speed. On turns 12-14, Frank moved across the map in reverse, and I followed. I bounced disruptors off his shield reinforcement. Because I had to slow so drastically to reinforce my #5, I was forced to follow at speeds of eight or even four. If I had gone up to speed 14, I would have seen plasmas launched my way (which I would have had to decel to avoid). As it turned out, I used all three of my weasels as I followed Frank into the far corner. I was not able to get the SP shuttle back on board; I could have used that fourth weasel.

On Turn #15 the Rom ship went into cloak, and I closed to range 1 and fired four overloads. The damage was insignificant. At this point neither of us had any internals. We both had one down flank shield and various damage on others. The time limit was nearing and was being strictly enforced.

On the last turn Frank decided to gamble and began to fade in on Impulse #1 with my ship at range 1. I tried to tractor him (10 points worth) but failed. As he reached the +1 fade in point, Frank weaseled for the ECM shift. I was moving speed 9. I turned into his hex and fired my Alpha strike from range 0 once his fade in was complete. Despite the shift, I scored around 35 internals. I turned off and launched drones slowly as I went. I wanted to encourage him to stay under the weasel restrictions

while I put a few hexes between us. He activated fire control and launched plasma torpedoes at me. I phasered them, and then took them on my #4 shield for about 15 internals.

At this point Frank surrendered. Next turn he had only a quick load available, and I would have come back in for another overload pass. If he cloaked again, I would have two down shields to aim for and his power curve while cloaked would have been poor due to the internal damage.

This was a very tight battle that could have gone either way. It was bold of Frank to come out of cloak and force the action. I feel we both played well despite the grueling nature of a 16-turn battle. I was beginning to think I might be able to win this tournament. There were only two games to go.

Round Six
Opponent: WYN
Game Length: 10 turns

Strategy: My opponent for this round was Chris Mazza. His WYN TC was equipped with two photons and two Ph-Gs. I knew Chris was quite good with this ship as he beat my Romulan with it earlier in the year. This matchup worried me a bit.

The WYN TC matches up well against the Kzinti when equipped with gatlings. This ship has excellent drone defenses, and the photons pack a nice punch while requiring less power than four disruptors. I planned on using maneuver, the disruptor's rate of fire, and my scatter-pack to tilt things my way. The SP was loaded with 4xIF and 2xIM drones.

Battle Description: On Turn #1 Chris headed for the corner, and I followed at medium speed. My Turn #1 disruptor fire had no effect. We both launched four drones.

On Turn #2 the WYN ship went speed 0 and started TACing. I was unsure what I wanted to try against this tactic. I knew Chris was sitting with 20+ points on his #1 shield and several weasels ready. I danced around at range 8 for awhile, offering a photon shot to Chris. He declined to fire. I managed to hit his unreinforced #2 shield for 12 points of damage with two overloaded disruptors. This shot came about thanks to my wide disruptor arcs.

I had formed an attack plan and put it into action. If you know exactly where your enemy will be, you can allocate your power accordingly. At the end of Turn #3, we were 9 hexes apart. On Turn #4 I plotted speed 9, put 15 points on my #6 shield, left the disruptors empty, held a suicide shuttle and a wild weasel, charged batteries, and headed in. Before moving in, I dropped the SP and an Admin shuttle at range 9. I set the SP on a ballistic course, planning for it to blossom on Impulse #1 of the next turn. I planned on cruising in, taking the WYN's shot on my reinforced shield and ending adjacent to him. On Impulse #32 I would start the hack and slash. Next turn I planned to overload everything while also sending in swarms of drones. At speed 9 he would not know whether my power was in the disruptors or shields. This would probably force a shot.

As usual not all went according to plan. Chris sensed what was up (speed 9, range 9) and sped up in reverse at speed 4. He fired his photons and ph-1s as I reached range 4. I took 15 points of shield damage as only one photon hit. We ended the turn three hexes apart, and I launched four drones on Impulse #32. Chris did not launch.

I felt I had the upper hand going into Turn #5. I overloaded all disruptors, plotted an HET, put three in tractors, held the suicide shuttle, and plotted speed 9 again. On Impulse #1 my SP blossomed, and Chris immediately weaseled. I tracted the WW before it could leave his hex so that he would have to accept the collateral damage from the 10 drones on the map. As the turn progressed, I flew around and over him as he launched

four(!) weasels. I used my HET to keep him in my FA. When he launched the fourth weasel, I either had to fire at range 1 with the shift or decel and wait for it pass. I chose to fire and then run as his photons would be back next turn. I did 16 internals, but did not get a photon or drone hit and only two phasers.

Just after I fired, Chris backed into my hex. His weasel was still active and his FC off, but at range 0 his phasers could still devastate me (he could fire *eleven* Ph-3s and four Ph-1s). I could tell he was itching to shoot, so I launched four drones and the suicide shuttle into our hex. Now, if he wanted to fire, he would have to deal with my toys also. He chose to hold his fire.

The drones moved off and exploded his last weasel. I moved away, and we ended the turn at range 5.

I don't feel I played the next few turns very well. With the WYN out of shuttles, I should have moved out, built a large drone wave, and run him over. Instead, we danced around at ranges 6-8. I did some more shield damage to him, but he evened the game when a range 8 shot on a rear shield netted 15 internals. Both photons hit. I lost a drone rack, three phasers, and a disruptor. The DAC was not as kind to me as it was to the WYN. For the rest of the game, we shadowed each other at range 6-10. I repaired the disruptor as a range 10 model, along with a Ph-3 and a right warp as an APR. Chris repaired his Ph-3s and two warp as APR. Chris had a down #2 shield and moderate damage on several others. He was also out of shuttles and repairs. I had a down rear shield but no damage on any others. I had two shuttles and one repair remaining.

Chris would not try another range 6-8 shot on one of my fresh front shields. I did not want to exchange range 4 shots because of the large amount of reinforcement he was putting up. The game was called at this point. It was a close decision. I planned on trying to fire overloads from range 8 as often as possible. If he held his fire I would eventually wear out his #1 shield. A range 8 shot on my front shields could yield only 5-10 internals, and then only if both photons hit. If one or both missed, I would speed up and close and then try to dump on a down or wounded shield at close range.

I was glad to advance to the finals. Chris is an excellent player, and I enjoyed our game immensely due to his friendliness and good sportsmanship. I headed back to the hotel for some sleep. In the morning I would play for the hat.

**The Final
Opponent: WYN
Game Length: 5 turns**

Strategy: My opponent for the finals was Dr. Andrew Pundy. He had equipped his WYN TC with two FA hellbores, a LS Ph-G, and a RF/R photon torpedo. This is an unusual mix, but proved very effective. On firing passes where the photon is in arc and scores a hit, he can dish out a lot of damage. The Ph-G helps with drone defense and point-blank firepower.

The three torps do suck down a lot of power however. If the WYN wants to maintain its usual high speed, it will not have as much shield reinforcement or tractor energy available. Getting in subsequent shots after your opponent is out of your FA can also be problematic.

As with the last WYN matchup, I wanted to use maneuver, the SP, and the disruptor's rate of fire to my advantage. I also felt my ship had a slight knife fighting edge due to the one turn arming and one turn repair capability of the disruptor. I wanted to avoid repeated range 4-8 firing passes where the hellbores could chew away at down or damaged shields.

Battle Description: On Turn #1 I planned on launching my SP, tractor the shuttle back in and letting the 6xIM drones get in front of me. I plotted speed 12 early, with a jump to 20 later.

Andy immediately headed for the far corner. I was forced to tractor the SP back in as it looked as though the WYN ship might get beyond 35 hexes away, thus breaking drone lock-on. I turned towards the WYN and did four points of damage to his #6 shield with late turn disruptor fire. I launched 4xIF drones on Impulse #32. The WYN also had four drones in flight. We ended the turn about 18 hexes apart.

On Turn #2 I wanted to relaunch the SP and then follow the fast drones in close. Once in tight, I would try for an anchor, launch more drones, and use the hack and slash. If Andy chose to engage, the drones would eat all his phasers. I could easily take just the torpedo fire. I plotted a speed 14 with a jump to 26 in mid-turn, put reinforcement on my #2 shield, powered tractors, held a suicide shuttle, and finished a WW. The disruptors were empty. I launched the SP immediately and began to close. Andy chose to turn away, back toward the center of the map. He was moving at speed 31. I got on his tail. For the rest of the turn, I followed and we both cleaned up all the drones tracking us. Andy used a second drone launch and several phasers to knock down all 10 of my drones. Near the end of the turn, I mistimed a turn and was about to get hit with a range 8 shot on my #1 shield which would include photon fire. I decided to HET to avoid this. If I accepted the shot and the photon hit, my #1 shield would have been dropped and my maneuverability crippled.

Going into Turn #3, I was a bit worried. I was heading towards the wall, my SP and free HET were burned, and I had to reload my batteries and a few phasers. I felt the WYN would slow to speed 17 or 24, get his nose toward me, and then speed up and run me into the wall. He would get to unload his weapons into a rear shield before I could turn around. Anticipating this, I launched 4xIM drones on Impulse #32 of the previous turn. During Turn #3 Energy Allocation, I reloaded my batteries, charged some phasers, held the special shuttles, and overloaded my two FA/R disruptors. The wide disruptor arcs on the Kzinti TC served me well during the tournament. The Kzinti is one of the few ships that can fire torpedoes while in retreat without retrograding. I had a high initial speed plotted with a speed decrease all the way down to 10. Andy again announced speed 31. I was glad to hear that as, due to our positions, he would only be able to get a range 8 shot before I left his FA arc for the turn. At range 8 Andy took his shot: four Ph-1s, an overloaded photon, a direct-fire HB, and an enveloping HB. The phasers did average damage, but *all the torps missed!* I was hoping the always dicey photon would miss, but having both hellbores also go wide was too good to be true. I'm sure those die rolls were demoralizing to Andy. If all his torps would have hit, I would have taken a few internals. To add insult to injury, I fired back with my two overloads and two Ph-1s and got two hits to do 16 points to his #2 shield. The dice were falling my way. The remainder of the turn saw Andy run away while shooting down my drones. I turned and headed for him.

On Turn #4 I was limited to speed 20 by that speed-10 period at the end of Turn #3, so I reloaded all phasers, loaded standard disruptors and moved at 20 for the entire turn. The WYN ship was surfing the map edge as I approached from the center. I was trailing him and moved so as to avoid his FA if he should turn in on me. Once again he was flying at speed 31. On Impulse #25 I launched 4xIM drones and hit his #6 shield with four disruptors from range 10. At this point I decided not to worry about his FA and began to close on his wounded #6 shield. I launched a shuttle for drone defense in case I TACed next turn. On Impulse #31 Andy turned towards me. On Impulse #32 I turned toward the map edge so that my #6 shield was facing his ship. We were three hexes apart with my fresh #6 facing his half gone #6. The four drones I had launched were also three hexes from the WYN. On Impulse #32 we both fired

phasers. I fired four Ph-1s; he fired every phaser on his ship. His #6 shield was knocked down to 3 boxes, my #6 shield was down to 10.

At this point I felt he was dead. Firing his Ph-G and Ph-3s was a big mistake. The range 3 damage potential is low, and now he had no phasers available until Impulse #8 of the next turn. Because he had just turned, he couldn't run at 31 next turn. If he did I would launch my other four speed 32 drones which would catch up before he could turn away. He could use tractors to deal with two drones, but the other two and the speed 20s would cause problems. My disruptor shot on Impulse #1 could possibly knock out one of those tractors. I felt he would probably go speed 0 with TACs allocated and launch a weasel immediately for the ECM shift and to clean up the speed 20 drones. This is what I planned for. I wanted to get right on top of him before his phasers cycled on Impulse #8.

I plotted speed 0 for the first three impulses with a warp TAC allocated, speed 9 until Impulse #12, speed 4 until Impulse #24, then 0 for the rest of the turn, with another warp and an impulse TAC allocated for the final eight impulses. I paid house-keeping, overloaded all disruptors, recharged Ph-1s, held the suicide shuttle and WW, and placed the rest in tractors. After TACing my damaged #6 shield away on Impulse #2, I planned to fly over him and then stop and TAC around to blast away again next turn. If he announced speed 31, I would launch the fast drones and fire the overloads on Impulse #1. I expected him to weasel immediately for the ECM shift, TAC his nearly down #6 shield away from me, and then wait for the speed 20 drones to impact the weasel on Impulse #5. At this point he could activate his fire control and wait for his phasers to come on line. This would have given him a fighting chance.

As it turned out, he didn't weasel on Impulse #1. I fired my overloads and hit with three for 21 internals. I hit four of his phasers, a drone, and a torp (the photon). Andy fired an overloaded hellbore which missed again! At this point he didn't have enough weapons left to scare me. I moved in to point-blank range. Andy made a mistake and forgot to launch his WW before hitting me (finally!) with the other hellbore on Impulse #4. The four type-IM drones hit him for 18 internals, knocking out another drone rack and every phaser on the ship except the Ph-G. Gamely, Andy played on.

Next impulse I launched a type-IVF drone which he weaseled. I moved into his hex, and after the weasel protection faded, I tried for an anchor but failed. The WYN launched two drones and a shuttle. I launched a type-IF drone and the suicide shuttle. I assumed his drones were the heavies and the shuttle a suicide. I wanted to use my phasers on his ship, so I weaseled since I was now moving speed 4.

Andy surrendered. I still had two type-IVF drones and my phasers ready. I must admit that the dice were definitely in my favor during the battle. Out of five torpedo shots, Andy missed with four. Conversely, I was able to hit with 11 of 14 disruptor bolts, including 5 of the 6 overloads.

If Andy's initial Alpha strike would have lowered my shield, the game would have played differently. As it was, I was in the driver's seat when crunch time came.

FLEET CAPTAIN

I was very pleased to win the title, the hat, the \$100, and the gold SFB keychain. I was also happy to do it in the Kzinti TC as it is my favorite ship. I plan on playing in next year's tournament in Dallas. Wins and losses aside, playing SFB at Origins is a blast. The overall atmosphere is very enjoyable, and the competition is top notch. I hope to see you there! ★★

ASK UNCLE AROAK

I have been assigned to the Internal Security Forces for convoy escort duty, and I am concerned about the relatively short range of the weapons, particularly the disruptors, which arm ISF ships. Any thoughts?—Lt Klana

The Internal Security Forces are an honorable branch of the Klingon forces. Their ships are designed for lower-threat enemies and can handle them quite well. The ISF specializes in close-in fighting (where the phasers on the convoy freighters are a significant advantage), and the shorter range of the disruptors is rarely critical. Nothing decisive can be resolved beyond overload range in less time than it would take the fleet reaction forces for that sector to arrive.

I am working on a simulator problem. How can you fire an overloaded PPD if its maximum range is 8 and its minimum range is 4?—Cadet Kleuseau

Firing it is easy. Getting all six pulses to hit is the problem, but there are solutions. Remember that you have six pulses, and five hexes, so you start behind the power curve and also have to overcome the closing velocity. Many tactics require you to keep the enemy at a certain range, and these same principles can be used. Sideslips, turns, speed changes, even emergency deceleration (used *only* if it will destroy his ship) can keep the enemy within the overloaded zone. You can have another ship tractor the target. If you just can't get the hang of it, then only partially overload it (or don't overload it at all), using the saved power for something else.

I have been assigned a simulator mission from early in the war. How do I get a drone wave past a Hydran Stinger-2 swarm before the advent of MW and Starfish drones?—Lt Kenn

Entirely different tactics are required. You have to punch out the fighters first and save the drones for your final pass at the ship. You can gain time by using retrogrades and T-bombs. If the Hydran ship has lots of fighters, his short-range fusions can't hurt you and you can use your disruptors to kill Stingers. If he has hellbores, there won't be all that many fighters to worry about.

Recently the Tholians on the border have begun to erect "maze" or "spiral" webs, especially around key areas. I have a C8V group that's "warming up" in that area; how can I neutralize the Rockhead's base?—Lt Ketn

Destroy it before they set the web up. When they start hauling that many asteroids into place, jump them THEN. Don't wait for later!

How does a Kzinti CC manage to get drones past the ESGs of a Lyan BC? With 4 ESGs, it is almost impossible to get up a large enough swarm!—Lt Kilsinger

The Lyan BC is a unique ship since it is in every way a 'cruiser' with DN ESGs. It requires special tactics. (One good point, there will never be four ESGs up at once. If there are, just wait a bit and you're in for free. Even at the normal cycling periods, the BC will be very slow when arming four ESGs.) You have to use a combination of armored and heavy drones, a couple of shuttles, an MRS to launch more drones, a scatter-pack, even a coordinated ram of the ESGs with the ship and a dozen drones. A single type-IV multi-warhead drone will drop the strongest ESG, but those drones are rare. You aren't going to get more than one crack at a Lyan BC, and if you play around with a long-range duel, he will take you apart with phaser-1s and UIMs, so set up the best attack you can and make it count. This battle is not for the timid! ★★

SEEKING WEAPON TRAJECTORIES

By Admiral (Retired) David Zimdars

At first glance, one would think that the path a seeking weapons takes to its target is fixed and that it would not be possible to move several different seeking weapons with the same launch point along different paths. However, depending on the relative positions of the launch point and the target and depending on the facing of the seeking weapons when launched, one MAY have considerable freedom in moving seeking weapons.

By (F1.24), (FD1.21), and (FP3.2), a seeking weapon must have its target in its FA-arc when launched. By (F2.2) a seeking weapon may move in any manner (by going straight, turning, or sideslipping) so long as it satisfies the following conditions:

1. It moves closer to its target if possible. If it cannot move closer, then it must not move farther away.
2. It keeps its target in its FA arc if possible. If it cannot keep its target in its FA arc, it must try to keep its target in its FX arc if possible.

All seeking weapons have a turn mode of one but must move one hex to satisfy that turn mode after launch (F2.123) or an HET. By (F2.13) a seeking weapon MAY make one HET per turn as long as it could not have moved closer to its target had it moved straight, side slipped, or turned. Note that while suicide shuttles and scatter-packs are technically seeking weapons, they must obey their own turn-mode restrictions, and in the case of a seeking weapon based on an admin shuttle, they may not HET [(F2.122) and (FD1.8)]. Because of these extra restrictions, the term "seeking weapon" in this article will only refer to drones and plasma torpedoes.

How do these rules allow one some freedom of choice in the path taken by a seeking weapon when they essentially say that a seeking weapon must move by the shortest possible path to its target? First of all, in normal two-dimensional space, the shortest possible path is a straight line. But a hex grid is not normal two-dimensional space. A hex grid may have several "shortest paths" that have equal lengths. The seeking weapon rules allow a seeking weapon to follow any one of those paths. Secondly, a seeking weapon does not have to be launched pointing directly at its target but can be pointing in two or (in a special case) three different directions. Since a seeking weapon must move straight ahead one hex after launch (or it MAY HET in a special case), one can use this to one's advantage and define several new equally short paths for the seeking weapon to follow.

STATIONARY TARGETS

In order to simplify the discussion for now, the different paths a seeking weapon may take to a stationary target will be discussed first. There are two possible relative positions between the target and the launch point that define the paths a seeking weapon may take.

The first possibility is when the launch point does NOT intersect any line of hexes from the target (a line of hexes is a path of hexes that has no sideslips or turns; it is completely straight). One will note that the target is in only ONE of the launch point's 60° firing arcs and that the launch point is only ONE of the target's 60° firing arcs. This means that, in order to meet the restriction that a launched seeking weapon must have its target in its FA, the seeking weapon can be launched in either of two directions, one just to either side of the target. In order to determine the available paths for a seeking weapon, place the seeking weapon in the desired direction of launch and move it one hex forward.

If the seeking weapon now lies on a line of hexes from the target, it MUST follow that line of hexes to that target and it has no choice in which path it takes to the target. If the seeking weapon does not lie on a line of hexes from the target, consider all of the hexes that lie inside the 60° firing arc of the seeking weapon to its target and the 60° firing arc of the target to the seeking weapon. All the movement paths that lie inside BOTH 60° firing arcs and that always move closer to the target are valid paths for the seeking weapon at that point. Each time the seeking weapon moves, the choice of valid paths narrows, and these paths can be determined by following the procedure in this paragraph after every movement of the seeking weapon.

EXAMPLE 1: A Kzinti BC is in hex 3706 facing D, and a Klingon D7 is in hex 3509 facing A. The Klingon is not moving. On Impulse #1, the Kzinti launches three speed-32 drones. Drone #1 faces E, and drones #2 and #3 face D. At this point drone #1 can take all "shortest" paths in hexes 3606, 3607, 3608, 3507, and 3508. Drones #2 and #3 can take all "shortest" paths in hexes 3707, 3708, 3607, 3608, and 3508. On Impulse #2, after moving one hex forward (since they must), the drones have the same valid paths respectively. On Impulse #3, drone #1 moves straight to 3507. Drone #1 must now follow the line of hexes (the 35xx hex column) directly to its target. It only has one path; it must enter hex 3508. Drone #2 sideslips to hex 3607. At this point drone #2 may enter either hex 3508 or 3608. Drone #3 moves straight to hex 3708. Like drone #1, drone #3 is now "locked in" and may only follow the line of hexes to its target, in this case hex 3608. On Impulse #4 drone #1 turns to hex 3508. Drone #2 moves straight to hex 3608 (since the #2 shield is weaker on the Klingon), and drone #3 turns to hex 3608. On Impulse #5 drone #1 hits shield #1 and drones #2 and #3 hit shield #2.

Some important lessons: The seeking weapons can be guided to hit two different shields. However, once a seeking weapon enters a line of hexes from its target, the shield direction those weapons will hit is fixed. It is therefore usually best to move those seeking weapons so that they do not enter a line of hexes from the target until the last possible moment (at range 1). This means that, at range 2, the seeking weapons will be in the hex that lies directly on the shield boundary of the target. Unfortunately, this hex is also the best place for a transporter bomb since the explosion radius covers all possible paths to the target at a range of 2, and it will destroy all drones launched on the same impulse at the same target as long as the drones are in the same hex. If all the drones did not follow the same path, it is possible for some of the drones to enter the detection radius of the mine at a range of 3 (from the target) while some of the drones are on either one of the line of hexes from the target at a range of 3, outside of the mine blast. It is therefore best to set the T-bomb to ignore 50% of the drones launched (M2.15). If this is done, at least 50% of the drones will be destroyed since the drones that did not follow the line of hexes to the target will still be in the blast range when the other drones detonate the mine. Once one's seeking weapons have reached the point of choosing between two different shields, the choice should be made, keeping in mind which weapons the target has available in each arc, the strength of that particular shield, and whether or not the shield that will be damaged is also facing your direct-fire weapons.

The second possibility for different paths is when the launch point DOES intersect a line of hexes from the target. While it has been pointed out that once a seeking weapon moves into a line of hexes it essentially fixes the shield it will hit, what makes this situation special is the fact that, when the LAUNCH POINT intersects a line of hexes, there are three different directions the seeking weapons could be launched and still keep the target in their FA, and the seeking weapons must move straight or HET

when launched, they cannot turn. Thus, those weapons launched 60° away from the line of hexes either have to move straight, moving OFF of the line of hexes, or they may HET, allowing those weapons to fall one hex behind the weapons launched in the same direction as the line of hexes. After the seeking weapon's first movement, this special case no longer applies, and the weapons may take only the paths described in the previous case UNLESS the seeking weapons were launched at a range of 1, which is a special case to be described later.

EXAMPLE 2: A Klingon scatter-pack is in hex 3505 facing D. A Federation CA is in hex 3509 facing A, speed 0 (shields #1, #2, and #6 have 10 points each). On Impulse #1 the scatter-pack releases six speed 32 drones. The Klingon player places drone #1 facing D; drones #2, #3, and #4 facing C; and drones #5 and #6 facing E. On Impulse #2, drone #1 must move straight, to hex 3506. Drone #2 HETs and faces D, but stays in hex 3505. Drones #3 and #4 move straight to 3605. Drones #5 and #6 move straight to 3405. Moving ahead three impulses, drone #1 strikes the CA's #1 shield, giving it two internal hits in one volley. Drone #2 is in hex 3508 while drones #3 and #4 are in hex 3608 and drones #5 and #6 are in hex 3408. Next impulse drone #2 strikes the #1 shield, giving the CA a volley of 12 internal hits, and drones #3 and #4 strike shield #2, giving the CA another volley of 14 internal hits, and finally drones #5 and #6 strike shield #6, giving the CA another volley of 14 internal hits. By now, the poor CA has suffered so badly from the Mizia effect that he will likely have very few weapons indeed!

There is a very special case when the target is at range 1 that allows for maximum flexibility in shield choice. In fact, all six shields can be hit! At a range of 1, the target is always on a line of hexes, so the seeking weapons may be launched directly facing the target or facing 60° away from the target (in either direction) and still keep the target in their FA arc. Suppose a seeking weapon is launched 60° away from the target. On its next movement it must move straight. When it does, it is still at a range of 1 from its target; however, it is now pointing 120° away from it (this is legal because it is still in the FX arc). On subsequent moves it must turn towards its target 60° and advance one hex. Having done so, however, the seeking weapon is still at a range of 1 from its target and pointing 120° away from it. In this manner, the seeking weapon can advance from shield to shield, moving in a circular path around the target. When the seeking weapon has moved into the hex which the target shield (the one you wish to impact) faces, then the next movement of the seeking weapon should be an HET that faces the seeking weapon directly at the target. On the next movement, the seeking weapon will impact the desired shield.

EXAMPLE 3: A large freighter is in hex 3508 facing A. An Orion CA is in hex 3608 facing A. The Orion has taken type-A drone racks for its four option mounts, giving it a total of 6 type-A racks armed with slow type-I drones. The Orion has OAKDISC. Neither ship is moving, and on Impulse #1 the large freighter fires its ph-2 and ph-3 at the Orion CA. On Impulse #3 the Orion launches drone #1 facing E. On Impulse #4 the drone moves to 3509 facing E. On Impulse #7 the CA launches drone #2 facing E and drone #3 facing A. On Impulse #8 drone #1 turns to 3408 facing F, drone #2 moves to 3509 facing E, and drone #3 moves to 3608 facing A. On Impulse #11 the Orion launches drone #4 facing E and drone #5 facing A. On Impulse #12, drone #1 turns to 3407 facing A, drone #2 turns to 3408 facing F, drone #3 turns to 3507 facing F, drone #4 moves to 3509 facing E, and drone #5 moves to 3607 facing A. On Impulse #16, drone #1 HETs to face C, drone #2 HETs to face B, drone #3 HETs to face D, drone #4 HETs to face A, and drone #5 HETs to face E. On Impulse #19, the CA launches drone #6 facing F. On Impulse #20, all six drones impact simul-

taneously, each on a different shield. This will knock down every shield on the freighter and give it six volleys of three internal hits. This has the effect of maximizing power, weapon, and control hits while minimizing hull and cargo hits. It also impresses your opponent.

Launching seeking weapons along a line of hexes to the target gives one the most flexibility in choosing which shields to hit, from three to a maximum of six. Plasma-armed ships with fixed launchers don't have as much flexibility as drone users here since they can only launch in two directions (at the most). Swivel launchers will allow one to use this technique sometimes. The best place for a T-bomb is 2 hexes in front of the target along the line of hexes from the launch point since the blast radius covers all possible paths. Once again, the T-bomb should be set to ignore 50% of the drones since the drones moving along the line of hexes to the target will detonate the bomb while the other drones are outside the blast zone. Setting the bomb to ignore half of the drones ensures that at least half will be destroyed in the blast since, if less than half are on the line of hexes, they will still be in the blast zone when the remainder of the drones enter it.

MOVING TARGETS

The discussion so far has centered around a stationary target -- an admittedly artificial situation. Remember, however, that units usually do not move every impulse, and any impulses where the target does not move, it for all intents and purposes IS stationary. At that point all the tactics above apply in unmodified form. As long as the seeking weapon is substantially faster than the target, the moving case is only several subsets of the non-moving case.

In any case, if the target will move during the flight of the seeking weapons, this movement will have some effect on the paths the seeking weapons can (or should) take.

First, a moving target may be too fast to allow pursuing seeking weapons to catch it (this is a big problem with slow drones). There is little to be done about that except to hope that the target will turn around.

Second, a moving target may move so that the seeking weapon is on a line of hexes to the target, restricting the allowed path. In order to prevent being locked into a specific shield by this, it is important to understand the concept of leading and pursuing shield boundaries. A seeking weapon that is facing the target's shield (out of the two allowed shields) closer to its direction of movement is said to be leading (this would be the more forward shield for a ship moving forward). A seeking weapon that is facing the target's shield further from its direction of movement is said to be pursuing. A leading seeking weapon can choose either shield. A pursuing seeking weapon that is moving slower than the target is likely to be forced to hit only the one since the target will likely force it onto the line of hexes to that shield. A seeking weapon should therefore not voluntarily move from a leading to a pursuing position. Since ships must follow movement restrictions too, the seeking weapon mover can use this knowledge to choose which path keeps the seeking weapon in a leading position (and not locking in on a line of hexes). If one's seeking weapon does get locked into a line of hexes, one can hope the target moves so that the weapon is off the line, allowing it to choose shields and move on several different paths.

The seeking weapon movement rules allow quite a bit of flexibility in the movement paths chosen, if one knows how to analyze the different possible paths. It is important for both the seeking weapon user and the player fighting him to be aware that seeking weapons do have some discretionary movement. Remember, the player who has the most paths of action open to him has the advantage during battle.

★★★

IN THIS EMPIRE...

by Owen G Riley Esq, Director of Strategic Studies

Federation & Empire continues to march onward, and this issue will bring you a tantalizing taste of things yet to be.

We have the long-awaited Andromedan Rules for F&E (although they will be limited to "wandering monster" status for now since we didn't have room or time for the economic and production rules). We have an unusual new scenario, the first of our Ask Admiral Opus rules questions, some interesting background data on pirates, and the usual features.

Well, let's get on with the show!

MORE FLEETS

by Andrew Patterson

Every F&E player needs more fleets. Drawing boxes on a sheet of cardstock is a bit untidy, although you could do well enough with a computer and a simple graphics program. Some of the more elaborate programs (for those with more powerful computers) can produce artistically impressive work.

But this leaves most of us doing without. Until Carrier War brings us more Fleet Charts, here is one quick solution. Photocopy your capital assault chart, and make counters out of colored cardboard. You can have the Klinshai Fleet, the Klinshai Attack Fleet, the Klinshai Defense Fleet, and so forth.

FEDERATION & ENQUIRE

by Steve Cole and Owen Riley

WHAT'S THE ALLIANCE TO DO?

Q1101F: How can the Alliance survive the initial Coalition attack after Special Attack Forces are added to the game?

A: Whatever product those are in (which appears to be EcoWar at this time) will include other rules that favor the Alliance in order to maintain overall game balance.

THOSE NEW SHIPS

Q1102F: Can the various extra ships from Total War published in Nexus or Starletter be used in F&E at the appropriate date (from the SFB Master Ship Chart) if we make our own counters?

A: Yes, with caution, and only if your opponents agree to add them. There are several caveats here.

For one thing, the factors on the counters may change before official publication.

For another, those counters are only a representative sample of what may be added. If a particular ship is shown for some races, the other races may not agree to let you use them unless their corresponding ships are also added, and you would have to agree to factors for them.

Once you start creating ships that aren't shown, you run into the problem of debating the factors and production cost and command rating and so on of each ship. (By the way, this is a problem which ADB cannot help individual players with. The schedule of what is designed and when is set very carefully to be the best it can for everyone. We can't stop working on the next thing on the schedule to design one ship for one player. Once we know the answers, we'll print them for everyone.)

BPV DOESN'T EQUAL EP

Q1103F: How many BPVs (in SFB) are equal to one F&E economic point?

A: There is no exact correlation. Each system accounts for a number of factors, some of which are presented differently in each game.

THOSE CHEAP LYRAN DREADNOUGHTS

Q1104F: The Lyrans got a cheap DN conversion to compensate them for their lack of carriers. Why didn't the Gorns also get a cheap DN since they also have few carriers?

A: It is incorrect to state that the Lyrans get a cheap DN because they don't get a carrier. This just isn't the case. They get a cheap DN because they built the CA to allow for the conversion. They didn't build carriers because they didn't want to.

INACTIVE REACTION

Q1105F: Does (603.31) mean that an unreleased ship cannot react outside of its territory or that it cannot react unless an enemy ship enters its territory? For example, Hydrans are in 1613 trying to reach the Federation. Klingons of the unreleased East Fleet are in 1813. The Hydrans move north to 1612 in an attempt to get around the Klingons. Can the unreleased Klingon East Fleet ships in 1813 move to 1713, still inside their deployment zone but in a position to block the Hydrans if they tried to enter 1712? (The Hydrans are hoping to enter 1812, from which they can retreat into the Fed Neutral Zone).

A: It cannot react outside of its territory, but can react within it. Hence, the Klingons in 1813 could move to 1713, and the Hydrans will indeed die short of their goal, as is historically appropriate (or unfortunate, if you are from the Alliance).

THE IMPERIAL LIMITED WAR RESERVE

Q1106F: When the Federation goes to Limited War (to help the Kzintis), is the Klingon Imperial War Reserve released?

A: No. Limited War in Kzinti territory is not a full-blown war with the Federation. The IWR reserve is not released unless:

- 1) The Empire invades the Federation in self defense; or
- 2) The Federation invades Klingon space; or
- 3) The Empire is attacked by three of its neighbors at once (not counting the WYNs, Tholians, or LDR).

The Federation will not invade the Klingon Empire until it has gone to Full War Status, which will take the time already noted. If the Federation does not go to Full War Status because the Klingons have withdrawn from Kzinti (AND Hydran) space before the time ran out, the Federation will return to a peace time economy until something else happens.

SPEED VERSUS RANGE

Q1107F: Why don't war cruisers (and other small ships) move at a faster speed? If you convert the raw movement allowance of the warp engines times movement cost, a Lyrans CW has 35 while a Lyrans CA has only 30. Meaning the CW (and other war cruisers) should move 7. Also, why does the Romulan WE move so fast when it only has power for 66% of the tactical speed of other ships.

A: Strategic speed and tactical speed are not the same thing. War cruisers have severe restrictions due to their overstuffed designs. As for the WE, it could possibly be worth a special rule for it to move slower, but we were trying to keep the game clean.

Once we 'admit' that special lower-speed rules are possible/necessary, we'd have a thousand letters on our desks demanding that this ship or that ship have a different speed. The game would become impossibly complex. It's just not important enough to mess with.

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.

ATTACKING THE HYDRANS

— *Ensign Dean Stow, USS Kentucky*

When attacking the Hydrans, leave the major planet in 0718 until after killing the capital. If you do, when the Hydrans finally retreat from the capital, they will HAVE to retreat to this planet because it will be the shortest distance to a supply point. This will leave their largely damaged fleet 7 (yes, seven) hexes away from the Old Colonies off-map area (where their repair facilities probably are). They will be unable to retrograde off the map. On their turn, they will have to use strategic movement, which is limited, to even move a portion of their fleet to safety.

Rated the best Tactical Note in this Issue.

FIGHTERS LAST

— *Admiral (Retired) Graeme Cree, USS Texas*

The conventional wisdom of Fed and Empire is to take the fighters as casualties first. In attrition battles this is fine, but when defending a planet or starbase to the death, it is often best to save the fighters for two reasons.

1. Damage scored against fighters is twice as effective as damage scored against uncrippled ships. Eight hits on fighters reduces your combat strength by eight points, while eight hits on an uncrippled CA reduces your combat strength by only four points (since it still has its crippled value of four remaining).

2. Damage scored on fighters that cannot be replaced from the reserve during the battle reduces many carrier groups to impotence, while damage scored on ships can be replaced by ships brought up from the reserve.

RETROGRADE REINFORCEMENTS

— *Fleet Admiral Owen Riley, USS Pennsylvania*

Players have been told for years that the best way to reinforce a position that the enemy could react to is by placing forces to react to the enemy's attack. This is not true. Players can more effectively retrograde reinforcements into such bases. The defender, during his turn, moves his units into combat after carefully leaving a few ships behind to open retrograde routes to the threatened bases. After combat, the defender can freely retrograde his units to the bases desired. The opposing player cannot react to retrograde movement. Thus, the defending player should counterattack to create the ability to reshuffle his defensive line during retrograde movement when he will be free of enemy interference.

DRIBBLING PINS

— *Captain Steven P Petrick, USS Texas*

A quick glance at the rule for pinning a moving enemy force will show that he can use his command rating to not have too many ships pinned by any one attempt. However, he must leave at least one ship for each pinning force. For this reason, you might want to consider, with small ships, using only one at a time to pin. This limits you to a maximum of five pins (his movement before he reaches his destination), but it may be enough to abort his main plan, and you can still send the reserve fleet to bail out whichever one of your small ships he stops on to kill in frustration. (*First to reach rank of captain.*)

INITIAL DEPLOYMENT

— *Rear Admiral Tony Zbaraschuk, USS Washington*

Consider carefully your initial deployments. If you are going to attack with one of your fleets, deploy it all on the forward BATS as the ships will then be able to reach farther into enemy space. If you get to deploy AFTER an enemy fleet on the same border does (e.g., Romulan West), consider the weaknesses of his deployment and plan accordingly. Leave a tug on one of the BATS so that you can convert it to a SB along with your initial attack. If your fleet is going to be on the defensive, deploy most of it to cover key planets. Bases can be lost with little ill effect (BATS anyway), planets less so. SBs are a good place to stack defending fleets. If your fleet will not be engaged for some time, deploy it as above, but be sure to leave convertible ships on the SBs. You can convert the ships even if the fleet is not at war. This is especially nice for the Lyrans, who can turn several Far Stars and Enemy's Blood DDs into CWs before those fleets enter play, but CA->CC conversions are also useful, as are any others you can do.

TO BUILD OR NOT TO BUILD

— *Fleet Admiral Frank Crull, Battle Group Houston*

When you get close to Y178-Y181, you may consider building PFs. Stop and look at the costs. PFs cost 1/2 an economic point to build after the initial free prototypes; fighters are 2 points per fighter factor for a carrier to buy, but replacements are free.

But consider, if you have a CV group operating since the start of the war, you undoubtedly have gone through all of those fighters at least 12 times by the time the PFs show up on your door step. For a Federation CVS group, this translates into 2 EPs x 6 fighters = 12 EPs. For 12 turns, it translates as follows: 12 (Economic Points) x 12 (turns) = 144. As you can see, when that sort of math is applied to PFs, the cost becomes unbearable. For a PFT that loses 6 PFs, the cost is 3 points. You can buy replacement PFs under (502.43). Buying replacement PFs in a two-player (Alliance-Coalition) game, the cost is 6 points. For an additional 10 player turns, this is 30 economic points. If you go 20 turns, the cost is 60 points.

Also, late in the war, races are suffering economic exhaustion; you may have less money to spend. So if you are playing a carrier race or have taken a carrier route approach to the game, you may wish to stick with your strategy. Otherwise, the cost of doing business may be a bit excessive.

LYRAN CONVERSIONS

— *Lieutenant Commander Paul Kramer, Battle Group Houston*

The Lyrans should concentrate on CL to BC conversions for the first few turns of the game in lieu of CA to DN conversions. BCs have the same command rating as a DN (10) and 83 1/3% of the firepower. Thus, they are almost as good as DNs for most uses, especially for starbase and capital assaults where the defender can direct on any ship type at will. The advantage of these conversions is that flagships for fleet actions can be built without using the valuable CAs. This will save CAs for use as secondary command ships (command rating 9) and for later conversion to STTs, CVs, etc., while taking the less useful CLs out of action.

FIGHTING WITHDRAWAL

— *Cadet James Chou, USS California*

If you want to withdraw in a base or planet battle (say after you destroyed your opponent's tug or FRD, but not the bases or PDUs), offer your opponent another approach battle. If your opponent declines, then you get a head start by (302.23). If not, at least your opponent fights without the benefit of his bases or PDUs.

COALITION COMMAND SHIPS

— *Senior Lieutenant Gerard R. Lane, USS Massachusetts*

The Klingons tend to have a shortage of command ships. The Lyrans have more than they can ever need. If the Lyrans regularly convert CLs to BCs as their five-point conversion, they will have a constant supply of ships with 10 command ratings. The secret to using this is to mount as many "combined" attacks as possible with fleets that contain six-seven (seven if a free scout is being used) Lyrans ships (including a BC) and five Klingon ships. Note that this will make it somewhat incumbent on the Alliance forces to target Lyrans ships over Klingon ships (and incumbent on the Coalition to take non-directed damage on Klingon ships more than Lyrans ships), but to use directed damage that way will, in the long run, hurt the Alliance's cause and further the Coalition's.

DREADNOUGHT DEFENSE

— *Cadet Donovan Alexander Willett, USS America*

Dreadnoughts are key warships (and more importantly, flagships), but they are still vulnerable to directed damage, and the loss of a DN (even temporarily, while it gets repaired) is a major blow to any race. One solution for this is to convert as many DNs as possible into CVAs, which (behind their walls of escorts and fighters) are much harder to kill.

PIRACY CONTROL

— *Admiral (Retired) David Zimdars, USS Montana*

When playing with an Orion Pirate player, other players should strive to keep their bribes and lend lease bids low. Excessive bribing and leasing results in a relatively large pirate fleet that can do grievous economic damage should it decide to congregate in any one race's territory. At the most, only offer the pirate slightly more per ship than each specific ship could earn on piracy patrol. Bribing is more difficult. It is generally best not to bribe the Orions at all (however, being the only player not to bribe the Orion can be very bad news). Furthermore, it is usually beneficial to at least try to eliminate a few pirates (which can be difficult), lest they breed like rabbits and become unmanageable (the growth of the Orion fleet is exponential). Note that since bribery and leasing offers are conducted between turns, if you spend all of your economic points, you will be forced to deficit spend (this usually limits bribery to some extent since few people plan for it).

SECURITY ZONES

— *Senior Lieutenant Jay Clendenny, USS Illinois*

Scouts are one of the most important units in the game, not for causing the enemy to subtract one from his die roll, but because of their ability to grant a two-hex reaction radius to the ships that they are stacked with. While nominally not as important when defending (you can stack on your bases which provide the same reaction zone radius as scouts do), it is very important on the attack because you probably do not have a base close to the front lines. In this way, you can concentrate your ships and limit the enemy's ability to slip through to your rear area and raise mayhem.

SPARE YOUR FIGHTERS

— *Cadet Donald Skrzpinski, USS Indiana*

To maintain the highest ComPot in an extended battle, do not destroy your fighters right away. Instead, cripple a frigate or war cruiser to absorb damage because they retain some combat points. (Crippling a Federation FF leaves you three points, or 60% of its former strength, to apply to the next combat round. The same number of fighter factors destroyed results in zero points being available on the following round if you do not have fighters in reserve to replace them.)

ALLIANCE TACTICS: THE EARLY YEARS

— *Lieutenant Stephen V Cole, USS Texas*

Engage in a campaign of attrition. Trade fighters for enemy ships. If he direct damages one of your ships, you're gaining on points, and while he could retreat to make your negative points go away, he would just waste a turn. The Coalition has to make YOU retreat, and as long as you have negative points (from dead fighters after he used DirDam on your ships), you can afford to fight another round while he cannot afford not to fight.

When you run out of fighters, leave and get freebies back. Then counterattack, go back into the same hex, and trade more of your fighters for more of his ships. Keep your larger ships intact while you slowly retreat off the map. After your capital falls, get off the map and build up a new fleet. Time after your capital falls is wasted time, as you'll need the ships after the new shipyard gets your offensive going.

ENCORE TACTICAL NOTES

THE FIGHTER RESERVE

— *Fleet Admiral Frank Crull, USS Texas*

Whenever you have a crippled carrier group that is in a battle hex, use its fighters. When the front-line has lost fighters, send the fighters of the crippled carrier forward to replace the front line's lost fighters. You have utilized crippled ships without risk and gotten their fighters back for free. This works very well for Hydran ships trying to keep the entry hexes to the lost colonies open from enemy bases.

WHERE TO DEFEND

— *Lieutenant (JG) Dean Stow, USS Kentucky*

Possibly the most crucial time in the Sequence of Play is the Retrograde Phase. This is when you must place your ships in position to (a) be repaired during Field Repair, (b) be converted during Construction, (c) be repaired during the Repair Phase, and most of all (d) defend during the opponent's turn.

To decide where to defend, you must examine the enemy's fleet carefully. Pay close attention to his ability to repair crippled ships. If they can be repaired, you can bet they will be. After mentally repairing his repairable ships, count total ships and ship equivalents that are in range of your front. Compare this to your total ships and ship equivalents that can reach the area. If you can pin all of the ships that can reach you, place yourself between him and the juicy targets. If he can pin you and still have a respectable force to mount attacks and if there are juicy targets in his range, defend at the targets.

If he can pin you and have a little left over and the main target(s) is(are) deep into your controlled territory, leave a few ships out and use them to create battle hexes along the retrograde routes from his forward-most battles. Then use your Reserve Fleets to cut these retrograde lines and disrupt his repair cycle. If you are fortunate, this will also allow you to cut your opponent's supply during your turn.

COVERING FORCE

— *Rear Admiral Tony Zbaraschuk, USS Washington*

When attacking a Capital (or someplace else with a lot of ships your enemy can react out to block you), and you have a fleet that can't quite reach the target, move it to a hex one away from the target. Then move your other fleets into the target through that hex. The covering force will take care of some of his reaction forces, allowing more of your ships to attack the target.

ADMINISTRATIVE: Jay Clendenny's *Conversion Planning* was printed in both CL8 and CL10. Only one will count for promotion.

GIVE ME AN EXAMPLE OF

HYDRAN CARRIER AND ESCORT COSTS

The Hydrans are just plain weird. Converting from hybrid carriers and non-carriers to true carriers creates a nightmare of cost accounting. We have made things simple for you with this handy list of conversion and production costs. (We did promise you this in CL8, page 73.)

The two largest questions were: 1) Do new production true carriers use the "exception" cost or the base hull cost? (Base hull.) 2) Do conversions pay the true carrier cost of fighters they had before they were converted? (They do.)

HYDRAN IRON DUKE GROUP (NEW BUILD)

ID costs 16 (hull cost) + 2 (carrier surcharge, 432.12) + 24 (fighter cost, 12 factors, true carrier) =	42
DE costs 4 (lower of attack or defense) + 1 (carrier escort surcharge, 432.12) + 3 (fighters) =	8
AH costs 3 (frigate hull, 752.0) + 1 (carrier escort surcharge, 432.12) + 0 (no fighters) =	4
AH =	4
Total cost of group	58

HYDRAN CAVALIER GROUP (NEW BUILD)

CV costs 8 (hull cost) + 2 (carrier surcharge, 432.12) + 22 (2 points each for 11 fighters on Hydran true carrier) =	32
DE costs 4 (lower of attack or defense) + 1 (carrier escort surcharge, 432.12) + 3 (fighters) =	8
AH costs 3 (frigate hull, 752.0) + 1 (carrier escort surcharge, 432.12) + 0 (no fighters) =	4
AH =	4
Total cost of group	48

HYDRAN UHLAN GROUP (NEW BUILD)

UH costs 6 (base hull cost) + 2 (carrier surcharge, 432.12) + 16 (2 points each for 8 fighters on Hydran true carrier) =	24
DE costs 4 (lower of attack or defense) + 1 (carrier escort surcharge, 432.12) + 3 (fighters) =	8
AH costs 3 (frigate hull, 752.0) + 1 (carrier escort surcharge, 432.12) + 0 (no fighters) =	4
AH =	4
Total cost of group	40

HYDRAN TROOPER NVL GROUP (NEW BUILD)

NCV costs 5 (hull cost) + 2 (carrier surcharge, 432.12) + 12 (2 points each for 6 fighters on Hydran true carrier) =	19
NEC costs 5 (base hull cost) + 1 (carrier escort surcharge, 432.12) + 3 (fighters) =	9
AH costs 3 (frigate hull, 752.0) + 1 (carrier escort surcharge, 432.12) + 0 (no fighters) =	4
Total cost of group	32

OTHER CARRIER PRODUCTION COSTS

LP costs 16 (hull cost) + 5 (SCS surcharge) plus 12 (for six fighter factors) + 3 (for the first six PFs) =	36
CVM costs 5 (hull cost) + 2 (carrier surcharge) + 18 (2 points each for 9 fighters on Hydran true carrier) =	25
CVE costs 3 (frigate hull specified cost) + 2 (carrier surcharge) + 6 (3 fighter factors) =	11
DWE costs 4 (DW hull specified cost) + 1 (escort surcharge) + 1 (fighter factor) =	6

CONVERSION COSTS: CARRIERS

LP from PAL costs: 22 (original cost of Paladin) + 5 (SCS conversion) + 6 (12 points for 6 fighter factors less 6 points already paid by PAL, 433.18) + 3 (for six PFs) =	36
LP from ID costs: 42 (original cost of ID) + 5 (SCS conversion) + 0 (some ID fighter factors lost, 433.18) + 3 (for six PFs) =	50
ID from PAL costs: 22 (original cost of Paladin) + 2 (carrier conversion) + 18 (24 points for 12 fighter factors less 6 points already paid by PAL) =	42
CV from RN costs: 10 (original cost of RN) + 2 (carrier conversion) + 18 (22 points for 11 fighter factors less 4 points already paid by RN) =	30
CV from DG costs: 10 (original cost of DG) + 2 (carrier conversion) + 20 (22 points for 11 fighter factors less 2 points already paid by DG) =	32
UH from LN costs: 6 (original cost of LN) + 2 (carrier conversion) + 14 (16 points for 8 fighter factors less 2 points already paid by LN) =	22
UH from KN costs: 6 (original cost of KN) + 2 (carrier conversion) + 16 (for 8 fighter factors) =	24
UH from DE costs: 8 (original cost of DE) + 2 (carrier conversion) + 13 (16 points for 8 fighter factors less 3 points already paid by DE) =	23
CVM from HR costs: 8 (original cost of HR) + 2 (carrier conversion) + 15 (18 points for 9 fighter factors less 3 points already paid by HR) =	25
CVM from TR costs: 5 (specified CW cost) + 2 (carrier conversion) + 18 (for 9 fighter factors) =	25
CVM from NCV costs: 19 (original cost of NCV) + 1 (conversion cost, 751) + 6 (3 extra fighters) =	26
CVM from NEC, NSC, NPF, or LTT is not possible.	
NCV from HR costs: 8 (original cost of HR) + 2 (carrier conversion) + 9 (12 points for 6 fighter factors less 3 points already paid by HR) =	19
NCV from TR costs: 5 (specified CW cost) + 2 (carrier conversion) + 12 (for 6 fighter factors) =	19
NCV from NEC costs: 9 (original cost of NEC) + 2 (carrier conversion) + 9 (12 for 6 fighter factors less 3 points already paid by NEC) =	20
CVE from HN or CU costs: 3 (specified cost of FF) + 2 (carrier conversion) + 6 (3 fighter factors) =	11
CVE from AH costs: 4 (original cost of AH) + 2 (carrier conversion) + 6 (3 fighter factors) =	12

CONVERSION COSTS: ESCORTS

NEC from HR costs: 8 (original cost of HR) + 1 (escort conversion) + 0 (same fighter factors) =	9
NEC from TR costs: 5 (specified CW cost) + 1 (escort conversion) + 3 (fighter factors) =	9
DE from LN costs: 6 (original cost of LN) + 1 (escort conversion) + 1 (extra fighter factor) =	8
DE from KN costs: 6 (original cost of KN) + 1 (escort conversion) + 3 (fighters) =	10
DWE from DWH costs: 4 (specified DW cost) + 1 (escort conversion) + 1 (fighter factor) =	6
DWE from DWF costs: 5 (specified DW cost plus 1 for fighter) + 1 (escort version) + 0 (has fighter) =	6
DWE from FF costs: 3 (specified FF cost) + 2 (conversion cost) + 1 (escort) + 1 (fighter) =	7
DWE from AH costs: 4 (cost of AH) + 2 (conversion) + 1 (fighter) =	7
AH from HN or CU costs: 3 (original cost of HN) + 1 (escort conversion) + 0 (no fighters) =	4

NOTE: Original cost assumes New Build. The original cost might be different if the original ship was a conversion. ☻☻☻

DF&E COMMENTARIES

(203.7) The Reserve Force must have as its objective a specific battle hex involving friendly or allied forces.

(305.4) If a tug is captured with pods, the pods are assumed to have been so heavily damaged as to be unusable. The tug can then be used only for Missions C, D, F, H, J, K, or M.

(309.0) Drone ships can be produced by substitution subject to (432.41), but the cost is equal to that of an equivalent hull plus the cost of conversion to a drone ship. For example, a Fed NCD would cost (5 + 3 =) 8 points.

(410.51) This rule does not require that the adopted ship actually be in the territory of the adopting race, only that it can draw supplies from that supply grid.

(431.74) Free fighter factors cannot be accumulated from turn to turn. This was in the CL8 Commentaries, but for unexplained reasons was not in the Revision 2 F&E rulebook.

(432.24) Saracen CVE must pay 6 for 3 fighter factors.

(432.41) In addition to the one scout substitution, one drone ship can be produced in this same manner each turn. Other drone ships must be produced by conversion, and there are limits on total drone ship production in the annex for each race that can build these units.

(435.24) Points received by transfers are not reduced by the economic exhaustion status of the receiving race.

(503.61) Ships can enter Neutral Zone hexes if they continue to move into the neutral power and accept internment. This movement does not "capture" the hexes or allow them to be captured by anyone else.

(509.21) Romulan FE and KRT cannot perform Mission E (repair tug, field repair of ships).

(711.0) Lyrans CWS can be produced in Y172 and later. This is a change from the previous answer in this topic.

UPDATE FOR GROUND COMBAT, MODULE P4

(591.372) Ground combat ships do not lose their offensive potential as their escorts do.

(591.371) The phrase "voluntarily in a battle force" should read "voluntarily in a battle force and conducting a ground attack." Any ground combat ship which is not accompanied as required by this rule is not eligible to conduct a ground attack during that combat round.

X-SHIP UPDATE

by Owen G Riley

The prototype X-ship rules in Captain's Module P2, specifically (5F.3) Production, are at best vague on production costs when analyzed in depth. For the convenience of the player, I will include my entire analysis of the question.

(5F.3) This covers X1-ship production. Rule (5F.31) says "The production of X1-ships requires the expenditure of economic points equal to the normal cost of a ship with that hull type, PLUS the expenditure of special X-technology points equal to twice the economic cost of the ship. Discounts for "war" ships (e.g., CW) do not apply to this production."

Rule (432.11) in DF&E says "The production cost for each unit is its uncrippled combat factor (or the higher of its defense and attack factors), with the exceptions noted in Annex (752.0) [Specified Construction Costs]."

These two rules mean that the economic cost in economic points (EP) of an X-ship is that of the original non-X hull without the (752.0) discounts for "war" ships and that players then have to pay an additional amount of X-tech points (XP) equal to twice that amount. Conversion costs count toward the base economic cost under the procedure given in (432.43). A few examples:

Kzinti FKX: The basic FF has a specified production cost of 3 EP. (Note that the "war" discount is not a factor in that frigates

are pre-War regular production ships.) This means that the FKX costs 3 EP plus 6 XP.

Kzinti FDX: The DF costs 3 EP plus 3 EP to convert to a DF, for a base cost of 6 EP, meaning that the FDX costs 6 EP and 12 XP.

The Kzinti CMX costs 7 EP (no "war" discount) and 14 XP.

The Kzinti BCX cost 8 EP and 16 XP.

PIRATES AND PROVINCES

The Orions operate as cartels, with ships either owned by the cartel or operating under license from it. Cartel boundaries are ever-changing and are not well defined, but the following list provides a general idea of where each cartel was operating at the dawn of the General War.

CLUSTER CARTEL: 0206, 0305, 0303, 0604, 0508, 0906, 0701, 0803, 0901, 1101, 1104.

LION'S HEART CARTEL: 1501, 1801, 2003, 2201, 2401, 2601, 2801.

DAVEN CARTEL: 0109, 0111, 0114, 0117, 0310, 0312, 0415, 0609, 1008, 1011, 1107, 1209, 1404, 1407, 1408, 1704, 1707, 2004, 2007.

HAMILCAR'S CARTEL: 0616, 0714, 0917, 1013, 1015, 1118, 1314, 1416, 1513, 1615, 1712, 1814, 2010, 2210, 2212.

PHARAOH'S CARTEL: 1718, 1916, 2115, 2117, 1919, 2317, 2514, 2815, 3115, 3317, 3318, 3518, 3615, 3717, 3818, 4017.

CAPITAL (DRAGON) CARTEL: 2204, 2207, 2304, 2405, 2408, 2512, 2603, 2606, 2609, 2809, 2811, 2813, 3110, 3113, 3309, 3411.

PENZANCE CARTEL: 2803, 3104, 3107, 3306, 3508, 3708, 3711, 3914, 4015, 4214, 4317, 4415, 4616, 4618, 4816, 4918, 5117.

STARDUST TRADING CARTEL: 3304, 3505, 3705, 4004, 4007, 4204, 4307, 4210, 4212, 4404.

OMEGA CARTEL: 4001, 4201, 4401, 4601, 4603, 4901, 4905, 5206, 5405, 5407, 5706.

KUBLAI CARTEL: 4510, 4605, 4607, 4810, 4906, 5209, 5409, 5411, 5608, 5610, 5713.

CIRENTUS-TA CARTEL: 4714, 5015, 5211, 5317, 5413, 5618, 5715, 6015.

ASK ADMIRAL OPUS

How can I cripple a carrier group without using CEDS?

Well, CEDS was provided as THE way to attack carrier groups. The "normal" way (trying to cripple the entire group) takes a lot of points (32 points, including a mauler, to cripple a Kzinti CV group). This can only really happen when you have a huge fleet shooting at the carrier (as often happens in a capital battle, and sometimes in a starbase battle) or when the owner voluntarily cripples it. Putting a carrier into a battle with a large enemy fleet and a high battle intensity is, in effect, voluntarily allowing it to be crippled. CEDS is the better deal.

TOTAL WAR UPDATE

Carrier War continues to move along, and we have great hopes of meeting the March release schedule, or at least going to press in March.

The objective of the product is to make F&E more playable by providing a number of small scenarios, each covering a sector of the front line for only a few turns, allowing two players to start and finish a scenario during a single evening. If you have all day for a game, you can combine two or three adjacent "sector scenarios" into a single campaign of whatever size you wish.

(571.0) ANDROS IN F&E

While the Andromedan War is quite a ways down the production list (after Carrier War, EcoWar, and ISC War), players may wish to experiment with Andromedan ships in their F&E games. The Andromedans provided here are, in effect, a "wandering monster" which appears and causes no end of problems for whoever is in their path.

(571.1) ANDROMEDAN SHIPS AND OPERATIONS

(571.11) GENERAL: As SFB players are aware, Andromedan ships come in two general types: large motherships and the smaller satellite ships that they carry. For DF&E purposes, only the motherships are depicted as counters; the satellite ships are depicted as a special type of "fighter factor" which use unique rules. (A handful of special satellite ships are depicted as counters; these are effectively treated as motherships which have no "fighter" factors.) As SFB players know, these factors will represent, over time, different combinations of different classes of satellite ships, but these are all abstracted into generic "satellite ship factors" for DF&E purposes. Note specifically that crippled Andromedan ships do NOT suffer a reduction in the number of satellite ship factors.

(571.12) COMMAND RATINGS: Andromedans do not use Command Ratings (303.0). No more than two Andromedan ships (and their satellite ship factors) may be in a single Battle Force.

(571.13) ALLIANCES: While the Andromedans could be politically allied to another race (when there is an Andromedan player), they cannot be part of the same Battle Force with non-Andromedan ships. The Andromedans take their player turn at the end of each game turn.

(571.14) RESTRICTIONS: Andromedans do not use the general rules for: convoys, FRDs, repair freighters, command points, tugs, reserve movement, free scout (308.53), drone bombardment, or carrier escort groups. Andromedan ships cannot be captured. Andromedan units are unaffected by web.

(571.15) RETREATS: Andromedan ships which retreat have the option of leaving the map entirely and returning to the Lesser Magellanic Cloud (LMC). When Andros exercise the option of returning to the LMC, there is no pursuit battle (307.0).

(571.16) FORMATION BONUS: As long as any Andromedan mothership in a Battle Force has at least six satellite ship factors remaining in operation at the start of any combat round, it may claim the formation bonus (308.7). It is possible for all motherships in the Battle Force to claim this bonus.

DOM	IMP	INT	INF	COQ	PYT	SATB
32	8	16	32♦	5	0	0♦
24	18	15	5-15	10	7	6
DOM	IMP	INT	INF	COQ	PYT	SATB
32	8	16	32	5	0	0♦
12	9	7	2-7	5	4	3

(571.2) ANDROMEDAN SATELLITE SHIP FACTORS

Andromedan satellite ship factors are treated as fighter factors with the following exceptions:

(571.21) REPLACEMENTS: Satellite ship factors can be transferred between motherships between combat rounds, but are NOT replaced between combat rounds. In this regard, they are treated in the same manner as PFs (502.43) with replacements purchased at the end of each combat phase.

(571.22) MOVEMENT: Satellite ship factors, like fighters and PFs, can only move on the map independent of their mothership by Reaction Movement (205.7). All factors from a single moth-

ership count as a single "squadron," and (when moving independently) the squadron counts as one of the two "ships" allowed by (571.12). Satellite ships may be left behind when a mothership retreats.

(571.23) ELECTRONIC WARFARE: A given mothership may designate up to 4 of its satellite ship factors to operate as EW points (313.1) instead of combat factors.

(571.24) MAULERS: Motherships of the Dominator Class count 5 points of their satellite ship factors as "mauler" factors (308.4). Shock effects (308.42) are ignored.

(571.3) ANDROMEDANS WITHOUT A PLAYER

There is no Andromedan player; use these special rules.

(571.31) EXISTING RAIDS: If there are any Andromedan ships on the map at the start of the Andromedan Player Turn, then the Andromedans have established a local infestation. Immediately place one SATB in any hex containing an Andromedan ship. Then roll one die and use the chart in (571.32) to select a new Andromedan ship which is added to that hex. Then select the largest of the Andromedan ships in that hex, which will be moved to a new province. Roll one die and use the "scatter" diagram in hex 5702 to determine the direction. Move this ship by normal movement in a straight line in that direction until it has entered another province. (The moving Andromedan ship may be intercepted. If it enters a hex with non-Andromedan ships, it will stop and fight.)

(571.32) SHIP SELECTION: To determine what Andromedan ship to use, roll one die and consult this table:

DIE	1	2	3	4	5	6
SHIP	DOM	IMP	INT	INF	COQ	PYT
YEAR	Y184	Y175	Y166	Y174	171	171

If the selected ship is not available in the present year, treat it as "no ship arrives." All years include "and later."

(571.33) PLACEMENT: After expanding any existing infestations, one player conducts the following die rolls to determine the hex number of each of the three Andromedan raids that take place on the current turn.

1. Roll one die. This is the first digit, with 6 treated as 0.

2. Roll two dice. The total is the second digit, with 10 treated as 0, 11 as 1, and 12 as 2.

3. Roll two dice. The total is the third and fourth digits.

Andros in space belonging to Neutral Powers or in Neutral Zones adjacent to such powers are destroyed automatically.

Roll two dice to select two Andromedan ships (571.33) and place them in the selected hex.

(571.34) COMBAT: When Andromedan ships are involved in combat, they will give up satellite ship factors before ever giving up a mothership. When all satellite ship factors are lost, if the remaining enemy forces in the hex outnumber the Andromedan factors, the Andromedans will retreat. If they cannot retreat to a hex that does not contain fewer than 12 combat factors of non-Andromedan ships, the Andros will retreat to the LMC, effectively ending the infestation in the hex.

(571.35) REPLACEMENTS, REPAIRS: All satellite ship factors are replaced at the end of every Player Turn. All mothership damage is repaired at the end of the Andromedan Player Turn. Andromedans are never out of supply.

(571.36) RESTRICTIONS: Without a player, Andromedan ships never use reaction or retrograde movement, always select battle intensity 4, and never use directed damage. The Andromedans are the enemies of everyone. They can activate fleets by their presence (although these fleets will revert to inactive status if all Andromedans leave their area). [The Federation can use its anti-pirate patrols or border fleets against Andros in the "doughnut" (interior) area.]

(761.0) EW Annex: Infestor 3 EW points, SATB 1 EW point.***

(687.0) COLD FRONT

(Y168)

Operation Hydra was a joint Klingon-Lyrans plan for a combined assault on the Hydrans. It was one of several pre-war "staff studies" designed to experiment with force balances and logistical procedures. The plan envisioned that the Kzintis and Federation would not become involved until it was too late, at which point they would decide not to become involved at all. Many other "staff studies" were prepared, some of which envisioned war with the Kzintis, Federation, or various combinations of the three allies. One of these eventually became the actual attack.

There is considerable historical evidence that this would have been THE PLAN used in the originally-envisioned joint Klingon-Lyrans attack as mentioned in *COLD FRONT*.

Being a prepared joint attack in a single-front war, the power available to the Coalition was overwhelming and there was no significant chance for the Hydrans to survive. This scenario is, thus, very one-sided, and no particular attempt to balance it (in the sense that the Hydrans might actually win) has been made. It does have the advantage of being fairly fast to play.

This can be used as a "training scenario" with one experienced player commanding the Hydrans and two rookies commanding the Coalition forces.

This is also a good scenario for the local Klingon player's birthday. It's cheaper than buying him something, and he'll enjoy it more than anything you could buy him anyway.

(6C2.1) SCENARIO RULES

(6C2.11) There are three players: Klingon and Lyrans (who are allies) and Hydrans. Ships of the three races can move within the territory of the three races and any Neutral Zone hexes adjacent to any two of the three.

(6C2.12) The other races cannot become involved and need not even be set up. Do not use the Orion Pirates. The inactive Lyrans and Klingon forces are restricted to their fleet areas even if activated.

(6C2.13) The Klingons and Lyranas each start with three command points. All three races each receive one point per turn.

(6C2.14) Economics and production use the standard rules. All three races are "at war" at the start of the scenario. Use the survey ship rules. Do not bother building a B10.

(6C2.15) All three races each have two Reserve Markers. All three races can use all of their normal repair ships.

(6C2.16) The Hydrans set up first, except for their reserve fleets, which are placed after the Coalition has set up.

(6C2.17) If any Hydran ship enters Federation or Kzinti territory, the Hydrans automatically win immediately.

(6C2.18) Scenario set up uses the historical Orders of Battle in (703.0), (709.0), and (711.0).

(6C2.2) SCENARIO SCHEDULE

TURN 1, FALL Y168

Scenario: Lyranas and Klingons invade Hydran territory.

LYRAN FORCES: Enemy's Blood, Home Fleet, new construction. Far Stars enters map during Strategic Movement.

KLINGON FORCES: Western Fleet, Home Fleet, Southern Reserve Fleet, new construction. Tholian Border Squadron can move during Strategic Movement.

HYDRAN FORCES: All fleets and new construction. Note release conditions for Old Colonies Squadron.

TURN 2, SPRING Y169

Scenario: Klingons and Lyranas storm the Hydran capital.

LYRAN FORCES: Enemy's Blood, Home Fleet, Far Stars, and all new construction built during the scenario.

KLINGON FORCES: Western Fleet, Home Fleet, Southern Reserve Fleet, Tholian Border Squadron, and all new construction built during the scenario.

HYDRAN FORCES: All fleets (note release restrictions on Old Colonies Squadron) and all new production.

TURN 3, FALL Y169

Scenario: Klingons and Lyranas destroy the Hydrans.

Forces available: Same as turn 2.

TURN 4, SPRING Y170

Scenario: Coalition kicks the Hydrans off the map.

Forces available: Same as turn 2.

(6C2.3) SCENARIO LENGTH

The scenario ends after the Coalition Player Turn of turn 4.

(6C2.4) VICTORY CONDITIONS

If all Hydran forces have been destroyed, interned in Neutral territory, or have left the map by the end of the scenario, and if all Hydran planets have been devastated, the Coalition wins. (Hydran ships which are crippled *and* out of supply at the end of Coalition Turn 4 are considered destroyed.) Otherwise, the Coalition loses (the Federation and Kzintis *both* attack). See also (6C2.17).

(6C2.5) BALANCE

If you just insist on a balanced scenario, leave the Klingon Home Fleet and Lyran Far Stars Fleet inactive.

(6C2.6) COALITION TACTICAL NOTES

The initial Coalition attack will be primarily Klingon as three Klingon fleets can reach Hydran territory while only one Lyran fleet can. The Klingon attack should destroy 4–5 Hydran battlestations and Starbase 1017. The Lyranas should concentrate on destroying 3–4 battle stations, leaving the starbase for turn 2 when three fleets will be available.

On turn 2, the Lyranas pick off Starbase 0215, Battlestation 0318, the planetary regiments at 0416 and 0519, and send an assault force into the capital. The Klingons destroy Starbase 0716 and Defense Brigade 0718 and send a force into the capital. All Hydran units must be surrounded and decisively engaged. The maximum amount of damage should be done to the Hydran capital and fleet.

On turn 3, the Coalition must complete the reduction of the capital and hunt down any Hydrans still able to maneuver. Turn 4 should then be needed only to mop up the last ships and surround them so that they cannot retreat out of battle.

Some general advice. Surround everything so that it has to fight two battles. On turns 1 and 2, use directed damage extensively to kill something before he can retreat. Then use directed damage in pursuit to cripple everything in sight. On turns 3 and 4, refuse directed damage and allow him to cripple as many ships as he likes. Then use directed damage on pursuit to cripple as many as you can.

(6C2.7) HYDRAN TACTICAL NOTES

There are two ways to win† this scenario. Fight or finesse.

To fight, you have to pick your ground (probably the capital), concentrate all forces there, and win a stand-up fight. We wish you luck; you're going to need it (but it *is* possible).

To finesse, you have to end your own turn 3 with enough groups of enough ships hiding in corners around the board that

the Coalition cannot force them all to accept combat on turn 4. Without combat, at least one will survive.

Some general advice. Use withdrawal before combat as often as possible, and retreat from any battle that you aren't decisively winning. Especially in the later turns, give up entire ships as casualties rather than crippling several. If he pursues, give him the cripples and keep the good ships out of the battle force.

†In terms of the scenario victory conditions, you win. Your home planet is going to be totally annihilated regardless of your meaningless victory. Everyone you ever knew, all your relatives, your home, your CD collection, and your girlfriend are all going to be utterly destroyed. *So go ahead and win.*—Ardak ☐☐☐

(659.0) THE KLINGON EASTERN MARCHES

by Steven P Petrick

This variant postulates that, when the Tholians arrived, the Klingons weren't at war or economically exhausted or anything else, and the Federation was in one of their isolationist periods. The Klingons promptly wiped out the Tholians (without understanding any of their technology) and reasserted control over their traditional areas.

Moreover, the Klingons grew tired of constant bickering with the Romulans, and the Federation (still being isolationist) didn't have time to react when the Klingon Empire attacked and absorbed all of Romulan space (including areas that the Romulans wouldn't get around to exploring for decades).

The General War came as an unwelcome wake-up call to the Federation, which found itself "nearly surrounded" by the hostile and aggressive Klingons.

(659.1) ROMULANS: Delete all Romulan ships. All Romulan territory is considered to be the Klingon Eastern Marches, a part of the Klingon Empire but a separate entity for some functions described below.

Romulan bases are Klingon bases, and all planets are considered "loyal" to the Eastern Marches. The two Romulan capitals are the capitals of the Eastern Marches.

Klingon ships of the Eastern Marches are identical to Klingon ships in the Empire. No cloaks, no plasma torpedoes.

(659.2) KLINGON FORCES in the Eastern Marches include:

1st Eastern Marches Fleet: Set up in provinces 4110, 4113, 4115, 4117, 3416, 3814, 3916, 3617, 3918 (Fed Border). 1xD7C, 3xD7, 3xD6, 1xD6D, 3xF5Q, 1xF5S, 1xFV, 3xE4, 1xDV, 1xTGA, 1xSAV, 1xResv.

2nd Eastern Marches Fleet: Set up in provinces 4310, 4610, 4810, 4312, 4712, 4413 (Gorn Border). 1xD7C, 3xD7, 3xD6, 1xD6D, 3xF5Q, 1xF5S, 1xFV, 3xE4, 1xDV, 1xTGA, 1xSAV, 1xResv.

Eastern Marches Reserve Fleet: Set up in 4514 and/or 4613. 1xC8, 1xD7C, 3xD7, 3xD6, 1xD6D, 1xD6S, 3xF5Q, 1xF5S, 1xFV, 3xE4, 1xDV, 1xTGB, 1xLAV, 2xFRD, 1xMB, 1xResv..

LAV = Large Aux Carrier, SAV = Small Aux Carrier. These are deleted unless you are using Carrier War rules.

CONSTRUCTION

SPRING: 1xC8, 2xD7, 9xD5, 2xF5Q, 3xE4.

FALL: 1xD7C, 1xD7, 1xD6, 9xD5, 2xF5Q, 3xE4.

Allowable substitutions are same as Klingon Empire.

All production notes and other data are the same as Klingon Empire except that there is only one pair of battle pods, one pair of drone pods, and one pair of carrier pods. Note that this production schedule reflects the new production schedule for the main Klingon empire found in Carrier War. If not using Carrier War, use the DF&E Klingon Turn 1–2 production schedule.

(659.3) ECONOMICS: The Empire and the Eastern Marches run separate economies. They go to war and change economic levels independently of each other, although the Klingon Emperor controls both.

Ships of active fleets can be transferred freely between the Empire and the Marches. Transfers of Economic Points must be done by Tug.

The Eastern Marches can use the Romulan off-map exploration areas, but do not have to explore the balance of the original Romulan territory. (The invading Klingons had warp powered ships generations before the Romulans would have.)

The Eastern Marches have two D6E survey ships which can begin exploring off map on turn 1.

(659.4) SPECIAL RULES

(659.41) Convert all Klingon and Lyran maulers into the equivalent standard warships (D6M to D6, STT to CA).

(659.42) Delete all Tholian ships. The eight hexes of the Tholian Holdfast and the eight Neutral Zone hexes comprise three Klingon Empire provinces. One includes 2617, 2618, 2619, 2718, and 2719. The second includes 2818, 2819, 2918, 2919, 3018, 3019. The third includes 3118, 3119, 3217, 3218, and 3219. Delete both starbases and the BATS in 2818 and 3018. The BATS in 3119, 2918, and 2719 are Klingon bases. Delete the Tholian homeworld. In that hex is the minor planet Kalesta, a Klingon colony world. (This is the colony which the Federation never asked the Tholians about.) There is a Klingon starbase in the Kalesta hex. Move the Tholian Border Squadron into the new provinces, and turn over their original deployment area to the East Fleet. This squadron is then deployed in those provinces and is not released at the start of a war (except against the Federation).

(659.43) Create an Eastern Marches Mothball Reserve, including twelve D6s, twelve F5s, four F5Ss, and twelve E4s. This is activated under the same rules as the Klingon Mothball Reserve (starting turn 1). The Eastern Marches War Reserve includes a single squadron with one D7C, two D7s, one D6D, and one F5S; this is released only if the Eastern Marches are at war with both the Federation and the Gorns. ☐☐☐

MORE OPTIONS FOR F&E

by Stephen V Cole & Steven P Petrick

(653.1I) PEACE DIVIDEND (-9): Remove six heavy cruisers (distributed as evenly as possible between various fleets), and place them into a mothball reserve (activate one per turn during full wartime only, cost 1 EP per ship for activation).

(653.2H) DELAYED DNs (-10): The Feds reject the original 10-point DN design and wait for a better one. Delete all DNs from the starting OB and from turns 1–7 production.

(653.3J) KLINGON RELUCTANCE (-8): The Klingons cannot be at wartime economy on turn 1. They cannot accumulate money, overbuild ships, activate mothball ships, etc.

(653.6G) HDDs BLOCKED (-12): The government discovers that the HDD was really a CW and blocks production. Delete all HDDs and do not build any until at war with the Romulans.

(653.7A) CW PRODUCTION (+12): A bright Tholian engineer designs the CW. Add one CW to each turn's production starting with turn 12. ☐☐☐

The diagram illustrates the bridge control room layout from the movie *Star Trek: The Motion Picture*. It features a central console with various stations and two circular views of the ship (L and R). The layout is surrounded by five shielded areas (SHIELD #1-5) and a damage control panel (DAMAGE CONTROL) with a scanner.

Central Console Stations:

- FA, PH-1, BRDG, F HULL, TRAN, APR, BTTY, RP, EMER, SHTL, LAB, SHTL, C HULL, LP, PL-S, PL-M, PH-1, IMP, RS, LS

Views:

- L (Left View)
- R (Right View)

Shielded Areas:

- SHIELD #1
- SHIELD #2
- SHIELD #3
- SHIELD #4
- SHIELD #5

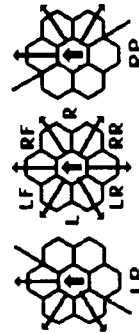
Damage Control Panel:

- DAMAGE CONTROL
- SCANNER
- EXCESS DAMAGE

SHIP DATA TABLE	
TYPE	= BCX
POINT VALUE	= 225
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R6.201

FIRST GENERATION X-SHIP

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


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

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

TYPE III DEFENSE PHASER							PSEUDO-PLASMA TORPEDOES				
DIE ROLL	RANGE	1	2	3	4- 6	9- 15	A	M	B	C	S
1	4	4	4	4	3	1					
2	4	4	4	4	2	1					
3	4	4	4	4	1	0					
4	4	4	4	3	0	0					
5	4	4	4	2	0	0					
6	4	4	4	1	0	0					
7	4	4	4	0	0	0					
8	4	4	4	0	0	0					
9	4	4	4	0	0	0					
10	4	4	4	0	0	0					
11	4	4	4	0	0	0					
12	4	4	4	0	0	0					
13	4	4	4	0	0	0					
14	4	4	4	0	0	0					
15	4	4	4	0	0	0					

PLASMA TORPEDO WARHEAD STRENGTH TABLE									
RANGE	0-5	6-10	11-12	13-14	15	16-18	19		
TYPE H	40	40		30	30	30	20	20	
TYPE S	30	30		22	22	22	15	15	
TYPEGL	20	20		15	15	15	10	5	
TYPE F	20	15		10	5	1	0	0	
BOLT	1-4	1-3	1-2						

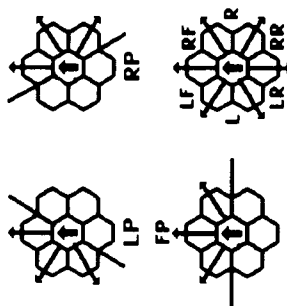
MOVEMENT COST = 1
HET COST = 5
EM COST = 6

GORN X-LIGHT CRUISER

CMTR

SHIP DATA TABLE	
TYPE	= HDX
POINT VALUE	= 205
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R6.203
FIRST GENERATION X-SHIP	

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



TENSILE PORTFOLIO WAREHOLD STRENGTH TABLE																
RANGE		0-5	6-10	11-12	13-14	15	16-18	19	20	21-23	24	25	26-28	29	30	
TYPE H	40	40	30	30	30	20	20	20	20	15	15	15	10	5	1	
TYPE S	30	30	22	22	22	15	15	15	15	10	5	1	0	0	0	
TYPE GL	20	20	15	15	15	10	5	1	0	0	0	0	0	0	0	
TYPE F	20	15	10	5	1	0	0	0	0	0	0	0	0	0	0	
BOLT	1-4	1-3	1-2												1	

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

THE 360° PHASER CANNOT FIRE INTO THE HEX ROW
EXTENDING DIRECTLY BEHIND THE SHIP.

[illegible]

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

TYPE III DEFENSE PHASER									
DIE RANGE		4-9-		3-8-		2-7-		1-6-	
ROLL	0	1	2	3	4	5	6	7	8
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	6	3	3	1	0	0	0		

**PSEUDO-PLASMA
TORPEDOES**

PLASMA TORPEDO WARHEAD STRENGTH TABLE

TENSILE PORTFOLIO WAREHOLD STRENGTH TABLE															
RANGE		0-5	6-10	11-12	13-14	15	16-18	19	20	21-23	24	25	26-28	29	30
TYPE H	40	40	30	30	30	20	20	20	20	15	15	15	10	5	1
TYPE S	30	30	22	22	22	15	15	15	15	10	5	1	0	0	0
TYPE GL	20	20	15	15	15	10	5	1	0	0	0	0	0	0	0
TYPE F	20	15	10	5	1	0	0	0	0	0	0	0	0	0	0
BOLT	1-4	1-3	1-2												
			1												

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

	270° ENERGY FLOW PER FIBER										5° NET COST										5° - LKATING TIME/COVER WAKI										COST																			
	⑤										⑥										⑦										⑧										⑨									
	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																				
SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30																				
Standard	1	2	2	3	4	4	5	6	6	7	8	8	9	10	10	11	12	12	13	14	14	15	16	16	17	18	18	19	20	20																				
Fract.	$\frac{2}{3}$	$1\frac{1}{3}$	2	$2\frac{2}{3}$	$3\frac{1}{3}$	4	$4\frac{2}{3}$	$5\frac{1}{3}$	6	$6\frac{2}{3}$	$7\frac{1}{3}$	8	$8\frac{3}{4}$	$9\frac{1}{3}$	10	$10\frac{2}{3}$	$11\frac{1}{3}$	12	$12\frac{2}{3}$	$13\frac{1}{3}$	14	$14\frac{2}{3}$	$15\frac{1}{3}$	16	$16\frac{2}{3}$	$17\frac{1}{3}$	18	$18\frac{2}{3}$	$19\frac{1}{3}$	20																				

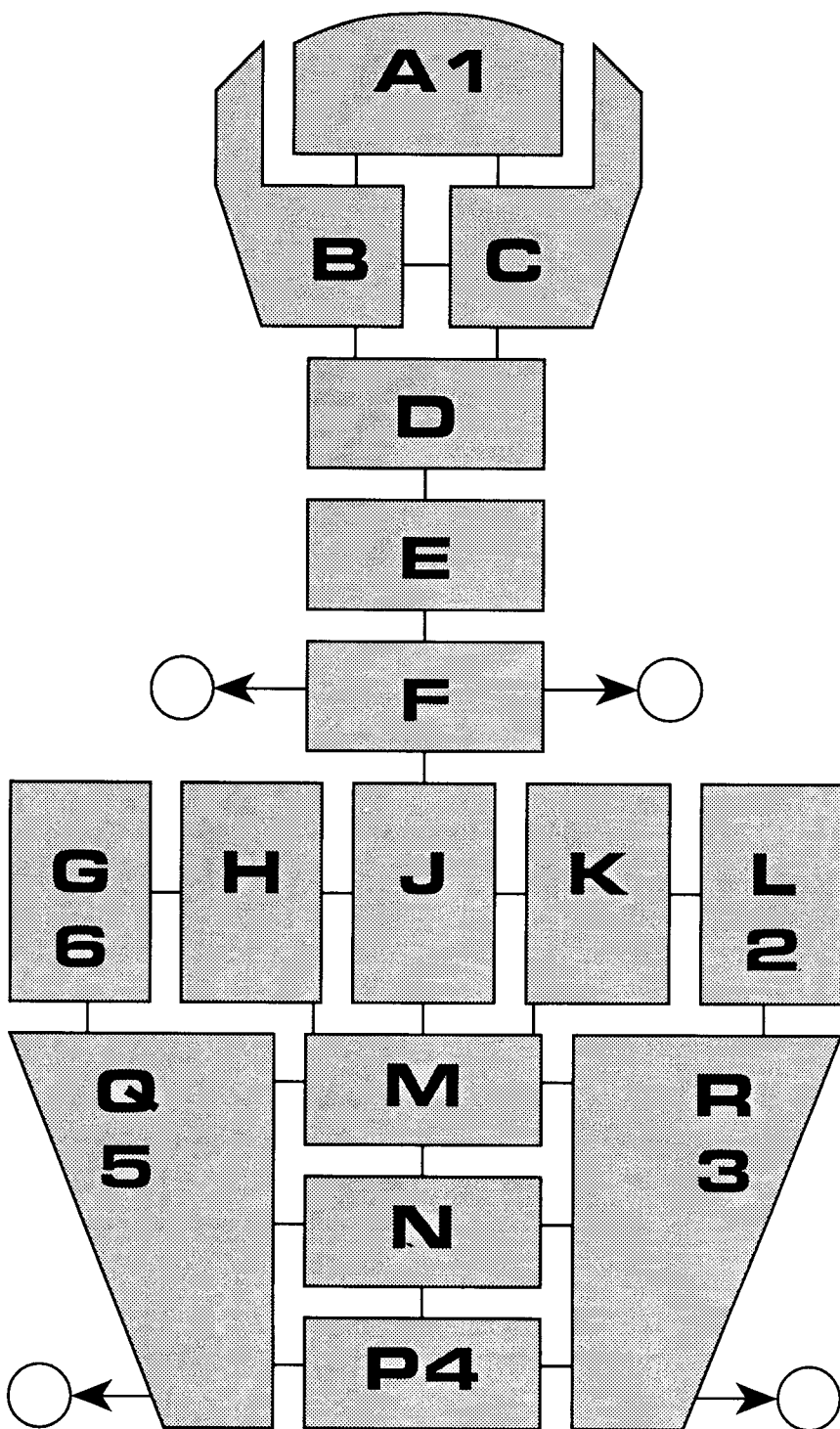
B10 BATTLESHIP

Area	B10 SYSTEMS (32 BPs)
A	3x Ph-1, 5x Bridge, 3x Battery
B	SFG, 2x Ph-2K, 2x Emer, Tractor, 3x Transporter
C	SFG, 2x Ph-2K, 3x Security, 2x Drone, Tractor
D	2x Shuttles, 6x Lab
E	10x Hull
F	5x Hull, 5x Impulse, 4x Disr
G	2x Ph-1, 9x Hull
H	9x Battery, 1x Hull
J	2x Aux, 2x Scty, 6x Hull
K	9x Transporters, 1x Hull
L	2x Ph-1, 9x Hull
M	6x APR, 6x Drone, Probe, Tractor
N	12x Shuttle
P	8x Impulse, 2x Tractor, 2x Disr
Q	5x Hull, 2x Ph-2K, 3x Ph-3, ADD, 2x Disr
R	5x Hull, 2x Ph-2K, 3x Ph-3, ADD, 2x Disr

Area	B10V SYSTEMS (30 BPs)
M	6x APR, Probe, Tractor
N1	10x Shuttle
N2	9x Shuttle, access from N1, N3, M, or P
N3	9x Shuttle, access from N1, N2, M, or P
P	8x Impulse, 6x Tractor
Q	5x Hull, 2x Ph-1, 2x Disr, 3x Ph-3, 2x Drone
R	5x Hull, 2x Ph-1, 2x Disr, 3x Ph-3, 2x Drone

Area	B10S SYSTEMS (30 BPs)
M	6x APR, Probe, Tractor
N1	6x Repair
N2	8x Shuttle, access from N1, N3, M, or P
N3	8x Shuttle, access from N1, N2, M, or P
P	8x Impulse, 6x Tractor
Q	5x Hull, 2x Ph-1, 2x Disr, 3x Ph-3, 2x Drone
R	5x Hull, 2x Ph-1, 2x Disr, 3x Ph-3, 2x Drone

Area	B11 SYSTEMS (32 BPs)
G	4x Ph-1, 8x Hull
L	4x Ph-1, 8x Hull
P	12x Impulse, 2x Tractor, 2x Disr
Q	5x Hull, 2x Ph-1, 2x Disr, 3x Ph-3, 2x ADD
R	5x Hull, 2x Ph-1, 2x Disr, 3x Ph-3, 2x ADD



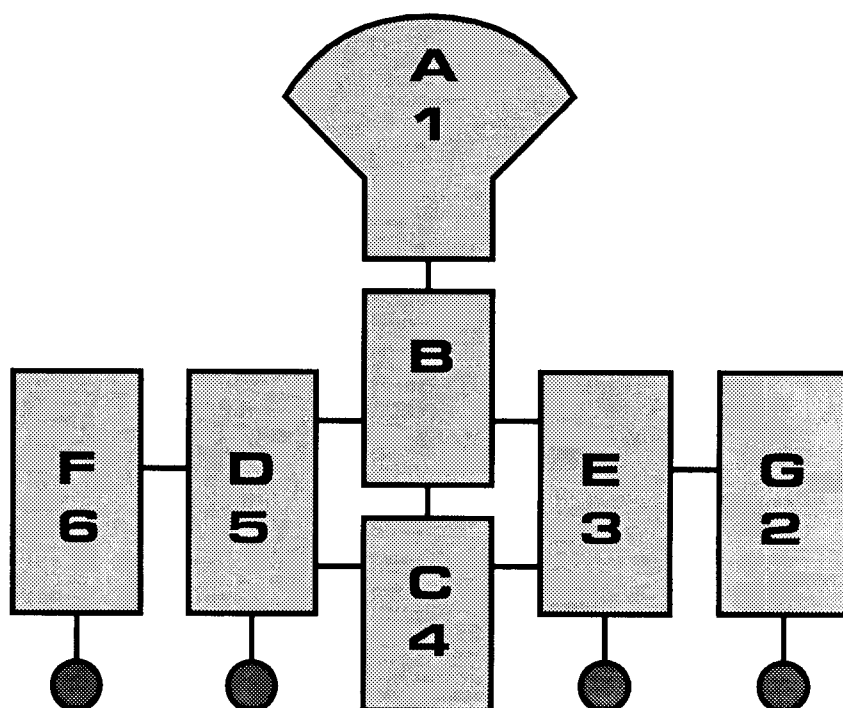
Area	ROMULAN K10R SYSTEMS (30 BPs)
B	Plasma-D, 2x Ph-1, 2x Emer, Tractor, 3x Transporter
C	Plasma-D, 2x Ph-1, 3x Flag, 2x Hull, Tractor
F	5x Hull, 5x APR, 2x Plasma-R
J	2x Aux, 8x Hull
M	6x APR, Probe, Tractor
P	8x Impulse, 2x Tractor, 2x Plasma-D
Q	5x Hull, 2x Ph-1, 3x Ph-3, Plasma-S, Plasma-F
R	5x Hull, 2x Ph-1, 3x Ph-3, Plasma-S, Plasma-F

ROMULAN HEAVY HAWKS

R4.29 SUPERHAWK-B
R4.34 SUPERHAWK
R4.37 KILLERHAWK
R4.38 FIREHAWK
R4.50 THUNDERHAWK
R4.72 NOVAHAWK
R4.73 ROYALHAWK
R4.76 FLAMEHAWK

ROMULAN LIGHT CRUISERS

R4.14 SPARROWHAWK-A
AND ALL MODULAR VARIANTS
(These ships do not use Area A.)



CLASS	A	B	C	D	E	F	G
R4.34 SUP R4.82 SUN 15 BPs	2x Ph-1, 2x Ph-3, 2x Bridge, 2x APR, EMER, 3xFLAG	4x FHull, 6xBTTY	3x TRAN, Probe, AUX, 1xPh-1, 6xImp	LAB, Ph-3, 2xTRAC, 6x SHTL, 5x AHULL, PI-S, Warp Access.	LAB, Ph-3, 2xTRAC, 6x SHTL, 5x AHULL, PI-S, Warp Access.	Module, Plasma-F, Warp Access	Module, Plasma-F, Warp Access
R4.29 SUB 8 BPs	Same as SUP	Same as SUP	Same as SUP	Same as SUP	Same as SUP	Same as SUP	Same as SUP
R4.50 TH 14 BPs	Same as SUP	Same as SUP	Same as SUP	Same as SUP	Same as SUP	Same as SUP	Same as SUP
R4.72 NH 16 BPs	Same as SUP	Same as SUP	Same as SUP	2xLAB, Ph-3, 2xTRAC, 2x SHTL, 7x AHULL, PI-S, Warp Access.	2xLAB, Ph-3, 2xTRAC, 2x SHTL, 7x AHULL, PI-S, Warp Access.	Same as SUP	Same as SUP
R4.37 KH 20 BPs	Same as SUP	Same as SUP	3x TRAN, Probe, AUX, 1xPh-1, 6xImp, 1x PI-R	LAB, Ph-3, 2xTRAC, 2x SHTL, PI-S, 4xAPR, 5x AHULL, Warp Access.	LAB, Ph-3, 2xTRAC, 2x SHTL, PI-S, 4xAPR, 5x AHULL, Warp Access.	Same as SUP	Same as SUP
R4.73 RH 16 BPs	Same as SUP	Same as SUP	Same as KH	2xLAB, Ph-3, 2xTRAC, 2x SHTL, 6x AHULL, Warp Access.	2xLAB, Ph-3, 2xTRAC, 2x SHTL, 6x AHULL, Warp Access.	Same as SUP	Same as SUP
R4.38 FH 12 BPs	2x Ph-1, 2x Ph-3, 2x Bridge, 2x APR, EMER	4x FHull, 3xBTTY	3x TRAN, Probe, AUX, 1xPh-1, 4xImp	LAB, Ph-3, TRAC, 2x SHTL, 5x AHULL, PI-S, Warp Access.	LAB, Ph-3, TRAC, 2x SHTL, 5x AHULL, PI-S, Warp Access.	Module, Plasma-F, Warp Access	Module, Plasma-F, Warp Access
R4.76 FHF 12 BPs	Same as FH	Same as FH	Same as FH	Same as FH	Same as FH	Module, Warp Access	Module, Warp Access

CLASS	B	C	D	E	F	G
R4.14 SP A C L M = 10 B H J R = 8 D E F = 6 G = 48 BPs	2xPh-1, 2x Ph-3, APR, 2x Bridge, EMER, 3x FHULL, Dock Point #1.	3xBTTY, 3xTRAN, PROBE, Ph-1, AUX, 3x SHTL, PI-S, Warp Access.	LAB, Ph-3, TRAC, 2xIMP, 4xAHULL, No Warp Access.	LAB, Ph-3, TRAC, 2xIMP, 4xAHULL, No Warp Access.	Module, PI-F, Warp Access. No PI-F on SPF or SPM, SPM = PI-D.	Module, PI-F, Warp Access. No PI-F on SPF or SPM, SPM = PI-D.

MINE



DAMAGE

HEX

MINE DATA

--

T-BOMB DATA

HEX OR COUNTER

IMP OF TRANS

ACTIVE TRN/IMP

☐ * T SIZE

☐ REAL ☐ INERT ☐ DELAY ☐ LARGE ☐ SMALL

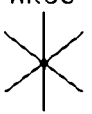
DET # ☐ D ☐ M

☐ RADIUS ☐ AUTO ☐ CHAIN ☐ COMMAND BY

CAPTOR TYPE

--	--	--	--	--	--

ARCS



DRONES



COUNTER IDENT

DAMAGE

1							
2							
3							
4							
5							
6							

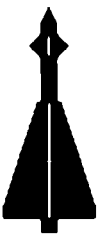
F1.4 ID

LAUNCH UNIT RACK TRN/I

PAYLOAD

	TYPE	FRWD	AFT	TARGET	NOTES	DAM
1						
2						
3						
4						
5						
6						

DRONE



Only if Identified by (F1.4).

DAMAGE

COUNTER IDENT

LAUNCHING UNIT

DRONE RACK

TURN/IMP OF LAUNCH

CNTR

☐ TYPE

☐ ATG ☐ EXT RNG

TARGET

FORWARD BAY

REAR BAY

☐ PROBE ☐ ARMOR ☐ ECM ☐ SLUG ☐ SWORDFISH ☐ STARFISH ☐ EXT ARMOR ☐ SPEARFISH

PLASMA



WARHEAD ORIGINAL STRENGTH

DAMAGE

COUNTER IDENT

LAUNCHING UNIT

LAUNCH TUBE

TURN/IMP OF LAUNCH

CNTR

TARGET

UNIT BALLISTIC

REAL ☐ PSEUDO ☐ ENVEL ☐

NOTES ON TORPEDO

R M S G L F D

SHUTTLE



When Ided.

DAMAGE

COUNTER IDENT

LAUNCHING SHIP

SHUTTLE BAY

TURN/IMP OF LAUNCH

CNTR

☐ MANNED ☐ SEEKING

☐ STANDARD ☐ SUICIDE ☐ BALLISTIC ☐ HEX ☐ TARGET

TYPE

☐ ADMIN ☐ MRS ☐ HTS ☐ GAS

☐ SCATTERPACK TARGETING

PRIMARY ☐ RANDOM SIZE

RELEASE PREMATURE DAMAGE

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CAPTAIN'S LOG #11

This issue of Captain's Log includes the following exciting features:

COLD FRONT is the story of how the Coalition decided whether to attack the Kzintis or Hydrans first. The history section also includes a special look at Hydran Officers.

STAR FLEET DATABASE: Communications, announcements, product schedules, Why?, Decisions of the Board of Proposals, Ask Kommodore Ketrick, updates on recent products, Conventions and Tournaments, Battle Force 1750 (Module R5 at War), an example of PFT operations, and a look at the Federation by the Klingons.

UNIVERSE: Ten more questions from players on the Doomsday Edition. More about Prime Directive. How to find the best ship in Star Fleet Missions. Playtest updates on X-ships and Marines (including new Boarding Party Diagrams). An introduction to the new Star Fleet Warlord play-by-mail game. Two new play aids (Unit Tracking Cards and Pseudo-Speed Calculation Chart).

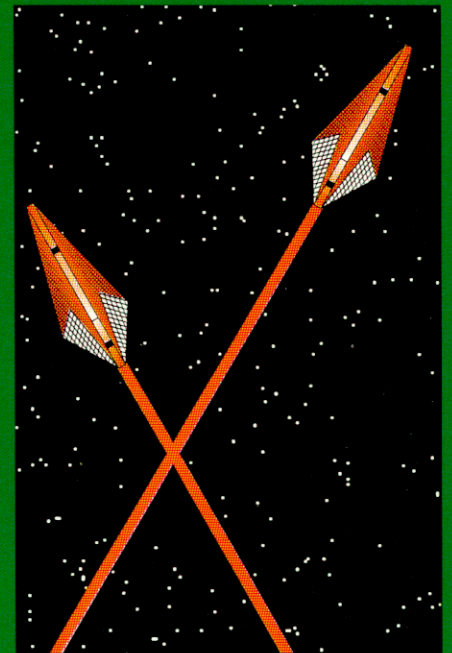
SCENARIOS: Kzinti and Lyran cruisers square off in Cold Front. Orions rescue Hamilcar's son from the Klingons. WYN and Kzinti frigates battle on the edge of the radiation zone. Klingons ambush two Fed cruisers, and discover one is a CX! Two Gorn X-ships pursue a Romulan ThunderHawk. An ISC squadron pursues the Hydrans into the rings.

INPUT GUIDE: Everything you ever wanted to know about how to submit new SFB material with the highest probability of success.

TACTICS: Term papers, including special sections on Tholians and Maulers. The Tactics Board sends PFs against the Feds. Victory at Origins '92. Ask Uncle Ardak. Seeking Weapon Trajectories.

FEDERATION & EMPIRE: Questions and Answers. A detailed example of Hydran carrier costs. Tactical Notes. Commentaries. The Andromedans from Total War. What if the Klingons had conquered the Romulans rather than helping them develop warp power?

TWO NEW X-SHIP SSDs: The updated rules section on X-ships is complemented by two new Gorn X-ship SSDs, the HDX and BCX.



This product adds new background material, ships, and rules for use in Star Fleet Battles. You must have SFB Basic Set in order to utilize this material. You will also need Advanced Missions, New Worlds I & II, and Modules J & K to use some of the material. The material for Federation & Empire requires that game.

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