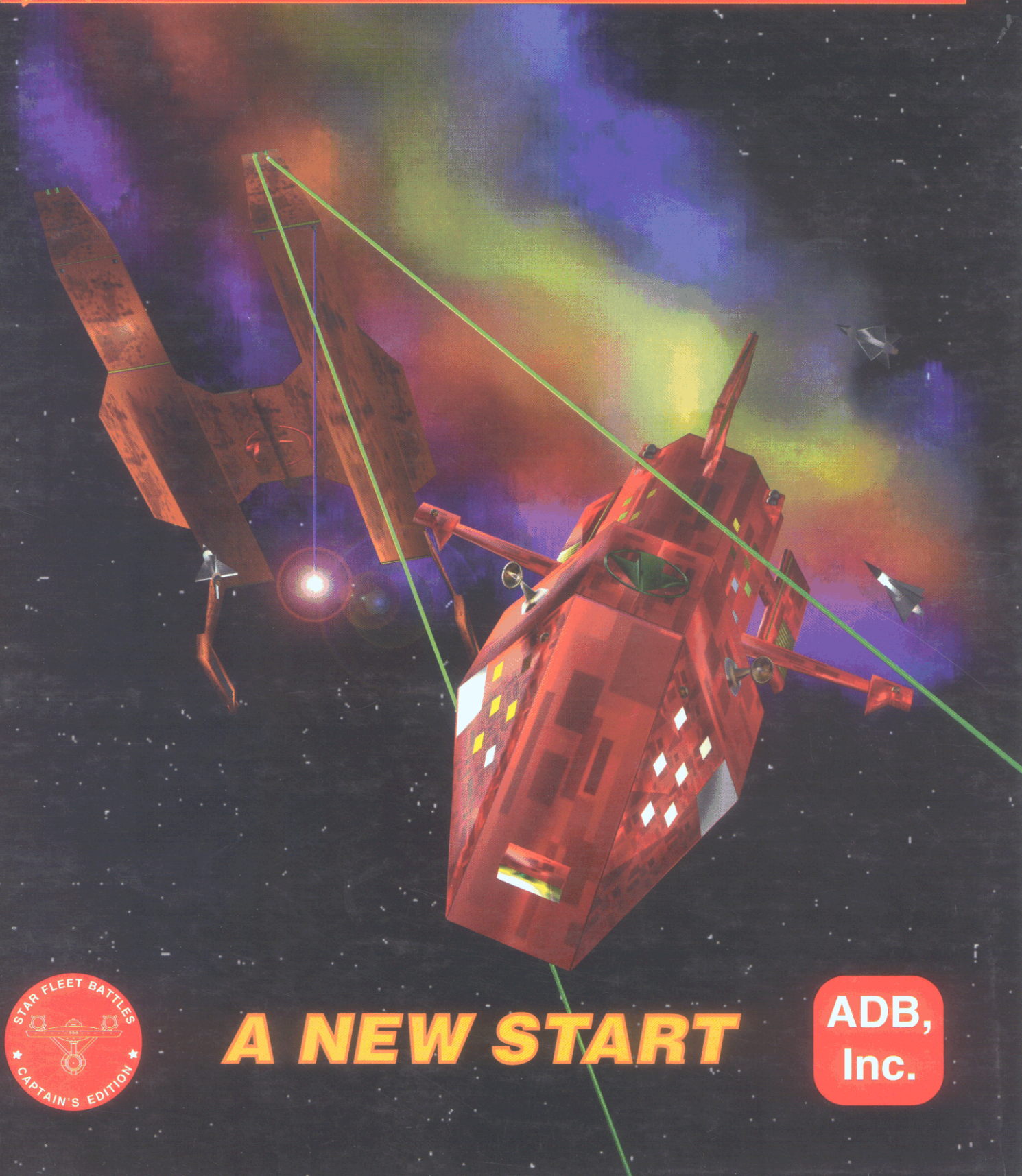
STAR FLEET BATTLES

CAPTAIN'S LOG #18



STAR FLEET BATTLES
CAPTAIN'S EDITION

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A Dragon's Story

By Bruce Graw

LESSONS

Mgroth's first true memories were of the stars.

Oh, he had experienced the first tendrils of mindtouch with his mother, but these were only basic emotions—hunger, pain, warmth, joy. His sister Plital, born just before him, had expressed surprise and a pang of fright as she came into the universe, but even this could not have prepared Mgroth for the awesome spectacle of the numberless stars suspended in the infinite blackness of the void. This was the first thing he saw as he emerged from the womb, and he remembered that image for the rest of his life.

His mother Cnarci sensed his amazement. "Little one," she said gently, "I shall call you 'Mgroth', for your first thoughts were not of hunger or fear, but of reverence for the universe about you." And in the language of dragons, Mgroth means "He-Who-Reveres."

Space dragons do not speak aloud, of course, as sound would not carry through the vacuum of space. They are telepathic, in a way, although that word is barely sufficient to describe how they communicate. The mindtouch is more a sharing of feelings and experiences, shaped somehow into a language all its own. Mgroth learned the language quickly, as it is easily mastered by his kind. His command of the mindtouch was, to his mother, more of a curse than a blessing, for Mgroth was extremely inquisitive, always wanting to learn all he could about even the simplest of things. "Why do the stars shine, Mother?" he would ask, and she would reply, "Because they are hot." He would then respond, "But why are they hot?" And so the conversation would go, until his mother grew sufficiently annoyed and flew far ahead, out of reach of his thoughts. This would silence him, at least for a little while.

One day, his mother led Mgroth and his sister to a small star-system. Cnarci had been here before, long ago, and remembered that it contained a lush planet with more food available than several large dragons could consume in one meal. It would provide plenty for herself and her children, and yet was simple enough in structure that she could begin to teach Mgroth and Plital the nuances of proper feeding. However, this time the planet was not alone.

Mgroth and his sister had sensed the food on the world ahead, and with the hunger already gnawing at them, they wanted to hurry to eat. But Cnarci pulsed a warning, a sharp slap across their minds that stopped them in their tracks. "What is it, Mother?" Mgroth asked, his usual curiosity overwhelming any latent caution. Tentatively, he moved forward.

"It is a Qrgh-Cwrillimon," she replied, framing the thought with hatred. The name basically means "Scourge of Anti-Life."

Mgroth had, until now, seen no other living things besides himself and his family, and was intrigued rather than frightened. He unfurled his wings and began to sail forward towards the world, his hunger forgotten in his lust to learn.

"Mgroth! No!" Cnarci insisted, but Mgroth ignored her, as curious children often do. He continued forward until he was very close to the planet, locating the Qrgh-thing at last. It had begun to move away from him as he approached, and even now was accelerating. The tiny creature, no longer than his head, seemed to be stiff and immobile—yet it flew, almost as fast as himself now, and it continued to gain speed even as he closed the distance.

He studied the Qrgh. It had no wings, and hence no visible way to catch the tachyon gusts he instinctively used to sail through space. This lack of wings made no sense to him, for there was no other way to fly. Inquisitively he sent out a questing mindtouch, which was ignored. In fact, he got no sensations at all from the creature, nothing to indicate it was alive as he understood life.

It began to move away from him, and he craned his neck to get a better look. Suddenly something lit up on the Qrgh, two flashes of light flickered past his eyes, and he felt a sting along his right haunch and wing. Instinctively he drew back—and the creature seemed to bolt away and vanish into the distance.

He looked down at the wounds he had suffered, which were irritating but not serious. The slight pain he felt was nothing compared to his fascination, and his mother sensed this immediately. She flew up alongside him, not hiding her amusement, and he only then realized that she had been trailing right behind him during the entire encounter. She could have pulled him back at any time, but did not—so this must have been another lesson.

"I hope you learned something from this," she remarked almost casually. "In time, the pain will subside and you will heal."

He ignored the comment. "Why did it hurt me, Mother?" he asked.

"Because it did. That is the way of the Qrgh-Cwrillimon. True to their name, they hurt us with their stings and spittle, and slay us when they can."

"But why? What sort of creatures are they that can fly without wings?"

"We do not know. They just do."

"It seemed so tiny and harmless," put in Plital, who had joined them now that the threat was absent.

"Many of them are, but the stings of larger Qrgh are very dangerous. This was probably a hatchling like yourselves. I had thought to avoid their spawning grounds." Cnarci gave the dragon equivalent of a sigh. "I can see that self-defense will be our next lesson, after we feed."

At the mention of food, their hunger returned, all the stronger this time. Mgroth forgot the Qrgh-Cwrillimon for a while, and the memory soon faded. But not his curiosity.

When Mgroth was nearly mature, his mother left Plital and himself and went off to resume her life. She had raised and educated her children to the point where they could survive independently, so there was no further reason to stay with them. She might now spawn again if she wished, or simply resume exploring and socializing as she had before taking on the responsibilities of motherhood. The universe was a huge place and Mgroth and his sister doubted they would see Cnarci again. This was a sad thing, but they soon got over it.

Mgroth and his sister made a good team, so they stuck together for a while. Plital had a keen sense for food sources in star-systems still far away, and Mgroth's memory was sharp enough to remember places they had been almost precisely, leading them back to the best worlds when they became too hungry to seek new ones. They set out to explore the galaxy, leaving the well-known area in which they had grown up and heading outward through the nearest spiral arm.

Their partnership lasted for some time, but ultimately had to end, and afterwards Mgroth realized he should have better sensed it coming. Plital had become more and more critical of his curiosity and disregard for danger, and began to chide him more often and with greater intolerance. He ignored it as always, naturally, but the complaints continued to escalate. The situation did not boil over, though, until the day when Mgroth had his second encounter with the Qrgh-Cwrillimon.

The situation was similar to the first. The two dragons entered a star system with intent to feed, and almost at the same time they both sensed the presence of a Qrgh very close to the planet. Immediately Plital wanted to leave, but Mgroth

was hungry and urged them closer, ignoring her constant complaints.

Mgroth flew up next to the creature. This one was different from the one he had seen before. It was cylindrical, with several small protuberances on one end. The previous one had been more wedge-shaped, and slightly larger, though his memory of that time had faded somewhat. "Keep away from it," Plital warned as he slid up next to the Qrgh. "What if it stings you?"

"I don't think it will, or it would have already," Mgroth replied. He was fascinated by the tiny creature, which (now that he was close enough to get a good look) had even smaller lights speckled down the sides in regular lines. He had never seen anything so straight—his was a universe of curves and irregular shapes. Straight lines and precision were alien to him, and this only added to the mystique of the Qrgh.

Then Plital did the thing which forever severed her from Mgroth's company. Frustrated with her brother's curiosity, and wishing to get on with the feeding, she opened her mouth and breathed plasma at the creature.

Mgroth saw the ball of fire in his peripheral vision and instinctively pulled back, afraid that it might be coming towards him, but instead it slammed into the helpless Qrgh, wounding it severely. Some of the tiny lights went out, and the once-smooth surface had become jagged and scabrous, no longer as pleasing to the eye. In addition, it began to spew forth gases which tasted foul and forced Mgroth to move away still further.

In anger, he turned to his sister. "Why did you do that?" he demanded.

"Mother said they are dangerous!" she yelled back. "We have to destroy them if we can, before they breed!"

"It wasn't hurting anyone! Besides, what do we really know about them? Have you ever seen them breed? Why are they differently shaped? How do they fly?"

"Who cares? All I know is what Mother said, and I believe her." With that she opened her mouth to breathe again.

Mgroth unfurled, shot forward, and clawed her across the neck. Plital coughed in surprise, glared at him, and sent a wave of pain and disappointment in his direction. Then, without a formal comment, she spun about and sped into deep space. Mgroth suddenly realized that he would not see his sister again, and a feeling of loneliness began to settle in over him. It was a feeling he would one day become used to, but for now it was new and painful.

Then he remembered the Qrgh. He turned, and saw the little creature limping away. It was trying to escape, but was too badly wounded. He flew up behind it, wishing there was some way he could heal it, or at least apologize for what his sister had done. He sent a mindtouch to it, trying to communicate these feelings, but again there was no response.

Or was there? For the briefest of instants, he thought he felt something. Imagination? He tried again, and again felt the same response. The answer, though, was so low-level that it almost seemed a reflection of his own feelings than anything else. It seemed almost like loneliness in its simple, limited way.

And yet, here was some evidence that the Qrgh were more than just rampant destroyers with no thought to their actions. He resolved to follow it, hoping to learn more about it, but even as he did, a second Qrgh arrived.

Its appearance was so sudden and so unexpected that it took Mgroth totally by surprise. One moment there was nothing off his right flank, and then another of the creatures had virtually popped up out of nowhere, flying directly towards him at high speed. He hesitated, watching it and wondering where it had come from. It was much larger than the other, with a central disk shape and several protrusions, and the same sort of tiny lights dotted its surface. As he admired it, however, it came up next to him and stung. Hard.

The pain was intense, like white-hot lances had pierced him, and it was like nothing he had ever sensed before. The new arrival stung again, and this time the lights were beams instead of bolts, but they hurt almost as much.

Confused, Mgroth reacted instinctively and attacked. His claws and eyes raked the Qrgh, and his flame followed up and hurt it still further. When he saw what he had done, however, he felt immediate regret, and began to retreat. More stings followed, but he managed to escape fairly easily, and the Qrgh seemed unwilling to pursue. The new arrival (a mother, perhaps?) stayed behind to tend to the wounded.

Mgroth spent a short while after this incident trying to figure out some meaning behind the actions and reactions of these strange creatures, but ultimately decided he could not understand them without closer investigation. And so he set out to find the Qrgh.

THE QRGH

He roamed for a while, searching, finding Qrgh-Cwrillimon here and there, always at planets or somewhere nearby. Some attacked him and some fled, but he was never ignored, nor was he ever mindtouched. He began to grow frustrated, both with his lack of understanding and his inability to communicate with them. He was convinced that the Qrgh were somehow intelligent, although probably not at the level of a dragon. He also knew that they needed the planets for something, though he so far had not determined what.

He had noticed something else, too. The Qrgh did not seek out only the edible worlds, but often the dead and useless ones that far outnumbered those. He had some theories about this, but could not prove them. In all his encounters, he had never seen a Qrgh eating or breeding, and finally had to conclude that they did these things in a way unfathomable to him.

He tried another tactic. He sought out other dragons, asking them what they knew about the enigmatic creatures. He learned

very little, however, as the response was usually "Who cares?" or "Young one, you should not ask such things."

One day, however, it was suggested that he seek out Vkegus, an ancient dragon whose territory lay nearby. Vkegus, it was said, was the oldest dragon in the galaxy and might know more. Hopeful, Mgroth set out to find him.

It was not Mgroth that found Vkegus, however, but the other way around. Mgroth had flown deep into the territory of his quarry when suddenly the huge dragon was almost beside him. Mgroth radiated surprise and then relief, which gave Vkegus pause. He had expected fear or awe, but not relief. "You have sought me out?" he asked curiously. "To what purpose?"

"I was told you might know something of the Qrgh-Cwrillimon," Mgroth answered.

The gigantic dragon studied him for a moment. Vkegus was immense, larger than any dragon Mgroth had ever encountered, and in fact was very near the end of his life span. Mgroth was not cowed, however, as his desire to learn overshadowed everything else. Apparently this was not lost on the great creature, and at length Vkegus said, "I can remember when there were no Qrgh-Cwrillimon, when I was a mere hatchling. We roamed freely without fear, and no creature of the universe could threaten us or give us pause. And then came the Qrgh.

"They were curiosities at first. We found them to be unpalatable and soon learned to ignore them, but they began to grow in numbers, far faster than we. We also discovered they had stings, and in quantity these could hurt or kill. Some of my elders urged that we drive them out of the galaxy, but not much was done about this, and now it is too late."

"What do you mean?"

"They are too strong now. The day will come when our kind cannot feed on the worlds, for Qrgh will surround them all, and we will starve and pass into the great darkness, even as I soon shall."

Mgroth considered that. Could this really be the secret goal of the Qrgh-Cwrillimon? If they were intelligent as he surmised, could they not see that this would happen? He had no concept of evil and could not understand any intelligent creature not harboring a respect for life. Or were they unintelligent, spreading only because they could, and driving out the dragons mindlessly in simple competition for resources? "I must know the truth of this," he remarked, half to himself.

"I would join you if I could," Vkegus told him, "but it is too late for me. Such a task could only be accomplished by the young. You-Who-Revere, I am glad you have come to me. It will make my passing easier." So saying, he unfurled a set of wings that themselves dwarfed Mgroth, and he sped away faster than the younger dragon could ever hope to follow.

He goes to die, Mgroth realized, but his passing would not be for any other dragon to witness. It was not their way.

Mgroth turned and headed back towards the region of space in which he had last encountered the Qrgh. He had to somehow communicate with them, had to know more. This was no longer a matter of curiosity. It had become imperative.

CONTACT

At first, his attempts ended, as they had before, in frustration. The Qrgh fled from him or else attacked, but over time his wings had matured to a size where he could outrun even the fastest of their pursuits or spittle. The Qrgh, as he had learned, differed in many ways from each other, and the ones in this region of space spat a flame similar to his own, which he could easily outdistance if he so desired.

He was nearly ready to give up his quest when something different finally happened. He approached a small world which had several Qrgh nearby, one of them very large and motionless. He had seen these sessile ones before, and knew their stings to be very dangerous, so he did not intend to get too close. The smaller Qrgh could have fled or stayed near the protection of the larger one, as they often did, but this time only one moved—but towards him, rather than away. It was unlike the Qrgh to attack alone, so his curiosity was aroused.

He moved slowly away from the planet, and the solitary Qrgh continued to follow at moderate speeds. He moved towards it, and it turned away, trying to keep the distance constant. Curious. He headed away and it followed again, but did not try to overtake him. Definitely unusual! He came to a halt.

The Qrgh began to circle him, slowly spiraling in closer. He sent out the mindtouch, getting no response, but it closed the distance steadily, cautiously. He got the feeling it was investigating him, studying him. If this were true, it was certainly not the act of a mindless beast. This could be what he was looking for!

The Qrgh finally came to a halt about 50 body-lengths away. They stared at each other for a while, but Mgroth had decided to let it do what it wanted to do, and so he remained motionless. He continued to send the mindtouch, hoping.

Something came out of the Qrgh, an even smaller creature which looped around and approached him. He thought to back away, fearing it might be some new form of attack, but realized if the Qrgh had wanted to assail him, it would have done so long before now. Instead of reacting, he stayed still, allowing the tiny thing to approach until it was nearly touching him. Small as it was, he could see it was still a Qrgh, with the incredibly small lights and angular features that typified their kind.

It was then that he felt the first response to his mindtouch. He struggled to contain his joy. It was responding! Not a simple reflection of feeling, but a probe of some kind. He concentrated, trying to absorb the alien thoughts and feelings, and found only a morass of concepts beyond his ability to comprehend.

He knew now that the Qrgh-Cwrillimon was intelligent—there was no doubt of that. Not content with this, he focused his mindtouch in ways he had never tried before, thirsting for knowledge. Slowly, he began to achieve the first tendrils of communication.

The first thing the creature tried to impart was its own joy at reaching Mgroth. It seemed to be very like himself, a seeker of knowledge, and in fact, it was thrilled to have proven its own theories about dragon intelligence. Mgroth was amused—both races had, before this moment, thought the other to be mindless animals!

Mgroth had a thousand questions, and the Qrgh seemed to have just as many for him. They communicated for some time, trying to understand each other. The most difficult concept for the dragon to grasp was that of the true nature of the Qrgh. It seemed that the creatures he had always thought to be alive were something called "starships," vehicles which the living Qrgh used to move among the stars. In fact, the vessel Ramilus (that was what the creature called himself) came from housed another three hundred like him. Mgroth found it hard to believe that something so small could hold 300 living beings, but Ramilus' thoughts carried the ring of truth with them.

The alienness of the Qrgh was astounding. Mgroth discovered the reason why his previous mindtouch attempts had always failed: Most Qrgh were not able to communicate in that way, instead using something called "speech," a concept he simply could not grasp. If he had been unable to mindtouch—in effect, deaf and dumb—he felt he would likely go mad. The Qrgh, save for rare exceptions like Ramilus, were all like that.

There was more, and some of it was painful to learn. There were, in reality, billions of Qrgh and they lived on the very worlds Mgroth had ravaged in his many feedings. How many

thousands of living creatures had he slain without knowing it? The very thought depressed and embarrassed him. No wonder his kind was attacked by the Qrgh ships at all opportunities! They were just defending themselves and their people!

Mgroth wanted to retreat and think about this for a while, but Ramilus asked him to stay a while longer. Their initial enthusiasm to communicate had exhausted both of them, and a rest was needed, but Ramilus feared Mgroth might not return, or would return after too long a period of time. The dragon understood and remained, resting where he had stopped, while Ramilus took his shuttle back to his ship, which then moved away and went back to the base.

Mgroth was excited about what he had learned. The Qrgh seemed not only intelligent but truly friendly, and both sides now knew that their fighting had been a mistake based on misunderstandings about each other. He hoped he had communicated his deep regret and concern, and that Ramilus was even now repeating these feelings to his people. Mgroth very much wanted to tell his own kind as well, but he had far more to learn.

Ramilus came out to visit again and again, and each time they learned more about each other. It seemed there were many races of Qrgh, and Ramilus was part of one called the Romulans. They were currently at war with another race called the Federation and still another known as the Gorns. "What is this 'war'?" asked Mgroth as this was being explained. "I cannot comprehend the meaning."

"Our races have differences which cannot be reconciled," Ramilus answered. "We fight to prove our point and advance our race."

"At their expense?"

"Yes, but there is no other way. There are only so many worlds, and if we are to advance, they must be forced to retreat."

Mgroth could not fully comprehend this. Organization, in all but its most limited form, was a concept alien to him. Still, Mgroth was able to keep an open mind, and once he realized that the Romulans and others like them could not live in the void of space as he could (at least not without special vehicles to transport them about), he realized they would have conflicts over living space. Did not his own kind occasionally spar over territorial feeding and mating rights? Under this analogy he could relate to the Romulans, a fact he found quite pleasing.

In due course he determined that he had learned what he could from Ramilus, and he bid good-bye and headed back into the galaxy to bring the truth to his people.

THE ELDERS

At first he tried to locate Vkegus, but the ancient one must have crossed into darkness by now, for he could not be found. Saddened but undaunted, he progressed back through the galaxy, seeking out dragons and explaining what he had learned. Many refused to listen, unwilling to accept these strange ideas, but for each failure there seemed to be as many successes. Dragons listened to him, and accepted what he said, although one thing did remain constant—none knew precisely what should be done, if anything.

Mgroth enthusiastically spread the word for a short while, moving from territory to territory, and soon found that the word was moving even faster than himself. He found many dragons who had already heard the tale, some of whom attempted to tell it to Mgroth himself! He was still young as dragons go, and apparently older and faster ones were spreading the news even as he was. Satisfied that he had done what he set out to do, he began to retrace his steps to the system where he had left Ramilus, intending to communicate what he had done.

On the way, he felt a mindtouch seeking him. It was unusually powerful, and in fact came from multiple sources, an almost unheard-of event. He was at once fearful and excited, for he knew what such a call must mean. Several Elders must have come together to express their thanks for his revelations! Thrilled beyond measure, he headed to the source of the mindtouch.

The Elders were there, four huge dragons as large as any he had ever seen save Vkegus. They studied Mgroth silently as he approached, choosing not to mindtouch further now that they had summoned him. He had not known a mind could be so silent, but they were his Elders and had far greater control than he. His initial enthusiasm soured as he realized something was wrong to make them act this way.

Finally one spoke. "He-Who-Reveres, you have revered much but forgotten your own kind. Why did you not heed the lessons of your mother?"

"I do not understand," he replied, honestly.

"Your mother taught you to avoid or destroy the Qrgh-Cwrillimon. Yet you have chosen instead to spread fanciful tales about their being as sentient as we are."

"I speak only the truth." He attempted to radiate more, to communicate some of the things he had learned from Ramilus, but these thoughts were ignored. The Elders, it seemed, had already made up their minds. No matter the effort he gave, his images and feelings washed over them without effect.

"The Qrgh are mindless monsters which ravage us when they can, slaying at will and without feeling or remorse." The Elder's thoughts were accompanied by a feeling of truth so powerful that had he been of weaker will, Mgroth would have instantly believed the statement without question. "They are to be destroyed on sight, or avoided if they are too numerous. That is the way it is, and the way it must be."

"But—"

His thought was interrupted, swept away by the minds of the Elders. Not even his mother had ever done such a thing to him, and he was too stunned to respond. He could only listen in

bewilderment and shock. Intermixed in the wave of pure thought were impressions of the Qrgh as slayers and destroyers, drawn from the Elders' own experiences—defilement of the mating ritual, slaughter of children, and even one attempt at communication which ended in base betrayal.

"You will cease to spread your stories," the Elders ordered when the thought wave was complete. "You will abide by this, or be slain as though a dangerous lunatic." And with that final word, the quartet of Elders unfurled as one. Within moments they were gone from his mindrange.

Mgroth took a moment to compose himself and absorb what had happened. The Elders of his people had come to him and ordered his silence! Unthinkable! Had anything like this ever happened before? With a chill he realized it probably had—but the command from the Elders prohibited any mention of it. There was no question of disobeying; such a thing would have been impossible—and in fact could only be done if he truly were insane, and that alone would seal his fate.

In essence, he realized, he had failed. He could not deliver the truth to his people, and the Elders were probably even now suppressing the news or reinforcing their own view of the truth, undoing all he had tried to accomplish. Still, there was another route open to him. The Elders had not forbidden him to speak with the Qrgh, only to not speak of them to his own kind.

The Elders' warning of betrayal still burned in his mind, but during his mindlink with Ramilus, the two had forged a friendship, and he was sure Ramilus would not deceive him. He unfurled and began to move back towards Romulan space.

BETRAYAL

Ramilus was waiting, but no longer did he come to visit in a shuttlecraft. Instead he remained on his ship, which moved in close to the dragon in order for the mindtouch to be established.

They spoke for a while about what had happened with the Elders, and Ramilus seemed concerned, yet unsurprised. The nature of individuals, he explained, meant that there would always be those who believed what they wanted to believe. Some of those who had heard his explanation would believe, despite the Elders' attempt to hide it, and the word might spread and catch on. This brought renewed hope to Mgroth, although he still harbored some frustration and even resentment towards the Elders and their edict.

It was then that Ramilus made a fateful decision, and decided to confide in the dragon. "Mgroth," he said, "I feel a greater friendship towards you than any of my countrymen, strange as that may seem, and I must tell you the truth of things."

"You have always been truthful to me," Mgroth replied.

"There are truths within truths. There was more to my presence here than you were told. My government is embroiled in a war, as you know, and that war is going badly. They want me to convince you to join us, to fight on our side—you and all your kind."

"I have no interest in the wars of the Qrgh, and neither would my people."

"You and I know that, but my government will not listen. You see, we are not so different. We all believe what we want to believe."

"I understand," said Mgroth, and he truly did.

"There is more. This ship I am on—its captain has orders to slay you if you will not agree to our conditions. I am going to tell them you have agreed, but you must flee and not return to this sector of space. It will be too dangerous for you and your kind."

Mgroth paused, and a wave of loneliness swept through him. Everyone he knew had left him, and now Ramilus, with whom he felt a closer sort of kinship, was pushing him away. He tried to communicate this feeling, and Ramilus echoed his own, similar emotions. "I am sorry, my friend," he said simply. "I am truly—"

And then all feeling from him was cut off, severed with a single pulse of pain that vanished into nothingness.

Mgroth clearly felt his friend's passing, knowing instinctively the bitter tang of death. In making his decision to tell Mgroth the truth, Ramilus had not considered the possibility that his mental conversation might be monitored by another telepath—one working for Imperial Security. Ramilus had now paid for his treason with his life.

Betrayal! Mgroth's pain at his friend's death quickly faded into shame and disgrace. He had been warned, but had refused to listen. The Elders were right, after all—the Qrgh could not be trusted. And yet, it had not been Ramilus who had betrayed him. Mgroth's instincts had, in a way, been right after all—but Ramilus was only one Qrgh among billions, and now he was dead.

Mgroth began to back away from the ship, which suddenly and without warning opened fire. Now he saw two other ships appearing, rising from the surface of a nearby moon, and their stings bit into him moments later. Balls of plasma energy had also appeared and were closing in on him.

He damaged the plasma as best he could with his eyes and tail, and sped away from the scene without any attempt to fight. Dragons do not feel the need for vengeance, which was fortunate for the Romulans this day, but equally fortunate for Mgroth, who would almost surely have been slain had he remained.

He did not, however, fail to appreciate the sacrifice Ramilus had made, and he remembered it throughout his life.

FULL CIRCLE

Half a lifetime passed, and Mgroth sailed the void alone, having never taken a mate or even sought to do so. The loneliness was part of him now, and he embraced it. He avoided the company of other dragons, and the Qrgh-Cwrillimon as well. When he did meet them, he always gave way, never seeking to attack as any other dragon would have done. He did this out of respect for Ramilus, and out of respect for a form of life he alone of all dragons could appreciate.

The day came when he felt a mindtouch, the feeble one of a young dragon seeking him out. He thought to ignore it, but his curiosity had never quite faded with age, and with a twinge of amusement he answered the call.

The young dragon sailed up to him, radiating excitement, relief and a little bit of awe. The feelings felt somehow familiar to Mgroth, as though they might once have been his own, ages ago. "Who are you who would seek me?" he wondered.

"I am called Wtyissai," the hatchling replied, which means "Eyes-Of-Wonderment" in the language of dragons. "I have come to ask of the Qrgh-Cwrillimon. I wish to know more about them, for they intrigue me."

He sighed, but it was not a sigh of despair, rather of renewed hope. All those ages ago the Elders had forbidden him to spread the story, a pronouncement that still held weight in his mind, although he was now as old as they, and those Elders had long since passed into darkness. But this young one had come to him, wanting to know the truth of the Qrgh. How could he deny the truth to one so curious, so like himself and full of a desire to learn?

He could only wonder: Were these the thoughts of Vkegus, when Mgroth had come and asked him the same questions?

He opened his mind to the eager young Wtyissai and, with an unvoiced thanks to Vkegus, began to speak. ★★★

ROMULAN RAID

(Y179) *by Robert Crapnel*

✦ BRIDGE, SPG *CORVUS* ✦

Ante-Commander Tellarus watched space streak past the view screen in the familiar kaleidoscope of warp-speed travel. Hunched low in his command chair, hands steepled in front of his face, he softly hummed a Romulan symphony and meditated on the view. Despite all the rules of command, he did not try to hide the fact that he was anxious. It would have been useless to try. His bridge crew, save a few junior officers, had served him on this ship, in this same tract of space, for almost four years now, running missions just like this one in and out of Gorn territory. They knew him, and knew enough to realize that the presence of all the bridge veterans on a single watch was alone enough to cause some concern, no matter how calmly their leader may act.

The communications console buzzed and the officer attending it adjusted his headset to receive. A moment later, he turned to address Tellarus. "Ante-Commander, sector command has signaled that the mission has been given final confirmation. We are to continue as planned."

"Send an acknowledgment, Decurion," replied Tellarus while offering a silent prayer that everything would go as planned rather than as he feared.

Tellarus stood up and took a few steps toward the front of the bridge, as if to attain a clearer view of the screen. Without turning he addressed his crew.

"Attention crew, this is Ante-Commander Tellarus. It is time to serve the Praetor once again. I trust you all to do your duty as Romulans."

Returning to his chair, Tellarus settled down to the business of executing a commando raid.

"Navigator," he barked to the officer at the helm, "prepare to come out of high warp in the vicinity of Grehdug IV ... and transfer all relevant data to the *Tyridian*."

Tellarus swiveled his command chair to face an imposing figure standing loosely at ease toward the rear of the bridge. The man was a hulking figure, clad in the full battle armor of a Romulan marine commander. To him, Tellarus only gave a meaningful, somewhat weary nod, "Tribune, see to your men."

The marine commander, Major-Tribune Horto Kestra, thumped his chest in salute before heading for the turbolift.

For the next twenty minutes, Tellarus had nothing to do save wait for the signal to drop out of high warp. He pondered the possibilities of the mission, mulling over the small amount of information he had been given on the target.

When the signal finally came, the crew went about their tasks briskly and with a minimum of ceremony.

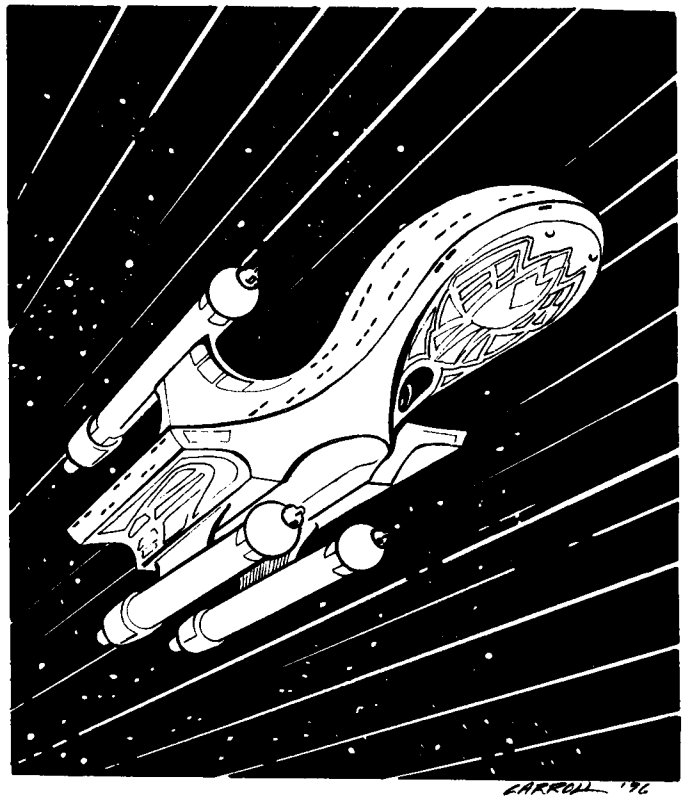
"Coming out of high warp ... *now*, Ante-Commander."

The streaks of warped starlight beyond the view screen abruptly shortened, contracting to points as the *Corvus* decelerated and the starfield returned to "normality." For a few seconds, it seemed that the ship had lost all forward motion until one star in the center of the screen, the Grehdug primary, grew larger than the others and rushed out from the anonymity. In a moment, it hung in space. The illusion of motionlessness lasted a few seconds again until yet another speck was plucked from the velvet background and sped to the fore. This time, the disk was rust red and glowed only by reflected light ... Grehdug IV.

Suddenly the bridge swelled with a well ordered bustle of voices as the various bridge officers reported the situation.

"Velocity stable at warp 2.7 ..."

"Range to Grehdug IV 400,000 kilometers ... Bearing 012 mark 3 ..."



"*Tyridian* and *Scutum* in formation, 20,000 kilometers off the port bow ... receiving transmission ..."

"No unidentified ships in the immediate vicinity ..."

Tellarus listened without interrupting. When the report was in, he began to respond, "Signal *Tyridian* to maintain position and ready fighter CAP for immediate launch ... maintain speed and bring us around the night side of the planet at a range of 100,000 kilometers ... prepare a probe ..."

The three ships altered course slightly while the *Tyridian*, a SkyHawk–B carrier, and her escort, the *Scutum*, slid into formation behind. The tiny flotilla coasted towards the planet at a leisurely pace, following a long parabolic trajectory aimed at placing Grehdug IV between them and the system's primary.

Finally, the ships were within tactical distance of the planet and Tellarus began to stir from another reverie. The mission brief was a simple one, common enough that he had performed at least half a dozen like it during the course of his career.

Grehdug was a quiet system on a dull stretch of frontier which the Gorns "recaptured" from the Romulans a few months ago. This actually meant that a small listening post and a minor ore processing plant on Grehdug IV had been overwhelmed by an ad hoc battalion of Gorn marines from a passing squadron. The *Corvus*' mission, with the *Tyridian* in support, was to set the situation right again. Tellarus' briefing had stated that the anticipated Gorn reaction to such an insignificant raid would be minor and that the *Corvus* should only meet the most inconsequential opposition.

Tellarus gave a soldat's snort of disgust. The naiveté of the briefing spoke volumes of the true nature of the mission. He just hoped that whatever operation that he and his crew were acting as diversions for would be worth the risk.

"Decurion," Tellarus snapped, "launch the probe when we reach 120,000 kilometers. Pay particular attention for additional ground bases around the early warning station's location."

As far as Tellarus knew, the ground warning station had been captured by the Gorns intact. While it was unlikely that

much had been done to bolster the system's defenses, he fully expected some sort of nasty surprise.

Time crawled past and Tellarus kept a wary eye on the long range scanners, expecting the arrival of a Gorn squadron at any moment. Presently the probe was launched and the science officer reported the existence of another ground base, type undetermined, with several more under various stages of construction.

"We should assume the unidentified base is a phaser station," advised the science officer.

"Agreed," replied Tellarus, "make sure we have sufficient reinforcement to counter it." He thumbed the intercom, "Major-Tribune Kestra, I am advising you of a new target."

"At your command, Ante-Commander," snapped the veteran marine commander.

"Yes," continued Tellarus, "we have a ground base in sector A in the vicinity of the original early warning station. I want it assaulted and captured intact if at all possible. Tellarus out."

The *Corvus*' master sat back and reviewed the situation as it had unfolded. If the operation continued to run as smoothly as it had done so far they should have no troubles at all.

"Helm, bring us into orbit above the planet," he commanded, "Major-Tribune Kestra, proceed with the marine assault."

But then, "if" was such a very big word.

GROUND ASSAULT SHUTTLE #4

Ante-Centurion Pilot Flavius was a veteran ... a veteran of four combat "drops" and a course of simulations. Still, when you were talking about ground assault pilots, four successful missions *did* make you a veteran of sorts. It was a notion that Flavius found profoundly depressing whenever he dwelled upon it for more than a moment.

But for this moment, at least, the young Romulan's thoughts were not so searching. From his perch in the acceleration couch of his assault shuttle he was observing the bustle of the hangar deck which was crammed with squads of marines doubling back and forth to their assigned transports. He saw Kestra briefing his officers over in a relatively quiet corner, using a map taped to a bulkhead to outline his objectives. Although only a pilot, Flavius knew that such a briefing was superfluous at this stage, but Kestra liked the dramatic touch and his men warmed to it. The burly Major-Tribune and his 48th Cohort were a minor legend in the sector. The *Corvus* had begun this patrol with two full cohorts and a combat engineer platoon on board, but losses had slowly reduced the force and the veteran 48th had absorbed the survivors of the other units, as well as a handful of new replacements.

"Look at all the new faces, Taro," said the pilot to his load master, who was busy checking the shuttle's systems from his engineering station just behind.

"Yes," answered Tarius Pulcer, Load Master/Gunner of the shuttle, "Kestra and his troops really took a pounding when the old man sent them over in that engagement with the *Carniveron*."

The chubby gunner gave a low chuckle as he slapped the last inspection panel shut. "You are lucky you were on leave for that one. Someone should tell the ante-commander to leave fighting battle cruisers to the big boys. Anyway, we are ready to roll."

"Good," replied Flavius, "here come our babies."

Two squads of marines, led by a youngish looking officer, were making their way toward the shuttle. In fact many of the faces were very young and not terribly awe inspiring, except for the Decurion of the second squad. He was huge, easily the girth of any two of the other marines. Pulcer blanched.

"Featherless birds of prey!" cursed the gunner, "we have pulled Maximus!"

Flavius groaned. Maximus was a Pente-Decurion, the senior fighting Decurion of the Cohort, and a personal friend of Kestra. He was also a product of the old school of Romulan honor with a reputation of volunteering for the most dangerous of missions. He was famous for winning more "First Breach" crowns than any other marine in the Cohort. He was infamous for returning from those breaches without his officer and by some means of transport *other* than the one on which he left. Flavius groaned again.

The marines filed aboard the shuttle via the large loading hatch to its rear. The officer in charge of the two squads made his way to the cockpit where Flavius was strapping himself in. He handed the pilot a computer disk containing tactical data, and Flavius inserted it into his flight computer. As the readouts began to flash by on a console screen, the officer gave a running commentary.

"As you can see," explained the marine, "we are part of Force B for the main mission against the early warning station. However, we will more likely just be held in reserve against any adverse eventualities. Although, with the opposition we have been briefed to expect, I do not think we will see much action on this trip."

Flavius looked the young officer up and down then looked past him to where Pente-Decurion Maximus was assisting a younger marine to adjust his battle armor. The officer noticed the glance and smiled grimly.

"And if you really believe that," the officer finished in a low voice, "I will forward you directions to an uncle of mine who peddles youth elixirs and effective aphrodisiacs."

Flavius grimaced and the marine went aft to buckle himself in while Pulcer followed to secure the squads. That left Flavius to key in his flight plan and memorize the important way points on the way to the primary objective.

Meanwhile, Force A, which consisted of the *Corvus*' three other ground assault shuttles and the large heavy transport shuttle, was launched and sped on its way. Then it was Flavius' turn to line up on the launch rail. Anti-gravity pallets beneath the shuttle allowed deck crews to guide the tiny vessel onto the bay's "turn table," at which point they were removed. All aboard felt the shuttle settle to the deck.

Flavius kept his eyes on the crew chief, waiting for the signal to commence the launch cycle. He did not have time to become impatient. As soon as his men were clear, the deck crew chief flipped a curt wave and jerked his thumb toward the bay doors before dashing away to the back of the hangar deck.

Flavius pushed forward on the throttle yoke, bringing the shuttle's tiny impulse engines to a low thrum. The vessel rose from the deck and coasted toward the yawning opening. The metal doors themselves had rolled back, leaving the ship's shields to act as an airlock and allowing shuttles to surge straight out of the hangar into open space. Flavius took another precious second for a final calculation, thinking ahead to adjust for the relative velocities of shuttle, ship, and planet that would kick in the moment his craft left the *Corvus*' protective warp field. Then he gunned the engine and the vault of space leapt forward to engulf him.

The effect never failed to shock. The shuttle buffeted as it broke free of *Corvus*' shield then kicked as the planet's gravity tugged it away from the artificial field of the ship. The shuttle was inverted relative to the crescent of Grehdug IV and spinning slightly thanks to a last minute maneuver by the *Corvus*. Flavius stabilized the pitch then rolled to upright before turning around hard and killing all velocity tangential to the planet's spin. The shuttle dropped like a rock, plummeting down Grehdug IV's gravity well, while its occupants' innards lurched in the opposite

direction. The artificial gravity stabilizers were almost, but not quite, good enough to maintain complete stability throughout the maneuver—much to the discomfort of the unfortunate Marines.

Flavius took one and a half seconds of free fall to confirm the shuttle's status, then plunged the attitude controls full forward to power dive toward the planet's surface. *Corvus*' orbit had been rather low and almost immediately Grehdug IV's atmosphere clutched at the shuttle, tossing it until Flavius managed to trim the craft's atmospheric shield to compensate. He allowed the shuttle to dive a bare second more before yanking the attitude control back up to level out, extracting muffled groans from his passengers despite the best efforts of the inertial dampers.

Then, all was calm.

The shuttle leveled out, happily cruising at hypersonic speeds just inside the planet's stratosphere. Flavius let out his first breath since launching and thumbed the radio switch.

"GAS#4 to *Corvus*. Entry achieved, status nominal ... proceeding to primary objective."

He listened to the beeped reply and settled back to take in the view. They had been "dropped" over the planet's day side almost diametrically opposite the base that was the object of the whole exercise. By now, the *Corvus* was probably clearing the horizon relative to the base, and was even visible to the naked eye as a glinting speck to any observer on the ground. Perhaps those observers were gazing at the ship through the sights of a heavy phaser battery ...

No, now was not the time for pessimism. By the time he arrived, Force A should have breached the base and silenced those phasers. With luck, all the excitement would be over before they even arrived.

✦ BRIDGE, SPG *CORVUS* ✦

The *Corvus* rocked gently as heavy phaser fire danced off its front shield.

"Reinforcement holding ... shields intact ..." reported the science officer.

"Return fire with all bearing phasers. Now!" barked Tellarus. He realized that such a barrage may not destroy the ground based phaser but he could not afford to waste plasma torpedoes in case the worst occurred. Indeed, he was uneasy at wasting any firepower at all, but Kestra had met tougher than expected resistance and was unable to spare any ground forces for the phaser base.

"The *Tyridian* is also firing, Ante-Commander," reported the Decurion at the sensor hood. After a moment's pause, he added, "Sensors show the enemy installation is crippled. Its phaser is off-line!"

"Excellent shooting," exclaimed Tellarus. Then, after a deliberate pause, "Drop Shield #2 and beam down reinforcements for the landing forces. Communicate directly with Major-Tribune Kestra for instructions."

He knew he was risking a stray phaser shot through the deactivated shield, but the marines needed reinforcements badly. He also wanted the operation over and the *Corvus* on its way out. To this end, he considered bringing in the *Tyridian* but decided against it. The Gorns could still show up in force.

SQUAD #2

Ante-Soldat Gus Pito shifted in his battle harness. His stomach had just settled after the drop and now he was sure he could feel a buckle digging into his ribs beneath his breastplate. It was always the same. There was just no way to get comfortable strapped into this confounded rig. He looked about the cabin, observing the eleven other figures bobbing and swaying in the gentle buffet of the shuttle's passage. All were sitting on benches, six per side, with their backs to the walls, facing a central isle currently cluttered with a collapsible gun rack. Most of the helmeted heads hung low, face-plates inclined toward the deck, making it impossible to discern features in the dim red tactical lighting. In the two seats nearest the front, Maximus and the Ante-Centurion sat opposite one another.

It was Pito's first mission and he guessed that it was the Ante-Centurion's too. Maximus, on the other hand, looked as though he had seen more action than both squads put together. Green officer ... veteran NCO. *Great*, thought Pito glumly.

Suddenly, the Ante-Centurion's head jerked up. He began tapping the screen of his forearm computer and Maximus looked at his. The two must be conversing on their private channel, thought Pito, which could not be good news for the rest of us.

Finally Maximus gave a pronounced nod, while the officer made a small open handed gesture. The veteran NCO responded with a more emphatic nod and clenched his left fist. The officer paused for a moment and shrugged. Then Pito heard a crackle in his own helmet.

"All right, men," announced the Ante-Centurion's voice through the helmet's speaker, "we have a change of plan. Forces A and B have been heavily engaged at the main objective site. Heavier than expected resistance has been encountered."

Pito gulped. He had been green enough to believe the story about the cake walk.

"However," continued the Centurion, "Major-Tribune Kestra has advised that the situation is under control. Our new orders are to proceed to a suspected remote shuttle field and ferret out any enemy forces that may be holed up there. SOPs for an unassisted open country assault will be in effect. Opposition should be light. ETA seven hundred and sixty–six seconds. Centurion out."

Along with the rest of the squad, Pito lifted his weapon out of the gun rack and let the mechanism fold away. He then proceeded to adjust the rifle to the stated conditions while Maximus' voice droned away inside his helmet, giving known details of the landing zone, the axis of attack and so forth. But somewhere below the mental activity, another voice spoke to Pito, reminding him of all the awful things he knew could go wrong during an assault. Pito was a soldier cursed with intelligence *and* imagination, gifts that had enabled him to see through much of his doctrinal training and laid bare all the ifs, buts, and maybes that all instructors everywhere hoped that their recruits would miss while concentrating on how safe, sure, tried and tested the military method actually was ... so long as *everyone did as they were told.* It was these uncomfortable facts that Pito's unruly subconscious rolled across the back of his mind as he prepared for his first action.

Dammit, he thought despairingly as he finished a final check on his phaser charge, *my officer has as little experience as me. How likely is it that everyone is going to do as they are told?*

✦ BRIDGE, SPG *CORVUS* ✦

The veteran commander stiffened as he watched the tactical display. Three tell-tale blips had appeared at extreme sensor range and were warping in very fast. Cruisers ... and just after he had deployed more troops, too!

"Incoming vessels, Ante-Commander ... probably Gorn ..."

"Yes, yes, I see them. Get me Servius on the *Tyridian*," barked Tellarus. This development left the Romulan force with only one option.

SQUAD #2

The first preparation alert buzzer went off within Pito's helmet. He crossed his weapon in his lap then settled back and struggled to calm down, but thoughts of hidden phaser batteries, surface to air missiles, pre-plotted transporter artillery and the like clamored for attention. He lowered his head and clamped his eyes shut, willing himself to calm in spite of the instinctive alarm bells clamoring away inside his head.

Then, into his mind's confusion entered the opening bars of a stirring adagio. Pito's head snapped up in recognition.

Pardinius' fourth symphony, he thought. *The Cohort's anthem!*

The music worked its way through his helmet speakers and into his consciousness. Pito had been a student at the Remus Musical Academy before the war effort had deemed it an unessential service and drafted all of its members. If he had a *rataini* in his hands instead of a rifle, he could have played an accompaniment. For the first time in his brief soldierly career, Ante-Soldat Pito found himself embracing the military's obsession with tradition.

The shuttle began to weave and buck, bringing the young marine back to his current predicament. Pito guessed that they were flying nape of the land, approaching the target ... they must be only moments from the target area.

Muffled thunder rocked the cabin, a jolt of concussion kicking each marine in the chest followed by a stuttering staccato of impacts. *Ground fire*, Pito's brain managed to register, *most likely a SAM followed by small arms*. The music swelled to its major theme ... Pito had always loved it. The shuttle swooped around ... vertigo washed over him. The airframe shuddered again, more violently ... several thumps and a string of deafening screeches. Return fire ... a rapid pulse phaser burst followed by a salvo of anti-personnel rockets.

Pito realized his eyes were locked on a particular instrument panel, the "jump–lights," waiting for the red combat signal to go to amber, then to green ... disembark. But the light stayed red as Pardinius climbed to the top of his first movement ... two hundred thrumming instruments straining against a cacophony of violence felt as much as heard.

Gods, mused a detached part of Pito's mind, *this shuttle jock was giving the lizards a pounding.*

He barely caught the light go yellow as the shuttle leveled again. *Gods!*

All the marines clutched their weapons and uncoupled their harnesses. Maximus shook a fist at the door, the centurion gave a battle cry for the Praetor and the Empire, and Pito screamed a reply. There was a brief sensation of the shuttle flaring, rapidly decelerating before it lurched to a halt, thudding heavily against the ground. The light flashed green.

Pito held his breath, his bunched muscles ready to spring. An endless moment passed, then the hatch at the back of the shuttle snapped open and marines began to leap out into a night ripped by explosions and drenched in the colors of an inferno.

Pito exited the shuttle at a run.

✦ BRIDGE, SPG *CORVUS* ✦

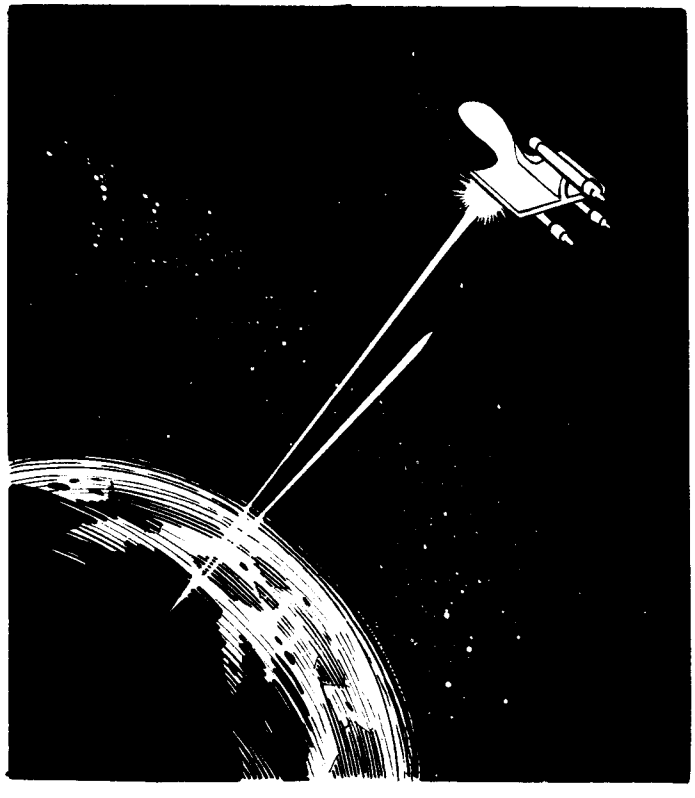
The view screen burst into life, filled with the stern visage of Tyrus Servius, commander of the *Tyridian*.

"Commodore," said Servius, acknowledging Tellarus' position as temporary commander of the flotilla, "I trust you have noted our visitors."

Tellarus nodded, "Yes. We will begin rapid recall of all forces on the planetary surface with a view to exiting this system at the earliest convenience."

"I concur, Commodore," agreed Servius, "our instruments indicate a cruiser supported by two heavy destroyers."

"I see," Tellarus replied, "Launch both fighter wings immediately and take *Tyridian* out and try to draw them off ... no!" The Romulan commander paused and considered a moment before continuing. "No, take up position with us ... you can help bring our boarding parties back aboard. Send the fighters ... order an anti–ship assault to be pressed home at all costs."



Servius remained stoically silent but Tellarus knew that carrier commanders, even those of lowly escort types, hated to have their fighters ordered around by mere warship commanders. It was a sentiment that Tellarus had never understood. What were fighters, after all, but attrition units?

Servius gave a nod at last and excused himself as Tellarus turned to other pressing matters, namely saving the 48th Cohort from an untimely demise.

SQUAD #2

Pito's eyes drank in the garish scene as his legs counted off six steps before throwing himself full stretch at the ground. Even through his armor the dirt burned hot to touch. Prone, squirming into the earth, he sighted down the barrel of his phaser rifle and blazed away at a perimeter of buildings that lay directly ahead of him. Behind him he heard the shuttle take off.

"Squad two, sound off," Maximus' bellowed through the confusion and a few seconds later Pito screamed "Four!" at the appropriate time. His eyes flashed about, noted the rows of buildings about fifty meters dead ahead, the burning stockpile on the right flank, the shattered hulk of a shuttle ...

A barrage of phaser fire stabbed out from the row of buildings, sweeping in an arc above his head and touching the ground a few meters to his left. Where the beam grounded, the dirt boiled and flared. Pito might have seen an arm flail amongst the flying rubble.

"Second Squad, target identified in perimeter buildings. Leap–frog advance along due east axis counting ... now!"

The Centurion's words clicked into place and Pito fired again at the row of buildings as half of the squad scrambled to its feet and ran forward. In those few seconds while he snapped through well drilled procedures, the panicked part of his mind scanned frantically for a frame of reference. Night sky blotted with smoke palls ... dense foliage beyond the perimeter of the landing field ... hills in the distance ... cluster of domed, Gornish looking buildings to the front ... quiet calm close to the ground!

Then he was climbing to his feet and bolting forward in a half crouch, his eyes boring straight ahead at the dark egg–like structures. This time, multiple green beams of light stabbed out and flashed across the field from hidden positions amongst the rubble and Pito had to fight the urge to fire from the hip as he ran. Blasts of phaser fire came from behind, pouring into the points of origin of the defending fire, while somewhere in between Pito bolted across no–man's land, lumbering under the weight of his weapons and armor. He ran alone, sight fixed ahead, counting seconds.

"Second squad to ground!"

Pito was flat on his face before the Pente-Decurion could even finish barking the order. His mind was clearer now and he tried to assess the situation. He was more than half way to the first dome, but he could not see where his flanking comrades were. They must have been hugging the ground harder than he was! He gave a mental shrug, chose a target and blasted away, phaser kicking his shoulder as he hammered at an unseen defender. The enemy fire swept wildly above his head in response ... then one green beam whipped back in his direction.

Before the thought even occurred to him, Pito was rolling away as the phaser stream boiled the ground he had once occupied. A split second later, his rifle was at his shoulder again, returning the unwanted attention. The enemy fire stopped abruptly.

The heat from the burning buildings was still blistering, licking back and forth across the open ground. Pito was astonished at how close they were and that casualties had not seemed to be heavy. He tensed as he waited for the next order to leap frog ... it should take him right up to the buildings ...

"Second Squad, standby for close support on building perimeter ... now!"

Pito's jaw dropped inside his helmet ... he was almost on top of the buildings!

Even before he could shout a warning a whistling scream keened above the din of the explosions. Twisting around onto one elbow, Pito scanned the skyline and glimpsed a swift dark shape flit across the fiery horizon bearing, it seemed, directly down on his position. Silent puffs of fire blossomed at its side as the approaching shuttle ripple launched a salvo of rockets while momentary phaser bursts lanced past it. Transfixed, Pito watched as one of the beams cut straight across the shuttle as it pealed away from its attack run while the rockets it had launched whipped overhead and thundered into their target.

The ground kicked, tossing the helpless marine into the air. Pito dimly registered his head snapping around as he was hit by flying debris. Gyrating wildly, he landed with a muffled thud. His stomach heaved, and he could feel his lunch rising, but he could not breathe and the urge subsided. Reaching up to tear off his helmet, he was amazed to find it already gone. Then, stunned beyond caring, he collapsed on his back as the sky began to spin.

GROUND ASSAULT SHUTTLE #4

Flavius grappled with the controls of his shuttle as it yawed out of control. Instruments were dying before his eyes as panels sparked and spat, filling the cabin with acrid smoke obscuring his already blurred and disoriented vision.

The last burst of ground fire must have caught the main control conduit, he thought as he hauled on the steering yoke, overcorrecting his shuttle's wild pitch for the fifth time.

The dark, jagged horizon lurched again and the shuttle's nose lunged suddenly for the ground. This time the controls barely responded to the pilot's actions and the rough scrub of Grehdug IV stopped its wild rocking but continued to race toward the canopy.

"Hang on, Taro, we're going in ..." was all Flavius could yell before hauling back on the yoke in an attempt to contain rather than prevent the disaster. His eyes widened and he was allowed a second of satisfaction as the nose rose just a fraction and he heard the braking jets bite the air. Then the shuttle plowed into the trees.

TYRIDIAN FIGHTER SQUADRON FLIGHT #2

"Attention, second flight, standby torpedoes and prepare for attack run ..."

Flight Leader Arius stabbed a few buttons on his instrument panel as he eased his Gladiator–II over to compensate for the high speed of the incoming Gorn squadron. It was always a difficult procedure, maneuvering a warp 2.3 flight of attack shuttles to intercept ships screaming in at warp three plus. It was an exercise he wished all dull–witted commando ship captains were forced to go through *before* they were given the right to order someone else to do so.

Arius listened to his flight confirm their weapon status.

"Okay," he replied after all had reported affirmative, voice routinely flat as his tiny craft hurtled to intercept the onrushing Gorn cruisers, "fan out and target the lead CM–class ship ... final flight vector 287 mark 2 ... press home the attack with phasers ... weapons free. Hail the Praetor and glory to the Empire!"

Arius returned his attention to his worn cockpit and the mechanics of a torpedo attack run. Some 240,000 kilometers behind him, invisible at such a distance, were his carrier and the *Corvus* for which he and the other three pilots of his flight were buying a minute of precious time by performing a nearly suicidal maneuver. Spread out in a classic "finger–four" formations sixty thousand kilometers to the left were the other four fighters of the *Tyridian*'s squadron. Somewhere 150,000 kilometers ahead, also invisible except on his heads–up scanners, was a powerful Gorn squadron whose commander was right now trying to decide whether to spend a minute or two destroying the Romulan fighters or to barge straight through and attack the *Corvus*. Arius was not optimistic. People with idle phaser capacitors rarely ignored fighters.

The gap closed in seconds, the range bar plummeting toward the bottom of his HUD. He tried to keep track of the other enemy ships but could spare little attention for them. The other flight would have targeted one of them and would be in the middle of its own attack run. In front of Arius' helmet, hovering above the instrument panel, two bright holographic spheres already locked together for several seconds, began to flash but Arius just wrapped his gauntleted fist around the torpedo release handle. One of the spheres framed a tiny image of a Gorn medium cruiser. Arius waited, calmly expecting a phaser barrage at any instant, but knowing he would have only one good chance to land a torpedo hit on his speeding target and to achieve that would require a little patience ... and a lot of nerve. He held his fire. Seconds more ticked by and the magnified image of the Gorn cruiser broke and began to veer toward him, causing its red–shift to lock, indicating zero lateral velocity.

It was what Arius had been waiting for.

Then space was ablaze. Lances of phaser fire whipped across the starfield from behind and at once the sub–space radio was alive with chatter.

"Gladiator Two ... taking fire on our six ..."

"Cut–back, Two ... Cut back!"

"I'm hit ..."

Curses, thought Arius, *the other cruiser must have tailed them.*

Pulling hard on his control column, the flight leader hauled his fighter hard around and began to lead the enemy cruiser with his sights. The range closed ... 70,000 kilometers ... 60,000 ... 50,000 ...

More phaser blasts slashed across the heavens, this time from the medium cruiser, but none homed on Arius. However another frantic call followed by a burst of sub–space static heralded the demise of Gladiator Four.

But Arius' eyes were locked on his instruments as he whispered to himself, "... a split second more ... now!"

Arius twisted the torpedo release handle and gave it a jerk. The fighter kicked and Arius felt the heavy whump as the plasma–F torpedo leaped from its tube.

The flight leader absently noted the streak of a second torpedo launched from another fighter as it sped away at more than warp three, closing rapidly with the Gorn ship.

His own fighter continued to close even as the target ship turned away from the attack.

Absently, Arius wondered whether the Gorn captain had overlooked the fact that he had been traveling too fast to snap–turn out of trouble or whether he had just gambled that the Romulan fighters would panic and launch their torpedoes early. Either way, by miscalculation or misfortune, the lizard was about to pay a heavy toll.

The two torpedoes streaked around to bear down on the medium cruiser's front flank. The ship was turning fast and would gain a bit of a lead, but Arius knew that the race was already won. Without wasting any more time, he looped his fighter and switched his weapons computer to phaser mode.

"Flight two report in," he snapped as he locked onto the Gorn Heavy Destroyer that had pursued his torpedo run. It was turning back toward Grehdug but, like its big brother, it was locked onto a wide turn by its own high velocity.

"Gladiator Three reporting in ..."

"Okay, number three, follow me on a phaser attack run ... target Heavy Destroyer delta two."

Two red winks on his control panel announced the impact of the torpedoes on the medium cruiser but there was no way of knowing how much damage was inflicted from his vantage point in an attack shuttle. But the main thing was that the ship had been forced to turn away and would not be on its way back to attack the *Corvus* for a few more precious moments.

That means that Rokar and Turnibus bought those moments with their lives, thought Arius with only a tiny hint of bitterness, noting the lack of survival pod signals on his auxiliary monitor. Lining up the bulbous nose of the Gorn destroyer in his sights, he calculated an intercept curve, watched the range counter unwind, and waited for the phaser fire to come.

✦ BRIDGE, SPG *CORVUS* ✦

Tellarus felt a thrill of excitement flushed with horror as he watched the fighters press home their attack. Expertly, the two flights had maneuvered to keep themselves along the threat axis of the Gorn squadron as it had raced in from extreme sensor range at warp three. He had watched them hold their fire even as they were being slashed from the sky by enemy phasers so that those who survived could launch their torpedoes at an effective range. The effect of their courageous stand was that all three of the Gorn cruisers had expended a lot of firepower and been forced to veer away for another precious moment as they tried to swat the fighters—a moment that would save the lives of dozens of the 48th Cohort's marines.

Now both flights, or what remained of them, were pressing home a second phaser attack as the Gorn ships closed on Grehdug IV once more.

"Kestra!" barked Tellarus across the frequency he kept open between himself and his marine commander. "How many more squads require beaming?"

The reply was static-filled, beamed straight from the surface where Kestra himself was helping to fight a rear guard action against the half-battalion of Gorn marines that they had "discovered" occupying the ground bases.

"Nine squads, including my headquarters section ... but we can hold for at least—"

"Well, *we* cannot!" replied the Ante-Commander grimly. "The Gorn squadron has broken through and we can only afford one more sweep with the transporters. Gather who you can and sound a rapid recall."

"At your order, Commander!"

Having done all he could for his troops, Tellarus turned his attention to the tactical situation that was unfolding in space above Grehdug IV. As soon as the Gorns had been detected, he had pulled the *Corvus* out of orbit and run her up to speed, plotting an expanding spiral out from the planet. He had made three passes on the ground combat location with transporters by this point, but now, with the Gorns closing rapidly from 150,000 kilometers, keeping shields down to facilitate beaming was a grave risk.

All in all, the situation was serious but not lethal. The Gorn squadron outgunned him but he needed only to survive long enough to escape, not win the battle. The Gorn medium cruiser, the most powerful enemy ship, had only sustained light damage from the fighters' torpedoes but now had a downed flank shield to contend with. His own squadron had built up to warp two point seven and had all of its weapons armed and ready.

"Tellarus to Servius," called the Romulan commander, "take the *Scutum* out to engage the enemy ... the *Corvus* is going to make one more pass on the planet. It is imperative that you occupy the enemy force for as long as possible while we retrieve the Cohort."

Tellarus did not need to see the carrier commander's face to know the bitter twist that would be turning the corner of his mouth. Once again, Tellarus was baffled by the sentiment. The carrier was an escort, after all, and Tellarus asked nothing more than for it and its crew to do its duty.

The Romulan commander turned his attention to the tactical display and watched the two blips that represented the carrier and its escort peel away and head off to intercept the Gorns.

Ah, Tellarus thought, *a true Romulan despite his grudging attitude, enthusiastically performing his tasks regardless of personal cost. At least Servius still remembers how to do that.* The *Corvus* itself changed course and banked once more toward Grehdug IV.

SQUAD #2

Rough hands grabbed him by the breast plate and dragged him what seemed a long way. Eventually he was dropped again and he slumped back against a wall.

A gruff voice reached in to seize his attention, "Pito! Pito! Wake up, Pito!"

It was Maximus.

Pito's eyes focused on the Pente-Decurion's features as he felt a distant prick on the side of his neck. The universe suddenly jolted back into focus.

"Good, Pito!" continued Maximus as he slipped a hypo back into his medi–kit, "are these yours?"

He held up a phaser rifle and a battered helmet with a large scorched dent on the left side.

Pito nodded.

"Can you use them?"

Pito nodded once again, "Yes, Pente-Decurion. I am together again now."

He did not really feel so, but he dimly knew that was what was expected.

Pito glanced around and realized that they were inside what was once one of the perimeter buildings, only now the roof along with a third of the curved wall had been blown off and spot fires smoldered amongst mounds of wrecked furniture and equipment. It all seemed very unreal and as his eyes drifted over the wreckage he felt his mind begin to wander again.

Then he saw the Gorns.

Three of the large reptiles lay sprawled about, all very obviously dead. One wore battle armor, a heavy plated suit with a thick-domed headpiece, and clutched a huge phaser weapon large enough for three Romulans. The others wore tattered work clothing and seemed to have been using tiny hand phasers. Then Pito noticed that Maximus was staring at him intently.

"What is the situation, Pente-Decurion?" asked Pito after stealing a last glance at the corpses.

Behind the faceplate, the veteran marine might have smiled, "Well done, Pito. We are in trouble ... the Gorns have sprung a trap. The Ante-Centurion sounded the rapid recall just before he bought it."

Maximus watched as the words sank into the younger marine.

"Our shuttle is down and we have been placed in a transporter queue ... we will have to get to the Ante-Centurion's beacon before our number is up."

"The others ..."

Maximus shook his head and turned toward the charred door, "We *are* the second squad."

Pito scrambled to his feet behind the decurion and felt real, wild panic well up for the first time that night. They had been recalled and the Ante-Centurion was dead!

In the thick of a hasty withdrawal, a mother ship never had time to scan randomly for the forms then beam them all aboard. At such times, usually with several shuttles down, transporter traffic was at a premium and the recall procedure was used to maximize the retrieval of definite survivors at the expense of a few possibles. Definite survivors were those who were in contact with the holder of a recall beacon: a warbler. Those who were not accounted for were simply left behind.

Pito followed Maximus to the threshold of the building, at which point the decurion withdrew a tricorder.

"Speed is paramount, Pito," barked the veteran, "you cover me while I home on the signal. If you can keep up, you will make it just fine ... I have had to do this once or twice before."

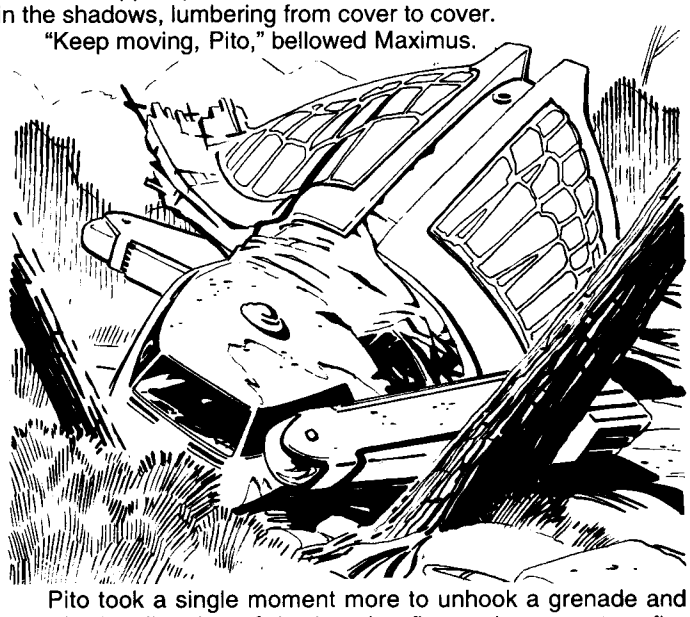
Then he was out of the door and Pito lunged after, a second behind. The street between the smashed buildings was strewn with wreckage and Pito frantically tried to scan all possible points of ambush. He found he could not and had begun to trail behind almost immediately. The pente-decurion's back ducked and wove amongst the obstacles, almost at a dead run and Pito finally resorted simply to rubber–necking and waving his weapon about wildly. The stockpile on the field's perimeter was still merrily exploding, throwing ghastly, dancing shadows against every wall. He felt his chest begin to heave.

Pito threw a glance over his shoulder just in time to see two massive, domed figures lumber into the street behind him, barely twenty meters away. He twisted and fired from the hip.

"Contact ... Six o'clock ... !"

His beam swept above the Gorns' heads, causing them to duck before they brought their weapons up. As the first reached firing position, it was pierced by a single blast of fire and the second dropped prone. More shapes could be seen lumbering in the shadows, lumbering from cover to cover.

"Keep moving, Pito," bellowed Maximus.



Pito took a single moment more to unhook a grenade and lob it in the direction of the looming figures just as return fire began to stab back.

Covered by the blast, the Romulans darted through a crossroads and around a corner.

GROUND ASSAULT SHUTTLE #4

Flavius stirred in the shattered, smoldering cockpit of his ground attack shuttle. The panel in front of him still sparked and shorted and the air was thick with fumes. The plasteel cockpit canopy had dented but not ruptured, despite the fact that it was buried nearly to the lower sill in the soft red loam of Grehdug IV.

Suffering cats, he thought, *downed but alive on an alien world. Correction, downed on an enemy alien world.* It was every pilot's worst nightmare. A pilot was nowhere out of place as much as when he was on the ground, and as long as there have been flying war machines, ground troops have always harbored a special love for those who deliver destruction from the sky. The dazed pilot dimly remembered that this was a sentiment that all too often found release in rougher than normal treatment of captured flyers at the hands of their captors. Despite this, Flavius distantly registered amazement at his placid state of mind. Calmly, he shut down what systems still seemed to remain alive and did an initial assessment of the damage.

That was easy ... everything in sight was smashed beyond hope of repair.

Tentatively, reluctantly, he began to feel out his limbs and torso beneath the light armor of his flight suit. He was quite aware of the fact that a mind in an advanced state of shock, like the one he suspected himself of being in, could have the legs attached to it smashed to a pulp yet still be merrily unaware of the state of affairs. But no, a quick inspection revealed that he was whole. In fact, he had hardly suffered a scratch.

Oh well, the pilot concluded, *nothing for it now but to get out.*

Careful not to unseal his suit (you never know what sort of fumes could be wafting around inside a crashed spacecraft),. Flavius unclipped his harness and eased himself out of his pilot's couch.

With a supple twist of his body, he swung his legs over the central console and landed on his feet in the tiny engineering compartment to the rear of the pilot's station only to give a start of surprise that nearly sent him tumbling backward. Tarius was sitting rigidly in his chair, features fixed in an agonized expression of asphyxiation. Flavius just stared in puzzlement for a moment before he realized that the engineer's faceplate was in retracted position. Taro had always hated working with his visor down. *Yes*, thought the pilot, *one never knew about invisible vapors*.

Stepping past his dead comrade, and having to climb uphill in the process, the pilot reached the flight compartment door and popped a panel. Reaching inside he worked the pneumatic handle and pumped open the hatch just far enough for him to squeeze through to the main cargo hold.

The troop compartment was a shambles, but fortunately there had been no troops aboard when they crashed. The wreckage simply consisted of every non-structural piece of equipment the shuttle had carried which had not been welded *and* bolted down. Hauling the garbage aside, Flavius made deliberate progress toward the flight crew's survival locker.

A good five minutes labor was required before he could free the orange striped door but he was rewarded by two survival kits in perfect condition. He inventoried one; hand phaser, two weeks emergency rations, several liters of water, medi–kit, shelter ... yes, it was all there. His mind kept plodding along mechanically.

He slung one of the kits over his back, where it was supposed to go, and rigged the other in a makeshift harness across his front. Satisfied, he stood up as best he could and gave himself a jiggle. Yes, the front harness settled nicely into place. *Now*, he thought, *time to get out of here*.

Scrabbling with double hand–holds of rubble, Flavius hauled himself up the incline toward the back of the shuttle. When he tried the main hatch's normal release, it completely failed. It was not surprising since he could actually see the buckling in the heavy portal's frame. A thrill of fear rushed through him for the first time at the ridiculous thought of being trapped inside his own downed shuttle. He shook his head, chastising himself. If worst came to worst, he could burn his way out through the front canopy and just hope that none of those toxic fumes were combustible as well.

Calming down rapidly, he popped another emergency panel and got to work on another pneumatic pump. This one required two hands and for an instant the doors did not budge. Panic was rising once again when the hatch gave a fraction, releasing a small pop of compressed air as the seal was broken. A few more cycles of the lever action pump and the hatch yawned wide to the Grehdug IV night.

It struck Flavius that it was very quiet outside. No explosions, no buzz and whine of phaser fire, just cool, quiet night time sounds. It was strange, but night sounded the same on most planets.

Clambering up to the tip of the opening, he stepped out into the darkness, balancing on the aft section of the shuttle's hull. Thanks to the nose down attitude of the crashed craft, this left him standing two meters above the ground, so that he could almost see above the short scrub which passed for forest on Grehdug IV.

His first instinct was to inspect the damage to his shuttle, and from where he stood the damage looked much worse than it seemed from the inside. The warp pods had sheared away and not one square centimeter of the outer hull was free from dents and charring. Still, it was only visual confirmation of what Flavius already knew.

Next he scanned the horizon. It was strangely peaceful, no sign of the battle at all except a distant reddish glow in the middle distance. It had to be the battle site, but he must have come much farther than he thought.

Finally, he raised his eyes to the sky, sweeping it from horizon to horizon searching for a tell-tale artificial glint. He could see nothing.

Heart beginning to sink, Flavius told himself that was good news, that the battle must be over and the *Corvus* was just on the far side of the planet, sweeping through another orbit. By the time it came around again he would have his beacon out and ready to transmit his coordinates. It was either that or ...

Not finishing the thought, the Romulan patted down his makeshift harness, looking for the cylindrical transponder. Then he remembered ... it was on his belt, next to the holster.

Flavius' hand was half–way to the transponder when the phaser beam punched a hole in his chest. Flavius stood for a moment transfixed by the beam, silhouetted against the night sky. Then he crumbled, falling the two meters to land in a heap beneath the main hatch of his shuttle.

The Gorn marine rose from a crouch and pushed his way toward the wreck through the dense foliage. When he reached the body, he nudged it with a toe of his oversized armored boot.

There was no response.

Satisfied that the Romulan was dead, the hulking figure angled its whole body to scan the sky. The sharp reptilian eyes caught a gleam of light as it rose above the western horizon and streaked across the vault of the heavens. Other flashes of brilliance danced sporadically about it, pursuing the speck across the sky. Just as the fiery procession reached the zenith of the sky's arch, a small transponder on the dead Romulan's belt began a keening warble.

The Gorn reached down and switched it off.

✦ BRIDGE, SPG *CORVUS* ✦

Tellarus braced himself for impact.

A moment later the plasma torpedo struck home, rocking the *Corvus* with a violent concussion.

"Damage report..."

"Shield number six has collapsed ... minor damage reported on decks four and ..."

"Incoming phaser fire!"

Once again Tellarus gripped the arms of his chair as the deck heaved beneath him. The crackle of static discharge and the distant screech of twisting metal told him everything before even the veteran bridge officers could bark off their damage reports. Two, maybe three solid phaser strikes on the *Corvus*' naked hull, the veteran Ante-Commander judged.

"Heavy damage in engineering reported ... phasers number one, three, and five off line ... torpedo room B has been de pressurized ..."

But Tellarus was already making his next move, "Bring us around to heading 140 mark 0 and maintain ... drop shield number two and prepare for transporter recovery!"

Tellarus glanced at the view screen and watched the lean shape of the Gorn heavy destroyer bank away. It had eaten two of the *Corvus*' torpedoes before managing to close to 20,000 kilometers and launch its own. The Gorns had pressed home their attack with something akin to reckless abandon, freely accepting disproportionate punishment to drive home their assault. A less sure and experienced Romulan commander might have abandoned the 48th Cohort in the face of such ferocity, but if Tellarus often judged others on the performance of their duty, he judged himself by standards just as stringent.

Calmly, he watched the *Scutum* explode under a massive plasma strike and then with equal calm had deftly maneuvered the *Corvus* through another storm of torpedoes. His ship had taken two hits, both on different shields, making it hardly relevant whether he lowered more for transporter operations or not. Then, at last, a plasma–S torpedo from the heavy destroyer had struck home, caving in another shield and wreaking havoc aboard. But Tellarus had a duty to perform and would go about it in the Romulan way. Besides, he calculated that they could pull off one more pass and he always trusted his own calculations.

"Ante-Commander, that medium cruiser is crossing our flank at 120,000 kilometers ... it is heading us off ..."

"I know, I see it," said Tellarus, eyes steady, tone flat, "prepare for acceleration to high warp as soon as the last marines are aboard."

"Commander, final transporter operations are cycling ..." reported the tactical officer.

SQUAD #2

"There," Maximus shouted above the din, "Okay, Pito, we should be right on top of them ... there!"

The Pente-Decurion did not bother pointing but simply dashed across the street with Pito in hot pursuit. By his estimation they would make it with only seconds to spare! Bolting straight for another burnt–out dome, the two marines barged through its charred opening ... and slammed headlong into a battle-armored Gorn.

Pito bounced off and landed hard, back cracking against a large section of fallen ceiling before slumping to the ground. Maximus landed lightly and recovered almost at once, whirling to face the Gorn empty handed. He had dropped his weapon.

The Gorn was slower to react but had hardly budged against the impact of the two Romulans. Its claw was dipping for its sidearm when Maximus lunged, throwing his full weight against the reptile, this time clutching a handhold and clinging in an attempt to pin the Gorn's arms to its side. The Gorn simply peeled the Romulan off, grabbed one of his arms and held him almost above the ground. Then, with a lightening jerk, the Gorn cracked the arm like a whip.

Maximus screamed in agony and fell limp to the floor. Then the hulking reptilian warrior turned on Pito only to find itself staring down he muzzle of a phaser rifle. Pito balked for a fraction of a heartbeat, then fired a long blast into the Gorn's chest.

A few seconds of relative silence followed as Pito stared absently as the blasted, charred form crumpled to the floor. Slowly, he looked around and began to notice things again. To his horror the room was filled with dead Romulans.

"Pito ... the beacon ...!"

Maximus voice was a thin, anguished, whisper above the continuing din of the destruction outside, but once again it served to jerk the young marine back to reality. He registered the static buzz of nearby phaser shots and realized that the Gorns must be closing. Shouldering aside another wave of panic, Pito leaped to his feet and began to scramble about the bodies. He noted in abstract amazement that the Pente-Decurion, rifle clutched in one good arm, was hunched by the doorway, laying a continuous barrage of fire out into the street, keeping the Gorn marines at bay.

In a few seconds, Pito found the dead Ante-Centurion.

The man's chest was pitted with a gaping phaser wound even through his officer–issue heavy armor. In his lifeless hands he still clutched the warbler. Just as Pito was prying the small instrument loose, it crackled to life.

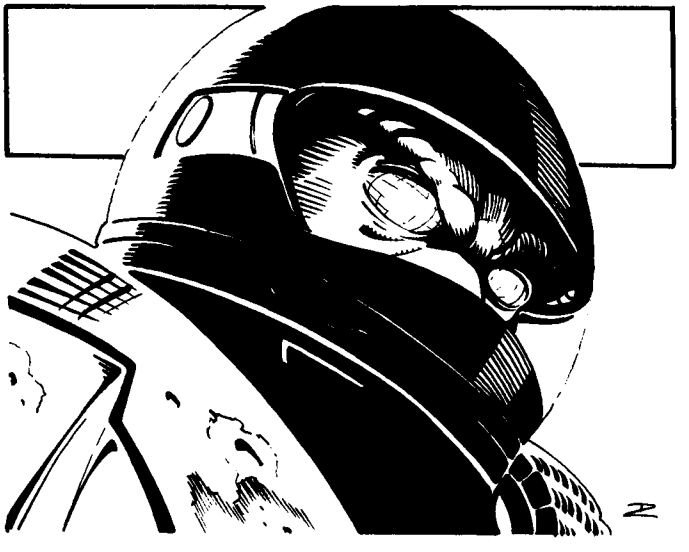
"Force B ... Force B standby to transport ..."

That was their signal!

Pito stabbed a large red transmit button and almost screamed into the transmitter, "Force B survivors to *Corvus* ... Two to beam up now!"

One last glance caught Maximus at the door of the building, struggling to replace his phaser's power pack as, through the portal, red firelight could be seen glinting off a dozen rapidly approaching battlehelms.

Then, a split second later, the universe fuzzed out of focus and was replaced by warm, tingling nothingness.



✦ BRIDGE, SPG *CORVUS* ✦

"That is the last aboard!" the tactical officer shouted.

Tellarus unconsciously gripped his chair and leaned forward. The Gorn medium cruiser was bearing across the *Corvus*' bow at 80,000 kilometers, bearing 200 mark 0, almost perpendicular to the Romulan ship's course. Phaser fire stabbed from the cruiser's forward bulb as well as from amidships and the starboard wing. The beams stitched across the commando ship's front shield, which had already taken a full strength plasma–F torpedo. It held for a fraction of a second before collapsing. All the crew members on the bridge threw an arm across their faces by reflex, shielding their eyes from the glare of multiple phaser strikes, but even before the din of internal explosions subsided, Tellarus was barking another string of orders.

"Helm, bring us hard about, HET to new bearing 000 mark 0 ... execute!"

The *Corvus*' warp field twisted and heaved, then flicked the ship around onto its new heading.

"Engineering, I want full power straight away," ordered the Ante-Commander and the crew leaped to respond, "Full speed. Get us out of this system at the earliest possible convenience."

As the *Corvus* surged away, the Gorn ship slowly turned to follow, but as Tellarus had hoped, it did not have the energy to execute a similar maneuver. As it receded in the commando ship's wake, the Gorn vessel launched a final salvo of torpedoes, bolting them past the fleeing SPG.

Just before the *Corvus* leaped into high warp, Tellarus noted the Gorn's fire and wondered about turning back around for a final pass at the now unarmed enemy ship, but then the starfield shifted, blurred, and dissolved into a cascading flood of light, taking the decision from his hands.

So it is, he thought to himself, *this battle is lost already.* "Make course to rendezvous with *Tyridian,*" he ordered. ★★★

A Friend in Need...

(Y171) *by Allen Gies*

★ BRIDGE, FEDERATION CL *OAXACA* ★

"Damage report!"

"Massive damage to decks four through seven!"

"Warp engines operating at 92%, impulse deck at 75%, auxiliary reactors offline!"

"Point defense phasers inoperative, offensive phasers two, five, and six not responding, massive damage to port torpedo launcher, drone rack inoperable!"

"Small fire in science lab!"

War is hell, thought Captain Kisper. The Klingons were bringing down a sledgehammer on the *3rd Fleet* and there wasn't a hope in hell of stopping them short of Starbase 15.

"Klingon dreadnought moving off. Range is now 50,000 km," the weapons officer announced.

The only hope now for the Federation, Kisper mused, *was to delay long enough for the* Home Fleet *to arrive.* To delay that long meant that some ships would be sacrificed, and one of those ships would almost certainly be the *Oaxaca.*

"Range to D6?" Kisper asked.

"90,000 km and closing," Weapons responded.

"Turn us to port, now!"

"Drones approaching at warp 2.7! Sir, we'll be unable to swing around before impact!"

Kisper was afraid of that. By the time his slow-moving ship executed its turn, the four drones launched from the Klingon dreadnought would destroy his ship. "Prepare for emergency warp turn on reserve power," Kisper ordered.

"Warp turn at your command," the Navigator replied after a moment's pause.

"Execute!"

The warp field surrounding the *Oaxaca* instantly changed, and the ship pivoted sharply.

Hey, this might just work, Kisper thought to himself. He had thought this a suicide run — a light cruiser, and an old one at that, trying to delay a dreadnought all by itself so that the Fleet could regroup!

"Warp field collapsing!" the Navigator shouted as he saw all of his readouts go red.

A massive shudder ran through the ship as it came out of warp violently. The bridge burst into a shower of sparks and smoke. The smell of someone's burnt flesh filled the air.

"Report!" Kisper yelled.

"Damage to primary control systems, impulse deck at 50%!"

"We have come to a dead stop. D6 now at 80,000 km!"

"Drones at 20,000 km and closing!"

Things couldn't be worse, Kisper thought. *Now the drones will have an easy time of it, unless ...*

" Launch WW! Prepare to drop warp nacelles and rig for silent running!" Kisper yelled in his best command voice.

"Engine disconnect at your command," Navigation shouted.

"Execute!"

The *Oaxaca*'s engines blew off as thousands of explosive bolts forced the warp engines away. The drones, their small computers quite sure of their correct targets, bored towards the still-active nacelles and impacted upon them.

The *Oaxaca* shuddered as the drones impacted on the engines and several kilotons of fuel exploded. The ship spun about in space, not a single running light active.

The bridge was quiet in the wake of the explosion. The crew collectively held their breath as the D6 continued to close, its scanners looking for any sign of the *Oaxaca.* The D6 then turned off towards the remaining fleet action.

He must have seen the nacelles explode, Kisper thought. *Hell that would even fool me.*

"Begin damage repairs on the impulse deck and then the auxiliary reactor," Kisper said in a tight whisper, knowing all too well that if the Klingons suspected they lived, it wouldn't be because they heard him.

"Helm, reduce our spin. Use no more than a millisecond of thrusters."

The crew got back to work.

Hell, Kisper thought, *we may live through this yet.*

✷ BRIDGE, IKV *UNDAUNTED* ✷

Vekoth was in a foul mood. Once again he had been left out of the battle, and could only watch while others garnered the glory he deserved. Regardless how he felt, the war was going well for the Empire. He himself had seen a Federation battle station go down in flames, and had even been able to bring his ship into the fray.

Ah, that was a sweet battle! Alas, the battle force's commander did not see it that way, and had berated Vekoth for leaving his sister ship unprotected. The minesweeper was in no real danger, or at least it shouldn't have been, except for the suicidal charge by that fighter squadron. Fortunately, the *Desolation* had interposed itself and gave the fighters a better target.

"Another Federation ship destroyed, Captain," said Varis, Vekoth's new second-in-command.

Vekoth looked at the tactical map and noted that one light cruiser no long existed. Multiple drone course tracks lead to the CL's last position.

"Drones. The ship was taken out by drones." Vekoth shook his head in amazement.

"The Federation has not seen real conflict in too many years," the weapons officer snorted.

"Agreed, still ... "Vekoth trailed off, looking over at his second while deep in thought. "See if you can get the battle tapes on this. I would like to see why the Federation has such problems with drones."

Varis nodded.

He is a sharp captain, despite his record of recklessness. Varis thought. *Perhaps I should make mention to this in my report ... no. I am here to determine if he is fit to retain command, nothing more.*

★ BRIDGE, FEDERATION CL *OAXACA* ★

Most of the debris had been cleaned up from the bridge, but still the smell of ozone hung in the air. *I doubt that anything other than a complete overhaul will get rid of it*, Kisper thought. Still the impulse drives were now fully functional, the auxiliary reactors were at 50%, and another main phaser was back in operation. If they had three months they could make it back, but the Klingons weren't likely to let that happen.

"Communications, report," Kisper asked.

"Sir, only Klingon encrypted signals so far."

Where the hell was the Home Fleet? Kisper wondered. He pushed that thought from his mind. *I can't think about that now. We need to find a place to hide and conduct extended repairs.*

"What's the travel time to the Areon asteroid belt?" Kisper asked.

"Two weeks, at present speed," Navigation responded.

"Why would we want to be in the asteroid belt, sir?" Ensign Mallory, the Assistant Science Officer asked.

"The asteroids are the only possible hiding spot in this region of space. As an added bonus, supplies have probably been stockpiled on several large asteroids."

"Really, sir?" The Ensign said. "I didn't know the *3rd Fleet* had done that."

"The *3rd Fleet* didn't," put in the executive officer as he exited the turbo shaft.

A murmur swept through the bridge crew as they saw the XO. His left arm was encased in a sling, and his face was covered with synthaskin.

Well, now I know whose flesh I smelled burning, Kisper thought. He put that thought from his mind as he moved to clasp the XO's good hand. "Ready to get back to work, Emil?"

The XO gave him a grin that reminded Kisper that one day Emil would have his own command.

"You're damn right I'm ready. I hate Sickbay! If I have to spend another hour in there ..."

"Sir? If *Third Fleet* didn't prep those asteroids, then who did?" Mallory interjected.

"The pirates, of course," Kisper told him, as if it was the most obvious thing in the world. "The pirates in this sector just love to use the asteroids to hide from us, and if we can't find them, then the Klingons won't be able to find us."

"Captain. There might already be Federation ships hiding inside the asteroids," Emil suggested. "If we were to tight-beam a message into there it would bounce around pretty good and would likely be picked up."

Kisper considered this option for a second. If there was a Federation ship inside, then they could be rescued in hours, but if not, then a Klingon ship or two might come looking for them, following the signal back to its source. Still, they were dead if they were caught out in the open, and a few hours compared to two weeks would increase the chances of survival greatly.

"Very well. Communications officer, send a tight beam standard encryption message into the asteroid belt. Indicate our condition, course and speed. Let's hope someone friendly is listening."

★ BRIDGE, POLICE SHIP *INVESTIGATOR* ★

Fortune has definitely smiled on my ship, Captain Hardy thought. *I just hope there's some luck left.*

Joel Hardy grimaced at that thought. It was pure luck that had sent them into this asteroid belt just before the Klingons invaded, and even more luck that caused the Orion raider they were tracking to depart the area. Its ion trail had shown where it had been hiding, though, and that hiding spot proved invaluable — inside a rather large asteroid made mostly of sensor-scrambling ore. The lack of a readable engine signature in the area had convinced the Klingons that no ships were to be found in the Areon Belt. At least so long as the *Investigator* stayed inside the hollow asteroid ...

The *Investigator* had scanned the asteroid and found that it showed the tell-tale signs of Jindarian workings, but they were centuries old. Someone else had been here more recently.

"I'm picking up a large concentration of refined metals, Captain," the science officer announced.

"Can you be more specific?" Hardy inquired.

"I'm afraid not, sir. It appears the celtanite is interfering with our sensors, even with active compensation. Still, it appears there may be some sort of enclosure out there."

"Captain, I think we need to find out more about this enclosure," said the executive officer. "I'd like permission to assemble a team to investigate."

Hardy didn't have to think about it long. If nothing else, such a mission would take their minds off the invasion situation. "Permission granted, and Ron, take care to watch for any presents the Orions left behind."

The XO motioned to the science officer and Senior Chief and moved towards the single turbolift as they followed.

INSIDE THE ABANDONED ORION LISTENING POST

Ron Goldbloom, the *Investigator*'s XO, couldn't believe his eyes. An entire listening post had been installed inside this asteroid! The Orions were supposed to be good at improvising, but this was incredible. Bank upon bank of sensor relays, sifting computers, and storage banks hummed with a life all their own.

"I can't believe they didn't salvage this," Goldbloom said in wonder, "or at least sabotage it."

"Probably didn't have time, as they were too concerned with their own well being to worry about all this bulky equipment," the Senior Chief said.

Goldbloom was sure Gaumont was correct. The Senior Chief was by far the oldest member of the crew, with more than twenty years on police ships.

"Can we operate these sensor relays and try to get a picture of what's happening outside?"

"I'll give it a shot, sir," the science officer replied. Worthington sat and began moving his hands like a concert pianist. The tone of the sensor banks changed almost immediately, and within a few seconds, the science officer had recovered a list of recently recorded transmissions.

Transmission 1 #
    Klingon Fleet transmission (Encrypted)
Transmission 2#
    Klingon Fleet transmission (Encrypted)
Transmission 3#
    Klingon Fleet transmission (Encrypted)

Goldbloom's heart sank. The *Third Fleet* really had been overrun! The Klingons would probably be on Earth within months.

Transmission 238#
Federation Distress call (Encrypted)

Goldbloom started. A distress message! Could a Federation ship have survived this disaster?

"Relay that message to the *Investigator*, and have them decrypt it," he ordered quickly.

✷ BRIDGE, IKV *UNDAUNTED* ✷

Vekoth's mood had not improved. He sat glowering in his chair just waiting for someone to say something to him; something to give him an excuse to lash out.

"Can you believe the outrage, Varis!" Vekoth steamed. "First he orders me to hand over all my drone reserves, and then has the nerve to order me to return to Klingon space for resupply!"

"Truly the Admiral has wronged you," Varis replied in an even voice.

"You're damn right he has," Vekoth agreed, scowling.

"Sir, I'm picking up a warp signature at extreme sensor range," the science office said.

"I assume you mean it's not one of our ships," Vekoth growled.

Varis looked back to Vekoth with a puzzled look. Vekoth calmed his anger with sheer force of will.

"Identify the vessel, Lieutenant," Vekoth hissed through clenched teeth.

"Vessel's warp signature appears to be consistent with a Federation police cutter. It's traveling at warp 5, course 230."

"Where would that take it, Lieutenant?" Varis asked.

"Towards Battle Station #14."

Vekoth could sense something amiss. If the police ship had hidden from detection once, then why would it come out now and head towards an intact enemy battle station? A sudden thought dawned.

"Have any battles been fought in the area it will travel? More importantly, were any ships destroyed?" Vekoth asked hopefully.

Varis looked up in surprise, realizing what Vekoth was getting at. Of course the police ship would have to have a reason to come out, and a crippled survivor could be such a reason.

"One Federation cruiser, one light cruiser, two destroyers and three frigates were all destroyed around that area, sir."

Vekoth smiled. *I may see real combat yet*, he thought. "Set course to intercept. Warp 6."

★ BRIDGE, FEDERATION CL *OAXACA* ★

"Ship closing at warp 5, sir. I believe it's one of ours," the science officer announced.

A cheer went up throughout the bridge.

Kisper let it continue for a few seconds longer. *Hell, I'd like to be cheering, too*, he thought.

"Time to intercept?" Emil asked.

"Nine minutes, maybe more. It's hard to tell with passive sensors only, sir," the navigator replied.

"Prepare to give them a narrow transmission. Include our exact location and status ... and my compliments."

"Sending transmission," the communications officer replied.

✷ BRIDGE, IKV *UNDAUNTED* ✷

"Sir, I'm picking up a reflected signal. Most of it's badly garbled, but it's definitely in Federation code and not from the police ship."

Vekoth grinned. There was a crippled Federation ship out there somewhere, just waiting to be destroyed.

"This will likely impress the Admiral, sir," Varis said, as though reading his captain's mind.

"I should think so, but if nothing else it is more glory for the Empire," Vekoth replied.

"Time to intercept?"

"Intercept in seven minutes."

★ BRIDGE, POLICE SHIP *INVESTIGATOR* ★

Hardy repressed the urge to pace. A Klingon frigate was more than a match for his ship. If it weren't for the *Oaxaca's* dire straits he wouldn't even consider combat. Still, the *Oaxaca* had some fight left in her, and Kisper was a good captain. Good enough to see the advantage in remaining unnoticed.

"Tactical assessment?" Hardy asked his officers.

"The *Oaxaca* still has four top line phasers, sir. She can still fight," said Goldbloom.

"She's running on impulse power and half her auxiliary reactors. She can't move well, or run," the helmsman added.

"Minimum shields only will make her vulnerable to even light disruptor salvos," commented Gaumont.

"The Klingon probably doesn't know where she is, though. It does give an element of surprise," Worthington offered.

"The frigate has probably received the rear shield refit, and the anti-drone launcher. It has no real weaknesses we can exploit," Gaumont said.

That was somewhat sobering and the bridge grew momentarily quiet. Hardy nodded slowly, thinking, and finally spoke. "Our tactical plan will be as follows. We make a single run towards the frigate. We then turn off as if to disengage. Then, we link up with the still-hidden *Oaxaca* and deliver a close range alpha strike when the frigate closes. The Klingon panics and flees."

One by one the bridge crew nodded as they considered the plan. Having nothing more to suggest, they turned back to their workstations, intent on implementing what had just been outlined.

Hardy knew what had to be done, but now he had to get Kisper to agree. Naturally, the captain of a light cruiser would normally outrank him, but he didn't have time or the luxury of two-way communications. Hopefully, Kisper already knew and understood this.

"Send a tight-beam communication to the *Oaxaca*. Explain the plan, but don't ask for a reply," Hardy ordered.

✷ BRIDGE, IKV *UNDAUNTED* ✷

"Police cutter has sent a tight-beamed message, sir," the communications officer announced.

There is most certainly a crippled ship nearby, Vekoth thought. *First we eliminate the weak POL, then we hunt for the cripple ...*

"Drop to combat speed, charge all capacitors, and concentrate scans for limping crippled Federation ships," Vekoth ordered. "We don't want the cutter to lead us away from our quarry."

★ BRIDGE, FEDERATION CL *OAXACA* ★

"Klingon ship slowing to battle speed, range 350,000 kilometers," the weapons officer reported. "*Investigator* slowing to battle speed, range 200,000 kilometers."

"Klingon frigate speed is stable at warp 2.67."

"POL speed is stable at warp 2.24."

"Continue silent running. Do not raise shields or begin active sensor use until I give the command," Kisper said again to reinforce the gravity of the situation.

✷ BRIDGE, IKV *UNDAUNTED* ✷

"Cutter is dropping to combat speed," the science officer announced.

"He will probably be overloading his photon. Arm disruptors at standard levels, make sensors available for area sweeps, engage counter-countermeasures at near lowest levels," Vekoth ordered.

"Police ship speed is warp 2.24. Range 430,000 kilometers, sir," the science officer said.

"Sir? Is it a good idea to employ counter-countermeasures?" Varis asked. "Aren't you concerned about the cutter's photon?"

Vekoth snorted. "Of course not. I want him to take a shot at extreme range. If he does, then we will run him down and destroy him. We might have only one chance for a crucial strike before he attempts to leave this battle."

Varis nodded at that. The captain was both logical and intuitive. A rare breed if there ever was one.

★ BRIDGE, POLICE SHIP *INVESTIGATOR* ★

"Klingon F5 speed is warp 2.67, range 430,000 kilometers."

"Begin erratic maneuvers. Helm, you have full control," Hardy ordered. "Ready photon with standard detonator."

With a series of commands on his console, the helmsman initiated an almost random sequence of movements by altering the cutter's warp field. Immediately all personnel felt the rocking motion of the ship as the computer attempted and, for the most part, succeeded in managing the internal gravity properly.

✷ BRIDGE, IKV *UNDAUNTED* ✷

"Police Corvette has begun evasive maneuvers, sir," the science officer announced. "Main computer is attempting to find a pattern."

"Range to target?" Vekoth asked.

"160,000 kilometers and closing," the navigator announced.

"Disruptors reaching end of cycle, sir," The weapons officer said.

"Fire disruptors at 150,00 kilometers."

"Disruptors firing."

Two bolts of blue energy leaped from the Klingon frigate.

★ BRIDGE, POLICE SHIP *INVESTIGATOR* ★

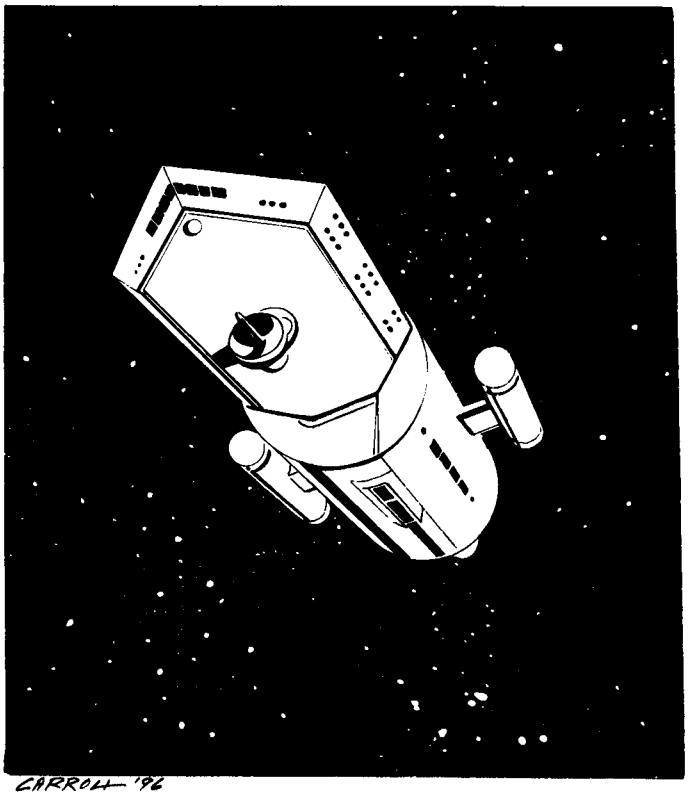
"Klingon fire incoming!" the science officer shouted.

With a sudden burst of speed the helmsman altered the ship's maneuvers. One of the disruptor bolts passed through the place where the *Investigator* had been milliseconds before, but the other bolt struck home.

"Forward shield has been reduced by 7%," the science officer said.

It's a good thing I ordered the shield reinforced by 14%, Hardy thought. *We simply don't have the kind of shield protection real warships have.*

Hardy wasted no time in snapping off the orders. "Helm, cease erratic maneuvers. Weapons, launch photon at 120,000 kilometers. Make our speed warp 2.67 for as long as you can, then drop to warp 2, but no lower. After photon firing, turn to course 000 and the *Oaxaca*. Engineering, prepare for emergency warp turn at my command."



✷ BRIDGE, IKV *UNDAUNTED* ✷

"Police cutter has ceased erratic maneuvers," the Science officer announced.

"Maintain warp 2.67. Disruptors, return to standard energy loads. Continue counter-countermeasures," Vekoth ordered. "Anything on the crippled ship?"

"No, sir. But we will continue," the science officer said.

Vekoth snarled. His sensors weren't the best, but he should have picked up the cripple by now. Perhaps it was just a saucer ... but even so, it would be no threat. The POL was his first target; deal with it, and the other would be his.

"Range is 120,000 kilometers and closing," the navigator announced.

"The police ship is firing!"

A single photon streaked by the *Undaunted*, passing quickly astern.

An amused chuckle erupted from the Klingon crew. *These Federation fools*, Vekoth thought. *When will they be warriors?*

★ BRIDGE, FEDERATION CL *OAXACA* ★

A sigh went through the bridge crew as they watched the single photon go wide of the approaching F5.

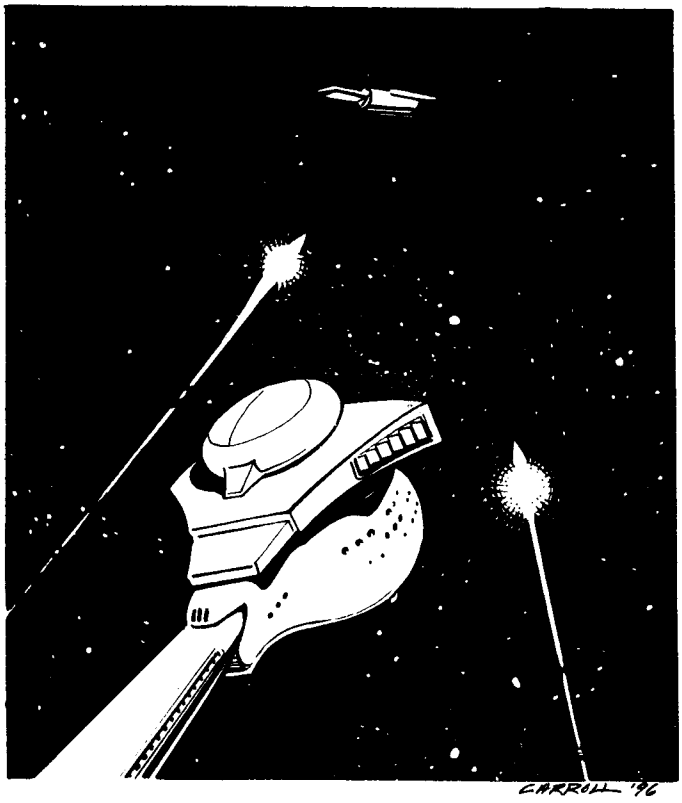
"Cutter is turning towards us, range 110,000 kilometers," the science officer announced. Klingon frigate is beginning pursuit, range 160,000 kilometers."

"It looks as if this might work, sir," Emil said, standing beside Kisper.

"Hardy has always been good at psychology. He'll lead the Klingon into position," Kisper replied.

"You know Captain Hardy?" Emil inquired.

"We graduated together, although it was no shock when he was assigned to a police cutter," Kisper replied, never taking his eyes off the tactical readouts. "He liked the day-to-day running of shipping lanes rather than fleet action".



Emil looked at Kisper, waiting for the punchline.

"Besides, he graduated in the bottom 5% of his class," Kisper said with a grin.

"But he did graduate."

Kisper continued grinning, and then settled back into his captain's role, letting the smile fade into his usual mask of command. "Range to both ships?"

"Police cutter has dropped to warp 2, range 20,000 kilometers. Klingon frigate maintains warp 2.67, range 80,000 kilometers."

"Do we have a firing solution on the frigate?" Kisper asked.

"Passive sensors are functioning fully, and we have a passive lock. All four surviving offensive phasers are ready to fire."

"We may have only microseconds to fire once the frigate notices us. At 10,000 kilometers from the F5, commence fire control activation, shield activation, and fire all phasers," Kisper ordered.

"It might be a good idea to launch our remaining shuttle, rather than lose it to internal damage," Emil put in.

Kisper nodded. "Make sure it has a full crew aboard. If this should fail than at least they might get away."

★ BRIDGE, POLICE SHIP *INVESTIGATOR* ★

"Klingon frigate closing, range 40,000 kilometers," Gaumont said. "We are coming alongside the *Oaxaca*."

They passed the *Oaxaca* as it sat in space, seemingly cold and dead.

The Klingon captain is probably caught up in the chase, Hardy thought. *Much of their culture revolves around it, too much for them to leave it behind completely.*

"Prepare for emergency warp turn on my command, and follow with a full phaser salvo," Hardy ordered.

✷ BRIDGE, IKV *UNDAUNTED* ✷

"Range to cutter is now 30,000 kilometers."

"I want to get him on the oblique, helmsman. A full alpha strike will follow," Vekoth ordered. "We shall sweep his legs from under him and then board him for capture."

The Bridge crew smiled at this, for a capture meant a sizable bounty and a great deal of glory.

"Marines to the transporters and shuttle bay!" Vekoth roared.

★ BRIDGE, FEDERATION CL *OAXACA* ★

"Klingon frigate moving in, range is 20,000 kilometers," the science officer said in a hushed tone.

The entire bridge crew seemed to hold their breath as one, waiting for the order to action.

"Range 10,000 kilometers!"

"Execute!" Kisper shouted.

★ BRIDGE, POLICE SHIP *INVESTIGATOR* ★

"Execute warp turn!" Hardy shouted. "All phasers, FIRE!"

✷ BRIDGE, IKV *UNDAUNTED* ✷

"Sir! Light cruiser detected, dead ahead!" the navigation officer yelled.

"Police ship is utilizing a warp turn!" the science officer shouted at precisely the same moment.

Vekoth had but an instant to observe the light cruiser readout. With a single glance he knew it was still well armed but shieldless. His response was automatic, the product of years of training and experience. "Fire all bearing weapons at the cruiser!"

Vekoth watched as both disruptors fired, followed by two arcs of light from the forward phasers. He didn't see the Federation ship's fire because everything suddenly went black.

★ AUXILIARY CONTROL, FEDERATION CL *OAXACA* ★

Kisper stumbled into auxiliary control and was immediately followed by a wave of smoke. Grimly, some of his other officers limped in, some having to be carried.

"Can I get a damage report?" Kisper asked, desperation clinging to his voice.

"One disruptor bolt missed us, sir," said an ensign Kisper didn't even recognize.

"What of ours was hit?"

"Two offensive phasers, numbers three and four, are inoperative. The science station reports labs three, four, and five in flames. Auxiliary power gone, Impulse drive functioning at 75%. And the shuttle bay is demolished."

The last sentence caught Kisper off guard. "Did the shuttle launch in time?"

"They got out just before the first blasts hit, sir," one of the officers said.

"Good," Kisper sighed. The adrenaline rush began to fade and he sat down quickly in the auxiliary command chair. Another moment and he might well have collapsed.

✷ AUXILIARY CONTROL, IKV *UNDAUNTED* ✷

Varis looked at the damage in dismay. The bridge was completely wiped out, and now he was in command. Vekoth had been killed instantly, and there was nothing he could have

done to prevent it. He himself had been thrown clear and had made his way back to auxiliary control, but all the while he could only think about Vekoth's death. The Empire had lost a capable captain this day.

"Damage report?" Varis asked.

"Disruptor one non functional. Impulse drive at 33%. Right warp engine at 75%, reserve power destroyed, moderate damage to crew quarters and science labs."

"That's it?" Varis said, more than a little stunned. "We can still fight! Helmsman, turn us around and head back for the Federation ships. Move us to the oblique point, and fire all aft phasers at the police ship."

The ship swung into action with renewed vigor, its brief respite over.

"Approaching firing point."

"Steady on course."

A moment paused and hung in the air as the ships continued to close.

"Phasers firing."

Instantly three arcs of orange light slashed at the *Investigator*, ripping apart its paltry shields.

"Police cutter's shield number two is down. Power readings on their left warp engine have decreased by 20%."

Varis nodded. The police cutter could still fight, but so could the *Undaunted*.

★ AUXILIARY CONTROL, FEDERATION CL *OAXACA* ★

"Klingon maneuvering around us at 10,000 kilometers," the slightly injured science officer said.

"Attach tractor beam, minimum strength," Kisper ordered in a harsh whisper. "Let's give the *Investigator* an easy drone shot."

★ BRIDGE, POLICE SHIP *INVESTIGATOR* ★

"*Oaxaca* has attached tractor beam!" the science officer announced excitedly.

"Launch ship killer!" Hardy ordered.

"Type-IV drone launched."

AUXILIARY CONTROL, IKV *UNDAUNTED*

"Cruiser has activated tractor beam! We are now dragging the cruiser!"

"Police ship has launched a drone!"

Varis felt his body go numb with near-panic. To take over command so soon—he wasn't ready! What would Vekoth do ...? No reserve power ... no weapons ready ... only one possibility remained. "Fire anti-drone!"

"Anti-drone missed!"

So, the Federation can fight after all, Varis thought just before he was thrown off his feet.

★ AUXILIARY CONTROL, CL *OAXACA* ★

"Drone has impacted Klingon shield number three!" the science officer almost shouted.

A small cheer went up, followed by a damage assessment on the Klingon ship. "Second disruptor appears down, and the entire aft phaser bank is ripped to pieces! Damage to impulse drive and auxiliary reactors is apparent."

"Release tractor beam, and give the Klingon a chance to run," Kisper ordered through clenched teeth.

The remaining bridge crew silently hoped that the Klingon frigate wouldn't stick around for a second pass.

✷ AUXILIARY CONTROL, IKV *UNDAUNTED* ✷

"Set course for Battle Station #14, maximum available warp," Varis ordered.

"We can still take them—" an ensign muttered, half under his breath.

"*With what?*" Varis yelled as he stalked menacingly toward the ensign. "Our only remaining weapons are the two forward phasers, the cruiser still has some teeth, the police ship is virtually undamaged and our captain is dead!"

The auxiliary control was completely quiet save only for the faint humming of the engines.

"Course laid in, sir," the ensign said quietly.

"Then execute it, damn you!"

★ BRIDGE, POLICE SHIP *INVESTIGATOR* ★

Captain's log entry: The recovery of the Oaxaca was a success, although more damage was inflicted upon her during a brief battle with a Klingon frigate.

The hollow asteroid will remain both the Oaxaca's and the Investigator's home for a while.

We will conduct raids upon the Klingon supply line to the best of our ability.

We have every intention of surviving until the Fleet returns.

I only hope that day is not far off.

Captain Harry Hardy, USS Investigator, November 6th, Y171.

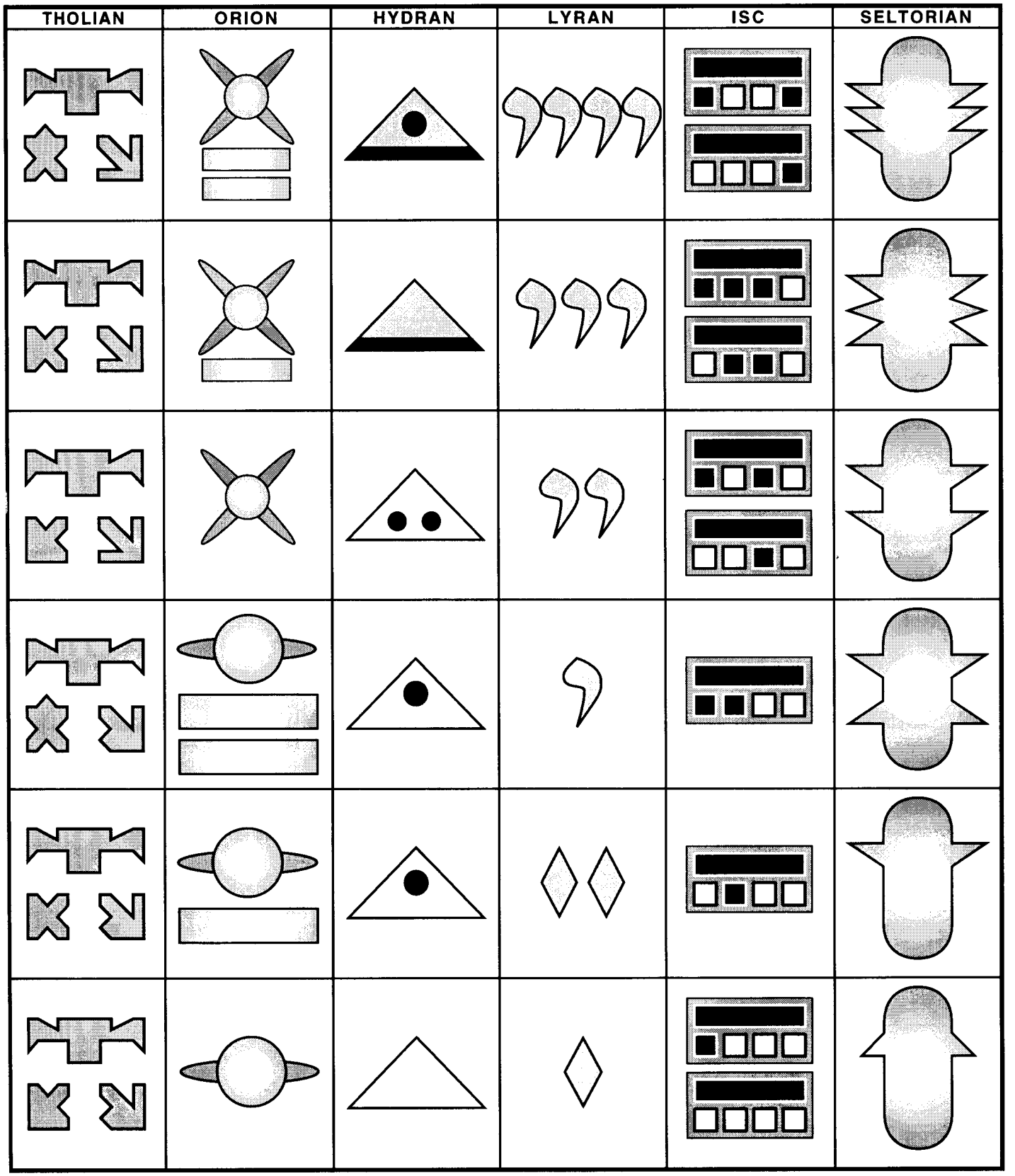
EPILOGUE

"And what happened then, Grandfather?" the boy asked.

"Ah," Hardy said, "that will wait for another night. ★★★

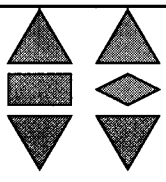
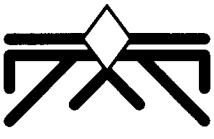
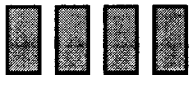
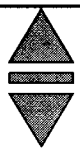
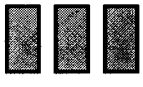
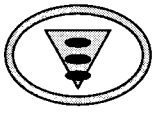
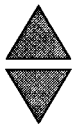
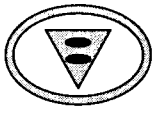
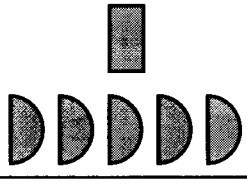
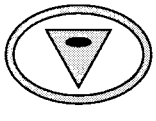
RANK	FEDERATION	KLINGON	ROMULAN	KZINTI	GORN
NAVAL CAPTAIN MARINE COLONEL					
NAVAL COMMANDER MARINE LIEUTENANT COLONEL					
NAVAL LIEUTENANT COMMANDER MARINE MAJOR					
NAVAL SENIOR LIEUTENANT MARINE CAPTAIN					
NAVAL JUNIOR LIEUTENANT MARINE 1ST LIEUTENANT					
NAVAL ENSIGN MARINE 2ND LIEUTENANT					

FEDERATION: Three different insignia are shown for each rank. Top to bottom: Naval epaulette and sleeve, Naval collar; Marine.
KLINGON: Warrant ranks are not shown but are similar, with yellow bars instead of gray bars.
ROMULANS have some rarely-used ranks that parallel those shown.
KZINTIS: These rank equivalencies are approximate at best; each row of diamonds, triangles, or circles is one rank.
GORNS have eight officer ranks; the Federation regards the equivalencies as shown. The center device shows the service branch.



ORION warrant officer ranks are not shown. They use various special symbols to indicate doctors, engineers, etc.
HYDRANS have only one "lieutenant" rank in their naval forces.
ISC have ten officer ranks; the Federation regards the equivalencies as shown.
LDR uses the Lyran rank insignia.

★★★

RANK	FEDERATION	KLINGON	ROMULAN	KZINTI	GORN
NAVY CHIEF PETTY OFFICER MARINE SERGEANT-MAJOR					
NAVY MASTER PETTY OFFICER MARINE MASTER SERGEANT					No Equivalent
PETTY OFFICER 1ST CLASS SERGEANT FIRST CLASS					
PETTY OFFICER 2ND CLASS STAFF SERGEANT					
PETTY OFFICER 3RD CLASS TEAM SERGEANT					
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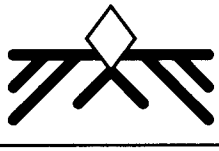
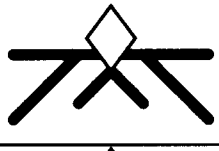
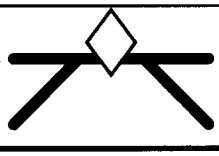
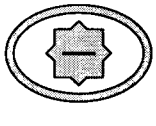
CREWMAN 1ST CLASS PRIVATE 1ST CLASS					
CREWMAN PRIVATE	No Insignia				
RECRUIT	No Insignia				

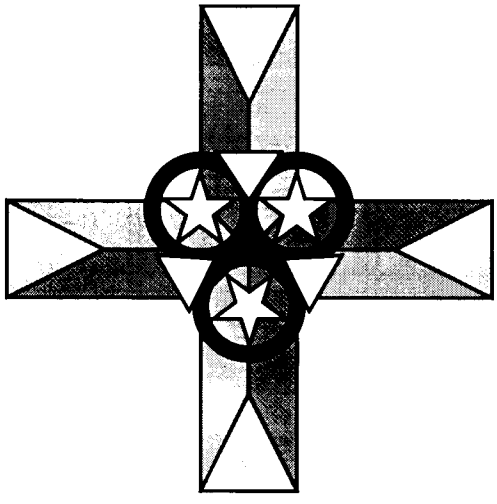
FEDERATION: Star Fleet insignia are blue; Marine insignia are red.
KLINGON: Specialist (non-command) ranks for senior enlisted troops use various symbols instead of the small triangles.
ROMULANS have some rarely-used ranks that parallel those shown.
KZINTIS: These rank equivalencies are approximate at best.
GORNS have eight enlisted ranks; the Federation regards the equivalencies as shown. The center device shows the service branch.

THOLIAN	ORION	HYDRAN	LYRAN	ISC	SELTORIAN
	No Equivalent				
	No Equivalent		No Equivalent		
No Equivalent	No Equivalent				No Equivalent
	No Equivalent				
No Equivalent			No Equivalent		
	No Equivalent		No Insignia		
			No Equivalent		
No Equivalent			No Insignia		No Equivalent

ORION: Some cartels have a "Senior Chief" rank with three bars below the disc.
LDR: Uses the same insignia as the Lyrans. ISC: There are 16 enlisted ranks; these equivalencies are approximate. ★★★

UNIVERSE NOTES

FROM THE HYDRAN FILE



THE CROSS OF THE GREAT HYDRAXAN
WITH STARS, CIRCLES, AND TRIANGLES.
The highest Hydran decoration for valor, it was awarded only five times during the General War (three posthumously).

HYDRAN FIGHTING SWORD
The curved handle can be more easily grasped by tentacles. It was intended as a stabbing weapon, rather than a slashing weapon, because of the need to penetrate environment suits.

FRIGATE SQUADRON ORGANIZATION

by Kevin Rex Heine

Frigate squadron organization is difficult to define because of the many conditions under which they operate. Different races have different doctrines (and different types of ships available). Different time periods provide various types, variants, and classes. Peacetime budgets could see smaller or fewer ships provided. Squadrons on the border would have more and different ships than squadrons deployed in the interior. A Klingon squadron deployed in an area with several mining planets might include a commando ship (to suppress riots) while a Federation squadron guarding a border sector with rampant Orion smuggling might include a scout frigate.

As a general principle, frigate squadrons will include three or four ships (rarely five) organized by mission types.

SHIP #1, COMMAND: A frigate leader or sometimes a destroyer serve as the flagship. In some cases a standard frigate might be substituted. This ship will be present 99% of the time.

SHIP #2, COMBAT STANDARD: This ship, present 95% of the time, will be a standard frigate.

SHIP #3, COMBAT VARIANT: About 80% of the time, there will be a third combat frigate in the squadron. This will often (but not always) be some "combat variant" such as a drone-armed F5D or a hellbore-armed Hydran Cuirassier.

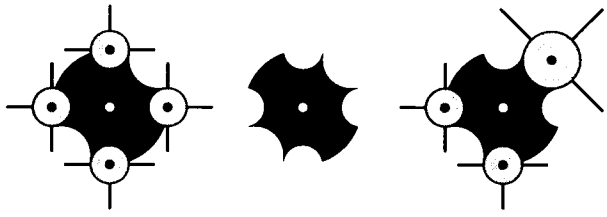
SHIP #4, MISSION VARIANT: Less than 50% of the time, the squadron will be given a fourth ship (or a third if position #3 is absent) of some type critical to the mission. This might include a scout, commando ship, minesweeper, or other type.

SHIP #5, SPECIAL VARIANT: Less than 10% of the time, a second mission-oriented variant might be present. This would only happen if the squadron was engaged in heavy operations in a very active sector. This ship could even be a carrier (with its escort taking position #4).

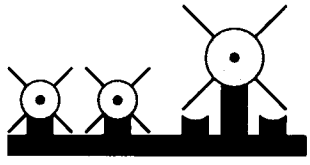
HOW DRONE RACKS WORK

Many players have been confused as to exactly how the drone racks on their ships operate, particularly how they can mount one type–IV drone in the place of two type–I drones.

Below is a diagram of a typical type–A drone rack as used on Federation ships. The rack itself is a rotating cylinder with "troughs" into which the drones are loaded. The cylinder is rotated to bring each drone into the launch position, which can be slightly different on various ships. The center drawing is an empty rack, the one at the left holds four type–I drones while the one on the right holds two type–Is and a type–IV. Note that the "troughs" for the type–IVs are between pairs of type–I positions, and loading a type–IV drone into one of those positions blocks the adjacent type–I drone positions. Due to the rotational mass, it is not possible to load four type–IVs (or even three) as the drone rack's motors (not to mention the power relays needed to keep the drones "spun up" and ready to fire) are simply unable to handle the additional mass.



The Klingon bay-mounted drone racks are not rotating cylinders but flat racks with the drones mounted abreast. The mounting brackets for the type–IV drones, mounted between the mounts for type–I drones, fold down out of the way when not used.



WHICH WAY IS UP?

The Federation uses a 400-degree circle. 0 is toward the center of the Galaxy, 200 is toward the rim, 100 is "east" (e.g., from Klingon space into the Federation or from the Federation into Romulan space) and 300 is "west" (e.g., from the Federation into Klingon space or from Romulan space into the Federation). ★★★

STAR FLEET COMMUNICATIONS CENTER

TOURNAMENTS

HAVING A CONVENTION?

We publish announcements of upcoming conventions that have SFB tournaments (in *Star Fleet Times*) and lists of SFB tournament winners (in Captain's Log). Send tournament announcements to ADB well in advance of the convention; send event results as soon as possible after it's over. We can only publish the information that we receive. Those running SFB events at conventions can obtain a Sanctioned Tournament Kit from ADB, Inc. for $10. This kit includes: Instructions, Rated Ace Nomination Form, $25 in gift certificates for use as prizes, list of any recent tournament rules changes or authorized experimental rules, and the seven-page "Judge's Errata" sheet. You must include a copy of the convention program or flyer (or a letter from the convention operators) showing your event listed at a real convention.

BATTLE REPORTS

SFB Tournament winners at **1995** conventions since CL17:

★ IMAGECON I, 21 Jan 95, Newark, OH, Sanctioned, 1st Kurt Kopp (Klingon), 2nd Troy Fields (Klingon), 3rd Andrew Lint (WYN Black Shark) and Valerie Cooperider (Romulan TKE); Judge Mark Loughman.

★ CAPCON XVIII, 15 April 95, Ohio State Universiy, OH, Sanctioned, 1st Steven Hecker (Kzinti), 2nd Andrew Dederer (Hydran), 3rd Steven Dickson (Neo-Tholian) and Tab Postlethwait (WYN Aux); Judge Mark Mancuso.

★ ROC KON 19, 19-21 May 95, Little Rock, AR, Sanctioned, 1st Jack Huskey (Romulan TKR), 2nd Gene Lang (Romulan TKR), 3rd Joe Dumas (Gorn) and John Gribbet (Hydran); Judges Spencer Graham and Jeff Guthridge.

★ GAMEX 10, 26-29 May 95, Los Angeles, CA, Sanctioned, 1st Vince Weibert (Archeo-Tholian), 2nd Richard Eitzen (WYN Black Shark), 3rd Steve Kay (Lyran); Judge Victor Ippolito.

★ CONMAN, 2-4 June 95, Manchester, NH, Sanctioned, 1st Kevin Block-Schwenk (WYN Aux: 2xHB FA, 1xDisr RS, 1xDrn), 2nd Jon Messeck (Klingon), 3rd Brian Kelly (Andromedan) and Charles Davis (Kzinti); Judge Dan Beauley.

★ MOBICON 95, 10 Jun 95, Mobile, AL, Sanctioned, 1st Tom Lutz (WYN Black Shark), 2nd Brooks Roth (Gorn), 3rd Bill Chitwood (Federation) and Ed Daniels (NeoTholian); Judge Donovan Willett.

★ WARZONE WEST 95, 30 Jun to 2 Jul 95, Tampa, FL, Sanctioned, 1st Leslie Phipps (Gorn), 2nd Richard Peckham (LDR Red Jaquar), 3rd Charles Chapel (WYN Black Shark) and David Bostwick (Seltorian); Judge Richard Lee Forrest.

★ DRAGON CON, 16 July, Atlanta, GA, Sanctioned, 1st Scott Cleland (Andromedan), 2nd John Haugh (Kzinti), 3rd Martin E. Lance (Orion) and Bob Petolillo (ISC); Judges Dewey Hamrick, Scott Palmer, John Bunnell, and Chris Ingram.

★ DARKCON II, 29 July 95, Norman, OK, Sanctioned, 1st Samuel Bynum (Romulan FireHawk), 2nd James Jackson (Hydran), 3rd Brian V. Mansur (Federation) and Robert Simmons (Klingon); Judge James E. Whelpley.

★ LONE STAR FEST 95, 16 Sept 95, Austin, TX, Sanctioned, 1st Ben Ellinger (Orion), 2nd David Prince (Arche-Tholian), 3rd Scott Holman (Hydran) and Malcolm Thompson (Kzinti); Judge Frank Crull.

★ TACTICON 95, 16 Sept 95, Denver, CO, Sanctioned, 1st Kieron Krueger (ISC), 2nd Andrew Bortz (Gorn), 3rd Dan Hoffacker (Klingon) and Theodore Fay III (Andromedan); Judge Scott Moellmer.

★ COG CON, 22-24 Sep 95, Rolla, MO, Sanctioned, 1st Allen Phelps (Fed), 2nd Matthew J. Maerli (Rom), 3rd James Davis (Orion) and Robert Moore (Kzinti); Judge William A. Davis.

★ MOD-CON, 22-26 Sept 95, Modena Italy, Sanctioned, 1st Marco Presciutti (Selt), 2nd G Luca Setti (WYN Aux), 3rd Lucio Abbate (Kzinti) and Roberto Fontana (Rom); Judge Enrico Rico.

★ WESTERN CHALLENGE 95, 13-15 Oct 95, Saskatoon, Canada, Sanctioned, 1st Brian McGillivray (Kzinti), 2nd Ken Hall (Klingon), 3rd Scott Radom (Gorn) and Andrew Hughes (Hydran); Judge Mike McGillivray.

★ ROCK-CON 23, 4-5 Nov 95, Rockford, IL, Sanctioned, 1st Brent Kawachi (Rom TFH), 2nd Ahmed-Abdel Hameed (Gorn), 3rd Scott Tipping (Kzinti) and Kevin McGroarty (Archeo-Tholian); Judge Ken Burnside.

★ UNICON, 18-19 March 95, Anchorage, AK; Sanctioned, 1st Rufus McQueen, 2nd Richard Everingham), 3rd Michael J. Barth and Brian T. Barnsly; Judge William F Hostman.

★ SCI-CON 17, 11 Nov 95, Virginia Beach VA, Sanctioned, 1st Tos Crawford (Kzinti), 2nd Gary Brady (A-Tholian), 3rd Ray Jacobs (Kzinti) & Gerald Hartman (Gorn); Judge Rafael Chacon

★ PENTACON XI, 10-12 Nov 95, Fort Wayne, IN, Sanctioned, 1st Kurt Kopp (Hydran), 2nd Shane Chapin (Kzinti), 3rd March Loughman (WYN Aux) and Andrew T. Lint (Archeo-Tholian); Judge Thomas Brincefield.

★ WAR ZONE CENTRAL, 3-5 Nov 95, Orlando, FL, Sanctioned, 1st David Livers (Lyran Democratic Republic TCW), 2nd Brad Weeks (Kzinti), 3rd Allen Goble (Klingon) and Edward Holzman (Rom); Judge Richard L. Forrest.

SFB Tournament winners at **1996** conventions since CL17:

★ ARISA 96, 12-14 Jan 96, Boston MA, Sanctioned, 1st Dan Beauley (Archeo-Tholian), 2nd Ameer Sulaiman (Romulan FH), 3rd Ike Baker (Klingon) and Kevin Karty (Lyran); Judge Rich Hamel. Chuck Davis won the "Circle of Death" event.

★ JONESCON III, 19-21 Jan 96, Gainesville FL, Sanctioned, 1st Douglas Oosting (Kzinti), 2nd Pete Taylor (KR), 3rd Steve Dixon (Neo-Tholian) and Jim Handy (Fed); Judge Donald Haynes Jr.

★ ROUND CON 96, 2-4 Feb 96, Colombia SC, Sanctioned, 1st Mark Green (ISC), 2nd Jeff Lofton (WYN Black Shark, ph-1, ADD), 3rd Scott Cleland (Seltorian) and James Bradley (Seltorian); Judge Michael Gastright.

★ TOTAL CON-FUSION 9, 23-26 Feb 96, Marlborough MA, Sanctioned, 1st Kevin Block-Schwenk (Andro), 2nd Bill Schoeller (Wyn Black Shark), 3rd Tom Carroll (Romulan FH) and Brian Kelly (Kzinti); Judge Joseph Kwiathowski.

★ VISION CON, 2-4 Feb 96, Springfield MO, Sanct., 1st John Finn (Fed), 2nd John MacDonnell (Gorn); Judge Devin Durham.

★ GENGHIS CON XVII, 16-18 Feb 96, Denver, CO, Sanctioned, 1st Scott Moellmer (ISC), 2nd Theodore Fay III (Federation), 3rd Craig McRae (WYN TCA [2x Drn-B]) and Aaron Brown (LDR); Judge Chuck Strong.

★ CAPCON XIX, 12-14 Apr 96, OH, Sanctioned, 1st Steve Hecker (Kzinti), 2nd Scott Hickey (Kzinti), 3rd Ray Swartz (Klingon) and Andrew Dederer (Hydran); Judge Kurt Kopp.

★ PENTECON 8, 12-14 Apr 96, Ithaca, NY, Sanctioned, 1st Howard Sanders (Orion [A: 2x HB, 3x Ph-1; B: 2x PI-F, 2x Ph-1, 1x Ph-G]), 2nd Mike Garcia (Andromedan), 3rd David Cross (Gorn) and L. J. Sparvero (Klingon); Judge Peter D. Bakija. A Fed and Empire "Four Powers War" Tournament was won by David Cross commanding the Hydrans.

★ HAVOC XII, 19-21 Apr 96, Marlborough, MA, Sanctioned, 1st Brian Kelly (WYN Black Shark), 2nd John Malis (Klingon), 3rd Charles Davis (Fed) and Kevin Block-Schwenk (WYN AuxTC); Judge Joe Kwiatkowski.

★ MADISON GAMES CON, 20-21 Apr 96, Madison, WI, Sanctioned, 1st Dana Jespersen (Andromedan), 2nd Mike Elsner (Kzinti), 3rd Graig Zilles (ISC) and Ken Burnside (Andromedan); Judge Jeff Laikind.

★ BEN CON, 31 May - 2 Jun, Denver, CO, Sanctioned, 1st Kieron Krueger (ISC), 2nd Craig McRae (WYN Shark [2x B Racks]), 3rd Simon Seibert (Hydran) and Sean Bundy (Orion [A: 1x ph-1-LS, 2x HB, 1x phot, 1x drone; B: 2x ph-1-LS/RS, 1x ph-1-FA, 1x ph-G-FA, 1x pl-F-FP]); Judges Ted Fay III & Jim Ladd.

★ DRAGON CON 96, 20-23 Jun, Atlanta GA, Sanctioned, 1st Jay Schneider (ISC), 2nd Paul Sligh (LDR), 3rd Scott Cleland (Andro) & Randy Green (Orion); Judge Evan Ehrenhalt.

★ CON MAN IV, 28-30 Jun 96, Manchester, NH, Sanctioned, 1st Kevin Block-Schwenk (ISC), 2nd Brian Kelly (WYN TCA [drn LS, Ph-1 RS]), 3rd Joe Kwiatkowski (WYN TCA [drn LS, Ph-1 RS]) and Chuck Davis (Federation); Judge Dan Beauley.

★ FLEET CON 96, 18 Aug 96, Albuquerque, NM, Sanctioned, 1st Tom Lutz (Federation), 2nd Timothy Ray (Gorn), 3rd Brian Hunt (Lyran) and Clay Griswold (Kzinti); Judge Alec E. Reber.

★ WAR! ZONE NORTH, 23-25 Aug 96, Jacksonville, FL, Sanctioned, 1st David R. Livers (Gorn), 2nd Craig Horvath (Kzinti), 3rd Greg Bissette (Romulan TFH) and Russell S. Bunten (Orion); Judge Richard Lee Forrest.

★ GATEWAY 96, 31 August 96, Los Angeles, CA, Sanctioned, 1st Beth Weibert (Kzinti), 2nd Vince Weibert (WYN Black Shark), 3rd Victor Ippolito (LDR) and not listed; Judge Steven J. Kay. Beth is the first female ace in SFB history.

★ TACTICON, 12 September, Denver, CO, Sanctioned, 1st Mark Bochinski (Klingon), 2nd Andy Vancil (Hydran), 3rd Scott Moellmer (Firehawk) & Chuck Strong (Orion); Judge Ted Fay III.

★ PENTACON XII, 15-17 Nov 96, Fort Wayne, IN, Sanctioned, 1st Ray Swartz (Lyran), 2nd Roger Elliott (ISC), 3rd Tony Roe (Andromedan) and Mark Loughman (Firehawk); Judge Tom Brincefield.

SFB Tournament winners at **1997** conventions since CL17:

★ ARISIA 97, 10-12 Jan 97, Boston, Sanctioned, 1st Ameer Sulaiman (Firehawk), 2nd Bill Schoeller (Firehawk), 3rd Dan Beauley (Hydran) and Ron Pilotte (Hydran); Judge Rich Hamel. "Space Rugby" was won by Ruben Fontanez in the N–Tholian.

★ TOTAL CONfusion XI, 20 Feb 97, Andover MA, Sanctioned, 1st Bill Schoeller (Kzinti), 2nd Richard Parenti (Gorn), 3rd Brian Kelly (ISC) and Kevin Block-Schwenk (Seltorian); Judge Joseph Kwiatkowski.

★ MICHCON 96, 28-30 June 96, Warren MI, Sanctioned, 1st Richard Duerksen (Orion), 2nd Hap Hanna (Andro), 3rd Jeremy DuCharme (Gorn) and Joe Durham (Fed); Judges John Holcomb and Art Tucker.

★ GENGHIS CON 97, 14-16 Feb 97, Denver, CO, Sanctioned, 1st Chuck Strong (Orion [A: phaser-G and 4x phaser-1, B: phaser-G, 2x plasma-F, 2x fusion beam]), 2nd Erik Eklund (Fed), 3rd Theodore Fay III (Fed) and Mark Bochinski (ISC); Judge Scott Moellmer.

★ UBCON, 12 April 97, Buffalo, NY, Sanctioned, 1st Peter Bakija (Kzinti), 2nd Dave Conroy (Gorn), 3rd Ken Stuart (Romulan TKE) and Courtenay Footman (ISC); Judge Howard Sanders. Sunday Patrol: Chris Proper (Fed).

★ PHOENIX IV, 23 March, Fredericton NB, CAN, Sanctioned, 1st Christopher Melanson (Romulan TFH), 2nd Dave Albert (Hydran), 3rd Allan Gillis (Fed); Judge Sean Kavanaugh.

★ CAPCON XX, 18-20 April 97, Columbus OH, Sanctioned, 1st Scott Hickey (Archeo-Tholian), 2nd Andrew Dederer (Hydran), 3rd Raymond Swartz (Lyran) and Andrew Lint (WYN Black Shark: 2x drone); Judge Stephen Dickson Jr, MD.

RATED ACES: 1994 EVENTS

DexCon III (22 July): Ed Slusarek.

RATED ACES: 1995 EVENTS

ImageCon (21 Jan): Kurt Kopp.
StellerCon 19 (17-19 March): Todd Treadway.
Unicon (18-19 March): Rufus McQueen.
CapCon XVIII (15 April): Steven Hecker.
Gamex 10 (26-29 May): Vince Weibert.
ConMan (2-4 June): Kevin Block-Schwenk.
WarZone West (30 June - 2 July): Leslie Phipps.

Origins 95 (7-10 July), Captains: Tom Carroll, Paul Scott, Todd Treadway, Andy Richardson, Ron Clement, Tab Postlethwait, Chris Mazza, Dan Beauley, Mike Mendick, Paul Pundy, Gregg Dieckhaus, Scott Hickey, Jay Davis, Geof Clark, Bill Schueller, Dr Andrew Pundy.

Origins 95 Patrol: David Beeson (Winner), Robert Estrada, Kurt Kopp, Alan Phelps, Ronald Pilotte, John Stiff, Alex Vaeth, Vincent Weibert.

Origins 95 Saturday Patrol: Kurt Kopp, Paul Pundy.

GenCon 95 Captain-General: Michael Greenholdt, Alex Pundy, Brett Hutter, Greg Dieckhaus.

GenCon Patrol: Dr Andrew Pundy, David Beeson.
GenCon Saturday Patrol: Allen Phelps, Richard L Forrest.
Dragon Con (16 July 95): Scott Cleland.
Lone Star Fest (16 Sept 95): Ben Ellinger.
Tacticon (16 Sept 95): Kieron Krueger.
ModCon (22-26 Sept): Marco Presciutti
Western Challenge (13-15 Oct): Brian McGillivray.
Rock-Con 23 (4-5 Nov): Brent Kawachi.
Sci-Con (11 Nov): Tos Crawford.
Pentacon (10-12 Nov): Kurt Kopp.
War Zone Central (3-5 Nov): David Livers.

RATED ACES: 1996 EVENTS

Arisia 96 (12-14 Jan): Daniel Beauley.
Jonescon III (19-21 Jan): Douglas Oosting.
RoundCon 96 (2-4 Feb): Mark Green.
VisionCon 96 (2-4 Feb): John A Finn.
Genghis Con 96 (16-18 Feb): Scott Moellmer.
Total Confusion 9 (23-26 Feb): Kevin Block-Schwenk.
Pentacon 8 (12-14 April): Howard Sanders.
Capcon XIX (12-14 April): Steve Hecker.
Madison Games Con (20-21 April): Dana Jespersen.
BenCon (31 May -2 June): Kieron Krueger.
DragonCon (20-23 June): Jay Schneider.
ConMan IV (28-30 June): Kevin Block-Schwenk.
Michcon 96 (28-30 June): Richard Duerksen.

ORIGINS, 96, (1-4 July), CAPTAINS: Chris Larsen, Bill Schoeller, Mark Gratkowski, Scott Cleland, Ken Burnside, Allen Phelps, Jerome Bambrick, Alex Santamaria, Tom Carroll, Ron Clement, Ron Roden, Dana Jespersen, Drew Malidore, Vince Weibert, Greg Dieckhaus, Tim Linden.

PATROL TOURNAMENT: Geoff Clark, Steve Hecker, Douglas Hirt, Jeremy Williams, Chuck Strong, James Neitzert, Ian McCloghrie, Scott Moellmer.

SATURDAY PATROL TOURNAMENT: Scott Hickey, Vince Weibert, Howard Sanders.

FleetCon (18 Aug): Tom Lutz.
War Zone North (23-25 Aug): David R Livers.
Gateway 96 (31 Aug): Beth Weibert.
Tacticon (12 Sept): Mark Bochinski.
Pentacon XII (15-17 Nov): Ray Swartz.

1997 EVENTS

Arisa 97 (10-12 Jan): Ameer Sulaiman.
Genghis Con (14-16 Feb): Chuck Strong.
Total Confusion XI (20-23 Feb): Bill Schoeller.
Capcon XX (18-20 Apr): Scott Hickey.
Phoenix IV (23 March 97); Christopher Melanson.

ORIGINS 95 REPORT

As happened at GenCon last year, the judge staff was *so* good at their jobs that Steve Cole was able to come out from behind the judge desk and spend most of his time meeting with individual gamers regarding everything from their new ideas for ships and scenarios to their questions over the future of the universe to their thoughts on art and graphics. Steve was also able to discuss various business proposals, interview artists and sculptors, review ideas for scenarios, and even recruit a few good men for the State Guard units in their respective home states. These "office hours" have always been a part of Origins and GenCon, but due to the high caliber of the judging staff, they took up the majority of Steve's time at the show. Of course, no one knew it was his last Origins (which it wasn't).

GENCON 95 REPORT

GenCon was another success. TSR *finally* gave us an excellent tournament room, one with working lights and air conditioning! We kept it full with 64 players in the Captain's Tournament and more in Patrol. The usual seminars on tactics and the SFB universe were held in the tournament space (F&E was actually held in the adjacent hallway), a less than ideal solution but better than other seminar spaces we have had.

Andy Greenholdt won the Captain-General medal, the first time an Andromedan ship has won one of the two major tournaments (and an ugly prediction of the future). Alex Pundy (the first winner of the medal) placed second, flying the first ISC ship to reach the finals of a major tournament.

Dave Piech ran three huge miniatures battles (Tourney Bash, Would You Buy a Used Fighter, and the classic Operation Cavalry, each of which was an all-day affair. Chris Kenth ran sessions of the CW battle "Eat Static". Cliff Yahnke ran the Kripney Prize national championships for Prime Directive.

The judging staff included Steve Petrick (chief field judge), Joe Butler (chief desk judge), Jeff Laikind (who ran the F&E tournament in addition to a full-time job as a desk and field judge), Mike Filsinger (field judge), Cliff Yahnke (who ran the Prime Directive events), John Berg (who worked as both an SFB and PD judge), Patrick Abram (junior field judge), and Dana Laikind (junior desk judge). Staffers Bruce Graw and Stewart Frazier helped out on the judge desk through several shifts.

ORIGINS 96 REPORT

CAPTAINS: 1st Chris Larsen (Andro), 2nd Bill Schoeller (WYN Black Shark [drone, phaser-1]), 3rd Mark Gratkowski (ISC), Scott Cleland (Andro), 4th Ken Burnside (Andro), Allen Phelps (Gorn), Jerome Bambrick (Fed), Alex Santamaria (LDR), 5th, Tom Carroll (ISC), Ron Clement (Neo-Tholian), Ron Roden (Firehawk), Dana Jespersen (Andro), Drew Malidore (Kzinti), Vince Weibert (Archeo-Tholian), Greg Dieckhaus (Lyran), Tim Linden (Orion [A: phaser-G, 2x hellbore, 2x drone, B: photon, 2x hellbore, 2x drone]).

PATROL: 1st Geoff Clark (ISC), 2nd Steve Hecker (Kzinti), 3rd Douglas Hirt (Kzinti) and Jeremy Williams (ISC),

5th Chuck Strong (Orion [A: phaser-G and 4x phaser-1, B: phaser-G, 2x hellbore, phaser-1, drone]), James Neitzert (Romulan King Eagle), Ian McCloghrie (Hydran), and Scott Moellmer (ISC), 8th Jeff Bolhassan (Federation), Jeffrey Kelley (WYN Black Shark [drone, drone), Kevin Bradley (LDR), Mark Loughman (Romulan KR), Brian Kelly (WYN Black Shark [drone, phaser-1]), Peter Bakija (Kzinti), Geof Clark (ISC), and Kurt Kopp (Klingon). SATURDAY PATROL: Scott Hickey (Klingon) tied Vince Weibert (Kzinti). F&E: Fed Duane Clark, Klingon Alexander Goh, Overall Edward West.

Judges: Steve Petrick, Jeff Laikind, Mike Filsinger, Bruce Graw, Joseph Butler, Scott Moellmer. ★★★

STAYING IN TOUCH WITH US

STAR FLEET BATTLES ON THE WEB

The new web site is at www.starfleetgames.com, and our webmaster, Joe Butler, is working feverishly to update it and make it more responsive to your needs. We have a new bulletin board at www.starfleegames.com/discus where hundreds of SFB players discuss and debate tactics, rules, and products.

You can contact ADB, Inc. by Email at any of the following addresses:

Design@starfleetgames.com (rules questions)
Deals@starfleetgames.com (offer us a deal)
Sales@starfleetgames.com (product schedules and orders)
Webmaster@starfleetgames.com (web site info)
Catalog@starfleetgames.com (auto-responder catalog)
Parts@starfleetgames.com (auto-responder, parts list)

You can also contact us by the old telephone method at our new office at 806-351-1950, or you can fax us at 806-351-2585. And while we have a new office, you can still use the old mailing address: ADB, Inc., PO Box 8759, Amarillo, TX 79114.

LATER TOURNAMENT REPORTS

We have a box full of tournament reports and rated ace nominations from the last two years; these will be published in Captain's Log #19. There just wasn't time or space here. We should be able to get everything back up to date in issue #19. If you have never received your Ace Card, contact ADB, Inc., with details for the event you won and we will hunt it down.

STAR FLEET SPARE PARTS AND MAIL ORDER

You can order any Star Fleet Universe product directly from ADB, Inc. You can also order extra counters, maps, and other components. Send a stamped self-addressed #10 business-size envelope (33¢ US postage or an IRC) for a catalog. We accept Visa, MasterCard, checks drawn on a US bank, and money orders in US funds.

TERMS: Minimum order $10 ($20 for all overseas orders). All orders must add $4 for postage & handling in the US, $7 if you want USPS delivery. Canadians add $9.00. Overseas customers will be charged the actual cost of shipping; specify surface or airmail shipping. All payments must be in US funds. All checks must be drawn on a US bank. Texas residents, please add 8.25% sales tax. ★★★

FOR YOUR EYES ONLY

For 15 years, FYEO has been recognized as the premier military intelligence newsletter available to the general public. Each 8-page issue (26 issues per year) includes details wars, conflicts, systems, technology, weapons, arms sales, tactics, and strategies. Coverage is extremely time-critical (within days of the events) and goes far beyond what can be found in newspapers or television. We focus on why things happen, what new weapons mean, and how new tactics work.

Subscriptions are $77 per year in the US, $81.81 in Texas, $82 in Canada, and $95 for overseas airmail.

Send checks (in US funds on US banks), money orders, or your Visa or MasterCard information to Tiger Publications, P.O. Box 8759, Amarillo, TX 79114.

Amarillo Design Bureau, Inc., A WHOLE NEW COMPANY

This issue marks a major change for the Star Fleet Universe. ADB, Inc. has purchased all of TFG's involvement in the Star Fleet Universe (as well as all of ADB's), reuniting the design and publishing branches under a single company for the first time since 1981. Whatever you need or want to do, there is now only one place you need to contact: ADB, Inc.

FIRST, GIVE US TIME TO GET STARTED

Starting a new company has been an adventure everyone should enjoy at least once. Leasing a warehouse, moving stock and furniture, buying office machines, getting entirely new computers and software up and running, setting up the web site, hooking up the phones, establishing credit card accounts, working with printers ... it's been a whole bunch of work!

So please do not call us up right away and expect to chat for hours about the products that we're going to do (or that *you're* going to do!) someday down the road. Let us get on our feet first (for at least a few months).

WHAT DOES ALL OF THIS REALLY MEAN?

ADB, Inc. will design *and publish* all future Star Fleet Universe products. It will be the distributor, sponsor, and owner of them. This is just like 90% of the other game companies out there, and ends one of the most bizarre and arcane business combinations in history.

ADB, Inc. will run and sponsor the tournaments at Origins. ADB, Inc. will sponsor the events at GenCon and arrange for someone to run the tournament and someone else to sell our products there, but won't attend ourselves.

ADB, Inc. will, as ADB had begun to do, hire a number of outside contractors to design new products. Bruce Graw is doing the Omega project (over 20 new races), Jon Cleaves is designing the Vudar, Ken Burnside is designing the Magellanic Cloud (three new races), and others will be joining for other exciting projects. In all cases, Steve Cole (as well as Steve Petrick) will exercise overall design integration and quality control, ensuring that all new products work, work with existing products, and work with other new products by other outside designers.

ADB, Inc. is run by Steve Cole as President; Steve Petrick will be Chief of Design. Leanna Cole will be Chief of Operations. Most of the current SFB Staff will be staying on, and at least one new one will be added.

TFG will have no further role in the Star Fleet Universe.

ADB, Inc. will aggressively pursue the idea of bringing SFB into the computer era. Toward that end, ADB, Inc. has signed an agreement to allow Interplay to use SFB material in their new *Star Fleet Command* computer game. While this will not be the long-wanted "Computer SFB", the preliminary designs look great, and we will keep working on making a true "Computer SFB" game a reality on your home computer.

Here are a few more miscellaneous business notes:

- Anyone who had an SFB-related business deal with TFG needs to contact ADB, Inc. to determine the status of this deal. Basically, all TFG deals are canceled and must be reconfirmed with ADB, Inc.
- ADB, Inc. will honor TFG gift certificates and "missing parts" certificates until 30 Sept 1999. If you have one of these, get it to ADB, Inc. before that time. If TFG owes you anything else, you can contact ADB, Inc. but we cannot guarantee we can fix it.
- If ADB owes you anything, contact ADB, Inc.
- ADB, Inc. asks all retired staffers to drop us a line/email.
- ADB, Inc. will focus entirely on the Star Fleet Universe, but plans to expand the current product line considerably.
- Basic Set, Advanced Missions, and F&E will be reprinted quickly. Other out of print products will be reprinted over the next few months (except for H1 and H2).
- There is a new submissions policy; see page 32.
- A new product line, Stellar Shadow, will be produced and include SFB material you never thought you would get to see.
- Anyone who ever offered ADB or TFG "a deal" might want to offer that deal again, this time to ADB, Inc.
- ADB, Inc. intends to be more active in supporting playing groups, playtesters, tournaments, and judges. For the first time, Judges will be given *Star Fleet Bucks* and other goodies in appreciation of their many efforts on behalf of SFB.

WHAT'S BEEN GOING ON?

Many want to know the gory details of the two-year struggle to get SFB away from TFG. But does it really matter?

Getting from where we were to where we are was a long and difficult road, and frankly, we don't want to waste a lot of time remembering it. All that really matters is that the deal has been done and ADB, Inc. is now ready to look to the future of SFB and not dwell on the past.

So, Steve Cole is back, SFB is back, and now we want YOU (and all of your friends who dropped out of SFB over the last two years) back as well.

WHAT'S IN STOCK, WHAT'S NOT

In stock: Basic Set, Cadet Training Handbook, C3, C4, J, M, R1, R2, R4, R5, S1, S2, X1, CL10-13, CL15-16, CL18, Dice, Special Operations, Carrier War, Marine Assault, G1, D3, P6, Star Fleet Missions, Prime Directive, Uprising, Graduation Exercise, Federation Sourcebook, Prime Adventures #1.

Returning by July: Advanced Missions, F&E

Out of stock until Fall: C1, C2, K, R3, R6, T, Campaign Designer's Handbook, Tactics Manual.

Reprint Date Unknown: Megahex, Battlecards, F1.

Out of stock forever: Nexus, Captain's Logs #1-#9, 14, 17.

FIRE SALES AND CLOSE OUTS

Captain's Log #10, #11, #12, #13, #15, and #16 are available in abundant supply. We are going to offer these for sale for $5 each (plus shipping) to mail order customers. This is your chance to replace worn-out or lost issues, buy the ones you never found in the store, or give a new player more SFB than he can shake a drone at for dirt cheap.

The four Prime Directive Expansions (Uprising, Prime Adventures #1, Federation Sourcebook, and Graduation Exercise) are also available for $5 each. You can't find anything else in gaming that will give you as much to read and think about as these four products will.

Modules D3, G1, and P6 are also available for $5 each.

Star Fleet Missions is also on sale for $5.

We have about 150 copies of the old Impulse Cards Deck that was part of Module A Battlecards. We will sell these decks for $5 each as long as they last.

Even better, we will sell you five of the above items for $20, or ten for $40, or 14 of them for $50. [All orders must include shipping: $4 US-UPS, $7 USPS, $9 Canada, actual shipping costs are charged to overseas customers.] You can mix any or all of the above products into one order. You can order multiple copies of some items if you want extras, or combine orders from several players into one big order.

Captain's Log #1 through #9 and #14 and #17 are out of print forever. Some of their material may be updated and reprinted in future products. We have no more of these and cannot get any. Anyone desperate for this material can ask us about photocopying or laser printing you a copy; this will not be cheap (but we'll make no profit on it).

STELLAR SHADOW

For those who felt the Star Fleet Universe is too small, too restrictive, too locked-into its history, too anal retentive, or just not complicated enough, we have a new line of products known as Stellar Shadow.

Stellar Shadow will have its own magazine (Stellar Shadow Journal) plus "whole cloth" products (modules, manuals, etc.). The magazine will include features of varying lengths, from 1-20 pages. Some of these features might be new stories, new rules, new scenarios, new ships, even new races.

The modules will be entire products done by a single author or group of authors. These might include campaigns, groups of scenarios, entire races (or entire galaxies), and so forth.

Either type of product will include some of the most creative material you have ever seen for SFB (and F&E). One description (by a staffer who was briefed in advance) was "everything that ADB ever rejected or couldn't accept".

You see, Stellar Shadow products will include rejected ship designs, alternative histories, and other things that just never could have appeared in the heavily structured Star Fleet Universe. If you once designed a campaign where the Lyrans conquered the Hydrans and dropped their disruptors for hellbores and replaced their phaser-3s with phaser-Gs, and you always knew that ADB would never print such a thing, well, *that just changed.* We'll print nearly anything (as long as the rules work in and of themselves, no laws or rights are violated, and it's in good taste) from any SFB player in good standing. Note that licensed Paramount Property cannot be used in products published under Stellar Shadow.

How can we do this? How can we virtually guarantee that just about *anything* can get published? Simple. The authors of Stellar Shadow products (and of many but not all of the articles in Stellar Shadow Journal) will be paying the printing bills. Now, before you leap to the conclusion that this is a "vanity press" where people with more money than sense can be separated from both to the benefit of ADB, Inc., that's not how it works at all. Under contracts negotiated with each Stellar Shadow author, the revenue from sales will be divided between the author and ADB, Inc.. Except in the rare case of a truly awful product (which ADB, Inc. would try to talk the author out of wasting money on) Stellar Shadow authors should see a profit since these products will be a regular part of the product line.

Many players have designed their own products and have wanted to publish them. (A few have done so, although this is beyond the limits of copyright laws.) Now, any player who wanted to publish a product can do so, and the sales of an official (if non-historical) Stellar Shadow product would be well beyond what any independent publisher could expect since most stores will not handle unofficial add-ons.

If spending several thousand dollars for a color cover and die-cut counters is beyond your wildest dreams, then you could consider two alternatives. One is to print a 32-page playtest module, which would cost only a few hundred dollars for two hundred copies. These would be sold only by mail, avoiding wholesaler discounts. Another alternative (if you can get your creativity down to 10 pages of less) is publication in Star Fleet Times, which costs you nothing (but doesn't get you a royalty check, either). We reserve the right to offer a Stellar Shadow contract to anyone, or to decline to do so.

MINIATURES

As this issue of Captain's Log goes to press, we are working with three miniatures manufacturers to bring back the original Starline–2200 miniatures including several new ships never done before. We hope to have new ships out for the summer. We have yet to reach a decision on whether to continue the *Star Fleet Elite* line of smaller miniatures and would welcome your input.

STAR FLEET BATTLES ON-LINE

Online Gaming Systems, Inc., in cooperation with ADB, Inc., is proud to announce Star Fleet Battles Online. SFB Online is an Internet-based SFB tournament game service. Subscribers will be able to play SFB tournament games over the Internet with SFB players around the world. SFB Online was designed to allow players to compete in an environment that emulates face-to-face play with the benefit of a computer to track positions, counters, maps, and ship displays as well as roll dice and generate damage. Players can connect to the Internet and play as many times as they like. Throughout the year, Online Gaming Systems will host exclusive online tournaments and players will compete with each other year round via an online ranking system. As time goes by, the system will expand beyond the "tournament ships" although cumulative combat rankings will be kept, so you'll always know who is the best captain. To learn more about SFB Online, visit our official website at www.sfbonline.com.

STAR FLEET BUCKS

We will be issuing our own coupons (scrip, credits, etc.) to be known as Star Fleet Bucks. These will be issued for various things (prizes, paying judges, paying staff, paying playtesters). They can be used *only* when buying things directly from ADB, Inc. (at a convention or by mail), and only for 25% of the total cost of the purchase (not including tax and shipping). These cannot be combined with order discounts or offers; they could be used for the "fire sale close outs" described above.

Send us a useful playtest report (proper format, live opponents, 2 playings), and we will give you a "buck" for your trouble.

PRIME DIRECTIVE: *WHERE DO WE GO?*

One of the questions facing ADB, Inc., is what to do about Prime Directive. While the PD rulebook sold well enough, the four expansion modules were disappointing sellers (which explains why TFG never did any more of them). Was the game system flawed? Or were role-players just not interested in Star Trek? Or just not interested in Prime Directive?

Frankly, we do not know.

Most people reading this probably don't care. The readers of Captain's Log are, for the most part, tactical wargamers interested in Star Fleet Battles and not much more. Many of you have even suggested dropping Prime Directive to free up more space (on the shelf, in the catalog, and in Captain's Log) for Star Fleet Battles material. If there is anything we could do to make you interested in Prime Directive, be sure to let us know.

For true role-players, the question is more important. ADB, Inc., faces a tough choice. Do we issue a new and revised version of PD? Or do we drop PD? And if we did drop PD, should we do another entirely different RPG?

It would seem that the first step is to find out what went wrong with Prime Directive. There are several theories:

1. The action-initiative system strangled the game by leaving many players with nothing to do (or nothing they could do) during a given turn. This would be easy to fix.

2. Even though "prime teams" made more sense than sending the "bridge crew" down to the planet, maybe it was too far from Star Trek and we need to refocus the game on the principle starship officers.

3. Something else in the game mechanics was just not what the role-players of the 90s really wanted.

We don't know which theory is right, or if all are, or none are. But we do want to hear from YOU regarding what your theory is and how we should fix the game before a reprint. While you are welcome to guess, what we really want to know is why real RPG players did not love Prime Directive.★★★

INPUT GUIDE

WE NEED FICTION

We want to print a lot of fiction, of any length up to entire novels. The fiction must fill these requirements:

1. It must be a good story to read. The characters must have character; some could even be characters.
2. It must be possible and plausible within the rules of SFB and, where appropriate, of F&E.
3. It must not contradict the existing background material. It *can* expand that background material.
4. Avoid blatant and graphic sex, but a little romance and sexual tension never hurt a story.

WE NEED PLAYTEST REPORTS

We cannot, and will not, publish a product that is not adequately playtested. But we simply don't get enough reports to publish things as fast as we would otherwise be able to do.

WE *DON'T* NEED NEW RACES BUT. . .

We have 150 on file already (and Bruce has already done all of the Omega ones himself). But since we don't seem to be able to *stop* you guys from sending them in, at least do it in an organized fashion.

First, include a one-page cover sheet with the following information on it:

1. Your complete name, address, phone number, the date, your Email address, and all that sort of stuff.
2. Race name (with two alternative names).
3. Biology: A one-sentence description.
4. The time periods your race is active and a one sentence history of who they fought and why.
5. The location where you want them to be. If they are within the area of the F&E map, we need the hex numbers.
6. A list of what makes them so special we should pick them over the 150 ahead of you in line.
7. Weapons and technology: A one-sentence description of each new item.
8. The following statement and your signature: "The contents of this submission are entirely my [our] own work and are submitted to ADB, Inc. under the standard terms found in Advanced Missions." You may indicate if you would be interested in investing in the publication of your race; see Stellar Shadow on page 31.

Behind your cover letter you need the following documents:

RACE BACKGROUND ARTICLE: Covers name, biology, where & when, type of race, who they fought, Prime Teams, etc.

RULES FOR WEAPONS AND TECHNOLOGY: Write draft rules for these items. For rule numbers, use the appropriate letter and then start with 101. If your race gets into playtest, we will replace these with official playtest numbers.

ONE OR MORE SSDs for the ships. These can be done by hand on graph paper or by computer graphics.

It is possible that a published new race might have the biology from one submission, the history from another, and the technology of two others. ADB, Inc. reserves the right to revise, combine, edit, and extend any and all submissions (of new races or anything else).

Bruce Graw advises that most of the Omega Sector races have been designed, but he has openings for some minor races and background elements. Contact AoG for details.

THE NEW SUBMISSIONS LOG SYSTEM

In the past, we handled submissions by a rather simple system. Good stuff got sent to playtest, bad stuff got sent back or tossed, and the other 80% was put "in the file for possible future use". The problem was that players would write in a year or two later and ask if anything had happened with their submission, and without sifting through an entire file cabinet, we could not even confirm that we had ever received it. [In some cases we had not. In some cases, it was still in the file. And in some cases, it had been sent back but the author assumed we remembered it and might have changed our minds.]

This system had a serious drawback, in that players who could not get a straight answer on their submission tended to become "discontented" and this spread to those gamers around them. Every gamer has dreams of being a designer, and every SFB gamer has a right to think that just maybe his name might appear in print in a future product.

We now have a new system, and all new submissions received since ADB, Inc. was born have been logged into an "index" (by the author's last name). Over the next six months, we plan to hunt down and log into this index every unrejected proposal in the office. [This is going to be quite a chore. During the period when Steve Cole was retired, and during the subsequent period when he was forced out of retirement but didn't have time to do the job, many proposals were placed into "later" boxes along with all manner of unanswered mail and unresolved problems. Nothing is lost, but a few dozen things might not have made it into the file cabinet on the first try.]

When the system is fully implemented, any player will be able to send an Email (or a stamped self-addressed envelope) to ADB, Inc. and obtain a print-out of that portion of the index which includes his submissions. [Do NOT do this before the end of the year. Also note that Term Papers will continue to be handled by a separate system, which is not indexed to allow such a rapid response.]

Anyone who has previously sent a submission which was not rejected (or even if it was!) might want to resubmit it "just to be sure", but this is not entirely necessary.

WHAT IS YOUR NAME?

We have, in two decades of running SFB, managed to teach most of you to include your complete name, address, and phone number on every submission. But, this is the Era of the Internet, and more than half of our mail is now received electronically. And we find ourselves starting all over again teaching people to include complete contact information.

When you send in a submission by Email, include in the message your complete USmail address (preferably your permanent one, but you can include both that and your school address if you have one). And INCLUDE YOUR NAME since many Email addresses are not "name based" and many of you seem to use someone else's account.

A FEW THOUGHTS ON INPUT

Handling submissions is a difficult chore because of the egos involved. Sending in a submission bets a lot of ego on the slim chance of publication. We get far more material than we can possibly use, and while there is no such thing as a submission that cannot be turned into something useful (if ADB applies enough work to it), there just isn't time to make *everything* into something publishable. You must understand that often material will pass the initial screening and be placed in a file for possible use in the future, and it could be years before that product goes into development. And yet many people expect that we have done nothing else but found the time to move *their* project toward publication. We wish we had time to do everything; please understand that we don't. ★★★

AFTER-ACTION REPORTS

While it seems like it has been forever since a new "real" product was released for SFB, the really good part is that we haven't done a Captain's Log in three years either so we can go *way back* to pick up after-action reports on the new products.

MODULE C4: FLEET TRAINING CENTERS

You wanted new races, and we gave you nine of them, all without messing up the history of the Star Fleet Universe. Some like C4, and some hate it. Some hate it because it has new races (they're the ones who didn't want any), and some hate it because the new races were not "real". (Like any of the "real" ones are "real"?) Sales of this product have been strong.

CAPTAIN'S MODULE R6: THE FAST WARSHIPS

The first of four planned modules with plenty of new starships (for those who want new ships; those who don't can please tell us what you do want so we can go do that). Steve Cole really loved the HDWs and has received many invitations to fly one in combat against dreadnoughts and battleships.

CAPTAIN'S LOG #17

The History of the General War article could have used some maps, but for them to have been of any use would have taken several pages of space and quite a bit of time to do, and neither was available.

One reader said he had never understood the mine warfare rules until he read Bruce's example article.

MODULE P6: THE GALACTIC SMORGASBORD

When he sent this one to press, Steve Cole joked "if something happens and we never do another product, at least everyone will know what they missed". These words haunted him for every day of the last three years.

The new Paravian and Vudar races produced plenty of excitement; if you missed them, you can find a quick summary on pages 48-51.

Some players love P-modules because they can get a look at (and some input on) upcoming products. Other players hate P-modules because they feel forced to buy them (perhaps to keep up with their opponents). We're evaluating the concept, but there won't be another P-module for at least a year. The current plan is to include more ships and scenarios and a few new rules in Captain's Log.

CADET TRAINING HANDBOOK

This is an expanded version of the original Cadet Training Module, adding 16 pages with the Lyrans, Hydrans, fighters, the ISC, and many more SSDs.

MODULE G1: ANNEXES

With Steve retired (at least temporarily) TFG asked for a new product to print, and since the master annexes file existed (so that each product could use the relevant part) and since players wanted it, we printed it! Sales were surprisingly high.

CAMPAIGN DESIGNER'S HANDBOOK

Players have raved about this product (done by Bruce Graw and his staff at Agents of Gaming). Of course, some think that Bruce is a raving lunatic, but even those who do not care for campaigns admire the incredible variety of rules and options. Bruce and his staff provided at least three (and often six) ways of dealing with *everything* that a campaign could need, allowing you to build your own galaxy with emphasis on the parts you want to play the most. ★★★

COMMAND THE FUTURE!

SFB is back on track and here's what's we're working on.

Module R7: Dreadnoughts at War: Light Dreadnoughts, Heavy Dreadnoughts, Early Dreadnoughts, Dreadnought Variants, Battleship Carriers, Stellar Domination Ships (Battleship-SCS). Plus scenarios and a campaign.

New Galactic Area Opens Up: The Omega Sector is a new area designed by Bruce Graw and his design team in Ohio. It is located "beyond the impassable zone behind the ISC". This area will have about 20 races, most of them designed "in house" by Dayton Design Group, but at least one comes from the old 1983 contest and another was suggested by ADB. Spaces are reserved for some races not yet designed. The Omega Sector will be simpler than the main galaxy (fewer fighters, ship types, and seeking weapons) and more dynamic (races will rise, fall, be absorbed, conquer, be conquered, and so forth). Agents of Gaming (Bruce's company) released 100 copies of "P-Omega playtest packs", but these were all sold out over two years ago. Many players have expressed that we need a new galactic sector in order to publish new races. We'll see how many of you are serious! How many modules we do will depend on sales.

CAPTAIN'S LOG #19 should appear late this year (it is scheduled for October). We are just now putting together a collection of material suitable for our first "done from scratch" issue. Some format changes are being considered. Warlord coverage will probably just report the victories rather than trying to cover tactics. We want to continue the idea of 16 entirely new ships in each issue. There probably will not be as much fiction, and "Battleforce" will probably remain missing. We welcome your suggestions for new features.

Module J2 Battle Squadrons: This includes the "squadron" SSDs, carrier group SSDs, and the squadron campaign game, as well as the entirely new scout-carriers. We are currently reworking this product to improve utility; it may be delayed a year or even two.

Other projects: We were planning to release Module F2 (the Vudar, from the old 1983 New Races Contest), but players convinced us that they wanted several new races in one pack. So, we will combine the Vudar, the Nicozians (which were originally scheduled for this Captain's Log), a reworked set of Jindarians (F1 is gone forever), and a new race called the Xorkaelians (really mean people who live on the far side of the galaxy) into a future C-module.

Another C-module is in preparation covering the Magellanic Cloud, and outside designers are working on two new galaxies. Press dates for these projects have not been set.

After a design breakthrough, work on Module Y Early Years has resumed, but it is still too soon to set a release date. We continue to accumulate data in the files on Star Fleet Assault, Star Fleet Operations, the Ship Construction Manual, and Module X2, but no active work is being done on these.

When will these appear? The schedule is still being worked on, and the new ADB, Inc., desperately wants to avoid over-promising what it can and will deliver. Some entirely new product ideas never mentioned anywhere before may appear before some of the above products. Current plans indicate Omega will appear in summer 1999 and Module R7 (along with CL#19) in the fall of 1999. ★★★

BOARD OF PROPOSALS

GEE WHIZ FEDS

A player who shall remain nameless (since Steve Cole lost that part of the Email) submitted that all Fed CA and NCL hulls should have two more G-racks added in the "bulge" positions on the CVS saucers. This would, he insisted, "level the playing field" against the Klingons who got ADDs in their refits.

Steve Cole rejected the idea since the playing field was already level (both before the G/plus refits and after). Besides, we'd have to print a whole SSD book just to refit all those Fed ships. And then, another book for the Klingon refits to restore the balance.

THE FIGHTER THAT WOULD NOT DIE

Rick Daniels proposed that the Hydrans get a fighter that takes 12 damage points to kill. His justification for this theory was that the Klingons and Hydrans have such fighters already.

The proposal was turned down because of its effect on game balance. Hydran Stingers are the most deadly fighters in the game, and producing one that takes 20% more damage before it stops shooting would force us to give the Klingons and Lyrans more defenses (e.g., longer-ranged ADDs and stronger ESGs) which would unbalance the Kzintis and cascade through the entire game system.

THE FLEET-FOOTED ESCORT

Gregg Dieckhaus proposed a Lyran "fleet escort" CW that would not have aegis or ready racks and would give up its disruptors in order to carry three or four ESGs. His theory was that it would alternate with the command ship in protecting the fleet with multiple ESGs.

This was turned down for several reasons. First, we have avoided putting more than two ESGs on anything other than size-2 units and the unique BC/BCH design. (It's been argued, mostly by the Hydrans, that the BC got four due to an error that should be corrected or at least not repeated.)

Second, the idea of a fleet (as opposed to carrier) escort isn't that workable. Do you really want to see a Federation NCL variant in every battle which has no photons, no ready racks, no aegis, but lots of gatlings?

ANDROS WANT TRACTOR BEAMS

Ken Burnside proposed a TRC weapon for the Andros that would spread its damage over several shields, like a PPD or hellbore. We could not find any need for such a weapon, or any way to explain its engineering. We could do a version of the disruptor, photon, particle cannon, or even phaser which did that, but why?

Eric Pinnell proposed giving the Andros a refit that would add tractor beams (not TR weapons) to their ships for anti-drone defense. This was turned down because it, like so many proposals, solved a problem that the Andros should have to work around. (If a race had no flaws at all, would anyone play anything else?) The TRs on Andro ships are the coolest tractors in the game already.

John Casady proposed variants of the sat ships with two tractors replacing each TRL. These would provide "relief for the shortage of tractors in Andro squadrons". We were unable to imagine the Andros getting excited about "toothless" ships.

STILL LOOKING INTO THESE

St Elmo was one of several who suggested Auxiliary Tugs.

Steve Zamboni proposed an ISC heavy cruiser with three S-torps and no PDD. It would be used to back up the gunline.

John Wagner proposed a Black Panther light battlecruiser which is now in playtest for the Lyrans.

Michael Davis proposed some fast Q–ships that would simulate the military freighters.

Brian Webber suggested an Orion fighter with optional weapons mounts.

John Christiansen suggested some new F&E balance options.

Brad Baker suggested some really huge Romulan battleships that might make it into the Halloween SFT issue.

VARIABLE SPEED DRONES

Bill Riggle, and several others over the years, proposed a variable speed drone that would start out at a low speed, then suddenly shift into high gear. The theory is (apparently) that the enemy, seeing a drone moving at one speed, might decide it is a threat that could be dealt with later and ignore it, only to be surprised when it speeds up and becomes a more immediate threat. The problem is that such a complex and intelligent drone would be rather difficult to employ in combat. Unless the drone could make up its own mind when to speed up (which would be one *really* intelligent drone), it would be almost impossible to time the speed change for just the right instant. You'd have to approach the target very near the end of the turn, so that the enemy thought he could deal with it after his next energy allocation phase, and then suddenly strike before the end of the current turn. But since most speeds get their last movement in those last impulses, it's very unlikely that the shift would matter.

DROP-LAUNCH PLASMA

This often-submitted idea involved "dropping" an armed plasma torpedo which would then wait patiently for a target to come within a pre-set range, at which point it would start moving at normal speed to catch it. (Virtually the same idea has shown up for drones, and one Hydran even suggested it for fusion charges!) The problem is that for a weapon to be left laying around like this, you have to put it into something that can hold it, detect a target, and then launch it. And that thing is called a captor mine, and those cannot be laid during a scenario. ★★★

TO ASK THE QUESTION... WHY?

Mark Roberts asked: If a phaser-1 costs one point of energy to arm, how does it produce four points of energy when it hits an Andro PA panel?

A: We really have no idea. It just does. Or it does something that looks like that's what it does. Remember that the Andros do a lot of things with space and time that no one else can do, or even understand. ★★★

ASK KOMMODORE KETRICK

Kommodore Ketrick has been particularly busy of late compiling the following reports from recent SFB products. Note that while his file of reports is extensive, not all of it comprises rules changes or corrections; much of it confirms rules that players didn't want to believe or explains why we did what we did. There is no truth to the rumor that the three-year delay in this product was caused by Ketrick's demanding more time to get the following report "exactly right".

CAMPAIGN DESIGNER'S HANDBOOK

Page 13: left column. Simple economics second paragraph "your" is spelled "y our", right column, 2nd paragraph, has "etc.." with two periods.

Page 22: On the Naval Construction Docks, there are boxes marked 'Works' and 'Fabrication'. Works were defined in (R1.28E) and are machinery (in the case of the cited unit, they are defined as Ore-Crushers and Smelters). They are destroyed on "Cargo" damage points. Fabrication (FAB) was defined in (R16.1C2) and is facilities to convert ores into materials for construction. Like Works, it is destroyed on "Cargo" damage points. In the course of a campaign, one might assign these "Facilities" various capabilities to convert raw material (ores) first into usable materials (refined metals, plastics, etc.) and then into parts (to build a ship or create repair parts). In some cases, you might define how the systems might break down wreckage back into useful materials. In most combat scenarios, these systems are simply "Cargo Boxes". Barracks Boxes are essentially "Center Hull". In a campaign, tracking the available capacity of the systems to create the materials to build starships can be important. Generally, most of the work on small electronics and hull plates is done on a planetary surface and then lifted into space.

Page 39: TechBlock: *In regard to the Tech-Block rules in the Campaign Handbook, is a player required to buy TechBlocks that he is not allowed to use if that block is required for more advanced systems that are allowed? Example: The X-disruptor requires Range 40, Disruptor Overload, and UIM. The Kzintis do not get to use UIMs, so are they required to research a useless technology to meet the requirements for the X-disruptor tech block?* It is up to the GM. If you use the strict rules as written, then the answer is yes, you do need to research UIM before you can buy X-disruptors (the Tholians, WYN, etc. would have to do this also). If no campaign rule is made to change this, that is how it would work. However, the GM is always free to say otherwise. For example, a GM wishing to experiment with partial X-ships might allow players to research X-disruptors without UIM, and they (naturally) would not have the effect of UIM in that case. This could be carried further: X-photons might still not be overloadable, X-drones may not be needed, etc. We actually considered setting up a separate X-tech TechBlock page, leading players through the steps of X-technology (and allowing ships with some, but not all, X-tech to exist) but the amount of rules needed for this was prohibitive.

Page 49: *Shuttle and fighter tech blocks: I am not sure if this is an error, but should it be possible to develop SWACs without developing MRS shuttles?* It probably shouldn't be, but the way it is listed now it is not. You (as GM) could simply rule that if you do not have MRS tech, your SWAC cannot loan EW.

Page 50: Right column. Fighter Warp Booster Packs. "Fighter" is misspelled "Fightter", the fighter diagram in the upper right has a "Mk IV ANIT-Drone system".

Page 81: Right column, Item #6: last sentence is not complete, and should read ". . . that replacement crew units be purchased, the cost is reduced by 25%."

Page 87: The credits page: Bruce Graw's name is spelled wrong in the right column.

Page 94: MCD SSD. Rule number (R1/C2) should be (R1.C2).

MODULE C4: FLEET TRAINING

(C52.222) Hoverback does NOT count towards sideslip mode.

(C52.25) Units held in a tractor can hoverslip by expending hoverwarp points with a power cost equal to the combined movement cost of the ships.

(C52.264) A ship using hoverslip to enter a web hex is considered to be moving speed 14.

(E51.231) AXION TORPEDO FIRING TABLE: Some players were confused by the modifiers in (E51.321). This expanded table provides modified "to hit" numbers for each size class.

RANGE	0	1	2–3	4–5	6–8	9–12	13+
Hit (Size 0-1)	1–6	1–6	1–5	1–4	1–3	1–2	Miss
Hit (Size 2-4)	1–6	1–5	1–4	1–3	1–2	1	Miss
Hit (Size 5)	1–5	1–4	1–3	1–2	1	Miss	Miss
Hit (Size 6)	1–4	1–3	1–2	1	Miss	Miss	Miss
Hit (Size 7)	1–3	1–2	1	Miss	Miss	Miss	Miss
DAMAGE	10	9	8	7	6	5	None
OVERLOAD	15	13	12	10	9	None	None

(E52.22) See (E2.152), as unless all shots are fired, a full point to rearm would not always be required.

(E52.33) An Anti-Fighter Drone System firing as an ADD is affected by erratic maneuvers in the same manner as a normal ADD.

(E53.21) A Kinetic Kannon can be downloaded, such as arming a KKH box as a KKM or KKL, or arming a KKM as a KKL.

(E53.344) This rule does not conflict with (E53.36) as it is saying that the weaker damage of a single Kinetic Kannon shot does not benefit from the reduced leak affect granted to disruptors.

(E53.367) If mounted in Orion option mounts, the weapons are restricted to a 120° firing arc.

(E54.13) There is no damage priority rule requiring bomb throwers to be hit on every third transporter hit.

(E54.331) The standard restriction to not use a given system within a quarter turn of a previous use applies to each specific lab box.

(E55.0) Hyperdrones are considered to be the same size as drones for all targeting purposes.

(E55.23) The final line in this rule is in error as only one magazine of a given launcher can be reloaded at a time.

(E55.311) Hyperdrone Step: Allocate hyperdrone fire (E55.311) and defensive actions (E55.33), possibly including multiple shots by aegis-controlled weapons (D13.0). Mark damage caused by hyperdrones.

(E55.315) Hyperdrones are not penalized when firing against drones.

(E55.323) Word 'impulse' should be 'turn'.

(E55.326) The retention of targeting to a unit which docks to a larger unit is an exception to (C13.943).

(E55.33) An ADD hit on a hyperdrone destroys it as any other drone.

(E55.33) An Anti-Fighter Drone System can fire against a Hyperdrone in ADD mode.

(E55.331) During each of a hyperdrone's two turns of movement it may be fired on by the target one time each.

(E55.332) Hyperdrone launchers cannot launch any faster if controlled by aegis, but a ship with two or more launchers in arc could launch a second (or third or fourth) hyperdrone at a target missed by a hyperdrone in the first (or second or third) aegis step.
(E55.337) Word 'impulse' should be 'turn'.
(E55.338) MCIDS (E6.0) treat Hyperdrones as a "seeking weapon that will hit the monster on the next impulse" with warhead 8 for the purposes of (E6.42).
(E55.432) Word 'impulse' should be 'turn'.
(E55.441) Word 'impulse' should be 'turn'.
(E55.461) Fighter chaff will prevent a hyperdrone from hitting the fighter if is dropped after a hyperdrone has been launched at the fighter from more than 20 hexes range, assuming the chaff roll is effective.
(E55.471) Word 'impulse' should be 'turn'.
(E55.482) Word 'impulse' should be 'turn'.
(FD51.215) A catfish drone must move four hexes before trying to acquire a target. If it was tractored/displaced, moved by any other means not under power, this does count as moving. If it gets stuck in a web, movement to escape the web counts towards the four hex requirement.
(FD51.313) A catfish drone cannot be accompanied by ECM drones unless it is launched as a normal drone.
(FD52.22) This launch is under rule (D19.221). This rule says that only missile racks can launch ATG-drones from a cloaked sub, but any FRAX submarine with a drone rack can launch drones and both rules note that ALL drones on a sub have ATG.
(FD53.21) A Subspace equipped drone be launched and simply operated as a normal drone, as if the special equipment didn't exist, and could be used normally for such things as mine sweeping. Qari sub-space drone is not affected by (FD6.221).
(FD53.212) The controlling unit has to have a lock-on to the cloaked unit in order to direct the drone to hit it. The seeking weapon would be affected by (G13.37); the drone would if its controlling ship had retained lock-on.
(FD54.0) Scud Missiles are defined as very large drones, and as such are treated as drones unless specifically noted otherwise. NOTE: This does mean that (FD1.52) AND (E1.7) apply when firing at a Scud just as if it was a normal drone before any other effects are applied (i.e., the Scud has its own special rules, but note that built in ECM would be combined with the ECM received from the two rules). A SCUD takes up four points of cargo storage.
(FD54.12) The scud missile speed cost is per missile.
(FD54.31) Scud missiles hit by a Warp Augmented Rail Guns in defensive mode are destroyed.
(FD54.317) In the third paragraph, the firing of the second gatling scores only three points of damage, not five as stated in the example.
(FD54.4) Scaleboards can HET as drones, and are affected by the minimum range. All SCUD missiles can be converted to Scaleboards if the price is paid.
(FP51.13) A type-A plasma torpedo launcher cannot be hastily repaired as a type-G with the special firing modes, in addition to being hastily repaired as a normal -S, a normal -G, or -F launcher without stasis.
(FP52.215) This rule clearly indicates that a wire-guided plasma torpedo can be directed to hit a cloaked target even if the controlling ship does not have a lock-on. The weapon would be affected by (G13.37).
(G51.0) The Trans-Mortar unit does not have to lower its shields to use its Trans-Mortar.
(G51.352) This rule is very clear that the ECM status is judged when the Trans-Mortar launches its bomb. This does not reveal the target as the EW status must be calculated during a period when there is no means to adjust the current EW status of the target. The target is recorded, the die is rolled, and if it missed, every one knows it. Remember, EW status is PUBLIC KNOWLEDGE, the Trans-Mortar operator does not have to guess what the EW status of any target is at the point he is going to use his Trans-Mortar, he KNOWS what the EW status is.
(G51.37) It is possible for a Trans-Mortar to attack a Tholian base at the center of a wedding cake without the ship ever entering the web.
(G51.42) This rule states that the explosion is treated "... in all ways as a mine explosion." Players should note that mine explosions reveal cloaked ships.
(G53.121) Chaff throwers are allowed to begin creating new charges and still fire any completed charges they have.
(G53.21) A ship with an unvoided wild weasel will void the weasel if it fires a chaff thrower.
(R101.B2) Barbarian FF BP diagram: Area A is missing 'trac' and Area D is missing 'APR'.
(R51.11) DWD: This vessel should have a note in its ship description stating that the ship can control a number of seeking weapons equal to double its sensor rating.
(R51.14A) DWA: This ship should have a note in its description describing its tunnel bay. The ship is incorrectly listed as (R9.14a) in its R description.
(R51.15) DMW: Unit abbreviation in description is DMW on SSD is MDW. This ship should have a note in its description describing its tunnel bay.
(R51.16) DWL: This ship should have a note in its description describing its tunnel bay.
(R51.17) DWG: This ship should have a note in its description describing its tunnel bay.
(R51.18) Rule CVS - Listed as CV on SSD and MSC.
(R51.19) SSD FRAX TUG has 10 boarding parties (MSC is right, SSD is wrong). Ship description starts with two left parentheses, and should have only one. Note that one of the pods on a FRAX tug points forward while the other points backward.
(R51.1C) Note on plasma-Fs replacing disruptors, arc shown should be AP, not RP.
(R51.24) SMC is correct designation; SSD incorrectly lists SCG.
(R51.25) Ship incorrectly listed as (R1.25) in its R description.
(R51.30) BCS: Unit description does not state that the ship has a tunnel bay with two hatches, but the SSD does.
(R51.33) CWG: The 32 BPs include 2 Commando, 3 HWS. There are 2 GCVs.
(R51.37) CWD: This vessel should have a note in its ship description stating that the ship can control a number of seeking weapons equal to twice its sensor rating.
(R51.44) FCR ship description should mention limited aegis. The SSD correctly shows two boarding parties (MSC shows 6 and is wrong). There is a six box track for replacement crews placed where the boarding party track normally is. ALSO per (G9.41) the minimum crew star should have been in the third box, not the fourth box, since is has a crew of 12.
(R51.5) FRAX CWV The BPV is 120/100; SSD is right, MSC is wrong.
(R52.19) T87: This vessel should have a note in its ship description stating that the ship can control a number of seeking weapons equal to twice its sensor rating. SSD spells "and" as "adn".
(R52.4) The T64 is not supposed to have the flag bridge or drone rack. The funny thing is, we sent the T64 page out to test with the T72 SSD by mistake, and when people caught that, we inserted the T80 (oops!) SSD.
(R52.6) QARI T83 title on SSD listed as scud CARRIER, but rule shows it as scud CRUISER. This is a semantic difference, as carrier is correct (it carries Scuds) but in SFB that word is restricted to fighter-carriers.

(R52.9) QARI T73 the split BPV is split using a - rather than the usual / used on all other SSDs.
(R53.1A) The Triaxians use the same generic units as Gorns.
(R54.7) Sharkhunter CVS has one bay. SSD "adn" = "and".
(R55.1) Barbarian background mentions 'FRAX', this should be a reference to the Barbarians.
(R55.1A) The "examples of heavy cruiser configurations" table placing Seltorian web breakers in these mounts, as well as Tholian snares and Jindarian "Medium Rail Gun" in the 360° weapon mounts is in error, and this rule is correct. This rule says that a type-R takes two option mounts and uses up the ship's quota of type-S torpedoes, and this does mean that a Barbarian DN which takes a plasma-R could not install a plasma-S in its remaining plasma option.
(R55.1D3) Escorts must purchase Aegis for all weapons on the ship able to use that system.
(R55.1D5) This rule says that Plasma-D racks placed in the 360° mounts on a minesweeper can have any 180° arcs that do not overlap. LS/RS, FH/RH etc., are not considered to be overlapping for this purpose.
(R55.1D6) If a Barbarian unit has no seeking weapons it can only control a number of seeking weapons up to half of its sensor rating. Seeking weapon control on a Barbarian with more than five fighters is doubled only if the fighters are armed with seeking weapons.
(R57.0) Some felt that the Deltans were not very restricted by their turn mode as they are usually moving very fast, and all ships have large turn modes when moving fast. When operating AT SPEED, and in OPEN SPACE, such comments apply. But consider the effects of damage or operating in an asteroid field. There ARE times when you WANT to move slow for an improved turning radius, and this option is NOT AVAILABLE to the Deltans, so the comment is true, and valid.
(R57.1A) The turn mode of a Deltan unit using erratic maneuvers is increased by one as with any other ship using erratic maneuvers.
(R58.1) Disruptors may be held for a maximum of 25 turns.
(R58.1B) The free HET can be 60° instead of 120°. There is no roll for breakdown on this HET (which is why it is referred to as a Free HET), but the energy cost must still be paid.
(R59.2) CAM: The unit description states that its abbreviation is CAM, the SSD shows MAP. MAP is correct.
(R59.3) MCW: The unit description states that its abbreviation is MCW, the SSD shows OAK. OAK is correct.
(SG71.46) Barbarians at the Gate: mentions "192 consecutive impulses" then the next sentence states it doesn't have to be. The rule is saying that the total number of impulses has to add up to 192, i.e., six turns, but that the six turns do not have to be consecutive all the way through. Casualties might reduce you below the needed number of BPs and then you land more.
(SH69.64) Some were confused by the line-of-sight reference in this rule. If the Federation manages to establish a line-of-sight between any two of its units such that this line could constitute a wall between all French and all Spanish ships, the French and Spanish are defined at that point to not have a line of sight to each other, and the Spanish will withdraw.
Annex 2 Note: Hyperdrone launch not shown [step 6D0 per E55.31].
Annex 4 Demon-IV missing double-sized symbol.
Harpoon -> J91.14/J51.14
Helo-MRS entry, J8 should be J58.
In the Master fighter chart the Harpoon and Helo-A are referenced to J91.0 this should be J51.0.
Annex 5 mentions an ACA as a FRAX stasis heavy cruiser, but it is not in this product. Other listed units not present include: FRAX BBS, BBV, CAA, CAE, CAG, CAP, CAS, and CF.
CWV listed as "War Destroyer Carrier" instead of "War Cruiser Carrier".
Opt-L arc shown as LAP, should be LPR.
Opt-R arc shown as RAP, should be RPR.
Annex 7D Chaff throwers, Axion torpedoes, and hyperdrone magazines are considered weapons for these rules.
Annex 7E D4.3223 should show the H-rack as a magazine (along with the D/H Drone racks).
Annex 7E should list Axion torpedoes as "torpedo hits"
Annex 7E should list Hyperdrone magazines as "drone hits"
Annex 8 does not list Axion torpedoes.
Annex 9 does not list Axion torpedo repair cost of 10.
Annex 10 FRAX CAE shown with Level D (major differences) symbol and the CAA should also.
Annex 10 Qari CL/T55 shown under Triaxian ships should be deleted.
Project Staff: Add Mike Filsinger to the Project Staff list.

MODULE R6: THE FAST WARSHIPS

(E18.7) The Medium Rail Gun costs two points of warp energy to arm. The weapon uses one ammo box when fired in defensive mode for the period of the firing, i.e., for eight impulses. Ammunition cannot be saved by firing less than eight impulses.
(G33.0) A given HDW can only perform one mission at a given time. The Hydrans, for example, cannot claim that their HDW is both a carrier and its own escort.
(G33.122) Rear plasma torpedoes do not have an AP tracking arc, but are limited to the RA arc.
(G33.123) Plasma-D torpedo racks can use the (D2.63) tracking arcs.
(G33.42) Note that Hydrans are not excepted from this rule, and a Hydran DWH with eight or more fighters is considered a carrier requiring an escort. Hydran ships do not gain additional launch tubes, and no race gains more hangar doors beyond those included in its R description. Heavy Destroyers operating as carriers will carry the type of fighter that is in common service for that year. Specifically note that Federation HDWs cannot be equipped with F-15s or F-14s, and Hydrans cannot carry more than one Stinger-H per three fighters.
(G33.43) This rule requires an escort DWH to have four shuttle boxes with two ready racks. Hydran escort Heavy War Destroyers can covert the other non-power option boxes to carry additional fighters.
(G33.46) The Fed HDW cannot use this rule to be outfitted as a heavy fighter carrier like the NVH because Federation heavy fighter deployment is very limited. When converting a Gorn HDW to a PFT, an additional tractor beam is added to the ship.
(R2.81) Federation CDW word "fasten" should be "faster".
(R2.84) FED FCR: As this ship has a crew of 12 the minimum crew star should be in the third box, not the fourth per (G9.41).
(R2.85) This ship cannot separate from its rear hull. The side phaser-1s have LS/RS firing arcs.
(R3.102) E7: the BPV is 142 and the crew 45 (the SSD is right, the MSC is wrong).
(R3.93) Klingon FWV Mobile Carrier SSD shows 'FMV' on the border. Its Escort is listed as F5A, should be an AF5.
(R3.97) Some have noted that the BPV of the FWC and F5W are identical after refits despite the FWC being a slightly more powerful ship. You have to understand that the game is very large, and there are EXISTING BPVs that we have to try work around. The original BPVs for the FWC put it in the same range as the D5K, which could quite literally take an FWC apart. But the lower end of the BPV was covered by the existing F5L, which could not really expect to take on an F5W and win. We did our best to create some spread, and we admit that we probably did not do a job that will satisfy all, but the only real answer at this point would be to adjust every BPV in the game. The game has grown too much in this regard. We cannot elimi-

nate existing BPVs, and cannot give new ships BPVs identical to ships they are seriously better or worse than they are.
(R3.97) The wing phasers are on the SSD as LS/RS have both the LS/RS arc as listed and the (D2.32) cross deck arcs.
(R3.98A) FWL: This ship has the rule number (R3.98) in the annex, and should be (R3.98A).
(R4.89) Of all the plasma races, only the Gorn's DWH has its option mounts adjacent. Just to clarify: the mounts on the Romulan ships are NOT "adjacent centerline mounts".
(R4.M1) Cohort caption has 'gold trip', should be 'gold trim'.
(R5.68) KZ FCR: The SSD is missing the ADD weapon chart for use with the type-G drone racks.
(R5.71) Some have complained that the Kzinti scout drone bombardment ship gave up some drone control ability while the drone bombardment ships of other races gain drone control ability. This is a reflection of tactical doctrine. All Kzinti ships are armed with drones and make heavy use of them in combat. Drone bombardment ships were tailored by the Kzintis for one mission, drone bombardment, and NOT direct combat. Since the ships were not to engage in direct combat (at least higher headquarters did not intend this), they did not need the increased drone control ability, which was deleted to reduce the cost of the ships.
(R6.55) Gorn BF: Ship description incorrectly refers to SSD and counter as being in C4, not in R6. Some have charged that the existence of type-S plasma torpedoes on the BF indicates that these were available generally at this time and hence all CAs should have been upgraded to use these torpedoes (or converted to BFs). This is not really the case. First, under the "prototype doctrine," there is a Gorn CA with the type–S refit in service at this point. It could even be argued that the diversion of type–S launchers to the BFs may be the reason that their refit to the CAs was delayed.
(R6.56) The BDV does not get a phaser-3 refit; the position is taken by the tractor.
(R6.58) HBD: Ship description refers to SSD and counter as being in C4, not in R6. Of all the plasma races, only the Gorn's DWH has adjacent option mounts; the mounts on the ISC and Romulan ships are NOT "adjacent centerline mounts".
(R6.59) The refit cost is correct as listed.
(R6.60) Hull in center section should be center hull.
(R7.M2) Holdfast listed as Hegemony (twice) and should read "Tholian Holdfast".
(R8.31) Orion DCR: Center warp engine is marked as right warp and should have been center warp.
(R8.34) The Cargo option boxes on an Orion can hold any non-weapon option allowed to both the normal non-weapon options of a HDW of a non-Orion race, or non power-generating systems as available to the APR* options of a non-Orion.
(R8.34) This ship uses the (G15.212) size class 3 doubling rules despite its being a size class 4 unit.
(R9.67) HYDRAN THR: The RA arc should be deleted.
(R9.68) Everywhere but on the SSD, this ship is referred to as the Picket, and abbreviated "PIC". Sentinel is correct. This reflects a last minute change to avoid conflict with the Picador.
(R9.70) INS: This ship has 6 shuttle boxes and 1 HTS on the SSD but has 7 shuttle positions and 1 HTS on the Admin Shuttle Record Track. Delete the extra shuttle entry on the Admin Shuttle Record Track.
(R9.72) HYDRAN DDP: There is no need for the RA arc listing. The fighters can use the FA.
(R9.74) H DWF: Confirm: This ship has only one shuttle.
(R9.76) DWV: This unit has only eight fighters on the SSD but the list of escorts per year in the ship description section refers to nine fighters; eight is correct. The ship description refers to an FFA escort; the chart correctly lists this as an AH.
(R10.43) SSD: Since it has 12 crew, the minimum crew star should have been in the third, rather than the fourth box (G9.41).
(R11.57) Lyran DWV SSD shows "DMV" on black border.
(R11.60) Lyran INS: This ship has four shuttle boxes and one HTS on the SSD; delete the extra shuttle entry on the Admin Shuttle Record Track.
(R12.37) HDW: The SSD shows four T-bombs and fakes, but as this is a size class 4 ship, it should only have two of each.
(R12.38) WYN PBC: The movement cost of the ship is correct at 0.67 or 2/3.
(R13.50) ISC HDW: The RA option mounts are limited by (R13.1C).Of all the plasma races, only the Gorn's DWH has its option mounts adjacent. Just to clarify: the mounts on the ISC ships are NOT "adjacent centerline mounts".
(R13.52) CPF: The cargo boxes were given firing arcs, and these should be deleted.
(R13.53) ISC Medium Cruisers cannot have the S-torp refit. That would exceed the limits of the design.
(R15.21) MSC DDV: There is a GAS in storage (spare shuttle = 1+1+2).
(R16.42) HDW: This unit should have two fighters on its SSD.
(SH198.0) This scenario represents several similar battles over a period of time, all with different outcomes, so no specific outcome could be assigned to it. It was sort of a tossup whether we would make this scenario generic, but we wanted to use specific races which made it possible to select ship names from one of several similar battles. Unfortunately, these battles were noted in an incomplete copy of an article in *Proceedings of the Star Fleet Institute* and the outcome of the only battle with a complete ship listing was in the damaged part of the file.
(SH199.0) This scenario represents several similar battles over a period of time, all with different outcomes, so no specific outcome could be assigned to it; see comments above.
Annex #7E (D4.3222) TORPEDOES: For the purposes of this rule, the priority (for establishing the best type of torpedo) is: special sensor replacing torpedo, medium rail gun, plasma-R, plasma-M, plasma-A, plasma-S, kinetic cannon-heavy, kinetic cannon-medium, kinetic cannon-light, tractor-repulsor-heavy, tractor-repulsor-light, photon, plasma L, Light Railgun plasma-G, particle cannon, disruptor (in order from greatest range to shortest), axion torpedo, fusion beam, plasma-F, plasma-D rack (including a magazine of a starbase or BATS rack), prospecting cannon.
Annex 5A refers to a PIC for the Picket, and this could be confused with the PIC (Picador). It should refer to SEN for Sentinel.
Annex 7F The Orion HDW is NOT nimble.
Annex 7G Lists Hydran DDS as having one bay, the SSD is correct with three.
Lists Hydran DWF as having two shuttles, should be one.
Lists Hydran HDW as having two shuttle bays, it only has 1.
Lists ISC HDD as having 2 bays, it has only one.
Lists LDR HDD as having one bay, it has two.
Refers to a Hydran PIC and should refer to SEN.
Annex 7N lists it as HSRV with 150 PI-D reloads, Annex 7G is correct with its listing of 100.
Annex 7N: The drone storage of the Kzinti BF as noted on its SSD should have been repeated in this annex.
Annex 8H: PCs cost 2 points and Web Breakers/Shield crackers cost 5 points in Seltorian HDD rear weapon options.
BPT The Hydran Boarding table for the survey cruiser refers to a Picket and should refer to Sentinel.

MODULE P6: SMORGASBORD

(E107.21) This rule about megaphasers 'not affecting' turn mode and breakdown *is correct* and rule (E107.241) is wrong.
(E107.242) The radiation from a Megaphaser does not affect crew units/boarding parties in the boarding party area it is in.
(E108.21) A BS would have either one Standard, or two Mini photons. A Battle Pod would have four Mega photons. The Light battle pod would have four standard photons.
(E56.12) The damage for hot prox should read 2+1, not 3 .
(E56.14) Grape shot can also fire at zero hexes.
(E56.15) The special firing modes cannot be combined in a narrow salvo.
(E56.613) A chain shot torpedo cannot be converted directly to a proximity fused torpedo, without first converting it to a standard torpedo on a previous turn or vice versa.
(E56.734) If this random internal destroys a weapon, then the effects of (E56.733) will apply and an additional random internal will be generated.
(FQ93.15) There is no home territory for Quantum Wave Torpedoes, but it is considered to be in the Operating Zone of the Omega, Star Dust, and Kublai Cartels.
(FQ93.42) Warp Augmented Rail Guns, Medium Rail Guns, and Light Rail Guns, affect Quantum Wave Torpedoes in the same manner as a plasma torpedo is affected.
(P16.32) The firing ship is penalized by one point of ECM if it is in a tail hex, even if its fire does not go through any intervening tail hexes and its target is not in a tail hex.
(P51.28) Drag Space has no effect on the cost to execute an High Energy Delay (X12.4).
(R17.0) Extensive revisions to the Vudar rules were published in Star Fleet Times. Playtesters should check them.
(R106.901) SSD, top part VCL should read YCL.
(R51.940) FRAX SWX SSD: Ship Data Table has 3x UIM line but the Submarine has no disruptors, so delete the line.
(R56.4) The Flivver DN has only six Hyperdrone racks; delete Hyperdrone Rack Ammo track records #7, #8, and #9. The ship should have one left, one right, and two center warp engines. The left probe launcher is #1, the right probe launcher is #2.
(R57.4) SSD Deltan DW: Center Warp missing 'C' designators.
(R57.5-8) SSD Deltan DW variants page: Center Warp engines missing the 'C' designators.
(R58.6) This ship can transfer control of its drones to other DWDs of its race who must have the drones and their target in its arc, but cannot transfer control of the drones to other units.
(R59.4) This ship needs the plasma-D damage chart.
(R59.5) This ship has the damage chart for a type-F plasma torpedo, but does not mount such a weapon.
(R59.6) This SSD does not need the damage chart for a type-F plasma torpedo. The SSD Ship Data Table shows its rule number as (R69.6), it should read (R59.6).
(R59.7-10) Canadi'en war variants. This SSD should not have the damage chart for the plasma F torpedo.
(R60.0) Joe Butler was the originator of the Hispaniolans.
(R60.7) This ship can transfer control of its drones to other DWDs of its race which must have the drones and their target in its arc, but cannot transfer control of the drones to other units.
(SP1227.0) Change the speed of the Dire-Lict to 32. The Dire-Lict will always pursue the player's ship at this speed. However, whenever it displaces (SP1227.4511), it always displaces in a direction away from the player's ship (not fighters or shuttles, which it ignores when determining direction).
(SP1227.64) Note that the 40 boarding parties mentioned in this rule are the starting number used to determine losses by the Dire-Lict's borders before they finally captured the ship. The number of actual defending boarding parties will be much less.
(SP283.451) Combat evaluations show the monster is too slow (contradicting the extensive playtesting). To resolve this, double the total of the five dice and allow the monster to move twice on some impulses. Determine when it is to move twice by looking at the totals of the dice, and using two movement columns if the total is greater than 32. If the dice total is 40, the monster will move on any impulse when speed 32 moves, and on any impulse when speed 8 moves (for a total of 40).
(XC12.431) The effect of a High Energy Delay for purposes of voiding WWs lasts until the end of the impulse in which it is used.
(4R.2) Single ship raids cannot raid planets.
Ship Comparison Book: The Lyran DW has three disruptors, only two are listed.
F&E Annex 751: The following should be marked as double conversions: Klg F5-FWV/HF5, Grn DD-BDV/HBD, Hyd HN/CU-HDW/DWV, and Lyr FF-HDW.
F&E Annex 751: The Gorn HSV was listed as HRV.
F&E Annex 754: Add Hyd HDW-C to Command Rating 10.
(4H.3-6) POGs cannot be built without the PFs. If a POG is destroyed, the PFs become casual PFs if there is capacity available to pick them up, otherwise they are lost.
(4H.3-9) An HDW-R is not considered an escort as the FCR is.
(4J.0) '(R) FCR' should be listed as 'R (FCR)'.
(4J.2) '(R) FCR' should be listed as 'R (FCR)'. ★★★

LET'S TALK ABOUT RULES

The rules of SFB have always generated arguments, some of them heated, and ADB hasn't always done the best job of communicating which rules are in force. We intend to do better. Here are three recent updates:

1. The "shield vs movement" errata in Starletter #91 (which most players never heard of) was actually canceled at Origins 95, but "the interregnum" began in September 95 and this fact was never published. Now it has been.

2. In (G18.311), the Andromedan player must write down the hex he plans to displace into before the die roll. (About half of the players always did it this way, but many Andros felt they should not have to. This has always been the tourney rule.)

3. (P3.233) may create exceptions to the Order of Precedence (C1.313). When going through the Order of Precedence, whenever you encounter a unit which has not moved that impulse AND which is part of a column, consult the Columnar Order for that Column and (at the current point in the Order of Precedence) move any units which are earlier in the Columnar Order for that Column. If a unit (voluntarily or involuntarily) leaves a column, some, all, or none of the subsequent units in that Column may leave the original Column and join the new Column, but the units in both columns will keep their original Columnar Order for the rest of the present impulse.

To avoid further confusion (particularly in tournaments), here are "the rules" about rules. All judges are required to use all current rules (as limited to tournaments); judges and players without internet can obtain a printout of the current files by sending a stamped self-addressed envelop (52¢) to ADB.

1. The rulebooks, the huge Master Errata File on the web site, the errata in Captain's Log #14-18, and things posted to ADB's web site, constitute the entire rules set. Private letter or email rulings are NOT valid unless confirmed in one of the above official locations. Anyone who has such a ruling needs to send it back to ADB to be reconfirmed in the official sources.

2. While questions & answers in Captain's Log are valid rules, the fact that a term paper seems to allow something does NOT count as a valid rule.

3. The new web site will have an area to post new rule changes, corrections, and interpretations. This will include on-line questions and those received otherwise. ★★★

TEN QUESTIONS; TEN REASONS

1. Do you accept hand-written submissions?

Yes, but ... hand-written submissions are hard to deal with, as they have to be manually retyped here to be playtested and developed and published. That does not mean that only typed or Email submissions are possible, but it does mean that for a hand-written one to get put into the "type this in" stack it has to be VERY special and EXTREMELY easy to deal with (i.e., easy to read). Here's a hint. If your best buddy cannot hold it at the length of his arm and read it aloud easily, I'm not going to find anyone around this office willing to sit down and put it on a typing easel (at the same "arm's length") and type it in.

2. What about the "First Federation"?

That was only mentioned in one old episode. There was (and remains) absolutely no definitive data available on what they were, what they wanted, what their technology included, or what their ships were like, so anything we did would be something made up out of whole cloth and given that name with no real basis for doing so. And what's the point of that?

3. Why are probes for info banned in tourneys?

No one really remembers, but there is no reason to add them back to it now. If removing them solved a problem that no one remembers, the problem would come back.

4. Can I use my own Energy Forms or SSDs (which I feel are better than yours) in tournaments?

Sorry, but no. You have to use the standardized forms so that the judges can handle things more efficiently.

5. A three-judge panel said that my opponent's move was legal, but the rulebook at least seems to support my claim that it is not. What do I do?

Simple. You look up the rule for yourself and show it to the judges BEFORE they make their decision. You can always look up a rule for yourself. Once you put it into the hands of the judges, you've given up the right to check the rulebook later. If you don't like the ruling, then *immediately* research it yourself *before* resuming play. Judges have been known to make a mistake now and then, and it's very easy to fix it before another counter is moved or die is rolled, and hard to fix it later.

6. My opponent said he was going to go ask a judge if his planned move was legal, and didn't want to tell me what the question was because it would take several impulses for the situation to develop. I agreed (it's a fair part of the game) and he went and asked. Play resumed. A few minutes later, he did something I thought was illegal, but I assumed he had cleared it with the judge and let the game go on. A few impulses after that, my ship blew up under me as he launched a devastating attack. As we were picking things up, I mentioned what I though was an illegal move and he remarked (with some shock) that it was a totally unrelated move he had asked the judges about. We checked the rules, and sure enough, the move I thought was illegal WAS illegal! What do we do?

Do NOT get into that position in the first place. If you think a move is illegal, challenge it on the spot. Do not assume that even if one judge has cleared it that it would pass a three-judge panel. Once you're into that position, however, it depends on where you are in the tournament. If it's patrol, the judges will do something appropriate that won't hurt your record. If it's a single-elim battle, you have a problem. The judges will TRY to restart the game from before the foul. If that isn't possible, they'll have you play it over again. (The judges could not accept an excuse by the player that made the error that he didn't want to play over because he had other plans for his time. HE made the error.) If there isn't TIME to play it over, and if neither player wants to concede on grounds of sportsmanship, and if the judges don't just happen to have a wildcard slot to give away, the judges will have to find against you because stopping rules errors is the responsibility of the victim of the error. Knowing the rules, and the judge procedure, is part of the game.

7. What if we feel that the judge running the event we are playing in is just not competent to do the job? Where do we go to get something done?

If he's having problems with administration, offer to help.

If he's making rules errors, show him the rulebook and offer to look up future questions for him. (Remember that ANYONE can look up a rule in the rulebook and the rulebook always has first shot at being right. The one thing that "judges" can do and others cannot is tell you what it means or fill in a loophole or resolve a contradiction. Even a judge cannot overrule a published rule, except to resolve a direct contradiction.) If he insists on overruling the published rules, advise him and all players that he has violated the sanction and that you will report it to ADB, Inc, ensuring that there is no ace card.

8. I wanted to run an SFB event at a convention, but officials wouldn't let me. Can you make them?

No. Each convention sets it's own policy and decides who can and cannot run events and on what basis. Neither TFG nor ADB would even consider ordering a local convention to pick one judge and his event over another. (And if we did, they would promptly ignore us! Of course, most conventions would pick a sanctioned judge against one prohibited from running sanctioned events.) If they just don't have room, get your event registration in early for next year. If another SFB event is being run, offer to share or alternate judging duties. Look for cooperation, not confrontation.

9. How do I become a playtester?

Simple. Just get a playtest item from Captain's Log, *Star Fleet Times*, Module P6, or the web site, test it, and send in your report. We'll tell you how you did or how to do better. After you get good at it, we'll start sending stuff to you. [In the old days, we sent out playtest materials to anyone who asked, and 90% of them never sent a report. This method, making playtest stuff available to everyone, is more efficient.] If you send in a playest report on one of those items (and if the report is useful) we will send you more products (more or less of your choice). If you just didn't understand what we wanted from a playtest report, we will explain to you how to do these better.

10. How is the new company going to work?

Much better than the old ones! It was very confusing to players to sort out who was responsible for what, and dozens of things that *both* companies had to do together took forever since they are located a dozen miles apart and see each other only infrequently. Whenever a joint meeting was held, there were always more items on the agenda than could be accommodated, and many items were delayed again and again. Mail sent to the wrong company could take weeks to reach the proper hands. Even better, running one company instead of two will provide us with efficiencies of scale. (For example, we only need one postal scale now instead of two.) Basically, anything you would have sent to (or expected from) ADB *or* TFG you will now send to or get from *ADB, Inc.* ★★★

DISCLAIMERS OF THE STAR FLEET UNIVERSE

On Klingon Stasis Field Generators: Warning: Requires high energy input and very cool nerves; this equipment requires a very close-range approach to the targeted object; manufacturer not responsible for any undue, unwanted, and forcible alteration to the structure of the generator ship due to the said close-approach; warranty void and null if #1 shield is breached. The manufacturer makes no warranties, either expressed or implied, with respect to the hardware referred herein as SFGs, its quality, performance, mechanical reliability, or fitness for any tactical situations.

On Lyran Expanding Sphere Generators: Warning: Manufacturer not responsible for paint scratches, hull dents, or loss of fur/life due to mishandling of the generators; warranty null and void if there are any hostile objects inside the radius of the generator, whether the generator is active or not; if not used properly, this equipment may result in severe damage to unintended parties.

On Romulan Plasma Torpedo Launchers: Warning: The nature of this equipment may expose the user to unfavorable tactical situations due to the length of the arming cycle after each use; the torpedo device may be decoyed by specialty shuttles. Do NOT use within 100 parsecs of any Organians.

On Hydran Fusion Beams: Warning: This equipment requires a very close approach to be effective; not responsible for any undue, unwanted, and forcible alteration to the structure of the generator ship due to the said close-approach; not responsible for any angry Lyrans or Klingons. Warranty void where prohibited by damage control.

On Seltorian Particle Cannons and Web Breakers: Warning: Results unpredictable outside the originating galaxy; do not attempt to engage Milky Way galaxy ships, as this will usually tick them off without doing any significant damage. Use only as directed, against Tholians.

On Federation Photon Torpedoes: Warning: May cause damage to your shields if used improperly; not responsible for irate Klingons, Romulans, or Andromedans; may cause power shortage on certain classes of ships; do not use overload setting on destroyer-class or smaller ships. If shield damage persists after five (5) consecutive uses, contact your field technical support *immediately*.

On ISC Plasmatic Pulsar Devices: Warning: Not tested in actual combat; results may be radically different than simulator; DO NOT use this device against an Andromedan ship; may require multiple attempts for a successful target lock-on. Not responsible for lost or misdirected pulses.

On Gorn Navigation and Warp Engine Modules: Warning: This product is guaranteed to survive one (1) High Energy Turn only; do not attempt any radical maneuvers; warranty null and void after the first HET, or above speed of warp 2.289428485107.

On Andromedan Displacement Device: Warning: This device may act haphazardly if used improperly; do not try this at home.

On Andromedan Tractor Beams: Warning: Use only as directed. May cause irritability and tension when used against Federation, Klingon, Romulan, Kzinti, Hydran, Lyran, Orion, Tholian, ISC, Gorn, and just about any intra-galactic forces. For repair or replacement of damaged parts, send the defective part (postage pre-paid) back to Androma Technical Works Field Repair Shop, Star Base Desecrator-5, Andromedan Galaxy (allow 401 years for delivery, repair, and return of the damaged goods).—*Hyun Yu*

YOUR CAPTAIN JUST *MIGHT* BE A REDNECK IF...

- your shuttlecraft has been up on blocks for over a month.
- he paints flames and an NRA sticker on the warp nacelles.
- you have a shuttle called "Billy Joe Bob".
- he refers to Klingons as "Critters".
- he refers to Romulans as "Yankees".
- he refers to Photon Torpedoes as "Popguns".
- he has the sensor array repaired with a bent coathanger and aluminum foil.
- he installs a set of bullhorns on the front of the saucer section.
- he says "Got your ears on, good buddy" instead of "open hailing frequencies".
- he hangs fuzzy dice over the viewscreen.
- he rewires his communicator into his belt buckle, along with his tricorder and his pocket knife.
- he keeps a six-pack under his command chair and a gun rack above it.
- he says "Yee-Ha!" instead of "Engage".
- he has a hand-tooled holster for his phaser.
- he insists on calling his executive officer "Bubba".
- he sets the forward viewscreen to reruns of "Bassmaster".
- he programs the food replicator for beer, ribs, and turnip greens.
- he paints the starship John Deere green.
- he stocks catfish in the ship's pool.
- he spends every Tuesday evening in the ship's bowling alley.
- he refers to a Pulsar as a "Blue Light Special".
- he refers to the Mubarsa Nebula as a "swamp".
- his moonshine is stronger than Romulan Ale.
- the spare seat on the bridge has his cowboy hat in it, and no one, absolutely no one, would dream of sitting on it by accident.
- he sings "Lucille" instead of "Kathleen".
- his idea of a dress uniform is CLEAN bib overalls.
- he wears mirrored shades on the Bridge.
- his idea of a "gas giant" is that big ol' XO Bubba.
- he sets the phasers to "Cajun".—*John Hilgers*

THE TOP 10 QUESTIONS A CAPTAIN NEVER WANTS TO ASK DURING A BATTLE

1. If you didn't put the drones in the scatter-pack, where did you put them?
2. You loaded the photons with WHAT, instead of anti-matter?
3. Why is the cook leading the marines?
4. You did *What* to the warp engines?
5. If the pilots are still on the ship, who is flying the fighters?
6. What do you mean "he went to the bathroom"?
7. If you're not using the UIM to aim the disruptors, then what *are* you using it for?
8. What do you mean "you're not sure" whether you launched the real or the pseudo plasma torpedoes?
9. You're using the stasis field generator to keep the *vegetables* fresh?
10. You're using one of the seeking weapons control channels *to steal pay TV*?—*Geoff Gard* ★★★

STAR FLEET WARLORD

Star Fleet Warlord (SFW) is the official play-by-mail game of the Star Fleet Universe. In many ways it is like a multi-player free-form SFB campaign in which a sophisticated computer program handles all combat. The emphasis of the game is on strategy and diplomacy. You play the part of the Warlord of an Intergalactic Corporation, with the task of conquering the majority of one quadrant of the Greater Magellanic Cloud. The Andromedan War is long over, and all those old General War ships are now obsolete, so your Corporation can buy them to use in its exploration and expansion.

Standard games start approximately once every two months and involve 32 or more players simultaneously. Each turn, you receive a laser-printed report which includes the following: updates on your ships' locations; reports of battles or encounters; scans of new sectors you have explored; the status of your Corporation's economy; and the names and addresses of any other players you may have encountered.

Each game has its own victory conditions, usually set as ownership of a certain number of worlds or sectors (or both). There are many diverse game variants in which special rules are in operation (or turned off), the number of players or sectors is adjusted, and so on. Historical games, designed for teams, are also available. You can even customize games if you have something special in mind!

Star Fleet Warlord is run by Agents of Gaming, an independent company which holds a license for Star Fleet Battles play-by-mail games. For information, contact AoG at P.O. Box 31571, Dayton, OH 45437-0571 or send electronic mail to aog@agentsofgaming.com. Find us on the World Wide Web at http://www.agentsofgaming.com. Turns in Star Fleet Warlord are $6, and the rulebook (which includes everything you need to get started) is $5. For a Startup Pack, which includes the rules and your first three turns in the next available game, send $20. Check or money order accepted (US funds only). Electronic mail turn submission is available, and Canadian and overseas players are welcome!

WARLORD STRATEGIES *by Ian Alexander*

Star Fleet Warlord is a game of acquisition. To win, one must capture the most sites before others do. Thus, while non-player (computerized) positions must be attacked, it is enemy *players* that must either be allied with or destroyed. Since non-player Corps (NPCs) and wild sector pirates do not leave their own sectors, only enemy players are a true threat. If diplomacy fails, these Corps *must* be attacked, and with all due haste.

The benefits of the offensive strategy are many. Taking sites in enemy-controlled sectors denies him income and, in particular, the 100-point sector bonus. It also takes the battle to him and away from you (and your all-important Home Office site, without which you lose the game). More importantly, going on the offensive gives you the initiative, forcing your opponent to react to your moves. This can be difficult in SFW, because there is a time lag between turns. Your opponent might send in moves thinking his holdings are secure, but find out later you have taken them away (and his ships are now hopelessly out of position). This realistic simulation of slow communications has been deliberately built into the game system, and is part of what makes SFW so challenging.

Even if you can only attack with one or two ships, this still forces your enemy to send ships after yours, instead of attacking you or expanding into other areas. Don't neglect your defenses (especially bases). Remember that by carrying the fight to the enemy you are pushing your borders ever outward, and need a place to regroup or at least make ship scans.

If things go awry and your home sector comes under attack, don't make the mistake of pulling everything back from your outlying borders. If what you already have in your home sector (and what you can buy at your Home Office on your next turn) isn't enough to stop the invader, then reinforcements from other sectors will almost certainly arrive too late to be useful. You must assume that you are going to survive the attack and continue your expansion. By retreating you cede the initiative to your enemy, but by pressing on into your opponent's areas you distract his attentions and disrupt his offensive, possibly even forcing him to change his plans. Maybe you can't take out his Home Office, but if you strike at his income sources and take away his sector bonuses, he may be so weakened that an ally (or at least a co-belligerent) can come in and finish the job.

It's also possible that by continuing to act offensively you can convince him (through diplomacy) to stop his attack and turn his attentions elsewhere. Most skilled players look for weak, easily conquered Corporations and will turn away from a determined opponent. You can try to bluff him with the old "I may not win but neither will you" argument, especially if you have some firepower to back up your threats. If this doesn't work, contact a nearby friendly Corporation, tell him what you're doing to your opponent, and see if he wants to help!

This, of course, is only the tip of the diplomatic iceberg. Diplomacy is crucial, especially early in the game, for securing borders. There are at least three other players right next to you, and usually four. You can't fight them all!

FIGHTERS IN STAR FLEET WARLORD: THE OPTIONAL ITEM OF CHOICE *by Rich Goranson*

In Star Fleet Warlord, there are several different kinds of optional items available for ships (as well as legendary officers and levels of crew ability). There are transporter bombs, which almost every ship can use for enhanced firepower. There are MRS shuttles for cruisers and larger units, which provide added defenses. Drone ships can buy heavy drones (a simulation of the many drone abilities in SFB) for extra firepower and bombardment attacks. Troop ships can carry commandoes for combat benefits and a powerful first-strike punch against bases. Finally, there are fighters and PFs, used only by certain ship types (carriers and tenders, respectively), which add tremendous firepower to any battle. Considering that PFs are not available until Y180 (Turn #15 in most games) and the typical game ends around Y185 (Turn #20), and fighters are around from the start of play, fighters are the optional item of choice. There are other reasons as well.

Fighters are one of the better economic bargains in the game. Fighters cost 5 economic points (EPs) and provide 4 attack factor (AF) to their carrier, a total of 0.8 AF per EP. Here is a comparison chart of the basic combat value of the other optional items in the game:

Optional Items	EP each	AF each	AF/EP
Heavy Drones (HDs)	1	1	1.00
Fighters (Ftrs)	5	4	0.80
Fast Patrol Ships (PFs)	20	15	0.75
Transporter Bombs (TBs)	4	3	0.75
Commandoes (Cmdos)	3	2	0.67
Multi-Role Shuttles (MRSs)	4	0	0.00

As you can see, only heavy drones provide a better cost per AF. However, there are some enhancements which can be added to fighters that are not shown on the above chart (enhancements not available to drones or most of the other items listed). For example, on a "strike carrier" class ship,

fighters have an AF of 5, not 4, which brings them right up to the level of heavy drones in economic value. In addition, any ship with a Legendary Ace aboard adds +1 to the AF of each fighter, so it's possible to have an AF as high as 6 per fighter!

Fighters can also be used to enhance the strength of fortifications, something only PFs and legendary officers can in the game. A typical base station costs 200 economic points and has a defense factor (DF) equal to one-fourth this amount, or 50 DF. However, it can also support up to 10 fighters (1/20th of its fortification level), which adds 40 more DF — nearly double the original factor — for only 50 more EPs! While the fighters do not add any additional hit points to the base, its damage absorption ability (equal to the fortification level) is already considerable. Besides, the usual aim of fortifications is to force opponents to "bounce" off them and not attack, not to blunt an assault once it begins. Four frigates can destroy an unsupported base station, but will very likely bounce off a supported one!

There are also orders in the game which specifically allow great flexibility with your fighters. These are the Assign Fighter order (enabling you to place fighters from your unallocated stockpiles into base defense), and the Garrison Assign/Extract order, which lets you transfer fighters to/from a base directly from a ship. With T-bombs, drones, and commandoes, you must have the items in your stockpiles when you visit a base, and pickup is automatic. What's more, there is no way to move them off a ship once loaded. Fighters can be extracted with the appropriate Garrison order.

Another advantage to fighters is that they do not "attrit away" in battle until the ship begins taking damage. (This is a necessary side effect of the battle simulation program, as fighters would not balance properly if they could be killed by random fire.) Commandoes, T-bombs, and especially drones, can be destroyed simply by being in a battle, even if that battle is an obvious victory for your side (assuming the defender has any forces at all). Granted, the amount of drones and similar items that will be lost is very small, but it can add up if you have a very large fleet (and if that fleet is away from a base or resupply ship, its combat abilities will suffer). Fighters are only destroyed if the ship they are on takes internal damage, and are bettered in this area only by PFs, which can actually absorb internals to protect their tender.

One other feature of fighters bears recognition. For all the optional items, some random price fluctuation can occur each time replacements are purchased. The prices shown on the preceding table are the base (average) costs, but these can vary tremendously, adding a certain amount of uncertainty to the procurement process. Of all the optional items, fighters vary the most by percentage, from as low as 3 EPs each to as many as 7. (PFs range from 15 to 25, drones from 0.8 to 1.2, MRSs and T-bombs from 3 to 5, commandoes from 2 to 4.) This means you might pay as little as 60% of their base price to as much as 140%. No other item goes to such extremes. If you issued an order to buy 200 EPs worth of fighters, you might get as few as 28 or as many as 66 with that order. As with all such fluctuations, the increased numbers received on "good" turns more than offset the decrease on "bad" turns.

With all of the above advantages, fighters do have a few disadvantages that need to be pointed out. Because they add so much firepower, they can increase the AF of their carrier well above that ship's ability to survive in combat against a larger opponent. With 12 fighters on a light carrier, that ship might attack a DN and die when trying to cut through the much larger ship's shields and hit points. Therefore, carriers should always be escorted if you expect them to enter battle.

Fighters also don't work in a variety of terrains, including one very common one, the nebula. They should also avoid ion storms, negative energy fields, and antimatter zones, plus the obvious novas and supernovas.

You must pay a support cost for your fighters (just as you must for PFs or commandoes, although the other items don't require support). The cost is 1 point of Food resources for every 8 fighters you have stationed on carriers. PFs have a comparable level, while commandoes are by far the worst consumers of food (your troops are *always* hungry). However, the support requirement is still a significant disadvantage, especially if your Corporation is low in this resource.

Finally, because fighters are so popular, their carriers also tend to be popular. With SFW's supply-and-demand pricing system, this forces the cost of carriers upward, especially for very frequent buys like the Romulan Superhawk-B and the Orion Strike Carrier. After their initial turns of availability, you'll find such ships are too expensive to afford.

Fans of fighters should consider playing the ultimate fighter race, the Hydrans. Just about every ship on their list can carry at least a couple of fighters, and even those that don't will gain one or more when they are upgraded later in the game. This enables Hydran fleets to field a surprisingly high amount of firepower (keeping in mind the hit point disadvantage mentioned previously). This can be very important during the middle game, before PFs have come into play, because not only do they have high offensive capability they can also "bounce" opposing fleets very easily. The lowly 93-EP Ranger (RN) has a defense factor (DF) of 38 and can carry 9 fighters for a total of 74 DF (and costing a total of 138 EPs). Very few other ships can mount this sort of defense for the cost.

The Hydrans also have several other excellent carriers including the awesome Cavalier (CAV), which is the only heavy strike carrier in SFW; its 21 fighters provide 105 AF or DF. (If ever a ship needed a Legendary Ace, this would be it!) In fact, the Hydrans have more strike carriers in the game than all the other races combined.

Even if you don't play Hydrans, you should still choose fighters and carriers for the firepower they provide. When selecting optional items, make fighters your first choice — your opponents won't live to regret it! ★★★

SFW VICTORY REPORTS

G#	Winner	Corporation	Victory
33	Matt Smyth	Cat Who Ate Rudolph	10 sectors
34	Jack Novak	ADHD Warriors	83 sites
35	Todd Kagan	Weststar Resources	85 sites
36	Bruce Spears	Alone	7 sectors
37	Ty Johnson	Rapist Braineaters	7 sectors
38	Jim Roberts	Imperial Muscle	80 sites
39	Brian Tobolski	Storm	7 sectors
40	Rich Goranson	Miracle Starships	7 sectors
41	Ken Cole	Harsh Reality Inc.	101 sites
42	Jeff Martin	SPQR	7 sectors
43	Todd Kagan	Galactic Zookeepers	99 sites
44	Mike Bogdan	Savage Norsemen	7 sectors
45	Todd Kagan	Weststar Resources	8sec 97site
46	Art DeLaura	Klingon Peace Corps	81 sites
47	Dan Kagan	Strider	7sec 80site
48	Todd Maslyn	What Was That?	7 sectors
49	Robert Vandenberg	Krasnya Flot	101 sites
50	Gene Malin	Gungho Iguana Corp	7 sectors
36Q	John Hanna	Maim Brian	596 points
37Q	Randy Hill	Destruction Unlimited	728 points
37A	John Reardon	DisneySpaceCapades	7 sectors
41A	Johan Lundin	Overlord Council	Last Corp
X3	Doug Pentecost	Federation Inc.	3 sectors

ENTER SCREAMING

The Paravians come to SFB

When the newly-united Gorn homeworlds began expanding into the Galaxy, they encountered the Paravians, a warlike race of sentient birds. Bipedal, with a thumb and two fingers at the mid-point of each wing, the Paravians had long ago lost the ability to fly. (A few athletic individuals could still manage it, and most could manage short powered glides).

Research showed that the three Gorn races and the Paravians had all been transported to their "homeworlds" by some unknown agent 13,400 years ago. It was also discovered that the Paravians were descended from a Gorn race that had been wiped out by an asteroid impact 12,600 years ago. To the Paravians (who had the mindset of raptorial hunting birds), the Gorns were the ancient demons whose bones were found (fossilized) now and then. War broke out almost immediately and continued until the Gorns wiped out the Paravian fleet and outposts and blockaded them on their home planet. When a sunsnake caused the star to go nova, the Paravians were wiped out and the Gorns felt overwhelming guilt.

The Paravians were first introduced, along with their early years light cruiser and Quantum Wave Torpedo, in Module P6. For those who bought that product and wanted more of the Paravians, we present a new ship, two scenarios (on pages 52-53), and some ideas for General War Paravians.

If you didn't buy Module P6, you won't be able to actually play them, but at least you can look at the really cool art below.

WILL THE PARAVIANS RETURN?

We certainly left the door wide open for anything from a few raiders to a lost colony to turn up just about any time we need to liven up the universe. Just how and when they'll return has not been decided, and it could fairly be said that until they actually show up, we haven't officially decided that they will return at all!

There are several possibilities. Maybe they met up with some Orions? (Then again, Orions are notoriously bad about keeping secrets when there is a profit in selling them.) Maybe they developed new technology, and maybe they just perfected the QWT. About the only thing that's impossible is that they got over their hate for the Gorns.

How might the QWT have been improved? Hard to say. One improvement for "normal years" fighting might well have been the range, reaching the "normal" range of 30:

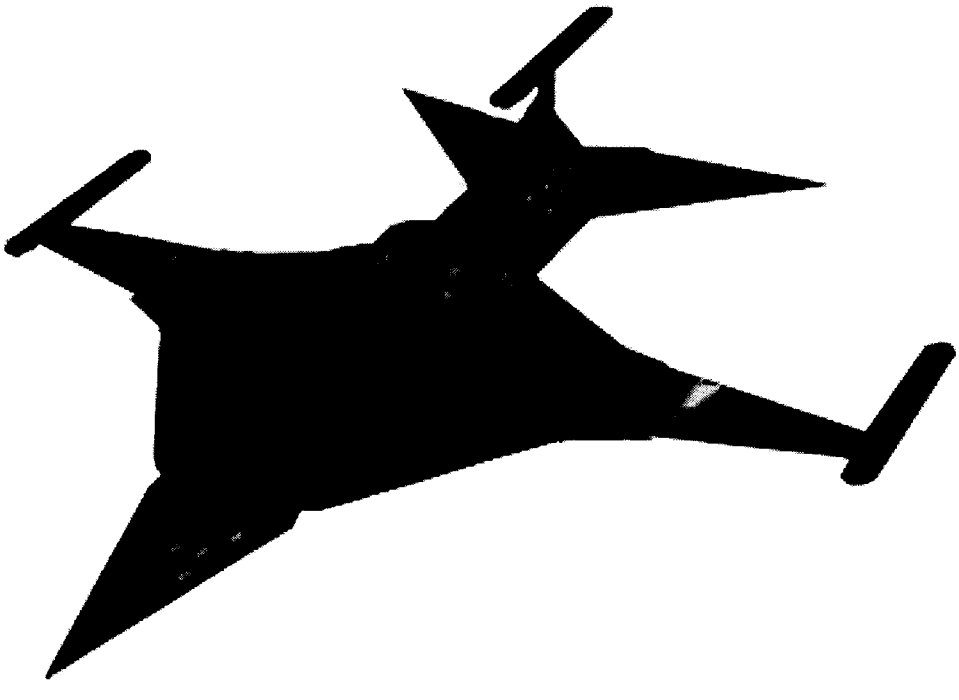
(FQ93.34) QUANTUM WAVE TORPEDO TABLE

RANGE	0-5	6-10	11-15	16-20	21-25	26-28	29-30
DAMAGE	8	7	6	5	4	3	1
SPLASH	1-6-1	1-5-1	1-4-1	1-3-1	1-2-1	1-1-1	0-1-0

The phaser damage to reduce the main element would probably increase from the 7 points provided by (FQ93.4) to 8 or perhaps even 10.

The QWT would probably acquire two points of built-in ECCM (FQ93.563).

It is doubtful that there would have been a pseudo QWT, but that decision remains unmade. ★★★



Paravian Raptor-class Early Light Cruiser *by Sandy Ramirez*

PARAVIAN PEREGRINE DESTROYER

CNTR

CREW UNITS

			*					10
								20

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

BOARDING PARTIES

							8

TRANSPORTER BOMBS

[ ] D

TYPE II PHASER TABLE

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

SHIP DATA TABLE

TYPE	=	YDD
POINT VALUE	=	55
BREAKDOWN	=	6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R106.902

TYPE III DEFENSE PHASER

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

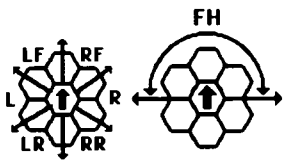
TURN MODE		SPEED
A	1	2-6
HET	2	7-12
	3	13-19
BD	4	20-26
	5	27+

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

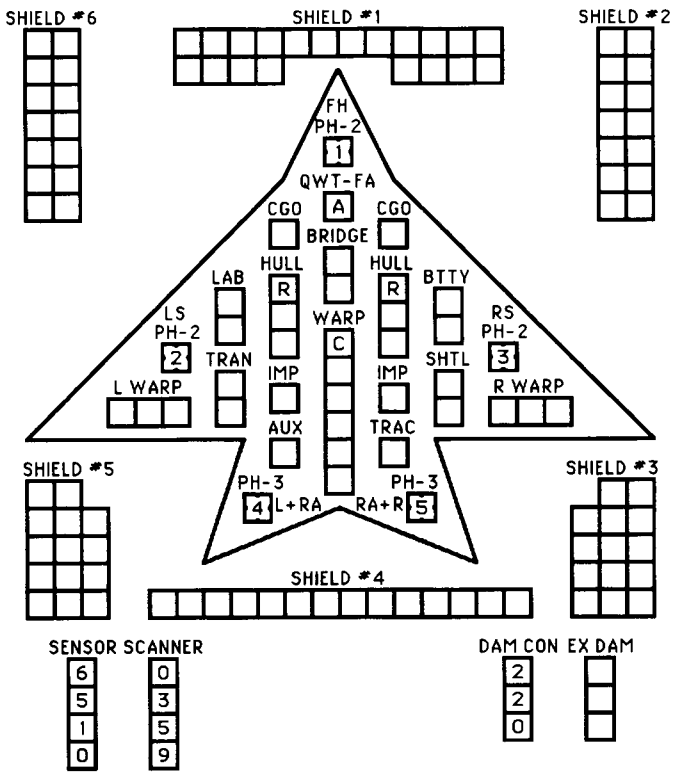
QUANTUM WAVE TORPEDO TABLE

RANGE	0-5	6-10	11-15	16-18	19	20
DAMAGE	7	6	5	4	3	1
SPLASH	1-5-1	1-4-1	1-3-1	1-2-1	1-1-1	0-1-0

THIS SHIP HAS A TURN MODE OF "A" UNLESS IT HAS LOST ALL OF THE BOXES OF EITHER ITS LEFT OR RIGHT WARP ENGINE. IF ALL OF THE BOXES OF ONE OF THESE ENGINES HAS BEEN DESTROYED AND NONE OFTHEM ARE CURRENTLY IN A REPAIRED STATE, THE SHIP'S TURN MODE CHANGES TO "C" AND ITS HET BONUS IS LOST. THE HET BONUS IS LOST WHEN ALL BOXES OF ONE ENGINE ARE DESTROYED IF IT HAS NOT PREVIOUSLY BEEN USED, AND IT CANNOT BE REGAINED DURING THE SCENARIO.



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



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WARP ENERGY MOVEMENT COST = 1/2 ENERGY POINT PER HEX [5] = HET COST ⑥ = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	2	2	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10	10	11	11	12	12	13	13	14	14	15	15
Fract.	½	1	1½	2	2½	3	3½	4	4½	5	5½	6	6½	7	7½	8	8½	9	9½	10	10½	11	11½	12	12½	13	13½	14	14½	15

A PLACE ON THE EDGE

Vudar carve out a niche in Klingon Space

The Vudar were a Klingon subject race for more than a century, and their factories turned out 10% of the Empire's impulse engines. The Vudar, a bipedal reptilian race, live near the edge of the galaxy in an area where a weakness in the energy barrier known as "the hole" produced hazardous ionizing radiation that was death to most species (including Klingons) but on which the Vudar thrived.

The Klingons had to police and colonize the area, but the radiation made this dangerous for them, so they reached an accord of necessity unique in the history of the Klingon Empire. They allowed the Vudar to build and operate armed starships (up to destroyer-class before the war, expanding to light cruisers as the General War dragged on).

What the Klingons did not realize was that the radiation field around their world made it impossible to track just how many Vudar ships were in service. So long as the Klingons could not track more than the authorized number at any one time, the Vudar could build as many as they wanted, armed with Ion Cannons and Ion Pulse Generator defense systems. This resulted in Vudar independence in Y178 and in the Vudar taking over several entire Klingon (and Hydran) provinces by Y185.

The Vudar were first presented in Module P6; their complete rules and fleet will be in Module C5. For now, you can admire this wonderful artwork.

(E97.0) ION CANNONS (Summary)

Direct-fire "torpedo", costs 7 to repair, costs zero BPV in Orion Option Mounts, Pharaoh and Hamilcar are local use.

Roll two dice. Hits produce six damage points.

Arming costs one point of impulse energy and one point of other energy on each of two consecutive turns. No other arming energy sequence is possible. Vudar bases use Ion Auxiliary Reactors. Can be held armed for one point per turn.

Proximity arming costs no extra; can be added on the turn that arming is complete and (if held) added or deleted during Energy Allocation of any subsequent turn. Warhead is reduced to 3, range must be 9 or more, use "Proximity line."

Overloads cost one warp and one impulse for each of two consecutive turns plus two impulse added on either turn (or one on each) or during holding. Max range 8, hold for 2 points. Warhead strength is 12 damage points.

(G92.0) ION PULSE GENERATOR (Summary)

Destroyed on "drone" hits, costs 6 to repair, cannot be put in option mounts. Energy must be from impulse engines, put into capacitor (4 points pre-revolt, 6 points after). Each energy point used in "jamming mode" produces three natural ECM for 4 impulses starting in Fire Decision Step (6D1). Each energy point fired in "wave mode" causes 2 points of damage to all size 6/7 units within two hexes (as a direct-fire weapon); one release per impulse in First Hellbore step. Cannot penetrate web or hurt mines; hits cloaked units.

(Don't ask for the rest of the rules; that's what P6 is for.)

See Star Fleet Times #20 and #21 for more Vudar! ★★★

Vudar War Destroyer (Head-On View) *by Sandy Ramirez*

VUDAR WAR CRUISER

CNTR

CREW UNITS

			*					10
								20
								30

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

SHIP DATA TABLE

TYPE	=	CW
POINT VALUE	=	125
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R17.927

BOARDING PARTIES

									10

TRANSPORTER BOMBS

				D	D	D	D

PROBES

				5

TYPE I OFFENSIVE PHASER TABLE

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

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

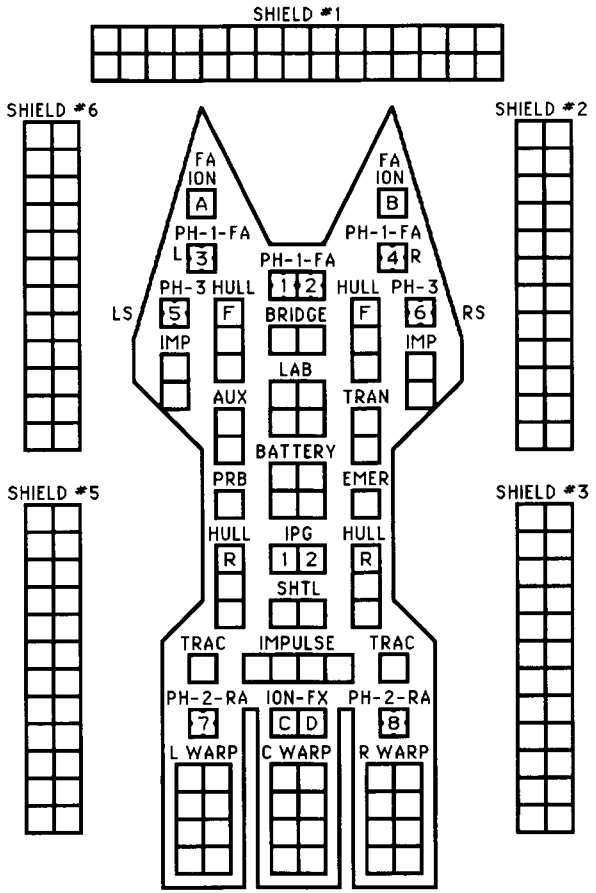
TYPE II PHASER TABLE

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

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

TYPE III DEFENSE PHASER

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



ION CANNON TABLE

RANGE	0-1	2-3	4-5	6-8	9-15	16-23	24-30	DAMAGE
HIT, STANDARD	10	9	8	7	6	5	4	6
HIT, PROXIMITY	NA	NA	NA	NA	8	7	6	3
HIT, OVERLOAD	10	9	8	7	NA	NA	NA	12

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SENSOR					
6	6	5	3	1	0

SCANNER					
0	0	1	3	5	9

DAM CON				
4	2	2	2	0

EX DAM			

WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX 5 = HET COST 6 = ERRATIC MANEUVER WARP COST

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

TOURNAMENT UPDATE

A list of the rules used in tournament play was published in *Module T* together with revisions to those rules for play-balance, e.g., the Andromedan displacement device only affects the Andromedan ship itself and is limited to six hexes range. Since *Module T* was published, there have been some changes to some of the SSDs and some rules have been clarified.

TOURNAMENT SHIP UPDATE

The following is a list of the tournament ships and any changes since *Module T* was published.

The Andromedan PA mine has been cancelled and is no longer used in tournament play. See the new SSD for the ship in this issue of *Captain's log*. Note other changes to the ship: Two AWR deleted, two AWR converted to APR, two Cargo deleted. After months of furious debate, no change was made to the rules for the displacement device. The transporter bomb may be dropped from the hatch, but is never hidden.

Archeo-Tholian: Has a breakdown rating of 5-6, not 4-6.

Federation: No changes from *Module T*.

Gorn: No changes from *Module T*.

Hydran: Added a 366° phaser-1 since *Module T*.

ISC: This ship added one LS and one RS phaser-3 since *Module T*, i.e., it has three on each side.

Jindarian: Still in playtest and not sanctioned.

Klingon: No changes from *Module T*.

Kzinti: No changes from *Module T*.

LDR: The LDR ship in *Module T* has been canceled. The *Red Jaguar* published in *Captain's log #15* has two APRs added and no UIM. This modified *Red Jaguar* is the LDR ship.

Lyran: The ship should have a UIM-disruptor table, but at least it is clear that it can use its UIM (once).

Neo-Tholian: No changes from *Module T*.

Orion: An Orion ship that selects a drone rack for one or more of its options can swap for type-IVs as any non-Kzinti, but does not gain a scatter pack. The ship is limited to one phaser-G in any given package of weapon options.

Romulan TFH: No changes from *Module T*.

Romulan TKE: Has ten (total) spaces of armor.

Romulan TKR from *Module T* has been changed to include two phaser-3s. An SSD is provided for this revised ship in this issue of *Captain's Log*.

Seltorian *Green Wind*: Has 32 warp and three shield crackers (not two). A previous interim design with ten phaser-1s has been cancelled as unbalanced. An SSD is provided for this revised ship in this issue of *Captain's Log*.

WYN AUX: Required to have two "local" weapons instead of one "local" weapon as specified in *Module T*.

WYN *Black Shark*: Has two drone points, a HET cost of five, and cannot use EM (as with any other tournament ship).

TOURNAMENT RULES UPDATE

ADD TO RULES USED: Anti-drones, displacement (Andro self-displacement only), disrupted fire control (Andro after self-displacement), light rail guns, medium rail guns (including rapid-fire), prospecting charges and shuttles (Jindarian only), shield cracker, web breaker, web snare.

ADD TO RULES NOT USED: Anti- transporter fields, directed turn modes, fighter pods, heavy rail guns, interceptors, mines (except King Eagle mine), detecting mines (M7.0), minesweeping (M8.0), power absorber mines (M10.0), X-technology, all rules in Module C4.

(C12.364) For purposes of these penalties, use hull boxes and then labs.

(P17.2) A unit with a plot of speed 0 and tactical maneuvers that is pushed into the tournament barrier loses the tactical maneuvers because all plotted movement is lost. Damage that penetrates a facing shield (or a shield that is already down) is scored as internal damage. Andromedan ships take the damage on facing PA panels. Any penetration of the panels will be scored as internal damage, with the shield facing that hit the wall determining phaser-directional damage (D4.321).

(P17.22) Note that hitting the wall is not the same thing as Emergency Deceleration (C8.0) or mid-turn speed changes down to zero (C12.0); it is a separate rule and cannot be plotted (C12.12).

(P17.23) ESGs interact with the barrier as if it were a web (G23.85). Note that it is impossible for a unit to be "in" a barrier hex as the barrier is impermeable and is effectively just off the edge of the map.

(P17.24) Relative facing of units in hexes adjacent to the barrier is judged by the following rules:

(P17.241) If two units enter a hex adjacent to the barrier, their relative facings are determined by (D3.42) as normal.

(P17.242) If a unit is already present in a hex adjacent to the barrier, whether it is stopped as a result of striking the barrier or not, relative facing between it and any new units entering that hex are determined by (D3.42).

(P17.243) If two units in the same hex are adjacent to the barrier, even if one is already stopped as a result of striking the barrier, and one moves to strike the barrier itself, it is judged to have PASSED the first unit and be on its opposite side, i.e., between it and the barrier, for purposes of (D3.42).

(P17.244) If two units are in a hex and both try to leave the hex by attempting to exit through barrier hex sides, their relative facings will be judged based on the hex sides they attempted to leave the hex by. If both units attempt to exit through the same barrier hex side, their relative facings will be determined by the Order of Precedence (C1.313). Note that this DOES mean that the faster unit will be BEHIND the slower unit (or in front of it if the slower unit was moving in reverse). Note that turns or sideslips could result in shield facings other than the #1 or #4 being the respective facing shield.

(P17.245) If two units in a given edge hex attempt to exit through the same barrier hex side and move at exactly the same point in the Order of Precedence [after all tie breakers have been exhausted, e.g., same speed, same turn mode category] and both units have recorded the same exit direction, then the relative facing will be unchanged by their collision with the barrier.

(P17.31) Movement by the tractored unit which results in an impact of the barrier, even if the unit was left with no choice but to hit the barrier as a result of movement by the tractoring unit, will not break the tractor link. If the tractor link is broken as a result of barrier impact, it is not considered a voluntary release (G7.332).

(P17.4) Note that while displacement into the barrier will not result in collision with it (P17.2), a displaced unit's subsequent movement after displacement can result in collision with the barrier.

ORIGINS UPDATE

ADB Inc. will host the annual Gold Hat tournament at Origins as it has for more than a decade. The Origins pre-registration book has the data all wrong (showing it as separate one-day events); the event will be run just as it has been for the last several years. Ace status is cancelled at noon on Friday, and unclaimed pre-registration seats will be resold to anyone standing in line at 2pm unless the players involved have previously contacted ADB, Inc. to hold their seats (which cannot be held beyond 6pm in any case). You do not need to pre-register; you can walk up to the ADB, Inc. Tournament Control Desk and register for cash (generic tickets are accepted but not required) at any time up until the last seat is filled.

ROMULAN KR TOURNAMENT CRUISER

BOARDING PARTIES 10

GUARDS ASSIGNED

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THIS SHIP HAS ONE SHUTTLE BAY.

SHIP DATA TABLE

TYPE	=	TKR
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
CLOAK COST	=	20/4

PLAYER	
TOURN	
ROUND	

PROBES 5

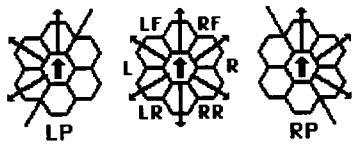
TYPE I OFFENSIVE PHASER TABLE

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

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

TYPE III DEFENSE PHASER

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



FX = L + LF + RF + R

PSEUDO-PLASMA TORPEDOES

A S B S

HIT & RUN TABLE

1	SYSTEM DESTROYED; BP RETURNS
2	SYSTEM & BP DESTROYED
3-5	SYSTEM UNDAMAGED; BP DESTROYED
6	SYSTEM UNDAMAGED; BP RETURNS

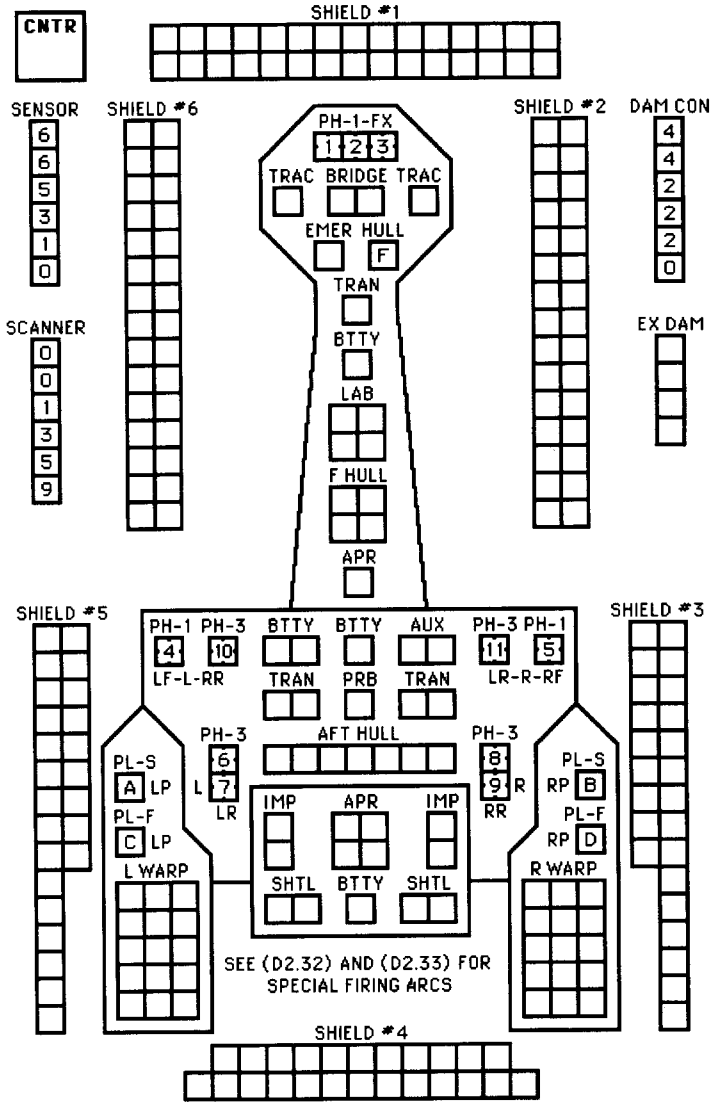
H&R vs GUARDS

1-3	BP DESTROYED
4-5	BP RETURNS
6	CONDUCT H&R

PLASMA TORPEDO WARHEAD STRENGTH TABLE

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

HIT & RUN CLOAK



MOVEMENT COST = 1
HET COST = 5

REVISED 25 JULY 1997.

ANDROMEDAN KRAIT TOURNAMENT CRUISER

BOARDING PARTIES

									10

PROBES

				5

GUARDS ASSIGNED

THIS SHIP DOES NOT HAVE SHUTTLECRAFT.

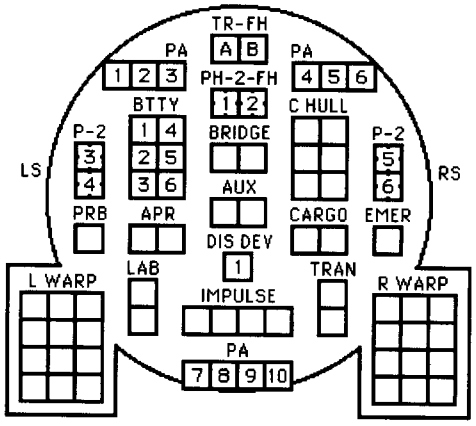
SHIP DATA TABLE

TYPE	=	TKC
BREAKDOWN	=	6
PA COST	=	5/8
LIFE SUPPORT	=	1
SIZE CLASS	=	3

FH

PLAYER	
TOURN	
ROUND	

CNTR



TYPE II PHASER TABLE

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

TYPE III DEFENSE PHASER

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

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

TRACTOR-REPULSOR BEAM TABLE (HEAVY)

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

HIT & RUN TABLE

1	SYSTEM DESTROYED; BP RETURNS
2	SYSTEM & BP DESTROYED
3-5	SYSTEM UNDAMAGED; BP DESTROYED
6	SYSTEM UNDAMAGED; BP RETURNS

H&R vs GUARDS

1-3	BP DESTROYED
4-5	BP RETURNS
6	CONDUCT H&R

SENSOR

6	5	3	1	0

SCANNER

0	1	3	5	9

EX DAMAGE

DAM CON

4	4	2	2	2	0

TRACTOR-REPULSOR BEAM TABLE (LIGHT)

DIE ROLL	RANGE 0-3	4-5	6-8	9-12	13-18	19-25
1	10	10	9	6	4	2
2	10	10	7	4	3	1
3	10	9	6	3	2	0
4	10	7	4	2	1	0
5	9	6	3	1	0	0
6	7	4	2	0	0	0

TRANSPORTER BOMB

1. CAN BE LAID BY TRANSPORTER OR DROPPED.
2. CAN BE SET FOR ANY SIZE TARGET.
3. ONE FAKE T-BOMB IS ALLOWED. ◯◯
4. T-BOMBS ARE NOT HIDDEN. [ ][D]
5. T-BOMBS CANNOT BE SWEPT.
6. T-BOMBS CANNOT BE DISPLACED OR LAID BY DISPLACEMENT.
7. ENTER COUNTER NUMBERS IN CIRCLES.

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

WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX [5] = HET COST

SPEED	1	2	3	4	[5]	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	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.	2/3	1 1/3	2	2 2/3	3 1/3	4	4 2/3	5 1/3	6	6 2/3	7 1/3	8	8 2/3	9 1/3	10	10 2/3	11 1/3	12	12 2/3	13 1/3	14	14 2/3	15 1/3	16	16 2/3	17 1/3	18	18 2/3	19 1/3	20

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SELTORIAN TOURNAMENT HEAVY CRUISER

BOARDING PARTIES

									10

GUARDS ASSIGNED

THIS SHIP CAN USE WILD WEASELS AND SUICIDE SHUTTLES NORMALLY.

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THIS SHIP HAS ONE SHUTTLE BAY.

PROBES

				5

SHIP DATA TABLE

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

PLAYER	
TOURN	
ROUND	

TYPE I OFFENSIVE PHASER TABLE

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

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

WEB BREAKER TABLE

DIE ROLL	RANGE 0-1	2	3	4	5	6	7	8	9	10
1	20	19	18	17	15	13	11	9	7	5
2	18	17	16	15	13	11	9	7	5	3
3	16	15	14	13	11	9	7	5	3	1
4	14	13	12	11	9	7	5	3	1	0
5	12	11	10	9	7	5	3	1	0	0
6	10	9	8	7	5	3	1	0	0	0

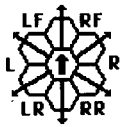
TYPE III DEFENSE PHASER

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

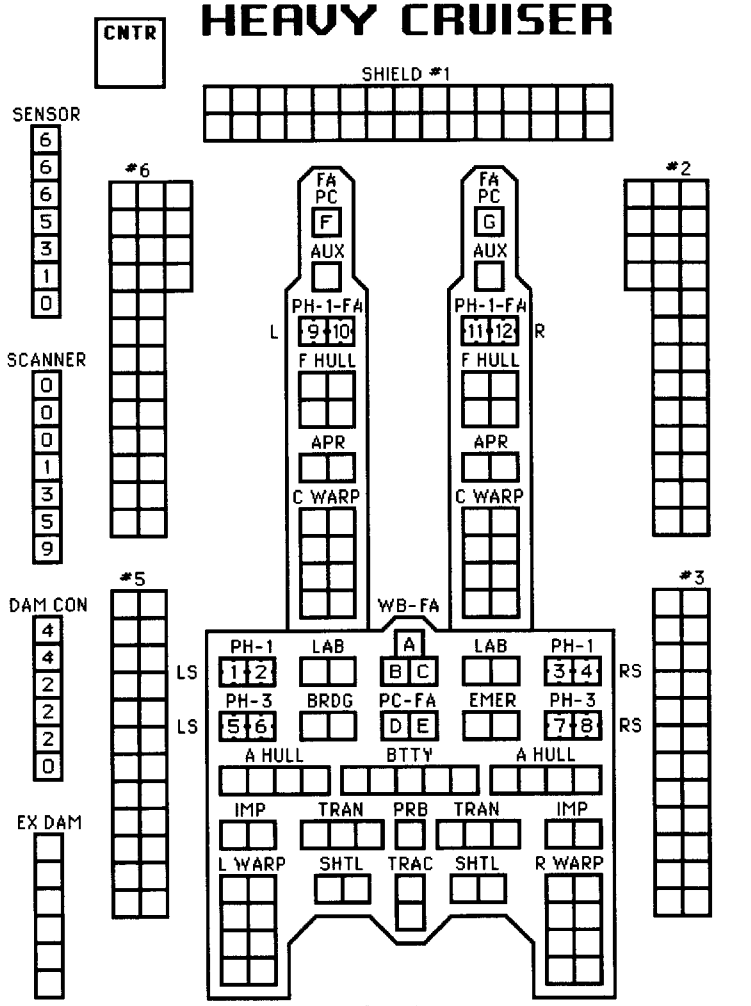
SHIELD CRACKER TABLE

RANGE	0	1-2	3-5	6-10
HIT	1-6	1-5	1-4	1-3
DAMAGE	4	4	4	4

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



MOVEMENT COST = 1
HET COST = 5



NO SPECIAL ARCS. BOOMS ARE NOT SEPARABLE.

PARTICLE CANNON TABLE

RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30
HIT	1-6	1-5	1-4	1-4	1-3	1-3	1-2	1-2
DAMAGE	NA	4	4	3	3	3	2	1
OL DMG	8	8	8	6	6	NA	NA	NA

HIT & RUN TABLE

1	SYSTEM DESTROYED; BP RETURNS
2	SYSTEM & BP DESTROYED
3-5	SYSTEM UNDAMAGED; BP DESTROYED
6	SYSTEM UNDAMAGED; BP RETURNS

H&R vs GUARDS

1-3	BP DESTROYED
4-5	BP RETURNS
6	CONDUCT H&R

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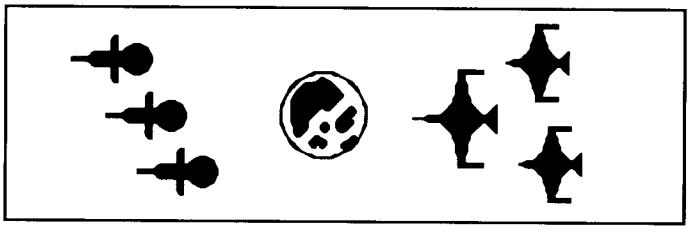
(SL167.0) RAIDING THE NESTS



(Y68) *by Steven Petrick, Texas*

The Paravians were not colonizers, apparently as a result of instinct. They were descended from birds of prey, and as such were used to the concept of having wide open territories on which to seek prey before returning to the nest. While the Gorns of the Confederation were neither the normal prey of the Paravians, nor space their normal range, the two served essentially in those roles to the warrior psyche of the Paravians.

The Gorns for their part were colonizers. They, like many other races in the Galaxy, took the view that the heavens were made for the expansion of their culture and civilization to distant worlds. In the sublight era, many colony ships had been sent out with little, if any, concept for how they would be defended at first. For reasons unknown, but probably due to the inherent parsimoniousness of the Gorn Confederation government (which would haunt their military time and again in Gorn history), the Confederation government would not develop defense for its colonies. The government simply believed that the Paravians were not a significant enough threat and that the Gorn sublight fleet would be able to keep them contained.

The Confederation received an unpleasant surprise when the Paravians deployed warp powered warships at virtually the same time as the Gorns themselves. With most of the Confederation fleet already tied down breaking the Romulan threat, the Gorns found their coreward colonies being ravaged by warp-capable ships which struck with impunity. A strategic error of huge proportions had been made. A handful of Gorn ships were transferred from Romulan space to defend the colonies, whose major defense remained the relative inability of the Paravians to easily find them.

With the bulk of Gorn production still tied down in defeating the Romulans, the few Gorn ships spared to oppose the Paravians were initially outnumbered and engaged in a dangerous cat-and-mouse game to protect Gorn colonies and keep the Paravian menace at bay.

The action depicted here is one example of the desperate actions which were fought. A marauding group of Paravian ships have located a Gorn colony and have come to exterminate the colonists. The Gorns must hold the Paravians at bay while mustering their strength to drive them off.

(SL167.1) NUMBER OF PLAYERS: 2; the Gorn player and the Paravian player.

(SL167.2) INITIAL SET UP

TERRAIN: Class M planet in hex 2215. There is a Gorn colony on this planet; see (SL167.45).

GORN: YCL *Bonebreaker* in 2215, heading C, speed five, WS–II. (The Gorn YCL was in Captain's Log #12.)

YCL *Clawbreaker* arrives on Turn #5 anywhere along the xx30 map edge no closer than 20 hexes from any Paravian ship, heading A, B, or F, speed max, WS–III.

YCL *Wingbreaker* arrives on Turn #10 anywhere along the xx30 map edge no closer than 20 hexes from any Paravian ship, heading A, B, or F, speed max, WS–III.

PARAVIAN: YCL *Nightglider* enters from the 01xx map edge on Turn #1, heading B or C, speed max, WS–III.

YDD *Dreamer* enters from the 42xx map edge on Turn #3, not within 15 hexes of any Gorn ship or the planet, heading E or F, speed max, WS–III.

YDD *Startallon* enters from the 01xx map edge on Turn #7, not within 15 hexes of any Gorn ship or the planet, heading B or C, speed max, WS–III.

(SL167.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(SL167.4) SPECIAL RULES

(SL167.41) MAP: Use a floating map, but track the location of the planet. The Gorn units can only disengage in direction A. The Paravian units can only disengage in direction D. Units which disengage in unauthorized directions are considered destroyed.

(SL167.42) SHUTTLES AND PFs: No shuttles or PFs have warp booster packs.

(SL167.421) No ship in this scenario is qualified to carry an MRS shuttle, and MRS shuttles were not available in the year of this action.

(SL167.422) There are no fighters in this scenario, and EW fighters are not available.

(SL167.423) There are no PFs in this scenario.

(SL167.43) COMMANDER'S OPTION ITEMS

(SL167.431) 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.

(SL167.432) The races that are involved in this scenario do not use drones. In a variation where a drone-armed race is used, drone speeds will depend on the year.

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.

(SL167.433) Prime Teams (G32.0) are not available in this scenario.

(SL167.44) REFITS: No refits are available to any unit involved in this scenario.

(SL167.45) COLONY: There is a Gorn Colony on this planet. The colony is represented by four boarding parties and a Ground Combat Location containing three control stations on each hexside. No additional commander's options or installations may be purchased for the colony.

There are no shuttles or transporters to move the boarding parties on the colony, but boarding parties may be moved to different GCLs by transporters on Gorn ships as per the normal rules. They may also be reinforced by boarding parties from the Gorn ships.

(SL167.5) VICTORY CONDITIONS: The Paravians win the scenario by eliminating the colony. This must be accomplished in two ways. First, the Paravians must score at least 50 points of damage (after accounting for atmosphere degradation but ignoring EW effects of ground clutter) on each of the six planetary hexsides to destroy various ground installations. Second, Paravian marines and militia must land on the planet and eliminate the defending boarding parties. If these tasks are accomplished, the colony is destroyed. The steps do not have to be performed in order, and the Paravian ships may be bombarding a hexside at the same time that their marines are attacking the Gorn boarding parties, or they may first kill the Gorn boarding parties and then bombard a given hexside. The

Paravian victory level starts below Devastating Defeat under (S2.3), and is raised one level for the accomplishment of each of the goals on each hexside, e.g., if four hexsides are hit with 50 points of damage the Paravian victory level is raised four levels to Tactical defeat. The Paravians also gain a victory level for each Gorn ship destroyed, and lose a level for each Paravian ship destroyed.

The Gorns begin the scenario one level above Astounding Victory in (S2.3), and lose one level each time the Paravians score one of their victory levels (in the above example, where the Paravians have bombarded four hex sides on the planet, the Gorn victory level would be reduced to Tactical Victory). The Gorns also gain a level for each Paravian ship destroyed, and lose a level for each Gorn ship destroyed.

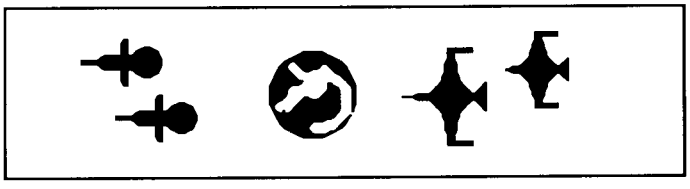
For both sides a captured enemy ship scores two levels of victory for the capturing player if he still controls the ship at the end of the scenario, and costs the losing player two levels of victory if it is not destroyed by the end of the scenario.

(SL167.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:
(SL167.61) Replace the Gorns with three Kzinti YCSs.
(SL167.62) This was an early warp battle for both sides, and they were not as familiar with warp powered combat as they would become, much less certain of the capabilities of one another's ships. To simulate this, have each player randomly draw for "technology" before the scenario begins. The draw determines the "heavy weapon" carried by his ship, selecting from type-G plasma torpedoes, quantum wave torpedoes, photon torpedoes, or disruptors. Neither player knows what his opponent randomly drew, although both must be able to verify the record of what was drawn and it should be possible for both to draw the same weapon. The weapons cannot be identified by Tactical Intelligence, but only by being actually used. This procedure can be used for each reinforcing ship to further the initial confusion.
(SL167.63) For a smaller and more intense fight, delete the reinforcements from both sides and halve the number of initial Gorn defending boarding parties on the planet.

(SL167.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:
(SL167.71) Change one of the Paravian YDDs to a YCL.
(SL167.72) Replace the Paravian YCL with a YDD.
(SL167.73) Increase or decrease the amount of time before one or both of a given side's reinforcing ships arrive.

HISTORICAL OUTCOME: One of many similar battles. In this particular case, the Paravians badly damaged the colony but were driven away before they could actually destroy it. ★★★

(SL168.0) TIME ENOUGH



(Y71) *by Steven Paul Petrick, Texas*

A small Gorn colony in the combat zone between the Paravians and the Confederation detected approaching Paravian ships. The colony suspected that the Paravians had learned of its existence, and that the approaching ships were intent on their destruction. In desperation the colony called for assistance, and a strike group of Confederation warships were able to intervene.

(SL168.1) NUMBER OF PLAYERS: 2; the Gorn player and the Paravian player.

(SL168.2) INITIAL SET UP
TERRAIN: Class M planet (P2.21) in hex 2215.
GORN: YCL *Wingbreaker* and YCL *Bonebreaker* enter anywhere along the 01xx map edge on Turn #1, heading B or C, speed max, WS–III.
PARAVIAN: YCL *Starglider* and YDD *Dreamer* enter anywhere along the 42xx map edge on Turn #1, heading E or F, speed max, WS–III.

(SL168.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(SL168.4) SPECIAL RULES
(SL168.41) MAP: The map is fixed; it does not float. Any unit leaving the map has disengaged and cannot return. The Gorn units can only disengage from 01xx map edge. The Paravian units can only disengage from 42xx map edge. Units which disengage in unauthorized areas are considered destroyed.
(SL168.42) SHUTTLES AND PFs: No shuttles or PFs have warp booster packs; see (SL168.45) for other rules.
(SL168.421) MRS shuttles had not been invented at the time of this action and may not be used.
(SL168.422) These races did not use fighters at the time of this scenario, and fighters may not be used.
(SL168.423) There are no PFs in this scenario.
(SL168.43) COMMANDER'S OPTION ITEMS
(SL168.431) The following ships have the following special equipment in lieu of purchasing Commander's Option Items:
The Paravian ships each have four extra boarding parties.
The Gorn ships each have two T-bombs, but no dummies.
(SL168.432) The races that are involved in this scenario do not use drones. In a variation where a drone-armed race is used, drone speeds will be slow.
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.
(SL168.433) Prime Teams (G32.0) are not available in this scenario.
(SL168.44) REFITS were not available to any ships involved in this scenario.
(SL168.45) SHUTTLES: One of the Gorn YCLs and both of the Paravian ships have early admin shuttles (YJ2.0). The second Gorn YCL has not received the new shuttles and still has sublight shuttles.
(SL168.46) COLONY: Before the scenario begins the Gorn player must record one hexside of the planet as containing a small colony. This colony has no ground defenses, but has installations that can be destroyed by 20 points of damage. The colony population has been dispersed to the surrounding countryside and consists of five militia squads. The Gorn player writes down the hexside and places the written record face down where the Paravian player can see it. Once the Paravian player gains five points of lab information on the right hexside (SL168.47), the Gorn player must reveal his written record.

(SL168.47) FINDING THE COLONY: The Paravians know there is a colony on the planet (because they intercepted the messages the colony sent) and are intent on destroying it. They must first locate the colony, and accomplish this by gaining five points of lab information on a given hex side. Once the lab information is gained, the Paravian player can ask the Gorn player if that hex side has the colony. If it does, the Gorn player must reveal his written record.

(SL168.5) VICTORY CONDITIONS: Victory is based on the destruction of the colony and the survival or destruction of ships. If the colony is destroyed by the elimination of all militia units and 20 points of damage being scored on the installations (SL168.46), the Paravians may win.

If the colony is crippled, either by all militia squads being eliminated or all installations being destroyed, the Paravians may win a minor victory.

If the colony is undamaged, the Gorns may win.

If an opposing ship is destroyed, the victory is shifted by one in the player's favor, e.g., if the colony is destroyed and both Paravian ships were to be destroyed in the process, the scenario would end as a draw. If the colony is destroyed and one Paravian ship is destroyed, the Paravians win a minor victory (colony is crippled). If the colony is not destroyed or crippled and a Paravian ship is destroyed, the Gorns win but their victory is considered a major one and so on.

(SL168.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:
(SL168.61) Replace the Paravians with a Lyran YCAs and the Gorns with Klingon D4s.
(SL168.62) Allow each player to roll one die at the start of each turn before Energy Allocation. On a roll of six, that side receives another YCL. This ship can only be received one time.
(SL168.63) For a smaller and faster battle, use only the Paravian YCL and one Gorn YCL. The colony is destroyed by ten damage points and has only three militia squads.

(SL168.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:
(SL168.71) Change the Paravian YDD to a YCL.
(SL168.72) Add one or delete one militia squad to the colony or increase or decrease the amount of damage needed to destroy the installations.
(SL168.73) Add a ground based defense phaser-2 to the colony with only six boxes of shields, no phaser-3s, and three points of power.

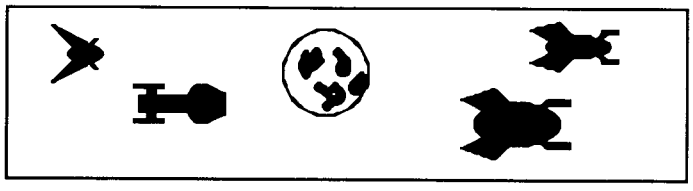
(SL168.8) TACTICS

PARAVIAN: Decide how you are going to do this. Fighting the Gorns is possible, but could leave you unable to destroy the colony. Ignoring the Gorns and trying to find the colony could get you killed. You cannot do both, and yet you must find that happy medium.

GORN: Keep the pressure on at all costs. The Paravian ships can be destroyed, if necessary at the cost of your own ships, but do not lose your ships while he is still strong enough to destroy the colony.

HISTORICAL OUTCOME: We actually know who won, but we are awaiting playtest reports to see if we balanced this scenario properly. If we told you how it was supposed to come out, it might affect your style of play. ★★★

(SL169.0) THE NEW PLAYER



(Y182) *by Steven Paul Petrick, Texas*

As the Hydrans routed the Klingons from their Kingdom (the Klingons called it a controlled withdrawal), they began to encounter a new force in the Kingdom's Southeastern Marches. These were the Vudar, a Klingon subject race that was using the chaos of the General War to create an empire of its own. The Hydrans found themselves divided. They wanted their provinces back (and the Vudar wanted them as part of their new Enclave) but did not want to start a war while they were not finished with the Klingons and Lyrans.

The result was a series of clashes that were little more than patrol battles, and served on both sides to establish what would become their new borders as both gained valuable insights into the capabilities of their opponent's ships and weapons.

(SL169.1) NUMBER OF PLAYERS: 2; the Hydran player and the Vudar player.

(SL169.2) INITIAL SET UP
TERRAIN: Class M planet (P2.21) in hex 2215.
HYDRAN: Tartar *Poisoned Arrow*, Rhino Hunter *Righteous*, both within three hexes of 0101, heading C, speed max, WS–III.
VUDAR: CW *Sword of the Prophet*, DW *Soul Eater*, both within three hexes of 4230, heading F, speed max, WS–III.

(SL169.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged. Note that ground combat on the planet may continue for a number of turns after space combat ends.

(SL169.4) SPECIAL RULES
(SL169.41) MAP: The map is fixed; it does not float. Any unit leaving the map has disengaged and cannot return. The Hydran units can only disengage in directions E or F. The Vudar units can only disengage in directions B or C. Units which disengage in unauthorized directions are considered destroyed.
(SL169.42) SHUTTLES AND PFs: All shuttles and PFs have warp booster packs.
(SL169.421) 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 (SL169.431).
(SL169.422) 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.
(SL169.423) There are no PFs in this scenario.
(SL169.43) COMMANDER'S OPTION ITEMS
(SL169.431) 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.

(SL169.432) The races that are involved in this scenario do not use drones. In a variation where a drone-armed race is used, all drones are "fast," i.e., 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.

(SL169.433) No ship in this scenario normally carries a Prime Team (G32.0), but such Teams are sometimes assigned to various ships. Players may experiment with Prime Teams, perhaps as a balance factor.

(SL169.44) REFITS are not available to any of the ships involved in this scenario.

(SL169.45) THE PLANET: This scenario is effectively being fought over possession of the planet. Each player controls a hexside of the planet on which he has ground forces and the opposing player has none. It is possible for a player to have his ships forced to withdraw from the board, but have established a presence on the planet which the remaining player cannot eliminate. Each hexside of the planet is one Ground Combat Location with three Control Stations. Note that the player who can establish "space superiority" by destroying or driving off his opponent will be able to use transporters and shuttles to mass superior firepower in each location to defeat his enemy.

(SL169.5) VICTORY CONDITIONS: Control all six hexsides of the planet..... Substantive Victory
Control five hexsides ..... Tactical Victory
Control four hexsides ..... Marginal Victory
Control three hexsides..... Draw
Control two hexsides ..... Marginal Defeat
Control one hexside ..... Tactical defeat
Control zero hexsides..... Brutal Defeat

For each enemy ship destroyed, add one to the victory level (Marginal Defeat becomes a draw). For each friendly ship destroyed, subtract one from the victory level (Brutal Defeat becomes a Crushing Defeat). All results are cumulative.

(SL169.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SL169.61) Replace the Hydrans with a Klingon D5 and an F5W, no K or UIM refits on the F5W, no K refit on the D5, but the D5 has the Y175 refit.

(SL169.62) The GCLs given in the scenario are assumed to occupy the most important terrain (i.e., the areas rich in minerals to be mined). It is possible that neither side knows the location of such sites at start, and must gather ten points of lab information to determine where the marines must be set down. In this variation, each player rolls for lab (G4.1) information openly for each given hexside of the planet, but only the player that has gathered the information on a given hexside can place ground troops at the right place. The opposing player cannot place ground troops at the same GCL until he has also gathered the necessary information.

(SL169.63) For a smaller and faster battle, use only the Hydran Tartar and the Vudar CW.

(SL169.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

(SL169.71) Change the Tartar to a Traveler.

(SL169.72) Replace the Rhino Hunter with a Cuirassier.

(SL169.73) Decrease the Commander's Option points available to one side.

(SL169.8) TACTICS

BOTH: Decide what you are going to do and do it. Neither of you can get troops down to the planet very fast, but establishing an initial lodgment may give you an edge. Ultimately you will need to eliminate your opponent's space forces so that any forces he has on planet are immobilized for destruction. Remember, if too many of your forces are killed on your own ships, you may find it impossible to dig the enemy out of the planet if he has established some strong lodgments simply because you do not have enough transporters (four on both sides) to do so if all of your shuttles have been knocked out. The Control Stations can make an entrenched defender difficult to remove.

HISTORICAL OUTCOME: One of several similar operations before Hydran exhaustion forced them to stop and bide their time for revenge. The Vudar retained control of this planet, but the Hydrans would visit it time and again as the demarcation between what they had, and what they once had. ★★★

(SL170.0) EYE OF THE NEEDLE

(Y184) *by David J. A. Stamper, Ontario*

Late in the war, the Kzintis decided to try and mimic the operations of the Klingon *77th Gunboat Division.* The Kzinti intent was to improve on the Klingon tactic by using an AuxPFT to launch the distant portion of the strike from Auxiliary PFTs, thus freeing the strike from the constraints of a fixed base, which had marked the operations of the 77th Division.

Unfortunately, the experiment was canceled when the muster point the Kzinti High Command had selected came under attack. The Klingons had inadvertently chosen the site for the opening move of their last major offensive of the war.

(SL170.1) NUMBER OF PLAYERS: 2; the Kzinti player and the Klingon player.

(SL170.2) INITIAL SET UP

KZINTI: BATS [PF module (6x Needle), 2x hangar modules (12x TADSC), 2x cargo modules] in 2215B, rotation rate and initial facing at player's option, WS–II.

F-AL (disruptor), 2x F-AS (drone), docked to the BATS, player's choice as to which tractor beam each ship is docked to, but no more than one per pair of tractors, WS–II.

Minefield: 150 BPV [3x 100 BPV (M6.33)] mine packages deployed around the BATS, not less than 8 hexes or more than 15 hexes from 2215B, as defined by (M6.332).

MPF (6x Needle), AxPFL (6x Needle), FFK , all within five hexes of 2215B, initial heading at player's option, speed 10, WS–II.

KLINGON: C7 D5L, 2x D5K, D5P (6x G1), MD5, D5V (12x Z-YC), AD5, AF5, D5D, D5S, and F5W, all enter on Turn #1 any where along the 01xx map edge of Map A, heading B or C, speed max, WS–III.

(SL170.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(SL170.4) SPECIAL RULES

(SL170.41) MAP: The map is fixed; it does not float. Any unit leaving the map has disengaged and cannot return.

A	B

The Klingon units can only disengage from 01xx edge of Map A. The Kzinti units can only disengage from 42xx edge of Map B. Units which disengage in unauthorized areas are considered destroyed.

(SL170.42) SHUTTLES AND PFs: All shuttles and PFs have warp booster packs.

(SL170.421) MRS shuttles may be purchased [up to the limits in (J8.5)] under (SL170.431).

(SL170.422) If using EW fighters, one of the TADSC on the Kzinti BATS, and one of the Z-YCs on the Klingon D5V are EW versions. If not using EW fighters, they are standard fighters of their respective squadrons.

(SL170.423) Each group of six PFs is a standard flotilla of Needles or G1s including one leader and one scout. Other combat versions might be used in a variation.

(SL170.43) COMMANDER'S OPTION ITEMS

(SL170.431) 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.

(SL170.432) All drones are "fast," i.e., 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.

(SL170.44) REFITS: The Kzinti BATS has the Y170 and Y175 refits. The Kzinti fighters all include the C refit. All Kzinti PFs have the shield refit. The Kzinti small armed freighters and FFK all include the Y175 refit. The Klingon D5L and D5Ks all include the K and Y175 refits. The Klingon MD5, D5V, AF5, and F5W all include the K refit. The Klingon D5D and D5S include the Y175 refit. All Klingon fighters include the C refit, and all Klingon G1s include the shield refit.

(SL170.45) ACES (Optional): Four of the Kzinti standard PFs (no PFL or PFS) have ace crews, the Kzinti player selects the four PFs and records their counter numbers. A maximum of two PFs in any one flotilla can be aces. In addition, the Kzinti player may assign two of his TADSC fighters to be piloted by aces, but this cannot be the EW fighter. The Klingon player also has two Ace PF crews, but these again must be assigned to standard G1s, and not to the leader or scout PFs. The Klingon player also has three Ace Z-YC pilots that he may assign, but none can be assigned to the EW fighter.

(SL170.5) VICTORY CONDITIONS: Use the Modified Victory Conditions (S2.201).

(SL170.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SL170.61) Move the action to the Federation front by replacing the Kzinti units with the following Federation units: BATS with three hangar bay modules (6x F-111, 12x F-18C) and two cargo modules, F-AL (phaser), 2x F-AS (drone), 2x NVH (each with 6x F-111), and an FFG.

(SL170.62) Assume the action took place earlier, and replace the PFs on both sides with Interceptors. As part of this, delete all K refits from the Klingon force and all C refits from the fighters of both sides.

(SL170.63) For a smaller and faster battle, delete the minefield from the Kzinti forces and the D5L and one D5K from the Klingon forces.

(SL170.64) Allow both sides to select what types of PFs will make up their flotillas. This information must be recorded, and each side will discover what his opponent's PFs' capabilities are as they reveal them or are identified.

(SL170.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

(SL170.71) Change the C7 to a C8K.

(SL170.72) Replace the Kzinti AxPFL with a PFT.

(SL170.73) Delete a D5K from the Klingon side.

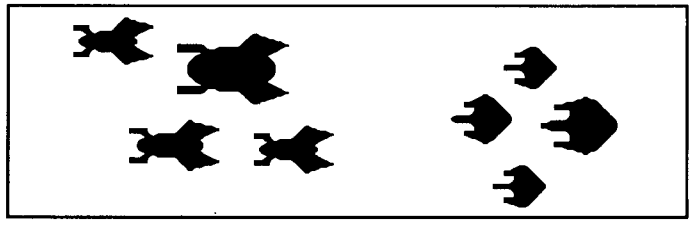
(SL170.8) TACTICS

KZINTI: Your situation may be hopeless, as the Klingons have as massive a drone defense capability as you have drone launch capability. They also have a considerable edge in direct firepower. You may need your minefield to do much of your fighting.

KLINGON: Choose your option, and then pursue it. You might want to use massed disruptor and phaser fire to destroy one Kzinti ship at a time, closing in to destroy the BATS after the Kzinti mobile units have withdrawn. Or you may try to blow through the minefield and close for a decisive clinch in the opening rounds in an attempt to kill everything (do NOT do this unless you just feel bloody-minded, as it is the Kzinti's best hope against you).

HISTORICAL OUTCOME: Awaiting playtest reports. ★★★

(SL171.0) A NEW THREAT



(Y188) *by Steven Petrick, Texas*

The Vudar Enclave began to see its hoped for stability forming around it. The Klingons and Hydrans both ceased heavily probing the Enclave's borders. They had finally learned their lesson, and the Enclave believed it would at last be able to draw breath. The fighting had, as is often the case, been more costly than original loss projections had expected, the Enclave looked towards being able to start exploiting its occupied zone in earnest to further build up its defenses.

Then, in the zone between the Klingons and Hydrans, something new was detected. A Vudar squadron moved out to investigate, and encountered a new (and to the Vudar completely unknown) race. Vudar intelligence had concentrated on known threats and ignored distant ones (except the Andromedans and Orions). They did not believe the promise of the "Interstellar Concordium" that it was only present to ensure peace. The ships were encroaching into hard won Enclave space, and the threat would be turned back!

The ISC was only slightly better prepared than the Vudar for the encounter having a greatly superior strategic intelligence system, but was itself unaware at the time that it was intruding

into newly claimed Enclave space, nor the actual capabilities of Vudar weapons.

(SL171.1) NUMBER OF PLAYERS: 2; the ISC player and the Vudar player.

(SL171.2) INITIAL SET UP

ISC: CS *Lance*, DD *Saltor*, FF *Asteroid*, and FF *Black Hole*, set up within four hexes of 0306, heading C, speed max, WS–III.

VUDAR: CW *Scourge of the Tyrants*, DW *Soul Stealer*, FFW *Triumph*, and FFW *Victory*, set up within four hexes of 4227, heading F, speed max, WS–III.

(SL171.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(SL171.4) SPECIAL RULES

(SL171.41) MAP: Use a floating map. The ISC units can only disengage in directions A or F. The Vudar units can only disengage in direction C, D, or E. Units which disengage in unauthorized directions are considered destroyed.

(SL171.42) SHUTTLES AND PFs: All shuttles and PFs have warp booster packs.

(SL171.421) 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 (SL171.431).

(SL171.422) 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.

(SL171.423) There are no PFs in the basic version of this scenario, but casual PFs might be added in a variation or as a balance factor.

(SL171.43) COMMANDER'S OPTION ITEMS

(SL171.431) 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.

(SL171.432) The races that are involved in this scenario do not use drones. In a variation where a drone-armed race is used, all drones are "fast," i.e., 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.

(SL171.433) No ship in this scenario normally carries a Prime Team (G32.0), but such Teams are sometimes assigned to various ships. Players may experiment with Prime Teams, perhaps as a balance factor.

(SL171.44) REFITS: The ISC ships all have the side phaser and rear firing plasma-F torpedo refits shown on their SSDs as they were standard by this time. The Vudar ships do not have any refits.

(SL171.45) VUDAR DEFENSE DETERMINATION: The Vudar are determined to show the ISC that they will defend their territory. This is reflected by tracking the number of hexes in direction C, D, or F that the battle drifts. If the battle drifts more than 20 hexes in directions C, D, or F (individually, the battle might drift 10 hexes in direction E and 10 hexes in direction D, but this does not count as 20 hexes in a given direction), the Vudar player automatically loses the scenario. The determination is made for each Vudar ship, and if any one uncrippled ship exceeds this limit based on their starting positions when the scenario begins, the Vudar lose. Hexes moved in directions A, B, or F add to or cancel hexes moved in directions C, D, or F (i.e., if the Vudar move five hexes in direction A the ISC would have to force them to move 26 hexes in direction D to lose the scenario).

(SL171.46) ISC RESOLVE: The ISC ships are determined to "show the flag", and are regarded as having lost the scenario if any uncrippled ISC ship moves in directions A, B, or F so that it is more than two hexes in direction A from its starting position on the map.

(SL171.47) CRIPPLED WITHDRAWAL: Crippled ships are exempt from the restrictions in (SL171.45) and (SL171.46) and may disengage at will to avoid destruction or capture.

(SL171.5) VICTORY CONDITIONS: Use the Modified Victory Conditions (S2.201) to determine final victory if neither side has conceded by withdrawing too far from its starting positions as defined in (SL171.45) and (SL171.46) above.

(SL171.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SL171.61) Replace the ISC ships with a Lyran CW+p, DW+p, and two FFs with the plus refit. All Lyran ships have the ESG capacitor refit, and both the CW and DW have the power pack refit, but only the CW has the UIM refit.

(SL171.62) Add two or more standard PFs to each side carried on mech links.

(SL171.63) Delete the Frigates from the ISC force and the FFWs from the Vudar force for a smaller and faster battle.

(SL171.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

(SL171.71) Change the ISC CL to a CA.

(SL171.72) Replace one of the ISC FFs or Vudar FFWs with another ISC DD or Vudar DW.

(SL171.73) Increase or decrease the distance each side has to retrograde in.

(SL171.8) TACTICS

VUDAR: Destroy the CS and his formation will collapse.

ISC: Stick to your guns, and your echelon. He will have a lot of EW to jam your long-range weapons, so watch the range carefully. You need to get close to get hits, but not too close.

HISTORICAL OUTCOME: Awaiting playtest reports. ★★★

(SL172.0) MYSTERY ATTACKER

(Y163) *by Steven J. Kay, California*

Spikljadaki, a Sector Commander of the Pharoah Cartel, lived by his reputation. Anyone in business will tell you how important reputation is. It can get you in the door when others cannot. It can get you favors from people who ordinarily would not give them. And it can keep people from shooting at you just because you happen to be at the wrong place at the wrong time.

A small Klingon outpost was doing quite well thanks to the infusion of Pharoah resources and the tentative blessing of the local Klingon Authority. The attitude was if the Empire did not know how we flourish so much the better.

Spikljadaki was coming to town for business reasons. Except when he came into range the town did not exist. Not being responsible for the disaster Spikljadaki had little to fear unless whatever caused the destruction returned. He

dispatched rescue parties to tend to the relatively few survivors. Missions of mercy were not his stock in trade, but he once had an investment with those people. And Spikljadaki sometimes let his emotions get the better of him.

A Klingon tug–A warped into the system and spotted the Salvage Cruiser in orbit. The Empire had lost contact with the outpost for several days and had alerted the tug to be ready for battle. When the Captain of the tug gained a positive ID on the Orion ship he did a very unKlingon thing; he opened a hailing frequency and asked what had happened. The story was related from a few survivors and the Orions were off the hook. The Captain of the tug wished to survey the damage with Spikljadaki. Again this was an unusual step for Klingons to make. Spikljadaki relented and met the Captain at the outpost.

While both beings were discussing the damage and the discovered details were being shared the real culprit warped into the system ready to give more hurt.

(SL172.1) NUMBER OF PLAYERS: 2 (or 3); the Galactic (Klingon and Orion) player(s) and the Extra-Galactic player.

(SL172.2) INITIAL SET UP

TERRAIN: Class M planet (P2.21) in hex 3724. There is a GBDP-4 on the 3724-E side of the planet (SL172.45).

Map sector A is the edge of an asteroid field (P3.1) extending off the map in directions A, E, and F. Deploy asteroid counters in sector A in accordance with (P3.1). Additional asteroid counters may need to be deployed if the action moves off the board in the above directions

GALACTIC:

KLINGON: Tug–A (1x cargo pod on centerline) in 3623, heading E, speed 2, WS–III.

ORION: SAL in 3824, heading A, speed 2, WS–III.

EXTRA–GALACTIC: ISC CS in hex 0315, heading C, speed max, WS–III.

(SL172.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side (the Klingons and Orions are considered to be one side) have been destroyed, captured, or have disengaged.

(SL172.4) SPECIAL RULES

(SL172.41) MAP: Use a floating map. Note that the locations of asteroids and the planet will have to be tracked if the action moves off the map. Multiple mapsheets may alleviate this problem to some extent. The Galactic units can only disengage in directions B, C, or D. The Extra–Galactic units can only disengage in directions A, E, or F. Units which disengage in unauthorized directions are considered destroyed.

(SL172.42) SHUTTLES AND PFs: No shuttles or PFs have warp booster packs.

(SL172.421) MRS shuttles may be purchased [up to the limits in (J8.5)] under (SL172.431).

(SL172.422) 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.

(SL172.423) There are no PFs in this scenario.

(SL172.43) COMMANDER'S OPTION ITEMS

(SL172.431) 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.

(SL172.432) All drones are "slow," i.e., speed–8. Type-II and type-V drones (speed–12) are available for purchase as special drones.

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

(SL172.433) Prime Teams (G32.0) are not available in this scenario.

(SL172.44) REFITS have not been installed on the Orion or Klingon ships involved in this scenario. The ISC ship has both the side phaser-3s and the aft plasma torpedoes.

(SL172.45) GROUND BASE: The ground based phaser-4 is the only surviving installation of a small colony that was annihilated in a previous attack. The systems of this installation are off-line, and are under repair. The base will be fully on-line and operational at the start, i.e., the Energy Allocation Phase, of Turn #3 unless it is destroyed before then.

(SL172.46) CAPTAINS: The commanders of the two Galactic ships have beamed down to the planet to inspect the results of the raid (neither anticipated that the raiding ship would return given the devastation of the colony). Neither ship can move any further from the planet than it is at the start of the scenario until its captain has been beamed back aboard. The Captains cannot beam aboard immediately due to residual radiation left by the previous raid on the colony. Both must move to a clear area. To determine if the captain of a given ship has reached a clear area, roll one die for each ship at the start of each turn, including Turn #1, before Energy Allocation and record the total. When the total reaches or exceeds 11, the captain of that ship can be beamed up on any subsequent impulse of any turn. Once the captain of a ship has been beamed aboard, that ship is free to maneuver. Until the captains are beamed aboard, the ships can only fire on the ISC ship if they themselves are fired on.

(SL172.47) ORION OPTIONS: The Salvage Cruiser is a ship of the Pharoah Cartel and can select options from the territories of that Cartel. Historically, the ship had two photon torpedoes. The ship has a cloaking device and OAKDISC.

(SL172.48) EXTRA–GALACTIC: The ship which attacked the Klingon colony in this scenario was never identified. The ISC ship is obviously not the attacking ship as the PPD system had not even been developed at that time. The ISC CS is used to simulate the attacking ship in this scenario.

(SL172.5) VICTORY CONDITIONS: Use the Modified Victory Conditions (S2.201). If a three player variation is played, the ship which actually destroys the ISC ship gets the victory.

(SL172.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SL172.61) Players might substitute any other ship of similar BPV for the ISC CS, perhaps a simulator ship from Module C4.

(SL172.62) Allow the Captains to beam back after a set time limit like two or three turns.

(SL172.63) Historically, the Orion Salvage Cruiser had a Legendary Engineer.

(SL172.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

(SL172.71) Change the Tug–A to a Tug–B.

(SL172.72) Replace the ISC CS with an ISC CA.

(SL172.73) Delete some plasmas or phasers from the ISC ship, or add some refits to the Galactic ships.

(SL172.8) TACTICS

GALACTIC: The key is using what has survived after being released. The ISC can do a frightening amount of damage with those PPDs. Do not panic. Remember he is a light cruiser and easy to break once you are past his shields. Try to force him toward the asteroid field. You can use the terrain to your advantage better than he can.

EXTRA-GALACTIC: Stay in the open. Close within overload range on the first turn when the ships cannot do much and pepper the heck out of one of them. Do not overrun since they may try to tractor you. Your best tactic is to snipe and run.

HISTORICAL OUTCOME: Waiting on playtest reports.

(SL173.0) HASHING AROUND

(Y173) *by Stephen Fassmann, Utah*

Returning from Federation space a Klingon FD7 stumbled across a Federation drone bombardment squadron. The Klingon captain decided to attack, knowing that even with his reduced stores he had a good chance of destroying the group's scout preventing their mission.

(SL173.1) NUMBER OF PLAYERS: 2; the Federation player and the Klingon player.

(SL173.2) INITIAL SET UP

FEDERATION: NCD in 2212, NCD in 2218, FFS in 2215, all heading E, speed 5, WS–I.

KLINGON: FD7K in 0204, heading D, speed max, WS–III.

(SL173.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(SL173.4) SPECIAL RULES

(SL173.41) MAP: Use a floating map. The Federation units can only disengage in directions B or C. The Klingon units can only disengage in directions E or F. Units which disengage in unauthorized directions are considered destroyed.

(SL173.42) SHUTTLES AND PFs: No shuttles or PFs have warp booster packs.

(SL173.421) MRS shuttles may be purchased [up to the limits in (J8.5)] under (SL173.431).

(SL173.422) 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.

(SL173.423) There are no PFs in this scenario.

(SL173.43) COMMANDER'S OPTION ITEMS

(SL173.431) The following ships have the following special equipment in lieu of purchasing Commander's Option Items:

FEDERATION: All drones are Type-IIIXXM. No other options. However, see (SL173.433) below.

KLINGON: Has one loading of drones and ADDs, but may have a prime team (SL173.433). No other options.

(SL173.432) All drones are "medium," i.e., speed–20.

No special drones may be purchased in this scenario. The Klingon ship used all of its special drones in the raid it is returning from, and the Federation ships are all loaded with drones for the bombardment mission they were en route to conduct. However, see (SL173.433) below.

(SL173.433) If players wish to use the optional rules for Prime Teams (G32.0), the FD7 will normally carry one such team while the Federation can be given 25 Commander's Option Points to distribute among his forces as desired or to purchase additional units. Note that type-IM drones might be purchased with these points for use in a scatter pack or to be loaded on the racks.

(SL173.44) REFITS: The Klingon FD7 has the K refit. None of the other units involved in this scenario were refitted at the time of the action depicted.

(SL173.45) TARGETING: The Federation ships are preparing to initiate a time on target drone bombardment mission when they were interrupted by the arrival of the FD7. As part of this mission, the NCDs had linked their computers to targeting signals being broadcast by the FFS. To maintain this linkage, the NCDs must remain within six hexes of the FFS at the end of each impulse. If an NCD is ever more than six hexes from the FFS at the end of a given impulse, the linkage will be lost, resulting in that ship being unable to complete the bombardment mission. Further, the linkage can only be maintained if the FFS and the NCDs have active fire control. If fire control is inactive, at low power, or disrupted, the linkage will be lost.

(SL173.5) VICTORY CONDITIONS: Victory is determined as follows:

NCD destroyed, disengaged, or loses linkage	1 point
FFS destroyed or disengaged	2 points
Each type-IIIXX drone destroyed or disengaged	0.1 points
FD7K Destroyed or disengaged	–2 points

Note, type-IIIXX drones launched during the scenario or destroyed in cargo boxes or drone racks (or when the ship itself is destroyed) count as victory points for the Klingon player.

To win, the Klingon player totals the points and compares the results to the following table:

0 or less points	Klingon defeat
1 point	Klingon draw
2 points	Klingon tactical victory
3 points	Klingon substantive victory
4+ points	Klingon decisive victory.

The Federation wins by denying the Klingon victory.

(SL173.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SL173.61) Replace the Federation drone bombardment group with a Kzinti drone bombardment group of two MCDs and an FFS. No refits.

(SL173.62) Reverse the roles by replacing the Federation ships with two D5Ds and an F5S and using a Federation CF.

(SL173.63) For a smaller and faster battle, replace the NCDs and FFS with a single CAD.

(SL173.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

(SL173.71) Change an NCD to a CLD or a DWD.

(SL173.72) Replace the FD7 with a D7C.

(SL173.73) Add refits to one side, or delete the FD7's K refit.

HISTORICAL OUTCOME: Awaiting playtest reports. ★★★

PLAYTESTING WANTED!

All of the scenarios in all issues of Captain's Log are intended for additional playtesting by the readers. Please send in your playtest reports so that we can get the products these scenarios are scheduled for ready as quickly as possible. ★★★

ANDROS RULE!

With their devastating victory at Origins 96, it is clear that the Andromedans, by rights, should rule the galaxy. That is to say, this galaxy, their own galaxy, and any other galaxies they want to. Let's begin with the greatest Andro of Doomsday.

ANDROMEDAN POWER MANAGEMENT TIPS

— Fleet Captain Lee Larsen, HMCS Ontario

Andromedan batteries are like another set of power absorber panels, only better. If you turn off the power absorber panels, all that stored energy gets dumped straight into the batteries, resurrecting your defenses and giving you an incredible power boost at no extra charge [pardon the pun, see (D10.424)]. To do this you need space in your batteries to do it, or at least the ability to clear your batteries mid-turn. How much space you need in your batteries depends on your opponent. You can calculate the amount by assuming you will take the maximum amount of damage on your forward power absorber panels possible, subtract how much your rear power absorber panels can pick up from the front power absorber panels when you drop them to standard and turn the front power absorber panels off completely, and the rest goes to batteries. Cobras need about 14 of 20 points of power storage free in their batteries, Pythons need about 24 points of 30, etc. If you are low on power anyway this is not a problem, otherwise ...

Orient your ships' power around the batteries. Your priority is to recharge the batteries first and everything else second if possible. This will allow the most efficient use of power. Transporters, tractors, the first turn of TR beam arming, EW, probe arming, reinforcing power absorber panels, charging phasers, and, sometimes, fire control should all be done off reserve power. If for some reason you do not require the use of some of these systems during the turn you have saved that much battery power. If you do not want to preserve it or need to clear your batteries, the above systems can burn it off for you. Thus the power you would have allocated for these systems should instead be sent to the batteries. Movement (20-27 recommended), standard level power absorber panels, life support, displacement device, and repair systems all require allocated power, and should always get it. If you find you have a surplus of power after recharging the batteries to the proper level (accounting for reserved space or the ability to clear that much space), you still have excess power you can allocate an HET, erratic maneuvers, etc., if you do not use it, the power allocated is assumed to never have been generated at all. If you want to be able to use an HET or erratic maneuvers as a means of clearing battery space, do not allocate for them.

Your ability to clear space can also be calculated. You may leave this amount in the batteries even if it occupies space you need to reserve for 'power dumping' purposes. Generally you can fire phasers off battery power (even out of arc phasers!), and refill the capacitors the same turn with more battery power. A Python can thus clear 12 points of power with phasers alone. Probe arming, erratic maneuvers, and especially electronic warfare can further increase this ability. Taking these into account, you can almost leave the batteries completely full.

Warning, if you send power to an HET or erratic maneuvers, etc., and do not actually use it, that power will boomerang right back into the batteries at the end of the turn. If there is not enough room to hold the returning energy it will be released. This means it will go into the panels, or worse if they are full or down. Internals my friend. You are allowed the option of canceling power allocated to recharging batteries (instead of phasers) if you lack the capacity to hold that returning energy at the end of the turn. The phasers could have been armed off battery power and the energy you canceled cleared additional space for the power you dumped into the batteries from the power absorbers.

If, after all is said and done, you still have a surplus of power and have no more extravagant ways to spend it, you may begin shutting down your power systems. Never shut down any warp power, auxiliary warp reactors, or your last impulse box if you have a choice because your displacement device requires warp energy, and the maximum speed you can attain or HET at is affected by this. Do not forget to inform your opponent that you have shut down your APR while he is scraping away at his Energy Allocation Form for that last point of energy. Firing out of arc phasers to burn energy can also be quite effective in annoying your opponent.

When you are expecting to lose your batteries to internal damage, immediately divert all power to any system that can accept it. This includes recharging the phaser capacitors of phasers that have already fired this turn. This also clears space for absorbing energy released by destroyed power absorber panels. Mark off battery boxes that are holding power if you want to get rid of the power held, empty ones if you want to keep the power. Andromedan ships have battery reserves other ships can only dream about, they hardly even need to fill out an Energy Allocation Form as they can do half their functions on reserve power alone. Because of this, I would recommend you create a new Energy Allocation Form for Andromedans to replace the old and inadequate Andromedan Energy Allocation Form, and to suit an improved, more detailed power management system, and style of play.

Example: A Python is withdrawing from a battle. It discharges the last two points of battery power and allocates 3.5 points of power to standard level power absorber panels, and life support, eleven points of power to movement, 2/5ths of a point of power to transporters, five points of power to recharge its empty batteries, and does not generate eight and 1/10th points of power. Impulse #1 the Python takes massive damage, filling its front power absorber panels to capacity, 48 points of energy held. Three points of reserve power was used to raise its power absorber panels to reinforced level, two points are used for a mid-turn speed change. Impulse #2 the Python drops its now useless forward power absorber panels, sending forty points of power to the rear power absorber panels and eight points of power to the batteries. When the rear power absorber panels are reduced to standard levels eight impulses later sixteen more points of power are released to the batteries. Of the 24 points now in the batteries, four are used for TR beam arming, one for fire control, six to fire phasers, six to recharge the phaser capacitors, and one to arm a probe, leaving six in the batteries. When the rear power absorber panels are also dropped, the last 24 points of power floods the batteries, filling them to capacity once again. On Impulse #11 the forward power absorber panels are restored to active status in time to receive more damage, and they again hold eight points of power. Of the thirty points in the batteries, six are used for ECCM which is soon dropped and six more points of power are used for ECM. The forward power absorber panels are dropped once again and the batteries now have 26 points of power stored. All power absorber panels are raised on Impulse #27 and they again absorb massive damage on Impulse #28. At the end of the turn, the 2/5ths of an allocated point of power left to recharge the batteries is canceled as the power allocated to transporters returns to the batteries, filling them up. No energy from the power absorber panels may be transferred to the batteries at the end of the turn, only dissipated.

In this manner, our Python can withstand the kind of damage that turns other starships into debris, and profit by it.

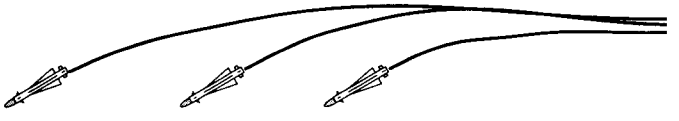
TERM PAPERS

HIDDEN RESERVE

— Captain Ken Burnside, USS Wisconsin

If you anticipate the loss of your batteries on the next impulse of the game, consider other options beyond throwing that power into shield reinforcement. Rule (H7.132) allows reserve power to be allocated to specific systems at the end of the impulse procedure, after Step 6E of the Sequence of Play. Of all the potential uses for reserve power, the only one this procedure CANNOT be used for is (FP1.93), the two-turn F rule. This allows you to use "dead" batteries to execute a high energy turn, complete contingent allocation of a cloaking device, upgrade the arming of held plasma torpedoes, overload direct fire weapons, or allocate power to an "unplotted" mid-turn speed change to take place later in the turn (this list is by no means conclusive or complete). This can give you the element of surprise you need to pull victory out of a badly damaged ship. This tactic DOES require a written record of the reserve power shift, and the shift must be done on the impulse BEFORE the battery is destroyed (if not earlier).

Rated the Best Term Paper in this issue. Ken is the staff's Andromedan ambassador, a highly suspicious situation.



BASIC SEEKING WEAPON MOVEMENT

— Cadet Steve Walton, HMS Newcastle

When moving seeking weapons, do not sideslip them, turn them as they always have a turn mode of one. It is easy to sideslip when you first start but it becomes a habit. This may cause you to sideslip when you should turn.

An example: A ship in hex 2210 heading D and a plasma torpedo in hex 1912 heading A are both due to move, but on the following impulse only the plasma moves. The ship moves directly forward and the plasma is sideslipped towards it (why worry, he does not move on the next impulse). The ship player then judiciously decides on a speed change using reserve warp to move directly forward on the next impulse causing the plasma to have to HET to be able to hit its target.

A second problem occurs when HETing seeking weapons, everyone I have seen HETs directly towards the target, if the target moves on the following impulse the seeking weapon will end up behind it. Sideslipping the ship onto the weapon's hex row will leave it two hexes away.

UNORTHODOX ESG RAM

— Ensign Sebastian Chedol, HMS Holland

Kzintis should purchase six ATG equipped ECM drones when attacking a Lyran fleet. Then when they pop out of the scatter pack with the ECM drones all in it, set them to protect your selected ram ship (these should be fast drones), launch additional drones from the ram ship's racks if necessary or more ECM drones with ATG from other ships. Once they are all in the ram ship's hex, charge the Lyran target ship. He will have to deal with (over two turns) six ECM drones that will absorb his ESG along with your ship, and a timed shuttle launch. His ESGs cannot deal with that many targets, he will not be able to destroy all the ECM drones (and the extra drones from the ship's racks, which are possibly type-IVs).

LONG-LANCE LAB

— Fleet Captain Sandy S. Hemenway, USS North Carolina

In tournament play, the Klingon will often launch his scatter pack defensively when fighting against the Kzinti. However, occasionally, the crafty Klingon may launch his scatter pack offensively, (counting on his ADD and speed to help him deal with the Kzinti's drones). The Kzinti has an option that will allow him to identify the target of the Klingon drones while still at long range. He can drop tracking to one of his drones. Either one of the Klingon drones will go inert (identifying the scatter pack as tracking drones), or they will all continue coming, (identifying the Kzinti ship as the target).

You are giving up one drone for a range thirty-five-and-under lab (which takes no power). Since most tournament scatter packs are launched at long range, this tactical knowledge could be critical in helping plan your attack run. It will also keep your labs available for rack-launched drones later. Also, if the Klingon has targeted your drones, since one of his drones dies anyway, you have really lost nothing at all. The real advantages are gained by how you act upon the foreknowledge of what the targets are. However, this ploy may not be advisable if you have got a ten drone stack (in one hex) when the Klingon scatter pack blossoms. In that case, you have only got a 60% chance of dropping tracking to a drone he is targeting, even if he has launched defensively.

MANEUVER TRICKS

— Senior Lieutenant Warren E. Taylor, USS Georgia

Little tricks of maneuvering can be the subtlest of advantages in the game, but can make a huge difference in the battle.

When an opponent is in your left or right arc, and you are trying to get him into your forward arc for a torpedo shot, many will turn and begin slipping toward their enemy to keep the range tight. If the enemy is as maneuverable as you are, you may never get that shot if he is turning with you, trying to stay close. Instead, you should slip outward and try to increase the range. If will be increasingly difficult for him to remain out of your forward arc.

When seeking weapons are tracking your ship on a closed map, sometimes it is better to slip toward them if your speed is sufficient to outrun them. Let them get directly behind you. You can lead them where-ever you want. In general, it is not a good idea to allow them to be center-ward from you on the map. If you can, slip enough to get them behind you or outward from the center of the map. This way they cannot trap you in the corner.

O-EW AND THE EW DRONE

— Captain Steven Petrick, USS Texas

The ECM drone has an ability to escort other drones. This capability is usually ignored since most ships can easily overcome the three points of ECM it generates. There are several cases when ECM drones SHOULD be added to drone swarms.

First, if you have a scout which will be within 15 hexes of an enemy ship which will not be able to receive lent ECCM, plan on having the scout lend six points of Offensive EW to the enemy ship. Combined with the three points of ECM the ECM drone will generate this will create a shift of one to all non-ADD weapons die rolls on your drones. This effect means that he cannot guarantee killing any drone with a single phaser-1 shot, or even with two phaser-3 shots.

Second, if the enemy is under erratic maneuvers, an ECM drone will combine with his own EM to again guarantee that one shift. This COULD force him to drop out of erratic maneuvers and give you a better shot at him.

Third is if your enemy is using passive fire control.

WEASEL DEPLOYMENT

— Vice Admiral Tony Zbaraschuk, USS California

Klingon dreadnoughts (and the B10) should, when arming weasels, have them (or at least one) in the boom shuttle bay boxes. In case the boom has to be separated, the weasel can be launched to protect the boom if it is still in the bay, rather than being blown up uselessly with the rear hull. Note that while seeking weapons remain targeted on the rear hull, other seeking weapons can be launched at the newly-separated boom.

EW POD SNEAKINESS

— Ensign Michael Vinarcik, USS Michigan

Since all fully capable carriers carry two EW pods per fighter, load all your fighters with two EW pods at WS-III. Then, when they are launched, switch both pods to ECM (giving you six ECM and two ECCM). Allow the four loaned EW points from the EWF to provide four ECCM, bringing the squadron to six and six (the legal limit). This way, if the EWF is destroyed, the squadron is still running maximum ECM; ECCM is less of a problem, since any launched drones approaching a high ECM target can be switched to a ship running ECCM.

Note that you may load the two EW pods in excess of the normal drone carriage; this will reduce your top speed and dogfight rating. However, this is a small price to pay, and the pods may be jettisoned if necessary.

GORN ANCHOR OR BUST

— Fleet Captain Christopher Lee Larsen, HMCS Ontario

If you fail to lock the tractor on, you have probably just lost your ship, so here is a way to increase your tractor power.

Consider a Gorn Tournament Cruiser with five batteries and thirty-eight power attempting an anchor: Holding two plasma-S torpedoes (four points of power) and two plasma-F torpedoes (no power used), active fire control (one point of power), shields (two points of power) moving a speed of 26 (twenty-six points of power) will have four points of power remaining for its tractors, plus its batteries.

Instead, it should hold two plasma-G torpedoes (two points of power to hold) and put the two points of power saved into tractors, so that if it needs those two extra points to establish the tractor, at least it can still launch eighty points of plasma, and if not, it can use two points of reserve power to upgrade the plasma-G torpedoes to S-torpedoes before launching them.

This is even more effective on the third turn of arming the plasma torpedoes if you roll half of them and complete the arming of the other half with reserve power that was not needed to effect the tractor link. Eight points of reserve power, which you will not have, would be required to fully arm all four rolling torpedoes to full power, so you should arm at least one during energy allocation. Barely being able to establish a tractor and having nothing to launch would be regrettable.

PPD ACCURACY

— Ensign Kevin W. Hart, USS Hawaii

ISC players must realize that the PPD derives much of its effect from hitting the target on multiple impulses. It is also obvious that the target will do all it can to generate ECM to foil that goal. With this in mind, it is best to always have the highest possible value of ECCM for your PPD ships before they begin engaging the selected target. This includes having a scout lending six ECCM to each PPD ship. Note, that the scout may slow up and start to fall through (or behind) the formation on the turn the PPDs are firing, but it will be able to accelerate and reclaim its proper position while the PPDs are reloading so that the procedure can be repeated. There are two points here, first to stop the ECM Yo–Yo, and second to damage the target.

PREDICTABILITY

— Ensign William Hughes, HMCS Saskatchewan

My grandfather, who was an anti-aircraft gunner in WW2, tells me that the German bombers would consistently fly on even thousands of feet (say, 8,000 feet). It is a training artifact produced when pilots learn to fly. They are told to keep straight and level at 8,000 feet, and they do. Then they keep doing it later in combat. My grandfather says that they would guess the elevation in even thousands. They did not set the shells for 8,452 feet, they set them for 8,000 feet. When plotting a mid-turn speed change, do not do it on the predictable impulses, such as #4, #8, #16, #24,or #28. Plot a speed change for Impulse #5 or #9 or #13 (for example). The opponent then waits with baited breath for Impulse #4 and #8 to go by to see what you will do. When no speed change occurs he will often relax and fire weapons at a greater range. THEN change speed to over-run. Fewer weapons (power used to move) are often better than more weapons further away.

ORION NON-VIOLENT COMBAT

— Ensign Russ Bullman, USS Illinois

Orions face a tough decision with Non-Violent Combat. They want to use it to capture those freighters, but if there is a warship present, Non-Violent Combat can reduce the effect of their weapons too much.

A way to balance this is to use Non-Violent Combat, but select some options that are not affected by Non-Violent Combat, like hellbores, seeking weapons, or PPDs (if you can get them). This way you can use your weapons normally against shields, then use the "violent" weapons against the escorts and the "non-violent" weapons, like your phasers, to score internals on the freighters.

PHOTON FLEXIBILITY

— Cadet Mark Renier, USS California

Federation ships can try to make up for the large power drain imposed by loading/overloading the photon torpedoes by a judicious use of reserve power. Discharge all the batteries and apply warp power as you normally would, but do not begin arming the photon torpedoes that could arm with the amount of warp power in the batteries. Before the end of the turn, if nothing has caused you to expend your reserve warp power, you can now allocate it to begin the charging of the empty tubes. Thus, at the start of the second turn, all the torpedoes can finish their arming, and during the first turn of arming you will gain a few hexes of movement. While you will be much slower during the second turn since you will not have any power to drain from your batteries, you will have all your torpedoes ready. As an added plus, you may have moved fast enough that your enemy will not realize that you have indeed loaded all the tubes, and he may close in to a very unpleasant surprise.

PLASMA DICE AND DOUBLE SLICE

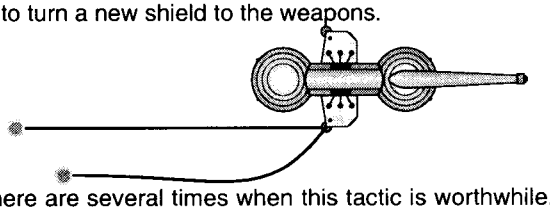
— Cadet Sam Clarke, USS America

When performing a Gorn anchor (or zero energy anchor), launch an enveloping torpedo as well as a normal torpedo. On the impulse before the torpedoes hit, fire most of your bearing phasers. This should knock down or nearly knock down the facing shield. During movement of the next impulse, the torpedoes will hit and the enveloping torpedo will strike first and all damage will be resolved. Then the normal torpedo will hit and its damage will be resolved separately. This could result in two or three volleys of internals in a row. Even if your opponent turns away during movement, the enveloping torpedo should shatter the remains of his previously damaged shield. The normal torpedo should also be able to punch through the shield it faces since the enveloped torpedo damaged it.

THE GORN HOOK

— Ensign Tim Ray, USS Texas

If you manage to execute the Anchor, you should have your opponent at your mercy. You can impress (or at least disgust) your foe by launching enough torpedoes to break the facing shield (in order to fire phasers through it) and launching the rest of your plasmas on a 60° arc off the tractored ship. For example, a Gorn Tournament Command Cruiser is in hex 3407 heading A tractoring a Klingon D7TC in 3406 heading C. Both ships are moving speed 0. The Klingon has a down #6 shield as does the Gorn. Launch the type-Fs in direction A, and one type-S in direction B. This sort of launch is legal, since the target is in the FA arc of the torpedoes at launch. The off line torpedoes have two choices for the first movement: they could HET towards the target (but cannot be forced to), or move into hexes 3307 and 3507. They cannot turn normally on the first movement. Their next move will be to turn into hex 3306 and 3506. Notice that this lets the torpedoes circle the target (or "hook" around it) and pick the shield to hit simply by doing an HET and impacting on the next impulse. The enemy's batteries were probably blown away by the phaser volley, so he would have to have had a TAC or HET plotted in the Energy Allocation Phase to turn a new shield to the weapons.



There are several times when this tactic is worthwhile. One time is before Y170 when Gorn ships had the smaller fixed plasma-G torpedoes. If an early Gorn cruiser anchors the enemy off the number one shield, the plasma-G torpedoes do not bear directly. You could, of course simply use the HET of both torpedoes to turn them towards the target, but this application lacks finesse. Another time is if the target has a down shield which he turned away from your approach. The hooking torpedoes can still hit it. Further, if the enemy did enough damage to you on the approach to kill all of your phasers or if you are down a plasma torpedo launcher or two, the hook may be the way to hit a down or weakened shield and maximize the damage inflicted. The hook is also a good way to hit phasers you could only kill on "any weapon" hits otherwise. The hook takes advantage of the Mizia concept since the target will be damaged over the course of several impulses.

This tactic is not without drawbacks. It requires low speed (preferably speed zero) for both ships, or at least low speed for a few impulses. Referring to the earlier example, if the anchored ship uses a speed change to sideslip into hex 3407 (pushing the tractoring ship into 3408) when the hooking torpedo is in hex 3306, the torpedo will have to move additional hexes to get back into the groove. Such a speed change is expensive if unplotted, as the anchored ship must push the tractoring vessel. The target of a hook attack could also wait until the torpedoes execute their HETs (prior to diving into the shield) and then TAC on the next impulse just before the torpedoes move (seeking weapons move last in the order of precedence). It is thus imperative to destroy (or force the use of) the enemy's reserve power. A further disadvantage is that the hooking torpedo is exposed to fire from most of the target's weapons. For this reason, using drones to hook the enemy (the Fuzzy Hook) is difficult. The Gorn Hook could be done with a PPT first to encourage the enemy to fire at the torpedo and use up his TACs, then the real torpedo could be launched when the target is out of options. If you use the plasma-F torpedoes to hook, they can only move so far before the warhead strength starts to drop off, so plasma-G torpedoes and larger are a better choice.

HUNTING NASTY LITTLE THINGS

— Ensign Richard Glover, USS California

Seeking shuttles are always bad news, since they can be scatter-packs or suicide shuttles, each more dangerous than any single drone and most plasma torpedoes. While you can no longer identify these by simply asking (due to addenda issued days after Basic Set was printed) it does bear watching. Keep count of the total number of seeking weapons on the board. If a shuttle is moving in a suspicious manner *and* your opponent has five or fewer drones/plasmas on the board, that should tell you that a shuttle *could* be the "missing" seeking weapon. If he has the opportunity to launch another seeking weapon and passes it up, that could confirm that a shuttle is using the sixth control circuit. Of course, self-guiding weapons could be used to confuse the situation.

ANGLES OF PURSUIT

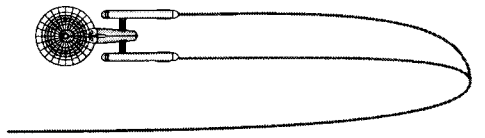
— Cadet Michael Greenholdt, USS Wisconsin

Maneuver is the queen of battle, and in SFB this truism is very dear. The heart of maneuver is something I call the "angle of pursuit". The optimal angle of pursuit has the fleeing victim on the hex spine defining the pursuer's #1 and #2 (or #6) shield boundary, which puts the pursuer on the target's #4 and #5 (or #3) shield boundary. This can also be described as being the "center" of the LF or RF firing arc.

From these relative positions, there is no maneuver that the fleeing victim can perform to escape his tormentor's FA arc that the pursuer cannot counter with a sideslip, assuming the victim is trying to evade combat. There is no maneuver that the fleeing victim can perform to bring its FA weapons to bear on the pursuer as well, barring an HET.

Note that because of this angle of pursuit, the pursuing vessel need NOT have an HET plotted, or in reserve warp. (A critical point when trying to drive someone into a corner.) Any maneuver the fleeing victim can do can be countered with a simple turn.

An added benefit of this pursuit vector is that it seldom if ever takes you over the enemy's flight path, and thus, over his T-bombs.



TURNING AWAY FROM THE ENEMY

— Ensign Christopher Dearlove, HMS Essex

If turning 180° without a high energy turn, a slower speed can be almost as fast as a higher one, even if both are chosen to have good turning circles. For example, a Federation CA takes 20 impulses to turn 180° at speed 24 (its best with turning circle of five), and 24 to turn 180° at speed 12 (best with turning circle of three) whilst also traveling four hexes less closer to the enemy and keeping 12 points of power to reinforce shields or arm weapons. One drawback: if something unexpected happens, your lower speed will make it harder to get away.

SURPRISE MOVEMENT WITH WEB

— Ensign Allen F. Treschler, USS California

Tholians can allow themselves to be trapped in their own web and slowly gain speed. On a subsequent impulse or turn, the Tholian can decide not to be trapped in the web and suddenly shoot forward at the greater speed it accelerated to while held in the web. With carefully plotted mid-turn speed changes the Tholian can lunge out to attack and then turn and return behind the web. If the Tholians have had time to lay several small stretches of web this tactic allows them to "slip in the patrol corvette" quickly.

TOO FAST FOR COMFORT

— Senior Lt Joeseph W. Hatfield, HMCS New Brunswick

One way to degrade the effectiveness of the Federation's photon torpedoes is to keep him under pressure to move. Drones, especially fast drones, can force him to keep high speeds which will limit the power he has available to arm the photons. This will allow you more time to fire disruptor salvoes.

THE USELESS PPD

— Admiral (Retired) Frank Crull, USS Texas

When you are using ships with one or two PPDs in solo combat, try to avoid firing the PPD at the end of one turn when the PPD fire will overlap another turn. The reasoning is simple; your opponent will have an entire new turn's energy to allocate shield reinforcement to bounce your PPD waves. Furthermore, you cannot assume that you will nail your opponent with your plasma torpedoes since there is a good chance your opponent will have a wild weasel or two planned for such an event.

SCATTER PACKS AND THE OBLIQUE ATTACK

— Lieutenant JG Geof Pinello, USS America

When using a scatter pack to cover an attack, consider timing the release such that the drones are deployed after you pass the option point or even as you enter/approach the option point. Two things can happen, barring the use of a wild weasel:

Your opponent can turn to 'hook' behind you, and he will then be heading towards the scatter pack/drones. This will take away his option of outrunning the drones, and as he knows the shuttle is likely to be a scatter pack (if it has not released yet), he will hold his phaser fire (unless he has time to fire at you and then reload and hit the drones on the next turn). If you passed the option point out of overload range, he will not be able to supplement his overloads (assuming he gets a shot) with phaser fire, and if you fired non-overloaded weapons at him, he will be hard pressed to hit back as you are probably evading and he must deal with the scatter pack. The key point here is that you are forcing him to divert his phaser fire to the drones, but he must decide to do so when the ships are within direct-fire weapons range, and he cannot actually use his phasers until later in the turn, when the drones are at point-blank range.

His second option will be to turn or slip away from the attack, which may or may not be what you want him to do, but he will certainly be surrendering the initiative, and you will have a good idea about what he is going to be doing over the next half-turn or so. You can then "hook" him, especially if he empties his phasers on you, thus communicating his intention to evade the drones.

NO PAYMENT UNTIL NEXT TURN

— Senior Lieutenant Jeffrey Zellerkraut, USS Alabama

If you cannot help ending the turn within overload range of one of the "bang, you are dead" races (Federation, Hydrans, Plasma boys) and you know they are going to overload or anchor you next turn, announce adoption of erratic maneuvers on Impulse #32. You will not have to pay for it until the next turn; you gain nearly the same ECM benefits as a wild weasel but have fewer restrictions on your own speed and firepower; and you can almost guarantee a two shift versus all but plasmas in a normal EW environment (we all know how ECM affects photons). Of course this might cause the enemy to fire what he can (possibly with reserve power) after you announce the adoption of erratic maneuvers to avoid the shift, but while you might take some damage now, it will definitely be less than what you would have taken the following turn (and if enough damage is taken you can cancel the erratic maneuvers). Remember, tractor lock-on can be affected by ECM shifts, which may prevent anchors.

LYRAN LARIAT

— Cadet M. Ryan, USS America

A trait that many escaping ships have in common is the lack of a #1 shield (or at least a weakened one). Lyrans can prevent or delay the escape by dumping all available energy into speed, catching up to the escaping vessel, forming an ESG with the fleeing ship inside the ESG's radius and then emergency decelerating. This will force the fleeing ship to either take heavy front shield damage, or decelerate. Either one will prevent an escape. This tactic assumes three things:

1.) A Lyran ship with charged ESG capacitors is available.

2.) The ESG damage will be enough to slow the target.

3.) The Lyran REALLY does not want that ship to get away (probably in a campaign situation).

It should be noted that the war cruiser and war destroyer classes, with their dual ESGs and favorable warp curves, are excellent for this mission.

HELLBORE TIMING

— Lieutenant JG Nicholas Weaver, USS America

When attacking a Lyran when you have a variety of hellbores at a variety of ranges and loadings, and he has his ESG up, order your strikes so that one or two almost take down the ESG and then your most powerful blast (probably a point blank overload) then crushes the ESG and does most of the damage to the ship. Hellion flotillas should use this technique to maximize knockdown and ship damage.

PLASMA GAMBIT

— Cadet Paul Miller, USS Illinois

Many people over the years have given advice on the use of the PPT. Invariably they say to save your PPTs for later in the battle. I disagree; your PPTs should be used when they will cause the most confusion, and that is during your first few volleys. Launch your volleys from range ten or so, and each volley should consist of one real torpedo and a number of PPTs so that you are not launching more torpedoes than you have launchers. On the second volley I suggest you launch your last PPT and one more real torpedo. If you are flying a ship with three or more launchers I would recommend a close pass now since there is a good chance that your opponent used all of his wild weasels on the earlier volleys. If you are flying a ship with only two launchers, or you think that your enemy has another wild weasel then you should use the fact that your enemy is running slow or stopped to re-arm. These tactics work well for the Romulans who can cloak to re-arm.

D7/6 PARTY SHIPS

— Cadet Robert Giaacolono, USS Pennsylvania

When fighting a fleet action, Klingons always need a D7 or D6 in the force. These ships have large numbers of transporters, and the purchase of additional boarding parties and commandos make them excellent for marine combat versus enemy ships. Above all else, D7s and D6s have the weapons to tear down the enemy's shields to make boarding possible.

HELLBORE SHIELDING

— Cadet Donald D. Taliaferro, HMCS Alberta

When Hydran hellbores come to town insist on using tactical intelligence as the deception option allows you to partially lower your shields. Figure out the maximum damage if spread over multiple shields and reduce all non-facing shields to that level, while reinforcing the front shield. In this manner, he may not be able to do enough damage to the facing shield to make it weaker than the others, and although the hellbores will still weaken all the shields, you may be able to stand one or two volleys with no internals.

SHOOT AND DODGE

— Fleet Admiral Ray Olesen, USS California

When approached by a large wave of seeking weapons, you can fire then gain the benefits of erratic maneuvers. Just announce erratic maneuvers the impulse you are going to fire, the erratic maneuvers will take affect after that firing step, increasing the chances of the weapons that hit being reduced by the electronic warfare shift.

TYPE-E MINESWEEPERS

— Cadet James M. Phillips, USS Maryland

If an Orion ship needs to perform mine-sweeping, it should take type-E drone racks in its option mounts. Since seeking weapons can be used to sweep mines (M8.21), it can sweep up to four mines in one turn with the type-VI drones that come with the type-E drone rack.

Any unit with type-E drone racks can sweep transporter bombs (small mines) quite effectively, because even with the plus two shift non-minesweepers get, the minimum damage the dogfight drones will do is four points.

A standard type-I drone could be used against large mines, where it would do at least six points of damage, which is sufficient to destroy a mine.

Drone-using races should consider loading any type-G drone racks with type-VI drones. If ship modification rules are added back to Star Fleet Battles, changing the drone racks on minesweepers to type-E for the above reason should be considered.

SANDPAPER SMALL THINGS

— Lieutenant JG Earl Durboraw, USS Missouri

If terrain allows, your tractors will not just stop that seeking weapon (drone or shuttle) from hitting your ship, but by careful maneuver you can drag the offending item through the edge of some inimical terrain (such as the edge of an asteroid cluster) assuming you are moving fast enough, and save yourself the bother of shooting at it.

REVERSE THINKING

— Lt Commander Steven Rushing, USS North Carolina

Usually players launch a spread of drones, follow them in, and launch scatter packs outside of weapons range so they will catch an opponent before his defenses recharge. Reverse this; use the scatter packs to launch the first wave and follow those drones. In this way you may be able to recover your shuttles.

COLLATERAL THE BASE

— Captain Tom Chartoff, USS New Jersey

When fighting a base or other immobile target, try to always launch your seeking weapons in a continuous stream. In this way the base will not gain much benefit from any wild weasels it launches as each seeking weapon as it arrives will be a separate explosion for collateral damage.

Additionally, any units docking to or launching from the base will also suffer the collateral effects.

LYRAN ESG TACTICS

— Cadet Lawrence Richardson, USS America

When following an enemy ship that is moving at a higher speed than your ship, you can do two things: either use reserve power to speed up and catch him, or if you do not wish to move any farther than you have already planned to, lock a tractor on to him and then hit him with the ESG field. After the first field has dissipated, put up a second field to do more damage if you have one. Then you can decide to let the victim go, or hold on to him so that you can hit him with overloaded disruptors at the start of the next turn.

BASIC HYDRAN FIGHTER TACTICS

— Lieutenant JG Fred Hood, HMS Shropshire

Hydran fighters have a great number of uses. Apart from the expensive close range fusion beam attack they have two major roles. These two roles may be classed as offensive and as defensive.

The offensive role is usable only in fleet actions when you have sufficient ships to allow mutual support. You can then form your fighters into large (minimum 12 fighters) groups. These fighters approach to eight hexes range from selected enemy ships and fire on one shield. Since the expected damage is just under eight points per fighter even a group of 12 should be able to cripple an enemy cruiser. Any enemy ships that are flying too close together should of course be made to blow up by allocation of more fighters to a given target. If the enemy ships are launching large numbers of drones or plasma torpedoes at your fighters, save the gatling phasers for the seeking weapons and open fire instead at ten hexes range from the ships. Losses to fighters taking part in such long range attacks should be minimal since ADDs and ESGs are out of range and phasers are ineffective, and if the enemy decides to fire phasers and heavy weapons at your fighters he will at least be unable to fire them at your ships.

The defensive role of Hydran fighters is more relevant to engagements with only a few ships involved. Your fighters should be used to protect their carrier from seeking weapons, if you have enough, you can launch some to follow behind you to discourage attacks from behind, and to shoot down seeking weapons.

The other use for defensive fighters is to protect their carrier while it is re-arming its heavy weapons, this allows the carrier to fire a full broadside every alternate turn.

It is important to note that since Hydran fighters do not carry seeking weapons they can fire all their weapons while under erratic maneuvers. The erratic maneuvers gives them four ECM and they gain two ECM from their design. The fighter pilot's target will be protected by four ECM as a result of the fighter's erratic maneuvers status, but this can be countered by the two points of ECCM built into the fighter's design, and by the carrier loaning the fighter another two points of ECCM (or a nearby non-erratically maneuvering EW fighter or MRS shuttle).

The carrier (or EWF or MRS) could loan additional ECM or ECCM allowing a fighter to have a maximum of ten ECM (including erratic maneuvers) and six ECCM, but note that the target will be protected by the four ECM generated by the fighter's erratic maneuvers status, and so it may be necessary under some conditions to drop erratic maneuvers before firing to get good hits.

SLAVE MINEFIELDS

— Lieutenant JG Jim Steward, HMCS Nova Scotia

When constructing a minefield, put chain or deadman detonators on as many explosive mines as possible. Group these around your command-controlled mines, which should be equally spaced from each other when placed in the main belt around the base, or whatever you are defending. When an enemy fleet crosses the minefield, detonate the nearest command mine and the dependent mines will also detonate.

Any minefield so constructed cannot be swept by conventional means, as it cannot be detected, and permits enough control over the field to be detonated for maximum efficiency. Also, in its most extreme form, it permits friendly ships to cross the minefield at any point.

The problems are principally the expense of such a minefield, and the fact that large portions of the minefield might be nullified if the enemy crosses one area a single ship at a time.

FIERCE FALCON

— Cadet William A. Lazar, USS Illinois

Romulan maulers should approach battle under cloak, and in reverse. Of all Romulan maulers, the Falcon is best in this role because of its inherent NSM. By dropping the NSM as you pass under the enemy ships you can cause massive damage and confusion, then you uncloak, and even if they manage to get in a solid hit while you are doing so, you can absorb the damage with your battery power and go back down. If they do not fire at you, you have the mauler in position to take advantage of their confusion, and the mauler's supporting ships should be coming out of cloak as well, leaving the enemy caught between two fires.

MULTI-WARHEAD BLUES

— Lieutenant Commander Stewart Frazier, USS Ohio

Any battle involving a large number of multiple-warhead drones can create a problem when the release point comes to several such drones simultaneously. An easy solution is to use different colored drone counters to represent the type-VIs and record their target(s) separately (especially if they are randomly targeted). This also allows everyone to visually see the multiple-warhead scatter and for opponents to separately check the travel time when recorded. In the case of a Gang's All Here (GAH) battle, the choice of counters is greatly reduced as there can be as many as four to five races using drones and the Orion/WYN player(s) will be using the generic drone counters. Color-coded blank counters or coding the back of (excess) shuttle/fighter counters can be used.

LIMITS OF CONTROL

— Cadet Brian Moon, USS Oregon

Unrefitted early Federation ships have some "blind spots", which were eventually fixed. One of the overlooked shortcomings is the number of seeking weapon control channels. Without the addition of drone racks, these ships can only control a total of three seeking weapons.

This is not so bad in single ship duels, but can be dangerous when mixing some of them into a refitted fleet, say during the period of about Y160-170, before the refits were common. This problem can also show up occasionally in mixed Klingon-Lyran fleets, where the Klingons might want their allies to take control of their fair share of the drones! Watch your seeking weapon control channels!

TO EW OR NOT TO EW

— Lieutenant JG Ronald Gilbert, USS Illinois

If you are familiar with your opponent on critical turns you may not want to use EW. If there is no edge in electronics and both players are closing the distance to fire their weapons, people tend to put their power into ECCM to make sure their weapons fire is effective. If both players do this, they have in effect wasted six points of power each.

If one player goes totally defensive and the other totally offensive, the effect is the same. Consider not allocating any power to EW, or allocating only enough to allow you to go fully one way or the other, depending on your enemy's EW status, with your batteries.

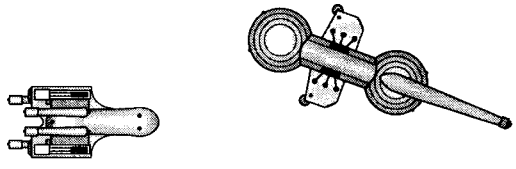
The power saved can be used for speed, shield reinforcement, tractors, transporters, or whatever seems useful. Not only does this allow you to prepare some surprises for your opponent, but it also means that you do not have to rely on reserve power which may be eliminated in combat.

Having three to six points of extra power can make a great deal of difference in a battle pass. There is also the advantage that your opponent will be kept off balance guessing whether or not he needs ECCM.

ROMULAN FIRING ARC ADVANTAGE

— Cadet Vincent Solfronk, USS Alabama

Many Romulan sub-commanders complain that they are out gunned by their opponents. This is not so. Romulan ships only appear to be outgunned IF YOU CENTERLINE. Federation, and Gorn ships are cursed with LS/RS firing arcs which force them into turns to bring a quarter of their firing battery into arc. Most Romulan third series ships have FA or better firing arcs, enabling a Sparrowhawk-A approaching down a side hex row to face a Gorn BC with the same phaser firepower (four phaser ones and one phaser three to four phaser ones and one phaser three. The key is to never let the Gorn or Federation ship centerline you.



FINESSING EM

— Lt Commander Graeme Cree, USS Texas

Before using erratic maneuvers, do a little cost benefit analysis to see if it's worth it. Compare the average damage from enemy weapons with and without erratic maneuvers. An overloaded photon at range eight will average eight points of damage compared to three points when you are erratic, or a savings of five damage points a torpedo fired. If a DN spends nine points doing erratic maneuvers and has two photons fired at him, he saves one energy point. That probably is not worth it considering his own reduced offense, and the systems he cannot use while on erratic maneuvers. The more he is hit with, the more valuable erratic maneuvers becomes. Also, erratic maneuvers is less effective against phaser fire. A phaser-1 at range zero will average 1.7 points of damage less against a ship on erratic maneuvers, so our DN would have to be hit by six ph-1s before the erratic maneuvers saved him more damage than shield reinforcement would have (less than six if the DN could have used some impulse power for EM).

PLASMA TORPEDOES

— Ensign Greg S. Prince, USS America

Plasma torpedoes, being seeking weapons, have the evil nature of eliminating the hit and miss situation. They also have the ability to score considerable damage unless the defending ship is careful in its tactics. Plasmas are best launched one at a time so that there is never a window in which an enemy ship can close to overload range while you are trying to reload the plasma tubes, but this is mitigated somewhat by the two turn F tactic. Ships with only small plasmas, or only one or two plasmas are at a considerable disadvantage when faced with ships with direct fire weapons, and require extra skill to win.

PROBE THOSE MINES!

— Ensign Stan Leghorn, USS Pennsylvania

Another overlooked use for the much ignored probe launcher is as a method to determine the type of mine while keeping your ship at a safe range. This saves a lab for other uses and allows the minesweeper to concentrate on the larger and more dangerous mines while ignoring the ones that are probably not set to attack him. Holding a probe ready for when a captor mine fires at you will tell you if it will be able to fire on the next turn or if it must delay (i.e., it has one photon tube, or two), giving you a chance to clear it. The probe will also reveal sensor mines. ★★★

MARINE TERM PAPERS

BOARDING PASS

— Fleet Captain Sandy S. Hemenway, USS North Carolina

When attempting to capture a ship, you will normally need multiple ships on your side against a single (and usually smaller) adversary. One of the main problems with boarding though, is that you must drop YOUR shields in order to beam your boarding parties onto the enemy, making you vulnerable to internals your prey would not be able to net otherwise. This normally forces you to gut the opposing ship before you start your capture attempt, so even if you succeed, your prize will be difficult to get off the map for lack of power. However, because of the primary firing restrictions (G7.91), if you tractor the target with a ship of a larger size class, any other ships you have can beam on board with impunity, while the target can only use his weapons against the large ship holding him (although shuttles are also eligible targets). This method can be improved upon if you have more than one ship of a larger size class as the target, as you can trade off who is holding the prey so everyone can use the 'tractor shield' as a free 'boarding pass'.

Rated the best paper in this special section.

PULLING THE PLUG

— Lieutenant JG Jim Davies, HMS England

If using (D16.0), a quick way to cripple an enemy ship is to board and capture the section of the ship that connects to the warp engines, e.g., sections E or F on a Federation heavy cruiser, or section F on a Kzinti battlecruiser. This will cut warp power off from the rest of the ship. You will probably not have to hold that section for long, as the ship will be crippled or destroyed in the meantime. This obviously works best in fleet battles where you can put a lot of boarding parties aboard the selected enemy ship. Ships which are most susceptible to this are those with a single area connecting to all engines and only a single access line to it.

GRAB YOUR GUNS

— Rear Admiral John Berg, USS Illinois

There are many good reasons for converting crew into militia (whenever it is allowed):

1) They can be used as guards, thereby freeing your regulars (Marines) for more important duties.

2) Send militia over with the marines in a second wave during a capture attempt. After the ship is captured marines are prohibited from manning the newly captured ship (D7.51) but the militia is not. (Hint: When the enemy boards your ship and capture is inevitable, use directed damage to kill the militia units.)

3) Militia can guard enemy prisoners (D7.51), freeing regular marines for other duties.

GORN DN COMMANDO SHIP

— Ensign David Brinson, USS America

Next, time you are flying Gorns in a fleet you may not want to buy boarding parties, just buy a dreadnought. Assuming of course that you can. Spread the boarding parties from the dreadnought to your cruisers and other units you think may have a chance to capture a ship. Remember that you cannot move the boarding parties until after the scenario actually begins, so you may need to delay engaging the enemy a turn or two. However, you can use non-combat rates on your transporters between friendly ships. Because the dreadnought has only four transporters and thirty boarding parties you will be able to save some Commander's Options for T-bombs, and other things.

BRING IN THE MARINES

— Ensign Matthew T. Kempe, USS Minnesota

If you want to try to capture your opponent, you can only get ten extra boarding parties, right? True, but in boarding party combat the heavy weapons and commando squads fight like normal boarding parties, so for nine (9) points of Commander's Options you can get ten boarding parties, two commando boarding parties, and two heavy weapon boarding parties beyond your normal boarding parties. Also, if there is a chance for ground combat you can convert two more of these boarding parties into heavy weapons squads for only one (1) more point.

CRACKING THE SHIELDLESS

— Cadet Richard Hamel, USS New Hampshire

When preparing to board an enemy ship when flying the Seltorians, your shield crackers are NOT useless against a down shield. Fire a shield cracker on the down shield before trying to board. This will accomplish two things: If the enemy has general shield reinforcement the cracker will almost certainly knock it down, and it will prevent the enemy from raising general reinforcement with reserve power to block your boarding attempt (E16.5).

HACK, SLASH, AND POKE

— Lieutenant JG Dave Weidner, USS New York

While David Zimdars' "Hack n' Slash" tactic that was detailed in Captain's Log #6 is an effective way of spreading out damage for Mizia effects, there is an extra step that will make ensuing volleys even more effective.

After blasting down a shield on Impulse #32 with phasers, then sending overloaded heavy weapons through on Impulse #1, if you are still facing the down shield on Impulse #2, drop your facing shield and send in the marines for hit-and-run raids. Their targets should be whatever "padding" (hull, labs) is left intact on the target ship. This way, when the phasers are able to fire on Impulse #8, any internals will hit more power and weapons systems, cutting out more of the ship's teeth and muscles instead of its fat.

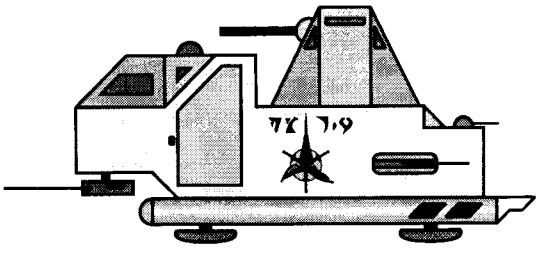
Alternatively, if they are not guarded, priority targets should be heavy weapons or remaining control spaces. In a knife-fight, if an opponent takes major damage then suddenly loses his remaining heavy weapons, he might resign right there.

This tactic should only be employed when you are certain the target has no facing weapons that can fire through your dropped shield, and you should guard your own critical systems to prevent your opponent from doing to you what you are doing to him.

WASTING POWER

— Rank Jim Straetker, USS Wyoming

A typical tactic for a drone-armed ship is to have drones follow your overrun. After you exchange fire, conduct hit-and-run raids on the ADD system and labs of the target ship. Hitting the ADDs will reduce the ship's ability to defend itself against drones, and destroying the labs will force the ship to overkill drones he cannot identify. This will allow the rest of your drones a better opportunity to strike the target. ★★★



ANDROMEDAN PAPERS

ENERGY MODULE SHUFFLE

— Lieutenant JG Michael Vinarcik, USS Michigan

The best place for an energy module is on a planetary surface! By (G19.416), a satellite ship may be transported directly to a planetary surface. By (G20.32), energy modules in an atmosphere dissipate at eight points of power per panel and they do not have the (D10.4123) restriction of spending the entire turn in the atmosphere! Therefore, beam an energy module onto a planetary surface on Impulse #32, it will dissipate during the power absorber panel accounting stage, and you may beam it back aboard on Impulse #8 [See (G19.443)].

The best part of placing the energy module on a planet is that the atmosphere degrades enemy weapons fire and prevents the enemy from tractoring the energy module and dragging it away [since it must be lifted from the surface by (P2.441)]. *Rated the best Andro Paper in this issue.*

DRONES VERSUS ANDROMEDANS

— Ensign Robert Gamble, USS South Carolina

Most of the time the standard wisdom is to overwhelm your targets with closely spaced drones launched at about the same time. One major exception to this is the Andromedans who, able to use their transporters without lowering their panels, can wipe out entire waves of drones with one well placed T-bomb. A counter to this is quite simple. Launch fast drones one at a time separated by three or more impulses. Do not use scatter packs as they will be a prime target for a T-bomb, unless you use it as a deception tactic (four type-Is so he thinks that some may be heavy). This will force the Andromedan to either use his precious T-bombs on one (or two if he maneuvers well) drone at a time or else deal with all of them using his phasers. Try and put the heavies out near the end of a wave so that his phasers will be mostly drained when they arrive.

An extremely useful drone to use against Andromedans is a two space drone that holds 1 and 1/2 explosive modules and 1/2 armor module. This drone causes 18 points of damage and takes eight points to destroy. To be sure of killing it, an Andromedan will have to use three of its phaser-2s rather than the two normally needed. If the drones are not identified and he assumes that they are standards or normal heavies there is a good chance that two phaser-2s will not destroy the drone. Against an Andromedan I build as many of these drones as I possibly can to replace my normal loads of heavies.

In duel type situations, or even small fleet battles where medium speeds are common (before Y180), it will be almost impossible to score a drone hit against an Andromedan. In this case use the drones to keep the Andromedans from coming in as far as they want on an attack run, or to restrict their range of movement by leading them as much as is allowed by the rules. Note that it might be possible to score a hit on an unsuspecting Andromedan by using extended range on a wave of drones. As the Andromedan slows up to turn back for an attack run or recharge his batteries expecting the drones to disappear at the end of their endurance you can imagine his horror.

Another time that spacing drones out one at a time might be useful is when your non-Andro opponent has no option but to use a wild weasel if he has one. Assuming the weasel is destroyed in his ship's hex it is better to have six separate drones (actually, most likely four) hit the hex over four separate impulses rather than all four at once. Four type-Is on one impulse would only do seven points of collateral damage, while in separate impulses the total damage would be sixteen points.

This works best, of course, if the opponent has to emergency decelerate to drop the weasel.

ANDROMEDAN BACKSTABBING

— Fleet Captain Lee Larsen, HMCS Ontario

One particularly lethal tactic you can try is to tease the enemy into pursuing you while you reload just outside of his overload range moving a little faster then he is, and then displace yourself three hexes right behind him, four impulses later cut him up with phasers. Of course this will only work against a ship that cannot HET and vaporize you. These latter include ships without a first time HET bonus, ships that have not got enough batteries for a reserve power HET, ships that are moving too fast to use an HET [(C2.4) sets this at about 26 typically], have burned their HET bonus already, have already used their reserve warp power to soak up damage from your TR beams, or have had one battery too many destroyed by an Andromedan hit-and-run raid. Obviously this is not too difficult to arrange, and if your TR beams are not on line he would never expect this and specifically allocate for an HET.

Keep the reserve warp ready if he changes speed, sideslip to slow down the approach to get your fire control up if he emergency decelerates. Make sure you are always going slightly faster so he is forced to move before you do to keep on his back. Lastly, remember you can use reserve warp to increase your speed to one that does not move on the next impulse. (Keep a keen eye on that impulse chart for the best impulse to displace on.)

Warning, do not try this on a Klingon D7 that can fire all of its phasers into the hex to its rear, or other ships that have substantial rear defenses (ISC plasmas, Kzinti drones, etc.). Remember you can still fire on drones and plasmas with disrupted fire control. Watch out for suicide shuttles and T-bombs, but most importantly do not overshoot your enemy and let him risk hurting himself when he blows you up at point blank range. A good way to escape is to pull a 180° HET and run, or stay behind him and drop a dummy T-bomb right in front of him. When he turns left or right to evade it, you break to the opposite direction and begin erratic maneuvers. Do not end the turn too close to your enemy, as next turn he can HET on Impulse #2 and blast you.

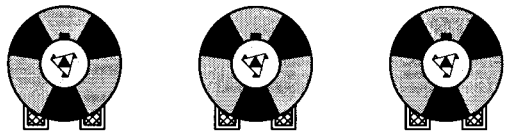
With a bit of skill you will get a point blank range shot with all phasers and fire control active on his aft shields.

An extremely difficult tactic, requiring practiced timing, but it could make you legend.

T/R POWER BOOST

— Ensign James Bradley, USS South Carolina

One favorite Galactic tactic is the "run the Andromedan out of power" trick. If an Andromedan is playing on a floating map, he can always take a three-turn arming cycle by dropping the TRs altogether for a turn. You would be amazed what that can do for your power curve. Sometimes a good Andromedan (or one playing against a sloppy Galactic ship) can get away with this on a fixed map as well, if the opponent is moving slowly and/or you have displacement devices available.



ANDROMEDAN CHOKE POINT

— Captain Ken Burnside, USS Wisconsin

By using the Temporal Elevator, an Andromedan base can make itself all but drone proof with mines laid in its own hex. Elevation allows it to slip around the provisions of (M3.22) and (M2.31), and lay the mines in the one hex the drones HAVE to come through before climbing "up the shaft" to the base. ★★★

TOURNAMENT PAPERS

TOURNAMENT BATTERY ALLOCATION FOR 2/3rds MOVEMENT COST SHIPS

— Captain Ken Burnside, USS Wisconsin

When flying the Archeo-Tholian tournament ship in a tournament, seriously consider allocating one point of reserve impulse power to your batteries. Because of the Archeo-Tholian's movement cost and its five batteries, this allocation would allow it to still do an HET or make a two hex speed change with reserve power. While two hexes of movement from reserve warp would cost one and 1/3 points of power under most circumstances, the point of reserve impulse allows the Archeo-Tholian to use an impulse TAC if it hits the tournament barrier or emergency decelerates.

The WYN Auxiliary tournament ship can do something similar with its reserve warp situation, although the HET is generally not the primary consideration. The LDR and Orion tournament ships can only do a one-hex reserve warp speed change and still retain the ability to HET off of reserve power.

As stated in an earlier paper, the Andromedan tournament ship should run at speed 27, using one point of impulse, to have six and 2/3s points of reserve warp available, allowing it to HET twice. In particular, the Andromedan should consider the costs of various reserve power mid-turn speed changes to clear fractional points out of its batteries to make the panel dumping easier.

Rated the best paper in this section. Ken is the fourth player to reach the rank of Captain (20 published papers).

FEDERATION TOURNAMENT TACTICS

— Lieutenant JG James Webster, USS California

The key to victory is to remember that your opponent can run, but he cannot hide on a fixed map. The first turn of energy allocation should be to complete the overloading of all your photons, and making sure you have a few "just in case" wild weasels ready if your opponent has a lot of seeking weapons. Move speed 16 most of the turn away from your enemy, then turn to chase him towards the end of the turn. This will allow you to present your #2 or #6 shields to him initially. When you reach range eight, fire one photon and two phasers. If the photon hits, it will force your opponent to commit the weakened shield or to abort his overrun in favor of an oblique approach. This will give you a better chance to close the range with your remaining overloaded photons, and even if he does penetrate your shield on the way in, you will have an empty photon tube and two phasers to score damage on.

RESTRICTING ANDROMEDAN TOURNAMENT SHIP MOVEMENT WITH DRONES

— Ensign Robert Gamble, USS South Carolina

The prime use of medium speed drones against the Andromedan tournament ship should be to restrict its options in movement. The first method is to launch the drones while moving at a slightly slower speed to allow them to get between you and the Andromedan. Spaced correctly they could possibly prevent him from closing to the range he would like to fire his alpha strike.

The other use is to 'lead' (still using the drone rules) him as much as possible to force him to stay near the edge of the board or to take the long way to get back to you, at which point you may have your medium speed drones in front of you again. The best time to launch medium speed drones at the Andromedan is during a rearm phase from the center of the board where they can move more easily to cut him off.

COUNTERING THE WEB TUNNEL

— Lieutenant JG Greg Bear, USS America

In the "Tournament Tactics Module", a tactic of laying a web "tunnel" straight out from the Tholian towards his opponent is suggested. The opponent is forced to choose one side (and the Tholian takes the other and hits him with unanswered phaser fire) or ram the web/emergency decelerate.

The counter to this (for seeking weapon races) is to sideslip until you are aimed down one side of the tunnel and launch a seeking weapon(s) (plasmas work better than drones) down that side. Then move the ship down the other side. The Tholian can meet your seeking weapons on one side or your ship on the other. Even if the Tholian just runs, he has wasted power to lay the web and is now reacting to you rather that vice-versa. If your opponent is flustered by the reversal of the situation, then you have a psychological advantage in addition to depriving him of a favorable situation.

RUNNING A MARATHON

— Ensign Preston Poulter, USS Texas

Whether it is true or not, most of a Tholian tournament ship's opponents will be expecting him to run out of steam after three rounds of webbing and shooting. Note however, that with thirty-eight points of power you can pay for housekeeping, two suicide shuttles, five points for phasers, six points for webs, and run at a speed of twenty-one indefinitely. Note that speed twenty-one does not come highly recommended, but a plot of high speed towards the beginning and ending of a turn, with a slow speed in the middle at a total cost of twenty-one points does.

PLASMAS VERSUS THE KRAIT

— Senior Lieutenant Warren E. Taylor, USS Georgia

Often an Andromedan will save his displacement device when fighting plasma ships so that he can use it to avoid plasmas. The plasma user can sometimes force the Andromedan into using the displacement device. Since the Andromedan is usually shy about showing his rear panels up close, try to fly straight past him without shooting. If he allows you to get back there, turn and fire some phasers into his rear panels. If he still refuses to displace, you can bolt torpedoes into him. With any luck, you will damage him. To prevent this, many Andromedans will displace away when you try to move onto their aft power absorber panels. Now you can turn and run him down. If you cannot shove him into a corner, and if he does not slow down enough to make plasma launch practical, you can close to range five, bolt into his rear power absorber panels to fill them up, and then use phasers to conduct a Mizia attack. Once a power absorber panel bank is full, it will be very hard for the Andromedan to turn enough to bring a new power absorber panel bank into play without using an HET.

If your plasmas can catch him, but he can HET to avoid the plasmas, launch your plasma-F torpedoes at him first. This may draw the HET out of him. Then you can run him down again and launch your plasma-S torpedoes. Remember to stay center-ward on the map so that he has the tournament barrier restricting his ability to run straight away from your torpedoes.

SAVE THE LAST ONE FOR YOURSELF

— Senior Lieutenant Jon Cleaves, USS California

Orion captains should save one of their repair actions for a control space. You do not have many and in any duel, you may run out just as victory looms. In fact, I repair the first control space damaged automatically. Orions try to end battles quickly (by Turn #3 or #4) and an unlucky Damage Allocation Chart series may leave you uncontrolled on the turn you began the repair. ★★★

ENCORE TERM PAPERS

Encore papers are *not* reprints from earlier products, but additional papers from authors who already had a paper selected for this issue by the judges. The fact that the top two papers qualifying for this section (and three more from the same two players not used due to the quota system) are from Andromedans indicates that a massive conspiracy is at work.

SAFE SCOUTS

— Captain Ken Burnside, USS Wisconsin

When assaulting a Tholian base, keep your scout out of the web. Rule (G10.64) specifically states that scout functions are not affected by the web, so it can sit at range fifteen from the BATS and loan it six points of offensive electronic warfare. At this range the scout will be virtually immune to reprisal from the base due to the EW shift and the minus four to Tholian phaser damage for firing through the webs of a three ring circus.

SUCKER PUNCH

— Fleet Captain Lee Larsen, HMCS Ontario

When it comes down to knife-fighting and hack and slash, on Impulse #1 all heck breaks loose as weapons recycle and are fired before they are lost. But, if a ship were to weasel on that impulse (after seeking weapons are launched?), an opponent might be duped into holding fire (you pose no threat on passive fire seeking weapons one hex away) and wait until he has a clear shot. So long as you are not looking at a major plasma salvo, you will be able to get a preemptive strike on your opponent on the same impulse. Who would launch a weasel and then void it right away by firing on passive fire control? If your opponent does fire, you can TAC a new shield into the seeking weapons before they hit. Most direct-fire weapons do about as much damage at range two as they do at range one, so you should be able to shoot down any drones, but your opponent may now be at a significant disadvantage in overall firepower.

USING PHASER-2s

— Lieutenant JG Russ Bullman, USS Illinois

The rulebook states that the only time a phaser-1 should be used as a phaser-2 is for deception. This is not absolutely true. Consider:

Orions could fire phaser-2s to Mizia a freighter, after knocking down the shields, to avoid damaging the cargo too much.

Anyone could use a phaser-2 to cripple a fighter or shuttle so that you would have a chance to capture it (usually this would be under a special scenario rule where capturing such an enemy shuttle is important to you).

If a very weak plasma was closing on you, and you did not want to totally destroy it (you want it to hit with some damage so that you know if it was a PPT or not) you could fire phaser-1s as phaser-2s in the best mix to get the result you want.

WEB WAVE

— Fleet Admiral Ray Olesen, USS California

When a Tholian uses a Snare or Web-Caster to slow down your drones, time your next launch to arrive in the same area when the web goes down. This will multiply the size of the drone wave he has to deal with. You are taking a considerable chance. Massing your drones into a single Snare, or where a single Snare can at least temporarily hold them all, only makes them vulnerable to all being destroyed by a single T-bomb. Generally, this is not a bad idea if they are angled to not be near enough for one Snare or T-bomb to get them all.

USING EW TO GAIN POWER

— Ensign Robert Giaacolono, USS Pennsylvania

During the first few turns of combat, keep up a high ECM and stay out of overload range. Fire a few sniping shots. This may force an opponent to burn batteries early in combat just to get a more favorable EW shift. When your opponent starts to apply high ECCM to counter your ECM, allocate no power to EW on the next turn. Keep your reserve power handy if you need to apply it towards EW points, overloads, speed, etc. This tactic works best for Klingons and Kzintis with ECM drones.

ANTI-ECHELON DRONE TACTICS

— Vice Admiral Tony Zbaraschuk, USS California

The echelon presents a solid phalanx of defenses against drones targeted on the second or third ranks. So, while it is playing into their hands, target the gun line with your drones. Select one or two gun line ships (preferably the destroyers because they are worth more) and swarm them with drones. Standard drone tactics apply, but you have an advantage in that it is very hard for the gun line ship to maneuver to evade the drones without breaking up the echelon's formation and giving you a shot at the bigger ships inside. You have to be careful though, it is embarrassing to run out of drone ammunition while this is going on and finding yourself unable to engage the major ships at all.

THE ESG WALL — *Fleet Admiral Frank Crull, USS Texas*

If you are fighting Tholians, and you are fortunate enough to have a few Lyrans with you, keep in mind that webs cannot be cast through ESG fields. Therefore, if you are planning an attack maneuver and want to shield some ships from web attack, simply stick your Lyrans out in front with ESGs up at maximum radius, being careful to keep them adjacent but not touching. While this does not eliminate the problem of webs appearing in front of your formation, they have to be so far in front that they are easily evaded.

ESG SHAVE — *Lt JG Nicholas Weaver, USS America*

When plowing through a minefield with a Lyran, raise your ESGs to radius one, move parallel to the minefield, side slip so the ESGs are at the first layer of mines, and proceed to shave the minefield. If the ESGs get too weak, sideslip out. The only threat to such a ship is a captor mine (or maybe bad luck and hitting a large mine on a weak ESG). Then move the other way and repeat (after recharging the ESGs). Thus, without interruption, a single Lyran can total a minefield, whether or not it is a minesweeper.

EMERGENCY RECOVERY

— Fleet Captain Lee Larsen, HMCS Ontario

Satellite ships are typically fast ships, especially when on an attack run. Should such an attack run go awry and a satellite ship is heavily damaged, recovering it when it is moving at high speed can be a problem. It must first slow down to speed ten or less for 16 impulses, an eternity of time in which it will be vulnerable and probably destroyed.

There is a faster way to recover a satellite ship, move it as far from the combat area as time permits and have it declare emergency deceleration, ECM and erratic maneuvers can then be initiated from reserve warp power for protection. Sixteen impulses after it stops you can transport it aboard a mothership. This will work best if the satellite ship declares the emergency deceleration early in a turn and can be picked up by the mothership before the enemy's weapons have recycled. While the satellite ship is sitting there, move the mothership in and tractor it (this will require dropping the erratic maneuvers) to drag it out of danger until you can make the recovery. ★★★

VICTORY AT ORIGINS 94: SATURDAY PATROL

by Captain Vince Weibert
Federation Starship *USS Thin Blue Line*

Prologue

When I left Fresno for the two hour drive to San Jose for Origins 94, I had two goals. One was to thoroughly enjoy myself and the second was to win an Origins Rated Ace card. I first played SFB from 1981 to 1986, and picked the habit up again in 1992. I had been to a couple tournaments since starting to play again, but none of the scope of Origins.

In practicing for the tournament in the weeks beforehand, I had settled on two ships. The Neo–Tholian for the Captain's tournament and the Federation for the Patrol tournament. I love the grace and timing of the disruptor dance, but am also very comfortable with the more straightforward tactics of the Federation cruiser. I chose the Federation as my secondary ship for many reasons, the most prominent of which is its crunch power. No other ship can match its direct–fire punch, and this ability to quickly and decisively end an exchange played heavily in my plans. I wanted to be able to break from the long disruptor dances I would have in the Tholian and end my games in the secondary tournament quickly. It was this ability that would eventually allow me to come from behind with a late start and win the Saturday Patrol.

When flying the Federation Tournament Cruiser I try to remember two key tactics. First, the ship's primary weapon is its awesome phaser array. The Federation Tournament Cruiser has the largest and most aggressive phaser layout of any of the tournament ships. Second, photons are more valuable to you when unfired. Any psychological edge you can hold over your adversary helps to give you the initiative. The fear of the photon's damage potential greatly influences the moves of your opponent and provides you this edge. Once the initial overload volley has been fired, this edge is reduced. As such, I try to hold the full volley for a "cannot miss shot". If I am unable to get to optimum range, I will snipe in the five to eight hex range bracket with one or two photons per turn, depending upon the opponent. This means that even if I miss I still have the threat of two or three photons backed up by that powerful phaser array to dissuade my opponent from coming in for the kill.

I arrived Thursday night and foolishly decided to play my first game as a Captain's game without warming up. I lost this game to a very competent Klingon in a cliffhanger five turn knife fight. Without the need to play in two tournaments anymore, I decided to stick with the Tholian in the Patrol Tournament and flew it to a 5–0 record defeating a Seltorian, ISC, Romulan TFH, WYN AuxBC, and Archeo–Tholian along the way. This put me into the finals on Saturday. I was eventually knocked out of the finals by Steve (Deth O') Kay's Orion phaser boat.

I decided to enter the Saturday Patrol Tournament, but I was already four hours behind everybody else. This is where the Federation Tournament ship's crunch power would serve me well and I readily took the challenge.

Saturday Patrol #1: 6 Turns "Wake Up Call" Opponent: Unknown, LDR Red Jaguar

For my first Saturday Patrol Battle I drew a Lyran Democratic Republic Red Jaguar. I had looked closely at that ship the day before when I purchased my copy of Captain's Log #15, and felt it would be a very capable ship. Still, I secretly breathed a sigh of relief as I felt the Federation Tournament Cruiser had a distinct advantage over the Lyran Democratic Republic Red Jaguar as, like its littermate, the White Tiger, its secondary weapons system is useless at range four, a prime Federation range. An easy kill? How wrong I was.

I started the game by finishing my overloads, holding two suicide shuttles, and plotting a speed of 17 for the entire turn. Unfortunately I was still in disruptor–jockey mode and was not yet thinking like a Federation Captain. Instead of avoiding engagement and setting up an attack for Turn #2 when my power curve would be at its optimum level, I waddled towards the center of the map with my #1 shield leading. As soon as I made range 15, my opponent fired four standard disruptors and six phaser–1s at my front shield. All four disruptors hit and the phasers scored nine points of damage! As I checked off more than half of my most important shield, I felt a sinking feeling in my stomach. On the next impulse the my opponent HET'd away from me and headed toward the upper right corner of the map. I half–heartedly followed knowing I could not afford to dance with this ship.

Turn #2 I held everything and plotted speed 24 for the whole turn. The Red Jaguar tried to run, skimming the top edge of the map to the very corner before he turned down and began running along the right map edge. I finally caught up to him at the end of the turn, but I had to turn off because of my damaged front shield. My calculations told me he did not have any disruptors armed this turn, but we were nearing the end of the turn and I could see four overloaded disruptors striking my #1 shield on the next turn before I could get to range four. On Impulse #30 I fired my left side phaser–1s into his #2 shield for six damage points. I turned off on Impulse #31 firing four photons and six phaser–1s at range eight right at the edge of our FA arcs. Three of the photons missed and the phasers scored only ten points of damage to his #2 shield. In exchange he fired phasers scoring 13 points to my #2 shield. My stomach continued to sink.

Turn #3 it was my turn to run. I plotted high speed for the first few impulses then slowed down. I put a few points back into the phaser capacitors and began arming all the photons as standards. On Impulse #1 he only had the FX disruptors in arc. He fired both as overloads on my damaged #2 shield. The dice fell my way as one of them missed and the shield held. My high speed allowed me to get out of range eight before he could bring the other two disruptors to bear. I ran to the left side of the map as he slowly turned around. Overloading all the disruptors and filling his phaser capacitors had cost him his speed and I was able to escape.

On Turn #4 I topped off my phaser capacitors, finished two photon torpedoes as overloads, two photon torpedoes as proximity fuses, and allocated for a moderate speed. I managed to get turned around and faced my #6 shield to the Red Jaguar as he came in. I believe he wanted to go for my damaged shields as he turned back to cut across my bow at range eleven showing his damaged shield. At this point I surprised him with the proximity fuses, both of which hit scoring a few insignificant internals. He sniped with disruptors for shield damage.

On Turn #5 I put a couple points in tractors, began reloading the two photons I had fired on Turn #4, and plotted a speed 12/17/12 split. He came after me and was able to get around to my damaged #2 shield at range six to eight which forced me to turn my #3 shield to him. At this point he apparently decided to go for a range three to four shot on my flank shield and then sail past me and out of range before my other two photons came up. He activated both ESGs and came in at me. My speed change caught him off guard and I slipped towards him into range two as the ESGs came up at radius three. He fired on my #3 shield scoring internals and knocking out a few phasers. I fired back with phasers for shield damage. I

felt he had used his batteries so on the next impulse I tractored him and he could not fight it. With my reduced speed I turned to bring my FA arc to bear and fired the two overloaded photons and my remaining phasers into the shield I had just damaged scoring about 25 internals. I retained my tractor link for the rest of the turn but had to keep my #2 shield facing him.

On Turn #6 I dropped the tractor link, completed the arming of the two photons, and plotted speed zero for the first nine impulses with tactical maneuvers and speed eight for the rest of the turn. He plotted a low speed and fired at my #2 shield on Impulse #1 with his FX disruptors and phasers scoring about 20 internals on my ship. I fired my two photons and phasers into his other flank shield for another 30 internals destroying several phasers. On Impulse #2 I tac'd my #4 shield to the surviving ESG (one had been destroyed by the previous damage) and he dragged it over me a few impulses later. My speed change kicked in and I overtook him as he tried to run away. With no phasers left, he was unable to stop the suicide shuttles that I sent through his down shield (I had managed to hold these throughout the battle, despite the desperation of some the earlier moves) and he conceded. I had just won my first Saturday Patrol game and felt lucky to be alive. My opponent was very competent and I had made some big mistakes. I promised myself I would not repeat them.

Saturday Patrol #2: 2 Turns
"Like a Chicken on a June Bug"
Opponent: Unknown, Gorn

I returned to the judges to report my victory and was quickly assigned my next opponent, a Gorn. Against a plasma race, I prefer to have a burst of speed plotted for the end of the turn to evade any first turn plasma launches.

For Turn #1 Energy Allocation, I finished the overloads, held one weasel, and plotted a speed of 17, accelerating to 26 in the last quarter of the turn. The Gorn came at me at high speed, and I set up a battle pass as my speed change kicked in. The Gorn came all the way into range six on Impulse #30, at which point he turned away and launched a single plasma–S torpedo. The next impulse I slipped into range six with the Gorn still in my forward arc. I fired two photon torpedoes and three bearing phasers. Miraculously, both photon torpedoes hit and the phasers did seven points netting me ten internals after reinforcement on his #5 shield. I hit a phaser and a plasma–F torpedo. On Impulse #32 I turned into him, intent on finishing what I had started. Now at range five, he launched the plasma–F torpedo from the destroyed launcher and the other plasma–S torpedo and fired a few phasers at me. I fired four more phaser–1s through his down shield knocking out two more phasers and another plasma torpedo.

For Turn #2 I plotted speed 26 for the first five impulses, then down to 24, with a rapid series of decelerations to the end of the turn. He plotted speed 30. I came in as he "crossed my T" and bounced the first plasma–S torpedo (the one he had launched on Turn #1) off my #2 shield. I reached range four with the remaining two plasma torpedoes at range one, and fired both the armed photon torpedoes and the remaining phaser–1 through the same down shield. I destroyed yet another plasma torpedo and three more phasers. The next impulse I HET'd and ran from the plasma torpedoes. Content with the damage I had done, I emergency–decelerated and weaseled the plasma torpedoes. At this point my opponent conceded as I had knocked out over half of his weapons and he had done only shield damage to my ship.

Saturday Patrol #3: 6 Turns
"The Long Awaited Battle"
Opponent: Jonas Johnson, Kzinti

My next battle was against Kzinti Ace Jonas Johnson. I had met Jonas in Phoenix at Hexacon Three in '93 and Hexacon Four in '94. He had won the tournament at the latter one month prior by defeating a friend of mine who had beaten my Neo–Tholian in the semifinal round. We had scouted each other's playing style in Phoenix, but I felt I had the advantage here as I knew his Kzinti strategy while he had only seen me do my Tholian Web Dance. In the games I had seen him play, he used the same strategy; overwhelm the enemy with drones, take what they have left, and kill them at point blank range. With this in mind, I decided to modify a tactic Beth, my wife, had developed for dealing with the Turn #1 Kzinti drone swarm in her Gorn. I figured that if I could weasel off the ten drone swarm while still holding full firepower, I could upset his plans enough to allow me to regain the initiative I would lose by weaseling.

On Turn #1 I plotted speed 15, finished the overloads, held a weasel and a suicide shuttle, and reinforced my #6 shield. He set up a classic Kzinti approach, following about six hexes behind a swarm of ten drones. I felt he wanted me to take the range six to eight shot and turn off, or try and deal with the drones with my phasers and tractors and go for the close range photon shot. In either scenario, he would have the upper hand, so I would have none of it. We ended the turn at about range twelve where he fired his disruptors for no permanent damage to my facing shield.

For Turn #2 I plotted speed eight, slowing to speed four when the drones would reach me, then back up to speed 12. I started arming another weasel, put a couple of points of power into tractors, and padded my #6 shield. He came in at me at speed 20 following behind his drones. I slowed as I had plotted, weaseled off the drones, and brought my fire control back up. He launched more drones, which I destroyed with phasers, and circled me in the range five to eight bracket trying to goad me into firing a full spread of photon torpedoes at his #3 shield. He fired his disruptors and four phasers at my reinforced #6 shield, hitting with only two of the disruptors and doing minimal shield damage. Near the end of the turn, I fired one photon torpedo and four phasers knocking down his #3 shield and scoring a few minor internals.

On Turn #3 I again started at speed eight, dropping almost immediately to speed four, then to speed 12 mid–turn. On Impulse #1 I fired my remaining phasers through his down #3 shield and fired another photon torpedo. The photon torpedo missed but the phasers scored good damage knocking out a disruptor and a couple phasers. Since my other phasers would not recycle in time, he launched drones which I again weaseled off. He circled around bringing his left side towards me and fired overload disruptors and phasers near the end of the turn scoring more shield damage on my ship.

The next two turns revolved around me maintaining an average speed of 12 with several points of power allocated to my tractors. He was reluctant to come in too close because of the photon torpedo threat and a lack of drones to hide behind. He sniped with his disruptors and phasers in the range five to eight bracket while I returned fire with phasers. His dice bit him a couple times rolling very high. I managed to take down his #6 shield and score several more internals, including a drone rack, while he did not do much more than the same to me.

On Turn #6 he managed to get up a good drone swarm consisting of two stacks of three drones and he came in behind them, apparently intent upon making his move. I had plotted a 0/8 reverse speed plot with a couple tactical maneuvers expecting him to come in. I weaseled the first wave, knowing I

would have my fire control back up in time to deal with the second wave of drones and his ship. I tractored two of the drones and phasered the third out of the second swarm. He closed to range two along a hex spine when my speed plot kicked in allowing me a shot on his down #2 shield. We exchanged fire. All four of my photon torpedoes and several of my phasers hit. In exchange, he finished downing a heavily damaged shield and hit with three overloaded disruptors and several phasers. When the smoke cleared, I had stripped him of much of his power and many weapons. I was damaged, but definitely in better shape than him and he was almost out of drones. He conceded at this point.

Saturday Patrol #4: 4 Turns
"Venting Methane"
Opponent: Unknown, Hydran

I took a quick dinner break and came back for my next opponent, a Hydran. I consider the Lord Marshall to be one of the least challenging ships for the Federation Tournament Cruiser to fight. The Hydran cannot close to its optimum range without being pummeled first, and if it tries to dance its power hungry weapons will slow it down and allow the Federation ship to catch it. This opponent turned out to be a dancer, and he got caught.

For Turn #1 I did a standard plot and approached with a little reinforcement on my #6 shield. He approached head on and on Impulse #32 fired everything at range nine, including the fighters! He could not damage the #6 shield enough and spread the hellbore damage around all my shields.

The next turn I plotted speed 31 for half the turn, then a deceleration to speed 17. On Impulse #2 he HET'd away from me and tried to run, however my high speed and his desire to recharge his weapons and batteries allowed me to close the range. I made range four directly on his rear centerline at which point I fired the photons and six phaser–1s (I had used the other phaser–1s earlier in the turn to cripple a stinger before he could land it). Three photons hit along with the phasers for about 40 internals. I destroyed both of his gatling phasers, a hellbore, and stripped his ship of a lot of power. I turned off and put a little distance between us to rearm.

On Turn #3 we both circled around while I reloaded and got into position for a finishing run.

On Turn #4, he did not have enough weapons to scare me or enough power to control the range. I came back into range four, took what he had left, and finished him off.

Saturday Patrol #5: 7 Turns
"The Cat Came Back"
Opponent: Michael Posey, Kzinti

I knew I had to get at least one, maybe two, more wins under my belt for a shot at the top. I took a quick break to watch Beth make history as the first woman on the tactics board, then came back for more. I had planned to play Jared Lemon, a friend of mine, who was 5–0 at the time. He drew a game against Bill Heim which he eventually lost while I was gone, so I ended up playing Michael Posey, a Kzinti. Beth had beaten Michael in the Patrol Tournament and we had talked about his tactics afterwards.

I used the same first turn plot I had used against Jonas in Game #3.

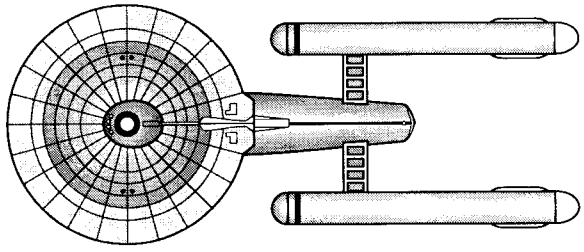
On Turn #2 I weaseled off Michael's ten drone swarm and dealt with his Turn #2 drone launch with phasers. He fired at range six to eight and turned off, damaging my #6 shield. As my speed change kicked in, I fired at range eight on his #5 shield with five phaser–1s and two photon torpedoes. My dice smiled upon me as both photon torpedoes hit, ripping down the shield and allowing the phasers to knock out a drone rack. At this point I prepared for an intense game of "cat and mouse" similar to my battle against Jonas. Instead, Michael put some distance between us apparently deciding to go lick his wounds.

For Turn #3 I dumped a lot of power into the photon torpedoes and the phaser capacitors while I regained some speed and finished arming another weasel. The Kzinti made a wide turn and launched three drones at me. Near the end of the turn he fired two disruptors in the 16–22 range bracket for no permanent damage to my facing shield.

On Turn #4 I finished the overloads and cruised at speed 17 keeping the range open a little longer. I destroyed the drones with phasers as the Kzinti finished turning around and we ended the turn at about range 12. He launched speed 32 drones around Impulse #25 and they ended the turn close to me.

I expected him to come in on Turn #5 much like my other Kzinti opponents had done and he did not let me down. I plotted 4/0/8 with tactical maneuvers and several points of power in my tractors. He launched more fast drones as he came in at speed 15. I tractored two of the drones he had launched on Turn #4 after I identified them with my labs as type–Is and destroyed the third. I then weaseled the drones he had launched at the start of the current turn as they came in, timing it so I would have the ECM shift from my weasel as he moved into overload range. When my fire control came up I fired at range two for about 50 internals on his ship. He also fired but was not able to bring all his phaser–3s to bear. He scored about 20 internals. As he closed to range one and tractored me I tac'd a new shield to face him. He fired his phaser–3s into the new shield scoring no internals. A couple of impulses later I sent the suicide shuttle through his down shield.

At this point he was heavily damaged while I still had much of my weapons suite and a lot of power left. He fought valiantly on to the last excess damage box and I destroyed him on Turn #7 after two turns of knife fighting.



Rated Ace
Saturday Patrol Champion
Epilogue:

I went back to the judges table looking for yet another game and was advised they would not be starting anymore until any tie–breakers the next day. I was contacted shortly thereafter by Steve Cole who advised me that Federation Captain Steve Huntsberry and I had tied for first 5–0. After a short discussion we both decided to share the glory as the Federation does not have civil wars and we both wanted to sleep late in the morning.

With the pressure off, I finally relaxed. With thirteen games under my belt for the weekend, I had never really taken a moment to unwind. I spent the rest of the evening discussing tactics with friends and helping one friend in particular prepare for his eventual battle, and victory, in the Patrol Finals. We Federation Captains stick together. Even those of us on loan from the Holdfast. ★★★

VICTORY IN EUROPE
SFB at EUROGENCON 1995

Iain Heron-Stamp, Royal Captain

Once upon a time there was a game called STAR FLEET BATTLES. For myself and a group of companions it was not so much a game as an all consuming passion. Life itself was only a function of how much time we could spend moving brightly colored squares of cardboard around a black hex map. Someone's week could be utterly ruined by the roll of a single die. (Few of us have not experienced that feeling of fear as an opposing Federation player announced "Four fully overloaded photons, narrow salvo!") It was a time of wonder, and I reveled in our weekly Sunday battles. We used to present a strange sight as we sat in the pub, arguing over tactics and devising scenarios. All intelligent people, our stratagems were highly developed, and devious. Then I got married and began to work in foreign countries, and the game faded into the past. I moved away from the area and started a family.

A decade later I moved back into the area, and renewed old friendships. One of the group mentioned a games convention and would I like to come? I agreed to go and help with his stall at the convention and as an aside, to play SFB. Some rapid coaching in the "New" rules ensued, and my mentor, Steve, assured me that I would be fine. By the time I went to EUROGENCON I had played perhaps six games. The strategies began to filter back as I decided to use the ISC ship for both the Captains and the Patrol series. I have always been more at home with finesse ships, and I could see some interesting possibilities with that one. Just before the Convention, Steve informed me that it had been allocated an extra two phaser 3s, which pleased me. I never got to use the upgraded ship prior to arriving at the CON however.

My first two games were in the Patrol series, and I beat a Lyran and a Gorn without receiving any internal damage. That was due to my opponents' inexperience rather than my skill, but it did boost my confidence somewhat. Then I began the Captains tournament.

Captain's #1: 5 Turns
Lizard Du Jour
Opponent: Gorn

On Turn #1 I closed at speed 17. Getting to range 12 on Impulse #31 I launched a type-F plasma torpedo. On Impulse #32, I launched two real type-G plasma torpedoes and fired the PPD and the five bearing phaser-1s. The PPD hit, and I kept him in its arc until Impulse #3 of the following turn, before turning away. Most players will chase at this point, as they will consider that the opposing ship is toothless because the heavy weapons have been fired! This gives an ISC player an ideal opportunity to use the plasma-F torpedoes.

As I expected, my opponent followed me at the start of Turn #2, and I launched the remaining plasma-F. His forward shield had been reduced to one box by my direct fire weapons, and he phasered my first plasma-F into oblivion. He maneuvered my two type-G plasma torpedoes onto his #2 shield, but got a nasty shock (and five internals) when they both turned out to be real. He turned as he closed, bringing his #6 shield to bear for my remaining type-F plasma torpedo. That shield was weakened when the plasma hit and destroyed along with some more internal damage when the three phaser-1s I had in arc fired. Turning again, my opponent launched all his plasmas, only to see me emergency decelerate and release a weasel. Disappointed, he decided to put some distance between us.

At the end of Turn #2, after a complete exchange of weapons, my SSD was pristine, and he had no forward shields.

Being a psychologist, I decided to psyche him out a little. I smiled at him and asked if he was ready for the next round. For the next two turns, I got closer to him. Like a shark, I conserved energy and stayed behind him, and he tried and failed to get me into his forward arc. As we were plotting for Turn #5, I knew with cast iron certainty that he intended to HET and launch an all or nothing strike. I plotted accordingly. In a tournament, it is rarely worth overloading a PPD, because the ships move too quickly. Keep your options open and conserve power by using standard loads. My weapons were already armed, and I know the Gorn cannot maintain a high speed on the final turn of plasma arming.

We started Turn #5 at range ten, both of us moving at speed 17 (spot the turn mode!) On Impulse #1 I launched an enveloping type-G plasma torpedo and watched it close. By the time it reached range six from him, he was itching to turn. I gazed steadily at him with a smile on my face, and he could not look me in the eye. When the enveloped plasma reached range five, his nerve failed, and he made his HET. I fired the PPD immediately, and hit. The first pulse took out the shields he had repaired, and he was left with no shield #1, #2 or #6. The two internals I scored, destroyed a plasma tube. He cracked completely, and the following impulse, launched everything. I launched my other enveloped plasma-G torpedo, and his ship began to suffer as the second pulse caused six more internals. The third pulse took out a phaser, and with my first enveloped plasma-G torpedo at range one, he emptied his remaining phaser battery into it in a desperate attempt to save his ship. When the fourth pulse and the first enveloped plasma-G torpedo hit, his SSD began to look like a child's scribble book. Just to rub salt into the wound I emptied my entire phaser battery into him. As we were allocating the damage he remarked that he did not want to quit "right now", because he wanted to see how much damage his plasmas did to me. The following impulse, I carried out an HET, announced that I was increasing speed to 31, and launched a type-F plasma torpedo at him. I explained that I would be emergency decelerating and launching another weasel in eight impulses.

With a look of resignation, he offered me his hand.

Captain's #2: 4 Turns
An Unlucky Cat
Opponent: Lyran

My next opponent was my mentor, Steve. We cursed the luck of the draw, and settled down to play. Steve had decided to use the Lyran for the Captain's game, and I was not looking forward to playing him. Before we began, I explained that I had the Patrol series to fall back on, so I was going to try out some tactical variations and not worry about winning.

On Turn #1 he came straight for me, going for the overrun (surprise, surprise). I closed on him too, which puzzled him. At range 15 I launched two enveloped type-G plasma torpedoes, and fired the PPD. By Impulse #31, we were at range 12 from each other, and my plasmas were at range three from him. He fired his disruptors at me, and missed with all four. He turned away on the last impulse.

On Turn #2 I announced a speed of zero for eight impulses, then speed ten reverse. This is a variation of the rather risky "Come and get me, big boy!" tactic. The principle is as follows; close to about range fifteen and fire PPD and phasers at the end of a turn. The following turn, use TACs for eight impulses to achieve the facing you want, then reverse away. When you announce speed zero, your opponent will be sorely tempted to close. This allows you to determine the range you launch

plasmas, fire another round of phasers, etc. If your opponent flies through your plasmas, you still have the not inconsiderable phaser battery the following turn, not to mention the PPD. Using this tactic is the only method I have found for successfully using overloaded PPDs in tournament conditions. Beware however, of using this tactic against the "overrunners" (Lyrans and to a lesser degree Hydrans). Steve decided to close. At the end of Turn #2 we were eight hexes apart, and Steve fired four overloaded disruptors. He missed with all four ... again.

On Turn #3, he kept following me, as I reversed around the map. I hit him with my PPD again, and his forward shields began to look dangerously low. I knocked down his #6 shield with my phasers, but hit nothing vital. I knew that on Turn #4 he was going to catch me.

One Turn #4 I launched my type-G plasma torpedoes on Impulse #1, hoping to deter his pursuit, but he kept coming. At range five I fired five phaser-1s, knocking down his #1 shield, and scoring four internals. I hit two phasers, an ESG, and a disruptor. He cleverly maneuvered his ship so that the type-G plasma torpedoes would hit his #2 shield, and at range four he announced that he was firing three overloaded disruptors and five phaser-1s. Because I did not move the following impulse, his ESG (which had come on at range two) would hit the same shield that he was hitting with disruptors. Steve's die rolls were so incredible, I actually wrote them down. For his disruptors he rolled two sixes and a five. For his phasers, he rolled three sixes, a five and a three. I made a joke about shooting the weapons officer, but it was not funny really. The following impulse my plasmas hit, and with the ten internals I knocked out the other ESG before it hit me, another disruptor, and three phasers. After such appalling luck, Steve could do little but resign. I was through to the next round, but I find winning a game in that manner to be very unsatisfactory.

Captain's #3: 9 Turns
Dancing Fed
Opponent: Federation

My next round opponent was a Fed. I enjoy playing against Feds under tournament rules, for reasons that will soon become obvious. This player shook hands with me as we sat down, and declared "May the best Fed win". With such an amateur psychological ploy to open with, I felt I had to beat him.

On Turn #1 I closed at speed 17, and he headed for the corner.

He ran for several turns, letting me get close then teasingly moving away. I am still not sure how he did it, but I ended up on the edge of the map, facing inwards not moving, with my PPD used up in the middle of a turn. I had taken down his rear shield but caused no internals, and he was closing with all weapons armed. When he reached range eight, I initiated the Walton/Farsee "Spit" strategy, so called because it makes you spit. When fighting a Fed in a tournament, the use of wild weasels to get an electronic warfare shift of plus two can be used by any race. Multiple weasels, launched prior to firing, then just after, can totally destroy a Federation attack run, and the voided weasel can be retrieved via tractor beam and re-used at a later juncture. Try it and watch the Fed player spit and curse!

I launched a wild weasel. He fired two phaser-1s, then a third to destroy the weasel as he got to range seven. When he reached range five my weasel cover was up, so I launched both type-G plasma torpedoes and a wild weasel in the same impulse. He destroyed my weasel with another two phaser-1s. He took the plasmas on his reinforced #6 shield, and continued to close. At range two from each other I launched my final weasel. His frustration showed as he contemplated his photon "to hit" roll with a plus two. I grinned at him and commented that the "to hit" roll was pretty awful. He used his two phaser-3s on the weasel. He entered my hex perpendicular to the map edge, with no time to emergency decelerate, so I knew he would be receiving five points of damage to the shield I knew I was going to hit with my weapons. I announced a speed change in order to move the following impulse. I figured I could cause more damage than he could, so we fired simultaneously at range zero, with me negating my weasel cover. He hit me with four fully overloaded photons, and himself with the equivalent of one, as a result of feedback. I got forty internals, he got fifty two. Then I moved to range one, he got five more internals from the map edge, and I launched a type-F plasma torpedo and my last shuttle. He knew straight away that it was a suicide shuttle, and he also knew that both seeking weapons were going through his down shield #4. They never hit. We shook hands and I told him that the best Fed had won.

By the time that game had finished, it was close to midnight. Bleary–eyed, I stumbled over to the referees' table to find out who and what my next opponent was. The luck of the draw was still against our group. I was to play another of our members, Mark.

Captain's #4: 11 Turns
Web Dance
Opponent: Archeo-Tholian

I studied the ship Mark was using, the Archeo-Tholian. I had never seen the ship used, but in the original group of players, when on top form, Mark could beat anyone, so the ship obviously had something going for it. Like myself, however, Mark had taken an extended sabbatical from the game, and had only just reacquainted himself with the rules, so I figured it would be a close game.

As it turned out, the game was extremely close. Two protocols decided the course of play;

First, the Archeo-Tholian is a defensive ship. To use it properly, the controlling player is forced into a continual series of hiding, taking a few hits, then returning fire. Even the most aggressive players are forced into playing a defensive role while using the ship, and if that player is uncomfortable with that role, mistakes ensue. It is also inevitable that the majority of opponents will naturally assume the opposite stance - aggressive. After all, SFB is about combat, and where is the combat if both players make only defensive moves?

This realization dawned on me as I cursed my turn mode while trying to maneuver around yet another clump of web, hoping for a clear shot, and trying to work out whether I would be able to maintain line of sight for long enough to use my PPD. Two things became apparent. Firstly, I was able to launch type-G plasma torpedoes with impunity, because I knew I was going to have plenty of time to rearm them. Secondly, my phaser battery was the most useful weapon I had, and I fired it at every opportunity. My speed was fairly low, and I was able to reinforce shields against the Tholian's direct-fire weapons. This put him at a disadvantage, because his power requirements far exceeded mine, leaving him without the shield reinforcement which is so vital in a war of attrition.

The second protocol is that the ISC is a finesse ship. When using it, the best results are obtained by keeping your opponent at medium range and wearing his shields down with enveloped torpedoes and PPDs. An opponent is not going to worry about an individual enveloping plasma causing a few points of damage to each shield, and will often ignore it. Cumulatively, the effect is devastating. Most defensive play is based on keeping a strong shield pointing towards your opponent, and if

that shield goes down, turning to point another strong shield in that direction. The ISC player should concentrate on reducing as many shields as possible, which negates that effect. In a war of attrition, if the ISC player can keep his opponent at medium range, he will almost certainly win. Consider the effect of an EPT at range 15. It reduces each shield by five boxes. Use both plasmas that way and the PPD at range 15, and any shield protected ship is in a lot of trouble before it even gets to a range to use its overloaded weapons. What happens when the ISC ship then turns and launches a type-F plasma torpedo? ANY of the six shields will go down, no matter how your opponent turns his ship.

Because I was used to playing at medium range, I was content to chip away at Mark's shields, and not worry about getting close (the occasional point or two of internal damage was a bonus). My weapons were much more suitable than his for this sort of play, and by the time the game reached a climax, Mark had NO shield boxes on his #1, #2, #4, #5 or #6 facings. His #3 shield had four boxes left. I had lost shields #1, #2, and #4, with shields #5 and #6 at about 50%. I had lost about 30% of my power, all my hull, and close to 50% of my weapons. He had lost roughly the same, then I hit him at range 17 with two enveloped plasma-G torpedoes. Because all his shields were gone, there was absolutely no way his ship was capable of surviving that, and he conceded.

Captain's #5: 6 Turns
Power Down
Opponent: Hydran

In the distant past, I spent quite a long time using the Hydran ships. A Ranger with a full complement of Stingers used to be a favorite of mine. I used a simple basic tactic. Drop the fighters and go racing in. My opponent was left with an unpalatable choice; Wreck the Ranger at range zero or one, and be destroyed by the fighters, or destroy the fighters at range five and be wrecked by the Ranger. It is still a very valid tactic, so I decided to keep moving at high speed and not let his fighters get me. I also planned to use the "eat this" tactic with my plasmas. When approached by a ship and fighters, shotgun a type-G plasma torpedo, with one type-F plasma torpedo targeted on his ship, and one on a fighter. When you announce "two strength twenty plasmas" it is up to your opponent to ask if they are type-G plasma torpedoes or not! Just before the first plasmas hit, launch the second plasma-G torpedo, also prepared as a shotgun. Your opponent may well consider that your first two type-F plasma torpedoes are pseudoes. If the range is close enough, he will be hit by a twenty point warhead, and conclude therefore, that the second batch are pseudoes. This can be made infinitely more complex for your opponent if you shotgun one type-G plasma torpedo, and launch a pseudo plasma-G torpedo on the following impulse.

I started the game at speed 17, which was the minimum I was prepared to go, ever. I had two suicide shuttles armed. We closed, and I fired my PPD, and launched type-G plasma torpedoes at range 12, then turned and ran. He followed. I kept firing phasers and he followed me, not firing anything. He dropped his fighters in the middle of the map, and they flew around in circles trying to catch me.

On Turn #5 I got through one of his shields with no damage to my ship, and he must have decided to try the overrun.

On Turn #6 he moved at speed 23 for the whole turn and eventually caught up with me. As he came in, his fighters were at range 12 from me, and safely out of harm's way, so I concentrated on his ship, hitting it with everything. He returned the compliment, hitting me with overloaded hellbores, fusion beams, and, after destroying my shuttles, his phaser battery. Then he tractored me, and his fighters started to close. I used my newly armed PPD on one fighter but I was left with no weapons and a Stinger-2 closing fast with down shields everywhere. I felt puzzled. His ship had caused an immense amount of damage and traveled at high speed, so I added up his energy, and pointed out that he had used nine points of power more than he had available (I had knocked out four energy boxes during the previous turn, and he had used his batteries at the same time). He thought about it for maybe two seconds and agreed that his energy allocation was "Invalid". He decided that there was no way we could go back, so he quit, and I found myself in the final.

I watched the closing stages of the other semifinal, as the Andromedan annihilated the other ISC player. I had not read the new rules on Andromedans so I did not know what to expect. Degradation and yo-yo PA panels were new to me. I watched in horrified silence as the ISC player filled up the PA panels with everything he had, only to see the Andromedan player empty them into his batteries. The ISC ship is not capable of inflicting the damage needed to breach the PA panels in one impulse, so the ISC player is at an extreme disadvantage before the game starts

Captain's #6: 6 Turns
Web Dance
Opponent: Andromedan

As we started, I must admit I did not have a clue what tactics to use. I only knew that I had to take all his weapons at least once, then keep chasing him and filling up his panels with my phasers, and hope to go through eventually. I started the game at speed 17, and he moved at the expected speed 28. As we closed, I launched my plasmas too late and hit him with my PPD at range ten. He got to range three, blasted a hole in the side of my ship, and displaced away. I hit him with my phasers at range three, and did nothing.

The following turn, having lost two warp engine boxes, I could only manage speed 29, and re-charging three batteries. I did not bother to rearm the PPD or plasmas, or even phasers. I chased him and got close. He worked out that I was going to end the turn at range five and aiming at his rear PA panels, so he carried out a HET and emergency decelerated. At the end of the turn we were at range two, with him stationery.

He announced a speed of zero for Turn #3, as did I. He felt that I was pointing a heavily reinforced shield at him, so it was not worth firing. In reality I was so busy rearming and recharging and carrying out damage control, I did not have any power left for reinforcement. During that turn I launched all four shuttles, and he destroyed two of them with phasers. One got to range zero behind him, the other got to range one in front of him. I hit him with a type-F plasma torpedo, and all my phasers from the ship. I scored several points of internal damage and knocked out a T/R beam. When he dropped his front panels I fired internally from both shuttles, knocking out two phasers. Then his panels went back up and I had to start from scratch.

Turn #5 was spent trying to psyche each other out, and he destroyed my remaining shuttles. The next turn he decided to leave the vicinity, and did so at speed ten, using his displacement device to get some distance between us. I followed, but could not match his acceleration. On Impulse #24 I fired all my phaser-1s at him at range eight. The best time to fire phasers and/or disruptors at an Andromedan is Impulse #24. If he drops the facing panels on Impulse #25, you can fire again on Impulse #1, while his panels are still down. He realized my intent and did not drop his panels.

On Impulse #1 of Turn #6, with him accelerating away I bolted my plasmas at range ten (This was only the second time I have ever bolted plasma torpedoes) and fired my phaser-1s. I filled up his rear panels without causing any internal damage, and he decided (under pressure) to HET and try to finish me off. He announced his decision, then sat thinking for a couple of minutes. He took a deep breath and picked up the die. You could have heard a pin drop as he rolled the bright red cube between thumb and forefinger. He rolled a six, and his head dropped. We never found out whether he was tumbling, because as he said, there was no point in continuing. We shook hands, and I was pronounced the tournament ace. I do not remember the Andromedan player's name, but he was a big genial Irish chap. If you read this article, thanks for the game, it was pleasant to play a gentleman. I hope we can battle again, and have such an enjoyable game. I will certainly be there, hopefully with some new tactics. ★★★

THE ANDRO CONSPIRACY

Due to reasons, or perhaps technology, which we galactic races cannot begin to understand, these two term papers (which, according to page 70, had disappeared into the "use in next issue" file) displaced themselves onto this page.

DISPLACEMENT YO-YO

— Captain Ken Burnside, USS Arizona

A disengaging Andromedan fleet can almost always get the distance they need to leave a tight situation by careful use of their displacement devices.

First, bring any and all satellite ships back in, as you do not want your enemies to get them.

Second, all units capable of self displacement should do so on Impulse #1. (If they fail to displace, they become the target of choice.)

Third, any "extra" displacement devices should be used to attempt to offensively displace the special sensor equipped units on the enemy side away from the displacing Andromedan fleet. As a non-Andromedan unit can be displaced every 4 impulses (die rolls willing), as opposed to the once every 32 impulses for an Andromedan unit, this "offensive" displacement could result in more distance between the disengaging fleet and its pursuers than the self-displacement alone.

ANDROMEDAN ANCHOR

— Fleet Captain Lee Larsen, HMS Ontario

Although TR beams are very potent, your phasers are your most energy efficient weapons at range 3 or less. The trouble is that most of your phasers are LS or RS and you must centerline your enemy at range 0 to get the absolute most out of them: 5.5 points of damage per phaser-2 at that range! This can be difficult against a fast moving opponent, who could potentially evade your centerline. To help centerline him you can tractor him at range 1 (how can he resist?) if your vessel has a tractor beam, or you do not mind using a TR beam, and hold him until an impulse before he does move and you do. Now drop the tractor and move on top of him next impulse (turn, do not slip). A Python's six phaser-2s will do roughly 150% more damage than its light TR beams at range 0, or 33 points of damage. How you manage to get that close and not get blown up is your problem.

This technique may also be used by Galactic ships with better forward centerline firepower against a target that cannot resist a low power tractor beam. Andromedans are of course much better at using it with their tremendous power reserves. Beware 30 point Kzinti tractor beams followed by type-IV drones! ★★★

VICTORY AT ORIGINS 96
(The Andromedan Invasion)

By Fleet Captain Christopher Lee Larsen

At Origins 94 I got my first Ace in a Neo-Tholian and became Canadian Champion that year. With a dozen or so Term Papers published (some of which became errata) and a little bottle of aspirin, I headed for Columbus, Ohio, with my friends Mike Bard and Tim Linden, hoping to recapture the title for 96. The aspirin because I chose to fly the Andromedan. I believe the Andromedan is the strongest of the tournament ships. It is easily the most complex, subtle, toughest, and yet unforgiving ship in the ranks. By Turn #4 it is all over or time to mop up.

I used the same basic battle strategy for every game, but it is the subtleties that make the real difference. My first turn energy plot is always: one point for life support, one point for fire control, five points for PAs, six points for TRs, one point to hold the DisDev and 21 points to move speed s31/i25, s28/i32, for 35 power. The speed change down on Impulse #25 provides better maneuverability for the attack run. The HET and DisDev are for emergency use only. I go to great lengths to avoid using them, because if you do not use them they cannot fail you.

I always turn left on Impulse #2 Turn #1, and head straight for the west wall, turning right again after twelve hexes. From here I move for a range five shot on my opponent's #3 shield using my FH TRs. To avoid this my opponent must turn right and head into the wall, to keep me in his FA arc and his #2 shield towards me (and have to HET to pursue me during Turn #2). I will fire on the #1 or aft shields only, after setting up a No-Win situation at range three to four off his #2 shield so he can either turn into me (giving me the chase shield: #1) or go straight/turn away (giving me a rear shield shot on the edge of my FH arc). This is a key part of avoiding the reinforced shield. Only seeking weapons can prevent me from setting it up. My primary objective is to remove my opponent's ability to penetrate my panels. I accomplish this by reducing him to thirty power. Destroying the chase shield is my secondary objective.

I have dozens of little tricks I use in every battle, but I will [elaborate] on only a few each round. I will also ignore shuttles, everyone launched them at me, but they never did much.

Captain's #1: 5 Turns
Cat and Mouse
Opponent: Scott Jurkouich, Kzinti

Turn #1: I used the standard battle pass while he hid behind ten drones in three hexes. It was perfectly done. [I have to save my T-bomb for the type-IVFs or they will kill me.] I was forced to turn off, and offer him a range five shot on the rear panels. He took it, and hit with three of four standards, and held phaser fire. I phasered a hole in his drone wave, and HETed into a type-IM to get a range three shot on his #6 shield, four internals. I bounced away and ran. He held fire and HETed to pursue. This was bad. No DisDev and no free HETs for next turn. It looked like he knew exactly how to kill an Andromedan.

Turn #2: The Kzinti launched the first speed-32 drones, while chasing me at speed 26. I ran at speed 31, but the drones gained hexes on me as they herded me into the corner, the Kzinti close behind. My aft phasers only killed two of them.

I ended up on Impulse #32 with the Kzinti ten hexes back and two fast drones two hexes away. My phasers would not recycle until Impulse #4, but the drones would impact on Impulse #3. His timing was uncanny.

Turn #3: The Kzinti slowed to speed 14, WAITING for me to come out of the corner. On Impulse #2, I had to HET again, 180°, behind the speed-32 drones, which HETed as well. I made the second HET, and finished off the drones with my right side phasers on Impulse #4. He turned to give me his #2 shield, so I closed to range three, announced displacement and blasted it down for another four internals. I bounced six hexes away, turned and ran for the corner. He held fire again, punched it up to speed 26 and pursued. He launched the last four speed-32 drones in two stacks of two. [The type-IVFs. The only thing a Kzinti has that can hurt me.] With no TRs, no DisDev, cornered with a healthy Kzinti nine hexes away, things looked bad.

Turn #4: The Kzinti plotted speed 24 with full overloads and closed for his range three shot on my rear. I made speed 28 and dropped a T-bomb in front of him when he broke range five on my aft panels. Two of the speed-32 drones were going to get smoked, and he was going to take ten points of damage on his down #2 if he did not turn to match my bearing and get to range four on the next impulse. He did turn, and I made my third HET. The 180° turn took me just outside of his FA arc at range four. He blasted me with two overloads, and three phaser-1s on my rear panels.

I moved off, used four phaser-2s to waste the last type-IVFs and dropped my panels to absorb some power. He discharged two overloads on Impulse #32.

Turn #5: With no #2 or #6 shields, no fast drones left, and no real panel damage on my Andromedan, it was all over when I got on his down shield at range five. Two or three impulses of Mizia damage would strip him of weapons and power.

I breathed a sigh of relief, and hoped the rest of the tourney would not be this hard.

Captain's #2: 5 Turns
The First Six
Opponent: Todd Jahnke, Kzinti

Turn #1: Again I used the standard battle approach, while the speed 16 Kzinti put a wall of drones between us. This time I was more aggressive, phasering down a drone and eating another on my way though the wall. [Even with a drone hit on the nose the Kzinti still cannot punch through my forward panels, and I will consume that power over five turns or so, making it impossible to run me out of reserve power.] I moved to range three on his #1 shield and asked for fire, he declined since I was not displacing. I blasted through his shield with two TRs and two phaser-2s for 14 internals (two power hits and a phaser).

Next impulse I slipped to range two, and conducted hit-and-run raids on his facing phaser-3s. [Nobody guards phaser-3s, but without them my TRs hit phaser-1s, the most dangerous weapons against my ship due to their power efficiency. Four turns at speed 26+ on my tail will punch though the rear and Mizia away the TRs, the panels and the phasers. This is why any ship with six or more phaser-1s can kill an Andromedan.] The hit-and-runs failed so I announced displacement. He fired three phaser-3s and four phaser-1s for 23 damage points, centerlined at range two, and I fired through his down #1 shield with my last two phaser-2s, getting a phaser-3 and a warp box. I rolled a six on my DisDev, and found myself still facing a Kzinti two hexes off my #2 shield facing, with eight speed-20 drones at range one off my #3, #4, and #5 shield facings. Sigh. There is nothing like a DisDev failure to ruin a perfect battle pass. [I always plan an escape route as PART of the attack.] Fortunately, my speed 28 trick had worked, and with turn mode just satisfied I turned left and ran like hell! I made it out to range six by Impulse #32, with an angry Kzinti on my tail. My front panels cleared nine of the 35 points I had taken.

Turn #2: I ran like a frightened puppy at top speed, plotting 31/27, 21/32. I assigned Continuous Damage Repair to panel repair, and put four points to powered repair. The Kzinti could not effectively chase me with a down #1 shield, so I stretched the range out to twelve hexes, while he kept me on his #6 shield and launched drones. I was prepared to override my speed plot, but did not have to. I turned left on Impulses #25 and #29 while right-slipping. Next turn I would plot speed 15 until Impulse #3, and turn directly towards the Kzinti. [This makes an incredibly tight 180° and allows me to engage a close pursuer without wasting a HET or power.]

Turn #3: I did turn into the Kzinti, and kicked up my speed to 28. He slowed to speed twelve, still keeping me off his #6 shield. I used my standard approach tactic for FA firepower ships and moved to range eight, just outside of his FA arc, and turned in towards his #6 shield. This put the Kzinti in another No-Win situation. [If he turns into me, I get an alpha into his down front shield, while he still cannot penetrate my front panels. If he does not turn, (or risk a second HET), I get an unanswered strike on his #5 shield and bounce away.] He gave me the aft shot, I took it, (19 internals) and bounced.

With only three disruptors, three phaser-1s, and 31 power, the Kzinti no longer had the ability to win. He knew it too, but played on. He conceded two turns later when I pulled the same trick again.

Captain's #3: 6 Turns
So Much For Averages
Opponent: Scott Moellmer (Ace), ISC

This ship is deadly to the Andromedan. I have to eat plasma to get a shot in, and he gets to PPD my rear panels as I reload. Its fast, and has enough phaser padding to take my alpha and keep coming. Scott knew this too. My plan was to draw out the plasma-Gs, find a hole, and blast him.

Turn #1: The ISC launched an enveloping plasma-G torpedo and a plasma-G torpedo at range twelve, and I kept coming. The ISC turned off to prevent me from getting range five without hitting the plasma first, so I did too. I went to the northwest corner and ran the plasma out, Scott pursued and fired the PPD at my rear, hitting with ALL four pulses. I turned around to engage after the plasma fizzled (one pseudo).

Turn #2: I allocated for Continuous Damage Repair/powered repairs on the rear. The ISC lobbed another enveloped plasma-G torpedo at me, since I was cornered. I phasered it, ate it and began closing the range. He turned away and launched an aft plasma-F torpedo. I used the PA mine and ate another five points on my forward PA panels. I chased Scott to the southwest corner but only got to range four on his #4 shield by Impulse #32. I fired my TRs and did a whopping 21 points to his aft shield. I had taken a beating to get my first strike in, and it did not even penetrate.

Turn #3: Impulse #1 my phasers recycled so I fired and knocked down the last of his shield, no internals. I made a tight turn at speed 21 and ran up the side of the map at speed 31 while the ISC turned around and again put FOUR PPD pulses into my rear panels. I turned around on Impulse #32 to bring my TRs to bear. My rear panels were in poor shape now, even after I fixed five degradation on them this turn, and wiped six power. I could not take much more of this, so I had to even the score.

Turn #4: I charged out of the corner, so the ISC lobbed another enveloped plasma-G torpedo at me and turned off at speed 24. I bounced over the EPT and turned towards the ISC's down rear shield, outside of his remaining plasma arcs. Five impulses later I was at range eight, on his #4 shield, just barely on my FH arc, fire control up, and an EPT two hexes away. I fired and did 36 internals with TRs! This made up for no

internals on Turn #2. I reduced the ISC to 31 power, killed both rear plasma-F torpedo launchers, evaded his EPT and headed for the hills!

Turn #5: The ISC followed as I rearmed and repaired. Again he hit with 4 pulses on my rear panels, so at the end of Turn #5, I turned back to get the rear panels away from him.

Turn #6: I ate his enveloped plasma-G torpedo and closed to range three off his #6 shield. [With only 31 power, nobody can put up much reinforcement so it does not matter where you hit them.] I fired everything, and so did he. I took four internals, he took 18. The ninth of the 18 hit his PPD, and he conceded.

Scott gave me a pair of his Andromedan dice I had borrowed for this game, and wished me luck. I must say Scott, and everybody else I fought were all very honorable opponents. Thanks for the dice Scott!

That was the end of day two, and my head was throbbing. I went back to my hotel to sleep. I was now a rated ace again, and so were the other 15 finalists, who included three other Andromedans and two other Canadians, my friends Tim Linden (who got his first rated ace at this event flying an Orion) and Ron Clement (the 95 Canadian Champion who won another rated ace flying a Neo-Tholian at this event). I hoped I would not have to fight any of them the next day, but I knew the tournament was not going to get any easier from here on in.

Captain's #4: 11 Turns
The Fastest Cat
Opponent: Drew Malidore (Ace), Kzinti

Turn #1: The speed 16 Kzinti used his scatter pack and four speed-20 drones to herd me onto his #6 shield. It was well done, so I took out some drones with phasers, ate one as usual, and took a range three shot. My 35 points only scored twelve shield hits! Next impulse I displaced away and ran, instead of letting him get a rear shot with phasers. [I try to wait to displace to see where his power is (and his game plan). You can tell where the reinforcement is by watching their maneuvers. Ask for fire at range five: If he fires a phaser and a disruptor then you are facing an unreinforced shield.]

Turn #2: He chased me at speed 31. I ran.

Turn #3: I turned around and dropped his #2 shield to one box with a range three alpha strike, after killing more drones.

Turn #4: He chased me at speed 31. I ran. He ended up at range three on my rear. [I chose not to displace, since the Kzinti still cannot penetrate my fresh rear panels even at range three. I wanted to bait him into giving me some power, anyway. He would get to range one after a few more turns of this speed 31 Kzinti garbage, and I do not want to have to HET to bring my TRs to bear.]

Turn #5: He moved speed nine and blasted me on the rear with full overloads and phasers on Impulse #1, for 39 points of damage. Impulse #2 I moved off and dropped the front panels. Impulse #9 I reduced all panels to standard and absorbed 14 power to my starving batteries. I recharged the phaser capacitors for six, and on Impulse #11 I turned the rear panels off, absorbing another 16 power. I began turning around to bring the TRs to bear on the Kzinti, and then raised the front panels again. I closed to range three and blasted him on his #3 shield doing my first 19 internals of the game, blowing off his impulse deck. I displaced, turned away and raised the rear panels. His whole alpha strike netted him eight degradation on the rear panels and 30 power in my batteries.

Turns #6 to #11: With three weak shields, 33 power, and no significant damage to my ship it was only a matter of time before I did enough damage to force him to concede. After Turn #5, he just did not have the firepower to hurt me anymore.

Captain's #5: 8 Turns
Stomped by the Reptiles
Opponent: Allen Phelps (Ace), Gorn

Contrary to popular belief, the plasma ships can be deadly to the Andromedan. Without weasels they can force an Andromedan to displace, corner you and land 66 points of plasma by Turn #6. They are also the only ships that CAN run you out of power. Phelps, a long-time Gorn ace, probably knew this too.

Turn #1: The Gorn lobbed an enveloped plasma-S torpedo at me from his A launcher, so I slipped to take it at 11 hexes and turned in to engage. He saw me coming back in and launched a plasma-S torpedo at me. I got to range five on his #3 shield, blasted it down (no internals), and turned away from the plasma-S torpedo. Next impulse I conducted hit-and-run raids on his phaser-3s and got both of them! He turned to follow me into the corner. Everything was going as planned, and my panels began dissipating the 19 damage from front and back. I still had my DisDev, so I was not going to get cornered.

Turn #2: I ran from the plasma-S torpedo, reloading. He followed, picking away at my rear panels with range eight phaser shots.

Turn #3: I began circling around him at range eight, looking to out-turn him and get that #3 shield. He lobbed a plasma-S torpedo at me, I took 15 off it with a PA mine and flew through it, but it was a pseudo. Upsetting, but it got me a range three shot on his #1 shield and I did 14 internals, getting two phasers and four power. I turned off, and he chased me into the same corner I was in on Turn #1.

Turn #4: The Gorn followed me as I ran from a plasma-S torpedo into the corner. I allowed him to get to range five hoping to bait him into bolting. I was willing to risk three or four internals to clean him out of plasma/phaser power. He fired five phasers and bolted a plasma-S and a plasma-F torpedoes. He hit with everything and maxing out on the phaser damage! I took 23 internals, wiping out the impulse deck, the AWR group, a TR, two phaser-2s and a rear panel! The batteries were intact, so I chose not to concede, but my ship was a mess. I was left with only 19 power.

The Gorn, quite pleased, turned off and left. I conducted hit-and-run raids on his aft phasers and got one.

Turn #5: With one TR only, I needed to take advantage of the Gorn's lack of plasma. I turned in and burned 1/3 of my battery power to engage him. I chased him at speed 27 right up against the map edge, trying for that down #3 shield. Just as I was going to get it, the Gorn slammed into the wall, taking five damage on his #6 shield. Next impulse he TACed his #4 to me. I sighed and fired three phaser-2s and a TR, for 31 damage on his aft shield, getting a pair of phasers, a plasma-F torpedo and two power. Next impulse I conducted hit-and-run raids on both his plasma-S torpedo launchers in desperation, failing both. My last phaser-2 blast left him with 28 power, two FA phaser-1s and three plasma torpedo launchers.

Now I would have a chance to move off, repair and rearm before he got moving again.

Turn #6: TR repairs were being completed, the first TR was rearming, and I slowed to 21 to conserve power. The destroyed rear panel would have to wait. [Usually I repair a TRH as a TRL because I can have two batteries, a TRL and a panel done in three turns. The extra firepower of a TRH versus a TRL is unnecessary if your opponent has two or three down shields.]

The Gorn stayed put, recharging torpedoes, phasers, and batteries, with massive general reinforcement up in case I came back with my phaser-2s. I turned towards him on Impulse #32 to set up my next attack run, hoping he would launch an enveloped plasma-S torpedo on the coming turn.

Turn #7: The Gorn only launched a plasma-S torpedo. This was fine, as both TRs would not be ready until next turn. I ran, phasered it, and took it for minimal damage. Again I turned back in for next turn. With both TRs ready, and my rear panels looking better (only seven degradation on the three in the rear bank, no power held), the odds were even again.

Turn #8: Twelve hexes away from the Gorn, I burned the last of the batteries and attacked at speed 27. The Gorn launched an enveloped plasma-S torpedo at me after I turned in. I closed to range five and fired the TRs (no phaser power left) doing 40 damage to his #6 shield, for another 14 internals. This knocked out the last of his phasers, all he had left was 22 power, two plasma-S torpedo launchers and the flag bridge. After I displaced away he bolted his last plasma-S torpedo at me and missed. There was no hope of him penetrating my panels with what firepower he had left, so he conceded.

If he could have held on one more turn, my Andromedan moving at speed six would have been a pretty funny thing to see. That is when I start slamming into enveloping plasma torpedoes just for the power.

Captain's #6: 3 Turns
The Second Six
Opponent: Mark Gratkowski (Ace), ISC

Something told me the last trick I used on the ISC would not work again. Gratkowski had just defeated another Andromedan before facing me. But I began with my standard battle pass anyway. [Andromedans make their tactical decisions during the turn, not during allocation. I wanted to see what he would do first.]

Turn #1: I headed for that #3 shield again, and the speed 17 ISC surprised me by firing the PPD at range ten on my front panels and launching a plasma-G torpedo. [When they launch an enveloping plasma-G torpedo and fire the PPD at range eight it terrifies me!] I took all four pulses, fired two phaser-2s at the plasma-G and turned into it. It was a pseudo. I closed to range five and began asking for fire every impulse. [He held fire: meaning the #2 shield was reinforced.] When we got to range three off each others' #2 shield he launched the RP plasma-G torpedo at me. I moved ahead, knowing the next impulse we both moved, and I was going to get an FH shot on his #3 shield. I declined to displace, and we both held fire. He surprised me again by HETing into me. I had no choice but to do the same, putting us at range one, #6 shield to #6 shield, with a twenty point plasma-G torpedo right in front of me. I thought about phasering it down, but I figured it was PA mine bait, and instead announced displacement. I fired four phaser-2s and the TRs into the ISC. He fired six phaser-1s, three phaser-3s and bolted a plasma-G and a plasma-F torpedo, hitting with everything for seven internals (two warp, five hull/cargo). I got 21 through, getting three phasers, three power, and a torpedo.

Then I failed my displacement roll, nose to nose with a plasma-G torpedo, full front panels, and no HET available.

I wished I had used the PA mine on the torpedo, just in case. The next impulse I smacked right into it, and almost died when I found out it was a pseudo! [You can tell if they are real by when it's launched. If you can evade the torpedo, or PA mine it, it is the pseudo. No one launches anything but enveloping plasma torpedoes at Andromedans.] We both moved off and I absorbed five power, dissipated six, and was left with 36 power in the front panel bank. He announced the discharging of an enveloped plasma torpedo, from his RP launcher. His HET had cost him the torpedo when he took it out of arc.

Turn #2: I shut off all power systems but the warp (for movement and the DisDev). By running everything off reserve power, and recharging the phaser capacitors I cleared the batteries for my mid turn dump. By Impulse #20, at range 26 I had dropped the rear panels, and reduced my panel levels to standard, releasing eleven to batteries. Next impulse I fired the phasers off into space and used five battery to recharge phasers, and after that, turned the front panels off, releasing 23 more power to batteries. [My opponent could not believe I could absorb that much power, so I allowed him to see my Energy Allocation Form, and did all energy calculations with him. Actually, its possible to absorb up to 60 plus points of power in one turn. I will let you all try and figure out how I do it, or you can read my article on Andromedan Power Management at the start of this issue's tactics section.] The ISC took its free shot, and scored three internals with five phaser-1s at range 26. (Hull, cargo, warp.)

I turned around for the end of the turn, with nothing but 11 degradation on the front panels and full batteries. [This is why you cannot let the pressure off an Andromedan for even ONE impulse.]

Turn #3: He pounded me with the PPD and launched a fast loaded-F. I took 15 off it with the PA mine and ate it. He approached with his #2 shield bearing, and I closed to range three on him and announced displacement. He fired six phaser-1s and three phaser-3s for 30 damage and I did an alpha strike for 52 damage (21 internals getting six power, three phasers and a torpedo launcher).

He conceded after I succeeded in displacing. With only 30 power he knew he could not chase me, and without a #2 or #6 shield, he would not be able to keep me off a down shield for my next battle pass either.

Captain's #7: 8 Turns
Breaking Tradition
Opponent: Fleet Captain Bill Schoeller, WYN Black Shark (Ph-1 RS, Drone LS)

I bumped into Bill while having breakfast, and we talked about how he won Origins 94 (in a Federation Tournament Command Cruiser of all things!). Nice guy, but he had already killed two of the other three Andromedans on his way to the top, so I was nervous about this match-up. To me, his shark is basically a Kzinti with three more phaser-1s, but that makes his ship twice as dangerous. If he were to chase me around for four turns at speed 26, those phasers will rip through my rear panels and I will not have any TRs left by Turn #5. I had to make my first strike count, and I had to make it on his #1 shield to prevent him from chasing me the rest of the game. I abandoned the "fly around his right hand side and blast him in the back" tactic I had used for every game so far.

Turn #1: Bill moved speed 15, and I charged straight across the map at speed 31. He turned left to cut me off, and keep his #2 shield to me. [Hmm. So that is where the reinforcement is.] Without turning or slipping I kept heading for that #1. The WYN accelerated to 26 and launched a speed-20 drone, and I phasered it down. He began slipping away from me, trying to keep me on the #2 shield, so I slipped towards his #1-#2 shield boundary, and drove on. Realizing speed-20 drones would not intercept me before I broke range three, he launched a speed-32 drone, and another the next impulse. I identified the first and shot it down with a second LS phaser. When I got to range 5, my speed change brought me down to speed 28. Next impulse Bill accelerated to 29, and moved AFTER me. [Reserve power?]

We were at range three, and Bill was in the No-Win situation.

Next impulse, with me off his #2 shield, and a fast drone one hex off my #6 shield facing I had to move first. I turned left into the drone, taking twelve on the forward panels, so if he turned into me I was going to get the #1 shield at range one, or

if he went straight or turned left I would get the #3 shield with my FH arc. He thought about it and turned away, probably realizing I would have had a two or three volley Mizia if he went straight. I wanted the #1 shield, but this was better, since he was pointing away from the center of the map. Without displacing, I fired everything (two TRs, four phaser-2s) and did 23 internals. (A disruptor, two phasers and four warp hits!)

The WYN did not HET as I slipped away from him. [The speed change, and three reinforcement was where his batteries went.] We ended up at range seven on Impulse #32.

Turn #2: With the WYN on my tail at speed 25, I moved 31/28 and reloaded the TRs. At the end of the turn I turned back into the WYN at range eleven. He held fire, and launched some speed-20 drones.

Turn #3: With me squarely on his #2 shield, the WYN plotted speed 14 and closed. [With three overloads as it later turns out.] With him at such a slow speed, my speed 31/i17 21/i32 plot let me circle around his front and make a run for his #5 shield. Again I used the FA firepower trick, coming in just outside of that arc. The WYN held fire, and I slipped to range four with his #5 shield just on my FH arc. My TRs dropped it with 27 damage and did one internal (warp) while my phasers knocked down two of his speed-32 drones at range three. I displaced out to range nine after fire, and ran. The WYN turned to pursue at speed 20, and announced the discharge of three overloads on Impulse #32.

Turn #4: Again the WYN pursued me at speed 25, while I ran at speed 28 dropping to speed 20 for a tight turn at the end of the turn to avoid the wall. He was going to catch me, so I wanted the front panels towards him when it happened. The WYN closed to range two, with me one hex away from the wall on Impulse #32, his #2 shield facing my front panels. I fired four phaser-2s at his shield to soften it up for the TRs on Impulse #1.

Turn #5: I announced displacement on Impulse #1, and we exchanged alpha strikes. He hit with four overloads and phasers for six internals (two phasers, hull, cargo). I did 35 with TRs for 20 internals. This reduced him to 26 power, but still I could not get to his phaser-1s. I successfully displaced and ran. With no unfired weapons on the WYN I dropped rear panels, and reduced the front to standard soaking up 24 power to the batteries. I ended the turn with eleven degradation and 15 power held in the front panel bank. [One point of degradation from the first drone hit allowed me to assign four Continuous Damage Repair to panel #1 last turn, and this turn one more point finished it off, clearing three points of degradation the same turn they were scored!]

Turn #6: I began repairs, rearmed the TRs and ran. The WYN lagged behind at speed 20. I turned back towards him at the end of the turn. Now only six degradation and seven power up front.

Turn #7: The WYN slowed to speed nine, weapons on overload, waiting for me to attack. So I did not, and circled him at speed 27 at range ten, while repairing panels. He discharged overloads on Impulse #32. [Just because the TRs are recharged does not mean you have to attack. If an enemy slows below speed twelve, I go away, and fix the panels that turn.]

Turn #8: With only four degradation on the front panel bank and no power anywhere I made the final attack run. The speed seven WYN pumped four overloads and six phaser-1s into the front at range four. I shot down a type-I speed-20 drone with a phaser and let another hit the rear panels. With full front panels and an enemy out of weapons, I moved to get a range two shot on his #5 shield.

The WYN resigned before I fired the TRs though the down shield.

Fleet Captain
Star Fleet National Champion
Canadian Champion

In the end, I stood before the crowd while they applauded the first Canadian ever to win the Gold Hat, and also the first to ever do it with an Andromedan. Origins was not much of a vacation. It was an exhausting three days of headaches, adrenaline and fierce competition against the best players anywhere. But receiving the Gold Hat at the final awards seminar made it all worth it. Being Canadian Champion for a second time was just that much sweeter.

I do not know if I will ever take the Andromedan again, because one little mistake will cost you the tournament. (And I went through half a bottle of aspirin!) Afterwards, everyone wanted to know the tricks, or how to kill it. It really does not have a problem dealing with any race (even the Federation!), but any race can kill it. If you fly the Andromedan you will discover its Achilles' heel. It took me four years to develop tactics to cover those weaknesses, and practice them.

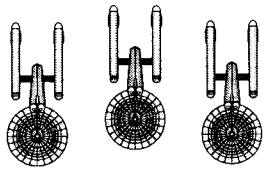
I decided to name my ship: Her Majesty's Canadian Ship - Elizabeth. (After my girlfriend, not our Queen!)

I would like to thank the staff who ran Origins this year, and give a special nod to all those who persevere with the "unpopular" ships.

Anyone with questions, threats, or challenges can E-mail me: larsen@pathcom.com.

See you all next year! C.L.L. ★★★

ASK UNCLE ARDAK



Dear Uncle Ardak: There is something about retrograding tactics that I have never understood.

Why would anyone follow and engage a retrograding force?

If he's defending a fixed target, he's basically disengaging. If not, then who cares?—*Kaptain Khedal*

Kaptain: You're looking too hard for an answer, as the answer is right there in front of you. Retrograde ONLY works (and is only necessary) when the retrograding fleet is itself the target of the pursuing force. Consider: an enemy fleet is in area X. If you don't kill it, it will get into no end of mischief. So, you need to kill it. But what if the enemy does not want to be killed? That's the point. The enemy fleet in area X obviously wants to stay in that area, but he doesn't want to die trying. By retrograding, he gives up any ability to attack you. If you don't chase him, he wins, as he gets to stay where he wants to be. If you do chase him, he's made it as hard as he can for you to kill him. If you try to chase him with part of your force and send the rest to strategically get behind him, he'll attack and destroy your half-fleet while the other half is out of range. If both halves of your fleet are too strong for him, he will have figured that out and given up trying to stay there.

Dear Uncle Ardak: How do I get a chance to win honor and glory while smashing the foes of the Empire?

Cadet: Say no more. I have arranged to take you with me to the *Red Fleet.*

Dear Uncle Ardak: How do I employ a mixed Klingon-Lyran force against a mixed force of Feds, Gorns, Tholians, and Kzintis?—*Kaptain Varl Zatrek, IKV Conqueror, D7K04*

Dear Kaptain: Simple. I'll show you. Follow me.. . ★★★

THE NEW GALACTIC ORDER

The ADB-TFG deal actually has less effect on F&E than it does on anything else, since Steve Cole had effectively turned over day-to-day management of the F&E department to Jeff Laikind three years ago. Jeff has been answering the rules questions and running the tournament since then, and is currently hard at work designing a new seven-sector PF-Era scenario for a future product.

FEDERATION & ENQUIRE

THE FOUR POWERS WAR

Q1801F: I have questions regarding the four powers war. Rule (607.82) states that if more than half the attack factors in a Hydran fleet are from [Hellbore] ships, then the Hydrans conduct their battle at a +1 battle intensity. Do the fighter factors on the hellbore ships count as part of their attack factor for this rule?

ANSWER: Fighter factors on hellbore ships do not contribute to the total. Further, only Klingon ships, not bases, count towards the percentage of Klingons in the battleforce.

Q1802F: Are prime teams used, and if so, how many at start? Are command points used, and if so, how many at start? And finally, are commando ships used?

ANSWER: Prime Teams: Yes, but none at start (522.1). Command points: Yes, but none at start, maximum of one per battle hex, one is received per turn, as normal. Commando ships: Use the Y168 set-up, the Lyran CWG would be a DDG.

Q1803F: What order do the races setup in the four powers war? (Do the Hydrans set up last, being the aggressors?)

ANSWER: Rule (607.35) provides this: Lyrans, Kzintis, Klingons, Hydrans, in order.

Q1804F: Are special attack forces available in the four powers war? If so, does anyone (maybe the Hydrans?) start with one?

ANSWER: No, SAFs would not be available. As most races do not have fighters on their bases, the bases would die even easier.

Q1805F: Ah, and those pesky Vudar, does anyone know if they had any ships in this (the four powers war) time period?

ANSWER: Only a few police ships, nothing to affect the war.

Q1806F: Is the Kzinti CD in the General War setup present during the Four Powers War?

ANSWER: The Kzinti Home fleet should have one CD and the DF should be an SDF.

Q1807F: Does everyone get the monitors allotted to them in Y168? (In the Four Powers War, that is?)

ANSWER: Yes, but no special pallets are available.

Q1808F: If a Hydran unit gets adopted by the Kzintis, I presume that during the Four Powers War, the Kzintis cannot provide replacement fighters until the turn when the Kzintis get fighters.

ANSWER: Correct.

TUGS

Q1809F: Can tugs of an inactive fleet be assigned battle pods?

ANSWER: Rule (509.32) says that tug missions for non-phasing players are set before play begins. So, inactive tugs can have any mission, although they may not be able to perform it if they are not activated. For example, the Federation may assign a tug in the Home Fleet to mission E (repair ship), but until active, the Tug stays put. ★★★

ASSAULT ON THE HOLDFAST MAP

For those of you who always wanted to go get the Tholians, you now have a convenient map to hunt them on. This can be used for Sector G of the larger scenarios or for any scenario that focuses on the Tholians. It could even be used for scenarios of your own creation. What if the Klingons had always retained ownership of the area the Tholians took and the Feds want to cut them off from the Romulans?

A PLAN FOR THE FUTURE

Some of you may be unaware of our plans for the future development of F&E. That's not surprising since we haven't exactly explained things very well.

To explain what comes next, we have to first explain what comes AFTER what comes next.

The far future of the F&E system includes three major "war modules" (which may appear in two or perhaps three products). These include:

ISC WAR: How the ISC conquered the galaxy (or at least tried to) to save it from itself. This includes special "supply path" rules that allow them to reach Hydran space in only a few turns.

ANDROMEDAN WAR: The Andromedan invasion, starting as a random nuisance during the General War and rising to the crescendo of the devastating Andromedan War, concluding with Operation Unity.

CIVIL WARS: A module including several of the smaller wars including the WYN War of Return, the Romulan Civil War, the LDR Succession, the Vudar Enclave, and perhaps generic civil war rules that could cover the Federation, Klingons, Kzintis, or Lyrans adequately. (This might be done with "unfactored" ship counters simply designated "CA" or whatever for use by the rebel side in the war. That saves us from providing you with expensive "rebel" countersheets for every race.) It is possible that Civil Wars may fall victim to the "junk basket syndrome" in that once we actually start working on it, it might prove too big for a single product and have to be divided into two or three smaller ones.

There is something about all three of those products which has to be considered. All of them take place (at least partly in the case of Civil Wars) at or after the end of the General War, meaning that you will need the rules for the late-war ships to play them. For that reason, before we can publish any of the "war" modules we have to publish another product, that being ...

ADVANCED OPERATIONS. This will include Jeff Laikind's seven-sector PF scenario, rules for independent PF flotillas, rules for X-ships, and rules for Heavy War Destroyers. So, if one were to map out the future of F&E, it would include Advanced Operations first, followed by the three "war" modules combined in any order that players seem to want them.

But there is another product out there, that being ...

ECO-WAR: This is a collection of rules, some of which might include: Admirals, building shipyards, Klingon mutiny, Tholian web tenders and pinwheels, economic development (an interest-bearing savings account), alternative production schedules, special ship construction, ceding and conquering provinces, special base construction, sector bases, technological developments, battleship construction options, new ships from modules R5-R6-R7, fast carrier resupply ships, raids, monsters, booms and saucers, police ships, building and deploying more survey ships, and more.

We have yet to decide whether to do EcoWar or Advanced Operations next. Your comments are welcome! ★★★

COMBAT TRIALS

by Joe Abrisz

There is no substitute for experience, but trying to gain experience in any on aspect of F&E is like trying to learn to savor pasta while attending an all-you-can-eat smorgasbord. There is just too much going on to learn the details.

One way to get around this (and to get several enjoyable evenings and afternoons out of your F&E set without having to invest entire weeks) is to conduct combat trials. Set up a battle (a live opponent is helpful but not totally necessary) and fight it. Learn from that experience what is the best combination of scouts, maulers, drone ships, flagships, and war cruisers. Learn just when and how to commit the commando ships, prime teams, and other special units. Your first double-starbase assault will come as a bloody shock if you have not previously conducted such a battle in combat trials.

Make the time to set up battles with all of the races, learning their unique problems and advantages. Even veteran players can benefit from such battles. You gain confidence by fighting the types of battles you will face in war. If your strategy totally collapses in a practice session, you have not ruined a week of campaigning on a single bad idea. Facing such a risk, you might not gamble on a bold new strategy or tactic. This will enhance your contingency planning, as well as develop your understanding of proper force deployment efficiencies.

Trial combat can help you and an opponent gage each other's level of expertise. The confidence gained in a dozen simulated starbase assaults may give you an edge over an unnerved opponent who did not realize the expense of such a battle. Learn just exactly how many ships it takes to destroy an undefended BATS, and how many more it takes for each defending ship. Learn how to employ EW, ground combat, special attack forces, SIDS, CEDS, Prime Teams, large carrier fleets, command points, and the subtleties of Battle Intensity.

If you can set up a short campaign, perhaps just two turns and a few dozen ships, you will learn not to neglect FRD placement or the need for multiple converging supply lines.

One aspect of such practice, however, is the need for records. Write down your starting forces, the battle forces you deployed, and the results. Study these reports in your spare time and find out if there is a pattern. Write down any tricks, stunts, surprises, and unusual deployments your enemy makes and what happened as a result. (If nothing else, such reports will produce a few Tactical Notes for you to send in.) Keep these results in a notebook. When faced with a target (e.g., a planet defended by a starbase and X number of ships) consult your own battle records of battles fought in real games and in free-standing scenarios for the closest ones. What units did you use, compared to what you have now? What mistakes did you make then that you can correct now? What did you wish you had in your force then, and can you get one there now?

It is not really necessary to carefully plan such practice battles and scenarios, since the point is not victory but knowledge. The simplest way is to literally take a fistful of counters and see what you can do (and how you can do it) with those forces. After all, you could find yourself with just such an unbalanced grab-bag of surviving ships at any point in the game after your enemy has one really good year. If your starbase assault fails because you only had seven war cruisers for filler and you discovered that a particular target will take nine, you didn't really lose the battle (since it wasn't part of an entire game), you gained the secret to victory in your next battle! The more eventualities you have examined and analyzed before you play, the more options you can find and exploit to your enemy's peril. There will be no excuse for a homeworld singed with fire.

BALANCE FACTORS

by Dave Sagor

PEACE IN OUR TURN (Federation -20): Striving to stay out of the General War, High Commissioner Norville Chamberlain negotiates a deal with the Klingons and Romulans.

The Federation agrees not to "provoke" the Klingons and Romulans by building DNs and CVAs.

Replace all CVAs with CVSs and replace all DNs, DN+s, and DNGs with CCs. This restriction applies to all at start forces and pre-war construction, but expires when the Klingons and/or Romulans invade the Federation (which they will).

THE ERRATIC WIND (Hydran +10, Lyran -10): The Lyrans, angered over the LDR's refusal to support them (or at least continue providing repair services) during the Four Powers War, attack both the Hydrans and the LDR under War Plan 2B-d. The Lyrans believe that the secret talks between the Hydrans and LDR have produced a secret military pact.

While the Hydrans have indeed tried to negotiate such a pact to keep the Lyrans divided, the LDR has in fact not agreed to such a treaty. The Lyrans, thinking they have, decide that only military force can bring the Dark Star County back into the Empire.

This option is for the Hydrans, but could be exercised (at reverse cost) by the Lyrans. The Lyrans must move at least six ships into the LDR on the first turn that they attack the Hydrans. The LDR becomes an ally of the Hydrans and is controlled by the Kzinti player (or another ally of the Hydrans).

FIRST BITE (Kzinti +10): The Kzinti intelligence service *Whiskers* detects the Lyran invasion, allowing the Count's Fleet to launch a pre-emptive attack on Turn Zero. After setting up all Kzinti and Lyran forces, the Kzinti announces this option. Ships of the Count's Fleet can enter Lyran space and fight any resulting battles, then return to Kzinti space by retreat or retrograde movement. The Kzintis get no builds, repairs, economy, or conversions on this "Turn Zero".

(As an alternative, roll a die. A result of "1" or "2" means that the option is available to the Kzintis, but they are not required to use it.)

ECONOMIC BOOM (General +30): Any race can use this option. It extends the time for economic depression from the normal 15 turns to the 20 turns that the Federation now enjoys.

FEDERATION ECONOMIC DEPRESSION (Fed -30): The Federation economy reaches exhaustion in 15 turns, just like any other race. ★★★

THE MILITANT ISC

by Dave Sagor

When the Gorns go to war with the Romulans, the ISC (having watched the General War march across the galaxy toward them) has had enough. They shift immediately to the wartime production rate, and can go to war with the Gorns and Romulans equally (Method #2) at any time they want to (after building their fleet to whatever strength they consider adequate). All ship availability dates remain unchanged.

Alternatively, allow the ISC to begin wartime production on earlier turns, which would allow them to go to war earlier.

This alternative scenario uses the ISC rules found in Captain's Log #13 or in AoG–4A, and could lead the Gorns and Romulans to an early cessation of violence to prepare! ★★★

TACTICAL NOTES

KZINTI OPENING SALVO

— Lieutenant Commander Stewart Frazier, USS Ohio

As Patriarch, the situation is grim. Incidents are increasing on both the Lyran and Klingon fronts, a war with either (or both) is in the near future and there are three problems in having a war now. The first problem is a very real lack of ships as the Count's, Duke's and Marquis' fleets have only 17 ships, eight in the 3 carrier groups and seven regular warships plus a scout and a tug (Note: Although each fleet has one more ship than they started the Four Powers War with, the ships converted into escorts for the carrier groups leave a gap of two frigates that were never replaced.) The DN *Confederation*, just completed, is being delivered to the Duke's fleet as the Klingons are the most dangerous opponent as they have two fleets, North and Northern Reserve, each with at least 25 ships, near the border and are within their supply range of Kzintai! Fortunately half of these are frigates; unfortunately, that still gives them a 3-1 advantage in ships.

The Lyrans, on the other hand, have only 26 warships on the border, a 3-2 advantage. The treaty with the Federation does give a minor advantage as part of the Marquis fleet (eleven ships) can be used to help guard most of the Klingon border allowing the Duke to react part of his fleet to assist the Count against the Lyrans and leaves the Home fleet to act as the final backstop in either case.

The second problem is production: there is none. Production was essentially shut down after most Four Powers War losses were replaced, while the Lyrans have expanded their northern fleet with a medium cruiser (CW) design (augmenting rather than replacing their CLs). To make matters worse, the Kzinti light cruiser replacement (CM) is (still or back?) in testing, it may be a year before it enters production. The new destroyer is still in the design stage and will not enter production for at least two years after the new cruiser enters production.

The final disaster is the fact that the light cruiser shipyard(s) has already been partially switched to the replacement cruiser and the old destroyer design is winding down with only enough material to finish three of them.

The third problem is that we, the Kzintis, must wait for either opponent, or both, to attack, as there are not enough ships to attack either foe. The initial Count's defense could have the following deployment: (BC + CL, BC + FF and CVE) or (CVL, BC + CVE and BC + CL + FF) on the border stations with the remainder at SB 0902 as reserve. The Duke could have the CVE at 1004, a BC on the other three stations and the FF (CL + FF) on planet 1504, the remainder at SB 1304 as reserve. The CVE can react if the Lyrans attack first or hold against the Klingons attacking first. The Marquis SB should have a ship or three for conversion, to react with. The Home fleet should send an FF to the Marquis SB to allow for conversion of the Marquis CL into a CVE group, possibly adding a second CL/FF group for a later conversion.

As for the options, the Firm Alliance (653.5D) adds ships to the Count and Duke fleets but can be countered by the Lyran Blitz (654.12) or Early Klingon Attack (653.3B). WYN Support (653.5H) and Lend-Lease (653.5E) gives much needed economic boost to the Kzinti economy, the WYN option having an edge as the Lyrans (more-so than the Klingons) must leave a covering force to keep the Kzintis from raiding Lyran planets. The Extra CVLs or CCs [(653.5I)/(653.5J)] improves the starting fleets and are countered by Extra D6 Conversions (653.3C), Early Tholian Release (653.3L) and/or Lyran DN/Far Stars [(654.1)/(654.5)].

Rated the Best Tactical Note in this issue of Captain's Log.

FEINT AND LUNGE

— Lieutenant Commander James Chou, USS California

Other than pinning the enemy forces, you can prevent the enemy from reacting to your attack by a feint. Approach your opponent's reaction fleet first and then pull away. Since he cannot react to an enemy force moving away, you are free to attack your original target. This tactic works only when your opponent's reaction fleet is guarding something, and your fleet is strong enough to threaten what he is guarding.

MAKE SURE YOU CAN DOUBLE REACT

— Cadet Tim Mallory, USS California

When retreating and using the "Pulling the Guard" tactic listed in the rules, make sure that you have a fleet every two bases. This way, if the undefended base is attacked, there will be at least one fleet that can react to the enemy, no matter how he moves. This tactic requires a large amount of ships, so it is useful to the Coalition, especially on the small Lyran and Hydran fronts.

NEW CONSTRUCTION EQUALS RESERVE FLEET

— Senior Lieutenant Jon Cleaves, USS Colorado

New construction should always be held at the home system until the strategic movement phase. New ships can be placed as reserve fleets in response to that turn's events without counting against the strategic movement limit.

HYDRAN STRATEGY

— Ensign Paul Rossi, USS America

The Alliance player should face the fact that the Hydrans will die. But whining about it does not do the Hydrans or the Alliance any good. What the Hydran needs to do is make his one shot count. If the "expedition" does not look feasible look elsewhere. A lucky and successful attack against the Lyrans can allow the Hydrans to fight a one front war. The neutral zone between the Lyrans and Klingons is a great place to attack. The Klingon Home fleet is not released unless the Hydrans ENTER Klingon space. The Lyran major planet at 0810 is a ripe area to hit and can deprive the coalition of 18 economic points (5 on the turn it is captured plus 1 for the disrupted province, then 12 points until the planet is undevastated). If the Kzintis destroyed the Klingon BATS at 0906 and 0908 then an expedition could work by moving into Kzinti space. The Hydran player has only one shot and he needs to make it count.

BIG FRIENDS

— Ensign Kevin McDonnell, USS New Jersey

If you must abandon a base, but wish to cover it with something, consider using a heavy cruiser instead of a frigate. You still get to pick a Battle Intensity Rating, cause more damage, and are less vulnerable to directed damage. This can be even more useful if you react the cruiser in after the enemy has moved a small force to "clean up" the battle station: you will either save the base or cause the enemy to divert more ships to this battle.

PLANETS ARE KEY

— Senior Lieutenant Erik Lund, HMCS Columbia

Planets are the most important strategic points in the game. Barring the introduction of monsters, nothing can destroy a planet. Thus, if one can keep a hex, no raiding attacks can eliminate the planet as a point for strategic movement or retrogrades. In offensives, there should be no need for mobile bases except as additional defenses and as repair facilities. When setting up those mobile bases, a force of PDUs should always be sent along. Any attempt to destroy the mobile base will run the risk of getting mauled by a few defense brigades.

STARBASE EW SHIFTS

— Ensign Bill Grace, USS New Jersey

Assumptions: BIR = 5 , and die rolls for combat coefficient is the median value of 3.5 (yielding a coefficient of 28.75%) (Since BIR changes will equally affect all equations shown here, I am ignoring cases outside of BIR = 5.)

The cost of generating an extra electronic warfare point by a starbase is six attack factors. With the above assumptions, this will cost you scoring 1.725 damage points against the enemy for every electronic warfare point you want. Note: this ignores minimum SB attack factors for Federation, Klingon, and Kzinti SBs, which have no extra cost once the minimum attack factor is reached.

(Justification: - 6 attack factors * 0.02875 damage/attack factor = -1.725 damage points)

Note: To analyze other units that can trade attack factor for electronic warfare points, replace the minus six with the loss in attack factor to generate ONE electronic warfare point. With the lower attack factor costs, almost any reasonable tactical situation will dictate generating electronic warfare points over extra attack factor points.

Producing an electronic warfare shift will either allow you to score more damage against an enemy (if you were suffering from a minus electronic warfare shift) or cause the enemy to score less damage on you (if you give him a minus electronic warfare shift). Essentially, this will cause a 2.5% shift in the combat coefficient (exception: low die rolls for combat coefficient). Ignoring the low die rolls for now (which I will deal with momentarily), this will either allow you to score one more damage point for every 40 attack factors you have (when you have the minus electronic warfare) or make the enemy score one less damage point for every 40 attack factors he has (when he has the minus electronic warfare).

(Justification: 40 attack factors * 0.025 change in damage-per-attack factor = 1 point damage change)

Now to examine low die roll cases. Going from a minus one shift to zero and from zero to plus one opens the possibility that a one will be rolled for the combat coefficient 1/6 of the time. Since the 2.5% shift will only take place 5/6 of the time, 6/5 of the attack factors factors listed above will need to be scored for a one point damage change. This means 48 attack factors = 1 damage point change. Going from minus two to minus one and plus one to plus two will create two possibilities in six where the additional shift will be meaningless. 3/2 of the attack factors figure above will have to be scored to net an average of 1 damage point change, which would be 60 attack factors.

To summarize the above, it costs a starbase 1.725 damage points scored on the enemy to generate an electronic warfare point. This gives a benefit of scoring one more or receiving one less damage point for every 48 attack factors when the shift was/is minus one or plus one, and for every 60 attack factors when the shift was/is minus two or plus two. Balance the cost versus the benefit, and then decide which electronic warfare setting will benefit you the most.

THE KZINTI CL: A WORTHY VICTIM

— Cadet Peter Bakija, USS New York

The Coalition players should make sure to use directed damage versus any Kzinti light cruiser that they see, especially on the first two turns, as they are vital to the construction of carrier groups.

The Kzintis start with few and cannot construct any more without resorting to expensive overbuilds or substituting for CM, so every CL killed is one less CVE or free escort the Kzintis will have to work with.

Consequently, the Kzintis should plan to never use a CL until it has been converted.

ROCK CRUSHING

— Vice Admiral Tony Zbaraschuk, USS California

Attacking the Tholians is a vicious, messy job. If you decide to do it (why you would I don't know), the following method offers a fair hope of success: Pile up LOTS of ships (50 each Klingon and Romulan would not be too many; toss in a Lyran expeditionary fleet as well). Then attack the Tholian starbases and Capitol on the first turn, leaving only as many ships on the Tholian BATS as the Tholians force you to. Resolve the attack on the Capitol first, then on the starbases. This will let you retreat the survivors of the attacking forces onto the battle stations. Your ships can thus do double duty, fighting in two battles in one round. This will also let you leave ships in Tholian space, reducing his economy somewhat and forcing him to fight open-space battles if he wants it back.

THE BEST RESERVE FIGHTER CARRIER

— Ensign Donald Skrzpnski, USS Indiana

Federation CVLs placed in the scout position of a battle force can provide powerful EW support to their battle fleet, and provide their fighter factors to replace losses sustained by the front-line fighters. They can be escorted (in Carrier War) making them almost impossible to kill.

ROMULAN CLOAKED ESCAPE

— Ensign A Paulina, USS New Jersey

Romulan players rarely have to fight a battle that they do not want to fight. By declaring withdrawal without combat they can withdrawal half of the fleet. Then they can use the cloaking device to try and withdrawal the rest of the fleet. Each of the remaining ships has a 67% chance (die roll 1-4) of escaping. Thus causing the Alliance player(s) to waste ships on an attack that never actually happens.

PRODUCE, PRODUCE, AND OVERPRODUCE

— Lieutenant Ted Fay, USS California

The Federation has almost more economic points than it knows what to do with. So, spend them! Go ahead, build that starbase, beef up that planet's defenses, and, above all else, overproduce ships (especially war cruisers and frigates which are cheap). This is the Federation's primary advantage — they can out produce the Coalition into oblivion — so take advantage of it.

DIRECT DAMAGE YOUR ENEMY'S ECONOMY

— Ensign Russell Sakne, HMS England

Using Directed Damage to kill ships is more efficient in degrading your enemy's performance overall than allowing damage to be allocated by the victim. Setting aside for now such questions as build rates/limits, fighters, and discounted or premium build costs, and assuming that the target fleet's commander would rather cripple three units than destroy two, the following applies: Each point of damage allocated to cripple a ship by the owning player will cost that player 0.25 economic points to repair in his turn.

Each point of damage used as directed damage to kill a ship will cost the ex-owner 0.33 economic points to *replace*. Discounted units make little difference: the break-even is at the standard frigate level. F5/K5s are more costly to destroy than cripple.

Fighters help the case for Directed Damage no end. You can score lasting economic damage with Directed Damage. Premium ships (Dreadnoughts) tilt the balance even further in Directed Damage's favor. Build rates are what make destroying units crippling in the long term. Try killing a cruiser (or better) every combat round, rather than letting your opponent take hits on attrition units. ★★★

(696.0) THE HYDRAN LIBERATION

(Y134-135+) *by Mike Calhoon and Richard Eitzen, California*

In Y87 the Hydran Kingdom was conquered by the Klingon and Lyran empires. The Hydran fleet was virtually destroyed. The second Lyran-Klingon War was fought over disposition of the conquered territory, and in the confusion of this war three Hydran colonies went undiscovered. After the war ended, the Klingons built garrison satellites with weapons pointing down at the captured planets (which the Klingons and Lyrans could not occupy because of the poisonous atmospheres). The Klingons and Lyrans then turned their attentions on their neighbors, themselves, and each other for the next 40 years, finally ending up in economic exhaustion.

After a period of civil war in the lost colonies the Hydrans prepared for the liberation of the Kingdom. New technology was obtained from unknown sources. Hydran agents were infiltrated onto 'occupied' planets. By Y134 the Hydrans had successfully field-tested the fusion beam, the gatling phaser, and the Stinger fighter, and built a small fleet of new warships.

The Klingons and Lyrans had garrisoned the supposedly secure Hydran sector with the orbiting satellites and the last of their Early Years ships. In Y134, King Hydraxan XI, with assistance of Hydran resistance elements on the conquered planets, led the liberation of the Hydran Kingdom. Relations between the Klingons and the Lyrans were quite cool, both empires blaming the other for their lack of success against the Kzintis. This, probably more than anything else, led to the successful liberation of the Hydran kingdom.

(696.1) TERRITORIAL RULES

(696.11) AREA OF THE SCENARIO: The units involved in this scenario may operate in Hydran space, the neutral zone hexes adjacent to Hydran space, the neutral zone hex 0913, and in Lyran and Klingon provinces adjacent to Hydran space (provinces 1013, 1314, 1416, 1418, 0111, 0312, 0711). New construction may move by strategic movement to any legal base or planet or may move operationally, but must enter the area of play if at all possible to do so.

(696.12) The Lyrans can place units on SB 0411 as an exception to the above rule.

(696.13) Lyran new construction MUST use operational or strategic movement and enter the playing area. They may not remain at the capital or in Lyran space except as detailed above. This is due to political friction with the capital.

(696.14) The Klingons may operate their units anywhere in Klingon space as an exception to rule (696.11).

(696.15) Rule (696.34) KLINGO-LYRAN COOPERATION places additional restrictions on the movement of Klingon and Lyran units.

(696.16) All Hydran territory is considered long term captured territory (696.35). Disposition of Hydran territory is as follows.

(696.161) Provinces 0114, 0614, 0316, 0318, 0517, and neutral zone hexes 0113-0613 are held by the Lyrans.

(696.162) Provinces 0714, 1015, 1217, 0917, 0716, 0718 and neutral zone hexes 0713-1319 are held by the Klingons.

(696.163) All planets outside of the Hydran capital hex are held by the owner of the province containing the planet.

(696.164) The capital hex of 0617 is held jointly by the Klingons and Lyrans, with revenue divided equally between the two empires.

(696.17) LYRAN DEMOCRATIC REPUBLIC: The LDR is part of the Lyran empire and is considered Lyran territory for all purposes.

(696.2) COMBAT AND MOVEMENT RULES

(696.21) FIGHTERS: The Coalition did not operate fighters at the time of this scenario. No fighter factors are used on any Klingon or Lyran units. Only Hydran units will have any fighter factors.

(696.22) DRONE BOMBARDMENT can only be used in battle rounds involving enemy bases, convoys, or planets (due to slow drone speeds).

(696.23) GARRISON SATELLITES have no attack capability against ships or fighters, but are used against ground targets on the planet they orbit.

(696.231) These satellites provide one six–sided die minus one (minimum one) points of directed damage per battle round against any target on the planet around which they orbit. This damage can be accumulated over several battle rounds in order to acquire enough points (ten) to devastate the planet. It can also be combined with the one allowed directed damage attack (from ships) in order to devastate the planet or destroy a ground unit.

(696.232) The satellites cannot bombard Hydran planets during the first battle round in any given hex unless Hydran forces are present at that planet. This is because the Coalition (vainly) hopes to retain the control of the planet. Approach battles do not count as a battle round for the purposes of this rule.

(696.24) SPECIAL HYDRAN CAPITAL DEFENSE RULE: Until the Hydrans recapture their capital, Coalition forces are the defending force in the capital assault procedure, and in the case of a capital assault, must deploy approximately equal mobile and non-mobile forces by the normal capital assault rules [as modified by (696.241)]. The Coalition player may direct damage onto a conquered Hydran planet to devastate it even if the Coalition units are "defending" the planet within the restrictions of (696.232).

(696.241) EARLY YEAR UNITS DEFENDING A MULTI-SYSTEM HEX: After the approach battle(s), once the defending forces have been determined, divide the attacking force into two parts. The first part must be composed of a number of non-early year ships equal to the number of defending early years ships (not counting fighter factors, satellite systems, bases, or ground defenses in either force) and is deployed (along with any early year ships in the attacking force) before the coalition deploys their mobile early years ships.

(696.2411) Approach battles are handled by the normal rules.

(696.2412) Crippled units count as half of a unit for rule (696.241).

(696.242) If there are fewer non-early year ships in the attacking force than there are early year ships in the defending force, use the normal rules for multiple system hexes. Otherwise, all remaining non-early year attacking forces are deployed AFTER all mobile early year defending ships are deployed.

(696.243) Once all attacking forces have been deployed, the defending non-early year mobile force (if any) is deployed.

(696.25) HYDRAN FANATICISM: The Hydrans may not devastate a planet they are defending (or attacking) to satisfy general damage unless all Hydran units in the hex are destroyed or captured. Hydran units may not retreat when defending a Hydran planet.

(696.26) HYDRAN RESISTANCE: Hydran resistance elements in the kingdom have been preparing for decades and provide the following benefits to the Hydran player.

(696.261) On the first turn that a Hydran province or planet is recaptured by the Hydrans it is thereafter considered Hydran

territory for all purposes, and the long-term conquest benefit (696.35) for the Coalition is lost.

(696.262) A recaptured Hydran planet is immediately eligible for use by the Hydrans as a supply point and retrograde point. There is no one turn delay (this represents stockpiles of stores built–up and hidden away on the planets over a period of years). This applies only to the first time the planet is recaptured by the Hydrans. If a Hydran planet is recaptured by coalition forces, then the normal rules apply.

(696.263) The Hydran player is not required to devastate a planet in Hydran space in order to recapture it from the Klingons and Lyrans, he need only eliminate all Coalitions units in the hex.

(696.264) If Hydran units occupy hex 1017, a YBS may be constructed in that hex at the cost of 10 EPs. No convoy is required. This may only be done once, and represents an upgrade of an abandoned civilian facility which was secretly prepared for the task by Hydran resistance elements.

(696.265) HYDRAN SECRET EARLY YEAR REGIMENTS: Two Y-regiments are deployed by rule (696.713). If a secret Y-REG has been revealed by the Hydran player, it must be destroyed by the Coalition before the planet can be devastated. Devastation of a planet which has a secret Y-REG cannot occur until the first battle round after the destruction of the Y-REG.

(696.27) PURSUIT INVOLVING EARLY YEARS UNITS: Early years units are at a disadvantage during pursuit situations due to their lower tactical and strategic speeds, and their less effective sensor gear.

(696.271) Non-early years ships may fight a second combat round in a pursuit involving crippled early years ships. They must make a new contact roll to fight a second round, and the pursuing units may not add new units to the pursuit force. Any ships of the pursuing force that were crippled in the first pursuit battle may not participate in the second pursuit battle round, and do not count for the contact roll.

(696.272) In a pursuit roll involving crippled Early Years forces, a pursuing force with no Early Years ships may add 2 to the roll to contact the fleeing force.

(696.273) A force of Non-Early years ships may pursue uncrippled early years ships. The contact roll is made at a -1 penalty. If contact is made, the pursuing force may fight only one round, but may roll to contact any crippled early years ships as a result of this round under (696.272).

(696.274) A player may voluntarily destroy crippled early years units to avoid the giving the attacker the +2 bonus. The player must have uncrippled early years ships or crippled non-early years ships to do this. If this is done, the pursuing force gets the salvage for the voluntarily destroyed units.

(696.275) Early years units suffer a -1 penalty to their contact roll due to their less effective sensors when attempting to pursue.

(696.28) EARLY YEARS MOVEMENT: Early years ships have an operational, reserve, and retrograde movement range of four hexes.

(696.281) An Early years ship may not move more than 24 hexes by strategic movement in a single turn.

(696.282) Early Years forces count at half value for pinning non-Early Years forces. Essentially, a crippled early years unit counts as 1/4 of a non-crippled non-early years unit. Two fighter factors may pin one crippled early years unit.

(696.283) The command rating of an Early Years ship counts at half value (rounded down) for pinning purposes against any force that contains more non-early years units (not counting fighter factors) than early years units.

(696.29) STRATEGIC MOVEMENT: All races have a strategic movement allotment of five ships plus any new builds for the duration of the scenario.

(696.3) ECONOMIC RULES

Due to the backwater nature of this front as well as the unpopularity of the Lyran counties involved, the Coalition does not use its full economic power. In addition, the economies of the coalition races have not yet recovered from exhaustion.

(696.31) ECONOMIC LEVELS: The Hydrans begin the scenario at wartime economic level, and will remain at wartime level until the end of the scenario. The Coalition is at peacetime level at the start of the scenario but will switch to a wartime economy level when the Hydrans attack.

(696.32) EXHAUSTION: Due to economic exhaustion, the coalition receives only a portion of the economic points from the provinces and planets controlled by the southern Lyran counties and the Southwestern Klingon territory. The donation of economic points from the out of play areas is not affected by economic exhaustion.

(696.33) SUPPLY: Supply range is limited to four hexes in this time period. The supply path between bases (as opposed to from bases to units and vice versa) may be up to six hexes in length. All races may operate any number of convoys, but the Coalition may not operate a convoy until Turn #4. The Old Colonies are the Hydran source of supply as are any recaptured Hydran planets.

(696.34) KLINGO-LYRAN COOPERATION: Although the Klingons and Lyrans share a common interest in the disposition of the Hydran Kingdom, they do not fully trust each other as defined by these restrictions on their actions.

(696.341) Klingon units may not enter original Lyran space or enter a hex containing Lyran units by operational, reserve, retrograde or strategic movement. Lyran supply points cannot be used by Klingon units for any purpose.

(696.342) Lyran units may not enter original Klingon space or a hex containing Klingon units by operational, reserve, retrograde or strategic movement. Klingon supply points cannot be used by Lyran units for any purpose.

(696.343) As an exception to rules (696.341) and (696.342), Klingon and Lyran units can enter the Hydran capital hex without regard to the presence of the other Coalition member's units. The Hydran capital hex is a supply point for both races of the Coalition if bases of both races are present in the Hydran capital hex.

(696.345) Lyran and Klingon units cannot be combined into a stack for movement purposes. Expeditionary fleets may not be used by the Coalition. The Coalition may not adopt homeless ships.

(696.35) LONG TERM CAPTURED TERRITORY produces the full (non-devastated) income for the occupying player. If not adjacent to an on-map province held by the original race (in this case the Hydrans), a long term captured province need not be garrisoned. Long term captured planets DO require garrisons. If adjacent to a province(s) held by the original race (in this case, the Hydrans), an ungarrisoned long term captured province will revert to control of the original race. In order to liberate a long term captured planet or province, the original owner, i.e., the Hydrans, must destroy or drive out all enemy units in the province or at the planet.

(696.36) TUGS AND PODS: Tugs in this scenario may only perform missions D, E, J, K and M.

(696.37) SALVAGE: Salvage rules are used in this scenario. The salvage values of Early years units are listed in (696.76). Note that Klingon early years units' booms are not separable and do not receive the 45% salvage rate.

(696.38) OVERBUILDS: Only the Hydran HN and LN, the Lyran FF and DD, and the Klingon F5 and E4 may be overbuilt. Other units may NOT be overbuilt. The Lyran player cannot overbuild CLs due to the hostility of the homeworld (which was

worried about the Southern counties building up a new fleet and starting another civil war).

(696.39) BASE CONSTRUCTION, UPGRADES, AND REPAIR: During the time frame of this scenario the MB had not yet been invented. Bases were still being placed, repaired, and upgraded during this time however. Convoys performed these functions. Due to the nature of a convoy, however, these functions could not be performed within an enemy controlled province.

(696.391) CONSTRUCTION: A convoy must be in the hex where a new base is to be constructed. The convoy must be in supply. The required economic points must be spent in the economic phase (eight points for a BS). On the following turn the base becomes operational, replacing the convoy.

(696.3911) If the base is not made operational until the second subsequent turn, the convoy remains in the hex of the new base.

(696.3912) The length of time to build the base must be announced when construction commences. If not announced, it is assumed to take two turns.

(696.3912) Until construction is completed the convoy may not move, and it does not extend the supply grid. If the convoy is destroyed before construction of the base is completed, the points spent are lost, and the base is not constructed.

(696.392) UPGRADES: Upgrading a YBS to a BS requires the expenditure of three EPs during the construction phase of the conversion turn and requires the presence of a convoy at that base's hex during the construction phase. Upon the next turn's construction phase the YBS is upgraded to a BS.

(696.3921) If the convoy is destroyed, the conversion does not take place, and the points spent are lost.

(696.3922) If the YBS is destroyed the points spent are lost, but the convoy is not. If the YBS is crippled, the base is upgraded to a crippled BS.

(696.393) REPAIRS: A convoy uses the same procedures as a tug to repair a crippled base. However, a convoy requires two turns to repair a BS or YBS. If a convoy is destroyed before completing the repair of a crippled base, the repair is not completed and the economic points used to pay for the repair are lost.

(696.4) RULES NOT USED

(696.41) PIRATES: Pirates are not used in this scenario.

(696.42) SURVEY SHIPS: Survey ships are not used in this scenario.

(696.43) COMMAND POINTS: Command points are not used in this scenario

(696.44) FRD AND MB: FRDs and MBs are not used in this scenario.

(696.45) SWARMS: Do not roll for swarms.

(696.5) EVENT SEQUENCE

All new construction is activated and available on the turn of construction except as may be limited by the normal rules of F&E and this scenario.

(696.51) TURN #1, SPRING Y134.

(696.511) HISTORICAL: The Hydrans attack coalition forces in captured Hydran territory. They liberate their capital.

(696.512) HYDRAN UNITS AVAILABLE: All Hydran units are activated and available for the rest of the scenario. Note that the Hydrans automatically lose if they do not move a unit to at least four hexes distance from the old colonies.

(696.513) KLINGON UNITS AVAILABLE: The Western Marches Fleet is activated and available if a Hydran unit enters a coalition unit's reaction zone.

(696.514) LYRAN AVAILABLE: The Hidden Dagger County, Bloody Claw County, and Dark Star County Fleets are activated and available if a Hydran unit enters a coalition unit's reaction zone. See limitations on the Dark Star County fleet (696.5222).

(696.52) TURN #2, FALL Y134.

(696.521) KLINGON UNITS AVAILABLE: The Western Marches Fleet and the Western Fleet Detachment. The Western Fleet Detachment arrives on Coalition Turn #2 by strategic movement at any Klingon strategic movement node and is activated. Part of it arrives this turn, the rest on Turn #3.

(696.5211) Roll one six sided die and consult the following table to determine the level of reinforcements that arrive on this turn.

Die Roll	Result
1	D6, E4.
2	D6, F5, 2E4.
3	D6, 2F5, 3E4.
4	2D6, 2F5, 2E4.
5	2D6, 2F5, 3E4, 1xResv.
6	3xD6, 2xF5, 4xE4, 1xResv (The full detachment).

A die roll of six results in the arrival of the entire detachment on Turn #2. In this case, no reinforcements are received on Turn #3.

(696.522) LYRAN UNITS AVAILABLE: The Enemy's Blood Duchy Fleet Detachment, the Dark Star County Fleet, the Hidden Dagger County Fleet, and the Bloody Claw County Fleet.

(696.5221) The Enemy's Blood Duchy Fleet arrives at the Starbase in hex 0411 on Coalition Turn #2 by Strategic movement. It cannot leave the hex of the starbase except by reserve or reaction movement on Turn #2. Up to 22 attack factors of this fleet (counting EW factors as attack factors) must remain in Lyran space on Turn #2. The remainder may leave Lyran space by reserve movement. This restriction is removed if Hydran units enter or have entered Lyran space. The reserve marker associated with this fleet may not be assigned to other units on Turn #2.

(696.5222) No more than 14 attack factors (counting EW factors as attack factors) of the Dark Star County Fleet may leave province 0711 on or before Turn #2 unless a Hydran unit enters or has entered original Lyran territory.

(696.53) TURN #3, SPRING Y135.

(696.531) KLINGON UNITS AVAILABLE: All units.

(696.5311) The remainder of the Klingon Western Fleet Detachment arrives by strategic movement at any Klingon strategic movement node and is activated.

(696.532) LYRAN UNITS AVAILABLE: All units except as limited by (696.5321).

(696.5321) At least 40 attack factors of Lyran ships (counting EW factors as attack factors) not constructed this turn may not leave Lyran space by any means. These units may, however, maneuver freely within the scenario playing area inside the Lyran empire. This restriction ceases if any Hydran unit enters (or has previously entered) Lyran space.

(696.54) TURN #4, FALL Y135.

HISTORICAL: Seeing that it would be years before they could defeat the Hydrans, the Klingons agreed to a cease fire with the Hydrans. With the Klingons opting out of the war, the Lyran Southern Counties, lacking popular support at the homeworlds, was forced to abandon the war, although no formal cease fire

was declared. Low level hostilities (mostly single ship clashes in the neutral zone) continued until the Hydran surprise attack during the Four Powers War.

(696.541) HYDRAN UNITS AVAILABLE: All units.

(696.542) KLINGON UNITS AVAILABLE: All units.

(696.543) LYRAN UNITS AVAILABLE: Same as Turn #3.

(696.55) TURN #5, SPRING Y135.

(696.551) A detachment from the Klingon Home fleet arrives by strategic movement at any Klingon strategic movement node.

(696.5511) Roll one six sided die and consult the following table to determine the level of reinforcements that arrive on this turn.

Die Roll	Result
1	D6, E4
2	D6, 3E4
3	2D6, 3E4
4	2D6, F5, 4E4
5	D7, 2D6, F5, 4E4
6	D7, 2D6, D6D, 2F5, 4E4 (Full strength detachment).

A die roll of six results in the arrival of the entire detachment on Turn #5. In this case, no reinforcements are received on Turn #6.

AVAILABILITY OF UNITS: Otherwise the same as on Turn #4.

(696.56) TURN #6, FALL Y135.

The remainder of the Turn #5 detachment arrives by strategic movement at any Klingon strategic movement node and is activated.

UNITS AVAILABLE: Otherwise the same as on Turn #4.

(696.57) TURN #7 AND LATER.

(696.571) HYDRAN UNITS AVAILABLE: All units.

(696.572) KLINGON UNITS AVAILABLE: All units.

(696.573) LYRAN UNITS AVAILABLE: Same conditions as on Turn #3.

(696.58) HISTORICAL NOTE: The Klingon Western Fleet as it existed then was the Lyran border defense. The Klingons could only send a small detachment to deal with the presumably small rebellion taking place in the Klingon Western marches. After the full nature of the disaster was understood, the Klingons sent additional forces from other fleets to combat the Hydrans. The Lyrans were unwilling to respond to what was an internal problem of the Enemy's Blood Duchy (as the other Lyran duchies considered it) and sent only a small force of ships. The Enemy's Blood Duchy had just lost a civil war with the homeworld and was concerned that the Homeworld fleet would attack them. While their fears proved groundless, a less than friendly homeworld (and jealousy of the Enemy's Blood Duchy's Hydran conquests) prevented any large amount of aid being sent to the Hydran front. The Dark Star County Fleet is part of the Eastern (Klingon) border defense and therefore consisted of modern starships.

(696.6) ECONOMICS AND PRODUCTION SCHEDULES

(696.61) HYDRAN ECONOMIC SCHEDULE

Turns #1-6: The Hydrans get economic points from their off map area (consisting of 2 Major Planets, 1 Minor planet, and 1 Province), and from any territory they liberate during the scenario. They also begin the scenario with a production point reserve of 50 EPs.

Turns #7-12 Same as Turns #1-6, but at 75%, due to economic exhaustion.

(696.62) KLINGON ECONOMIC SCHEDULE

Turn #1: None.

Turn #2: Income from Captured planets and provinces in Hydran space, plus provinces 1013, 1314, 1416, 1418, at 75% due to economic exhaustion.

Turn #3: Same as Turn #2 plus 20 EPs at limited wartime level.

Turn #4-5: Same as Turn #2 plus 35 EPs at limited wartime level.

Turn #6+: Same as Turns #4-5, except economic exhaustion is now at 50%.

(696.63) LYRAN ECONOMIC SCHEDULE

Turn #1: None.

Turn #2: Income from Captured planets and provinces in Hydran space, plus provinces 0111, 0312, 0711, at 75% due to economic exhaustion.

Turn #3: Same as Turn #2 plus 10 additional EPs (from sympathetic counties).

Turns #4-5: Same as Turn #2 plus 18 additional EPs (from sympathetic counties).

Turn #6+: Same as Turns #4-5, except economic exhaustion is now at 50%.

(696.64) PRODUCTION SCHEDULES

(696.641) HYDRANS

The Hydran construction rate is as follows:

Turn #1 (SY134): 1xR, 2xL, 3xHN, 4xVLT

Turn #2 (Fall Y134): 1xR, 2xL, 3xHN, 4xVLT

Turn #3 (Spring Y135): 1xR, 3xL, 3xHN

Turn #4+: 1xR, 3xL, 3xHN

A LC may be substituted for a R on Fall turns, but not on two consecutive fall turns.

A SC may be substituted for a HN in the Spring turns.

The Hydrans have no free fighter factors.

A R may NOT be converted to a LC until the new shipyard is functional.

The Hydrans may begin production of a shipyard the turn following the re-conquest of the capital. The Hydran may construct PDUs on his planets (with no fighters).

The Hydrans receive one prime team per turn and may produce more at the normal rate and cost.

(696.642) LYRANS

The Lyran construction rate is as follows:

Turn #1 (Spring Y134): None

Turn #2 (Fall Y134): 1xCL, 1xDD, 2xFF

Turn #3 (Spring Y135): 1xCL, 1xDD, 2xFF

Fall turns Y135+: 1xCL, 1xDD, 3xFF

Spring turns Y136+: 1xCA, 1xDD, 2xFF

If a SC is destroyed a SC may be substituted for the DD.

A TG-P may be substituted for the CA on Turn #5. If the TG-P is destroyed a TG may be substituted for the CA to replace it.

The Lyrans receive one prime team every fall turn. They may not produce more.

New construction is produced at the capital (other than FFs produced at the starbase) and must be moved into play via operational or strategic movement on the turn of construction.

(696.643) KLINGONS

The Klingon construction rate is as follows:
Turn #1 (Spring Y134): None
Turn #2 (Fall Y134): 1xD6, 1xF5, 3xE4
Turn #3 (Spring Y135): 1xD6, 3xF5, 3xE4
Turn #4 (Fall Y135): 1xD7 or D6, 3xF5, 3xE4.
Spring Y136+ 1xD6, 3xF5, 3xE4.
Fall Y136+ 1xD6 or D7, 3xF5, 3xE4. On a die roll of 1-3 a D7 may be built, otherwise a D6 may be built.

The Klingons receive one prime team every fall turn. They may not produce more.

A D7 may not be built on two fall turns in a row.

On Spring turns starting in Y135, a D6D may be substituted for a D6 on a die roll of 1-2 on a six sided die, but not two spring turns in a row. In Spring Y135, this may be done without a die roll.

On Turn #5 or later a TG-B may be substituted for the D6/7 (but no more than once per year).

(696.7) UNIT SETUP

Set up the forces simultaneously in the listed hexes. The Coalition takes their turn first, followed by the Hydrans.

(696.71) HYDRAN UNITS: At the beginning of the scenario all of Hydran space except for the Old Colonies off-map area has been conquered by the Klingons and Lyrans. All Hydran bases and PDUs not in the off-map area are destroyed. [Exception: secret Y-regiments, see (696.712)].

(696.712) HYDRAN UNIT DEPLOYMENT: Old Colonies Fleet (Deployed in the Hydran off map area): R, L, 2xHN, SC, 4xGrn, 12xVlt, 1xConvoy, 1 prime team.

King's Fleet (Deploy in 0119): LC, R, 3xL, 5xHN, SC, 1xConvoy, 2 prime teams.

The Hydrans have one repair ship.

(696.713) The Hydrans secretly (in writing) deploy a single Y regiment on any two planets in original Hydran territory not in the same hex. These are not revealed until Hydran units enter their hex.

(696.72) COALITION UNITS: The Klingon and Lyran battle stations along the original border remain intact, but are Early Years Base Stations.

(696.721) There are Klingon YBSs in hexes 0718, 0617, and 1017.

(696.722) There are Lyran YBSs in hexes 0416 and 0617.

(696.723) The Lyran planet in hex 0711 has two PDUs.

(696.724) There are garrison satellites orbiting all Hydran planets.

(696.73) KLINGON UNIT DEPLOYMENT: Western Marches Fleet: D4C, 3xD4, 6xF4, 9xE1, and one prime team deployed as follows. D4C, 2xD4, 2xF4, and 1 prime team in 0617, D4, 2xF4 in 1017, 2xF4 in 0718, and an E1 in hexes 0715, 0716, 1013, 1116, 1218, 1415, 1417, 1419, and 1214.

Western Fleet Detachment: (Deployed on Turn #2 and/or #3) 3xD6, 2xF5, 4xE4, 1xResv.

Home Fleet Detachment: (Deployed on Turn #5 and/or #6) D7, 2D6, D6D, 2F5, 4E4.

(696.74) LYRAN UNIT DEPLOYMENT: Bloody Claw County Fleet: YCA, 4xYFF deployed as follows: YCA, YFF in 0416, YFF in 0212, YFF in 0318, YFF in 0214

Hidden Dagger County Fleet: YCA, 4xYFF, and 1 prime team deployed as follows: YCA, YFF, 1 prime team in 0617, YFF in 0519, YFF in 0515, YFF in 0413.

Enemy's Blood Duchy Fleet Detachment: (Deploy in 0411 on Turn#2): CA, CL, 3xDD, 4xFF, SC, 1xResv

Dark Star County Fleet: (Deploy in 0711): CA, CL, DD, 2xFF, SC

(696.75) FACTORS OF UNITS IN THIS SCENARIO

(696.751) KLINGON UNITS:

D4C: 4-6/2-3 Command 8 Salvage 2

D4:4-6/2-3 Command 7 Salvage 2

F4: 2.5-3/1.5-2 Command 4 Salvage 1 (The counter for the F4 should have a 2^-3/1-2). Two or more triangle factors may be combined to produce attack factors, ignoring any odd triangle factors. (Similar to the Warhawk's triangle fighter factor, but not a fighter).

E1: 2/1 Command 2 Salvage 2/3

GS: 0-2 No crippled rating Command 0

3xF5 is not an F5Q (the F5C and F5D do not exist).

(696.752) LYRAN UNITS:

YCA: 5-6/3 Command 8 Salvage 2

YFF: 2/1 Command 2 Salvage 2/3

GS: 0-2 No crippled rating Command 0

(696.753) HYDRAN UNITS:

LC 7-9 (3) /5 (1) Command 9 Salvage 2 and 2/3.

Y Regiment 2 (1 Fighter) no crippled factors. (More cannot be constructed during the scenario).

Grenadier (GRN): 5-6/3 Command 7 Salvage 2

Voltigeur (VLT): 2/1 Command 2 Salvage 2/3

(696.754) GENERAL UNITS:

PGUs on planet 0711. Has an attack and defense factor of 3, but no crippled factors. Command rating 0. More PGUs (on any planet) may not be constructed by any means.

YBS: 6/3 Command 8 (0 FTRS), 2 EW factors (one when crippled). This unit has an EW factor of one if its uncrippled attack rating is not reduced to 3 (Klingons 4). This is the early years base station. Note: YBSs have the full repair capability of a BATS, as does a BS.

BS: 8/4 Command 8 (0 FTRS), 2 EW factors (one when crippled). This unit has an EW factor of one if the uncrippled attack rating is not reduced to 4 (Klingons 5). This is the non-early years base station.

(696.8) ENDING THE SCENARIO

(696.81) The Coalition player may end the scenario if after Turn #1, the Hydran player has no unit farther than four hexes from the old colonies off map area. This may be done at any point in either player's turn.

(696.82) The Hydran player may end the scenario if after Turn #3 no Coalition forces are in supply while further than two hexes into Hydran space (using the printed borders). This may be done at any point in either player's turn. If the Hydran player ends the scenario, the Coalition is assumed to agree to a ceasefire with the Hydrans (and the economic situation of the Hydran Kingdom for victory calculations is judged as the forces stand at that point during the turn).

(696.83) If the scenario is not ended by the end of Turn #12, the Organians finally notice the conflict and end it at this point. Judge victory conditions at this point as per normal.

(696.84) Neither player is forced to call an end to the scenario if he qualifies, but can still end it at any time as long as he still qualifies.

(696.9) VICTORY CONDITIONS

(696.91) COALITION LOSSES: Coalition ship losses are not significant to the final strategic position. Only the disposition of the Hydran Kingdom, and the ability of its enemies to attack it in supply are significant (to the Hydrans). Add up any points scored below to determine victory. All points are cumulative.

(696.92) ECONOMIC SCORING HYDRAN ECONOMY PRODUCTION LEVEL AT THE END OF THE SCENARIO:

EPs CONTROLLED	POINTS
74 or more	5 points
65 - 73	4 points
53 - 64	3 points
43 - 52	2 points
34 - 42	1 point
29 - 33	0 points
21 - 28	-1 point
18 - 20	-2 points
15 - 17	-3 points

(696.93) EVENT SCORING

+1 if Hydrans destroy all Coalition bases in hexes 0416, 0617, AND 0718.
+1 if Hydrans destroy the base in 1017.
+1 if Hydrans destroy the bases in 1013 and 1214. This point is scored only if the base in 1017 is also destroyed.
+1 if the Hydrans destroy the Lyran bases in hexes 0212 and 0413.
+1 if the Hydrans destroy the Lyran bases in hexes 0612 and 0812.
+1 if the Hydrans accomplish both of the two above goals.
+1 if the Hydrans have a YBS in hex 1017.
+1 if the Hydran fleet has 2 LC, 5 RN, and 13 LN (crippled or not) at the end of the scenario.
+1 if there are NO coalition forces in the Hydran Kingdom at the end of the scenario.
+1 if the Hydrans have bases in hexes 0215 and 0716.
+1 if the Hydrans have bases in hexes 0215, 0318, 0617, 0716, and 1017.
-1 if there is no Hydran base in 1017 at the end of the scenario.
-1 if there is no Hydran base in 0617 at the end of the scenario.
-2 if the Hydrans fail to liberate capital on Turn #1.
-5 if Hydrans do not control the capital (hex 0617) at the end of the scenario.
-1 per destroyed Hydran RN or LC.
-2 per Coalition base in original Hydran territory.
-1 per two turns played after Turn #3.
-2 per turn if the full capital shipyard construction cost is not paid (starting on Turn #2).

(696.94) If a destroyed base is replaced and is still in existence at the end of the scenario, then it is treated as if the base had never been destroyed.

(696.95) VICTORY LEVEL

POINTS	Victory Level
14+	Hydran Impossible victory
12-13	Hydran Astounding Victory
10-11	Hydran Decisive Victory
8-9	Hydran Substantive Victory (Historical Result)
6-7	Hydran Tactical Victory
4-5	Hydran Marginal Victory
3	Draw
2	Coalition Marginal Victory
0-1	Coalition Tactical Victory
-5 - -1	Coalition Substantive Victory
-10 - -6	Coalition Decisive Victory
-15 - -11	Coalition Astounding Victory
-16 or less	Coalition Impossible Victory

Can you do better than the Hydrans did? ★★★

TOTAL WAR PREVIEW (3A.0) ADMIRALS AND COMBAT LEADERSHIP

(3A.1) ASSIGNMENT OF ADMIRALS

Each race has a number of admiral counters which represent admirals and their staffs. When using this rule, Command Points (308.9) are not used.

(3A.11) TYPES OF ADMIRALS include:

Legendary Admirals (the best of their generation)	+1
Standard Admirals (typical of the breed)	—
Incompetent Admirals (promoted too far)	-1

LEGENDARY		STANDARD		INCOMPETENT	
ADM	ADM +1	ADM	ADM —	ADM	ADM -1

Admirals are always deployed initially with their effectiveness rating hidden (even from the owning player); this rating is not revealed until the first time that admiral participates in combat (i.e., the first die roll for combat). Thereafter the admiral counter is retained with its effectiveness rating up.

(3A.12) EACH RACE is assigned a specific number of Admiral counters.

The Federation and Klingons are assigned nine counters (three legendary, three standard, three incompetent), but will only have six on the board at any given time.

The Lyrans, Kzintis, Hydrans, Romulans, Gorns, and ISC are assigned six admiral counters (two good, two standard, two incompetent), but will only have three on the board at any given time.

The Tholians, Orions, and Seltorians do not use Admiral counters. The Neo-Tholian 312th Squadron has three admiral counters: one good, one standard, and one bad.

(3A.13) DEPLOYMENT of admirals is done as follows:

When setting up a race's forces, take all of the admiral counters, place them face down (i.e., with the effectiveness rating hidden), and shuffle them. Then select the number of counters allowed to be on the board and assign them to ships as provided in (3A.14). The three unused counters are then set aside and are not examined; they form the unused admirals pool and reflect admirals assigned to staff positions.

(3A.14) SHIPS: Admirals must always be assigned to the largest available ships. This will make it very difficult to get rid of incompetent admirals without sending a major ship off to hide someplace. If an admiral's ship is assigned to a battle force (and the flagship rules may require this to be done), the admiral must go along with the ship and his effectiveness rating will be used (3A.21) in the upcoming battle.

(Largest ships are defined by the highest attack factors. Players may elect, in the case of each admiral, to include or ignore the fighter factors on true carriers; the fighters on Hydran hybrid ships must be included. Count only the factors of the carrier itself, NOT the carrier group including escorts. Crippled ships are counted as the current combat factor.)

(3A.141) When deploying admirals in the initial set up, they are assigned to the three (or six) largest ships. If more ships are of equal size, the player may select from among them.

(3A.142) Replacement admirals (3A.32) may be assigned to either the largest ship on the map without an admiral, OR to the largest ship built that turn at the capital shipyard.
(3A.143) No ship can be assigned more than one admiral, except in the case of an admiral surviving a destroyed ship. In that case, the lowest rated admiral will take precedence and the other will be ignored. Either of the two admirals may be transferred to another ship by the transfer rules below.
(3A.144) An admiral can be transferred to an equal-sized ship in the same battle force (and MUST be transferred to any larger ship in the same battle force) during the battle force selection step of any combat round. An admiral can be transferred from a ship to a base with a larger factor, but cannot be initially deployed on a base.

An admiral who survives a ship that is destroyed may be transferred to any other ship in the same battle force, but it must be the largest ship of his own race. If there are no ships of his race, he can temporarily take refuge with an ally (3A.145) If all other ships in the battle force are destroyed, the admiral is considered killed. (Ships providing drone bombardment or sending fighters and/or PFs forward are not part of the battle force and the admiral cannot transfer to them. An Admiral cannot transfer to an independent fighter or PF group.)

Admirals may also be transferred between ships in the same hex at the end of the owning player's turn, but only to the largest ship of the same race in that hex which does not have an admiral.

Once each turn, a player may move an admiral (without his ship) to another equal or larger ship (not a base) by strategic movement. This is done during the Strategic Movement Phase and counts as moving a ship (even though no ship is moved). Of course, the player could send an admiral to another theater by simply sending the ship there by any type of movement.
(3A.145) Admirals may only be deployed on ships of the owning race. They can only be transferred to ships of an allied race if no ships of the owning race are available for an involuntary combat survival transfer. Legendary and Standard Admirals will not function on ships of another race, but Incompetent Admirals will use function (3A.21) on ships of another race must be included in any battle force, and hence should be returned to the original owner as quickly as possible. A player may not decline to accept the return of an admiral.

(3A.2) EFFECT OF ADMIRALS

Admirals have two effects:

(3A.21) EFFECTIVENESS: All admirals have an effectiveness rating, either +1, 0, or -1. This effectiveness rating is added to the Battle Intensity Rating for his own battle force (not the enemy) in any battle in which the admiral participates. This is combined with the result of variable battle intensity. If BIR is already at 10 due to a variable roll, a +1 admiral produces a positive die roll modifier. Similarly, if the BIR is zero (due to variable rolls), a –1 rating becomes a negative die roll shift.

If a given battle force includes two or more admirals, the one with the lowest rating is assumed to be in combat and the others are ignored.

(3A.22) COMMAND: The presence of an admiral (even an incompetent one) increases the command rating of the ship the admiral is on by one point if 51% or more of the attack factors in the battle force are of his own race. This is done instead of using the Command Point rules. (The three command points in the Klingon Imperial War Reserve are still used as before.)

(3A.3) DEATH OF ADMIRALS

(3A.31) CASUALTIES: Admirals may become casualties if the ship they are on is crippled, destroyed, or captured.

If the ship is crippled, roll one die. If the result is 5 or 6, the admiral has been killed and the counter is returned to the unused admirals pool (representing a different admiral).

If the ship is destroyed, roll one die. If the result is 3, 4, 5, or 6, the admiral has been killed and the counter is returned to the unused admirals pool. If the result is 1 or 2, the admiral may be transferred to another ship. (In the case of Federation, Neo-Tholian, or Klingon ships with separable booms, a 3 result also indicates the survival of the admiral — and the boom is cases1-3; ignore the usual boom/saucer rules for ships with admirals.)

If the ship is captured, roll one die. If the result is 2, 3, 4, 5, or 6, the admiral has been killed or captured. The counter is returned to the unused admirals pool. If the result is 1, the admiral may be transferred to another ship.

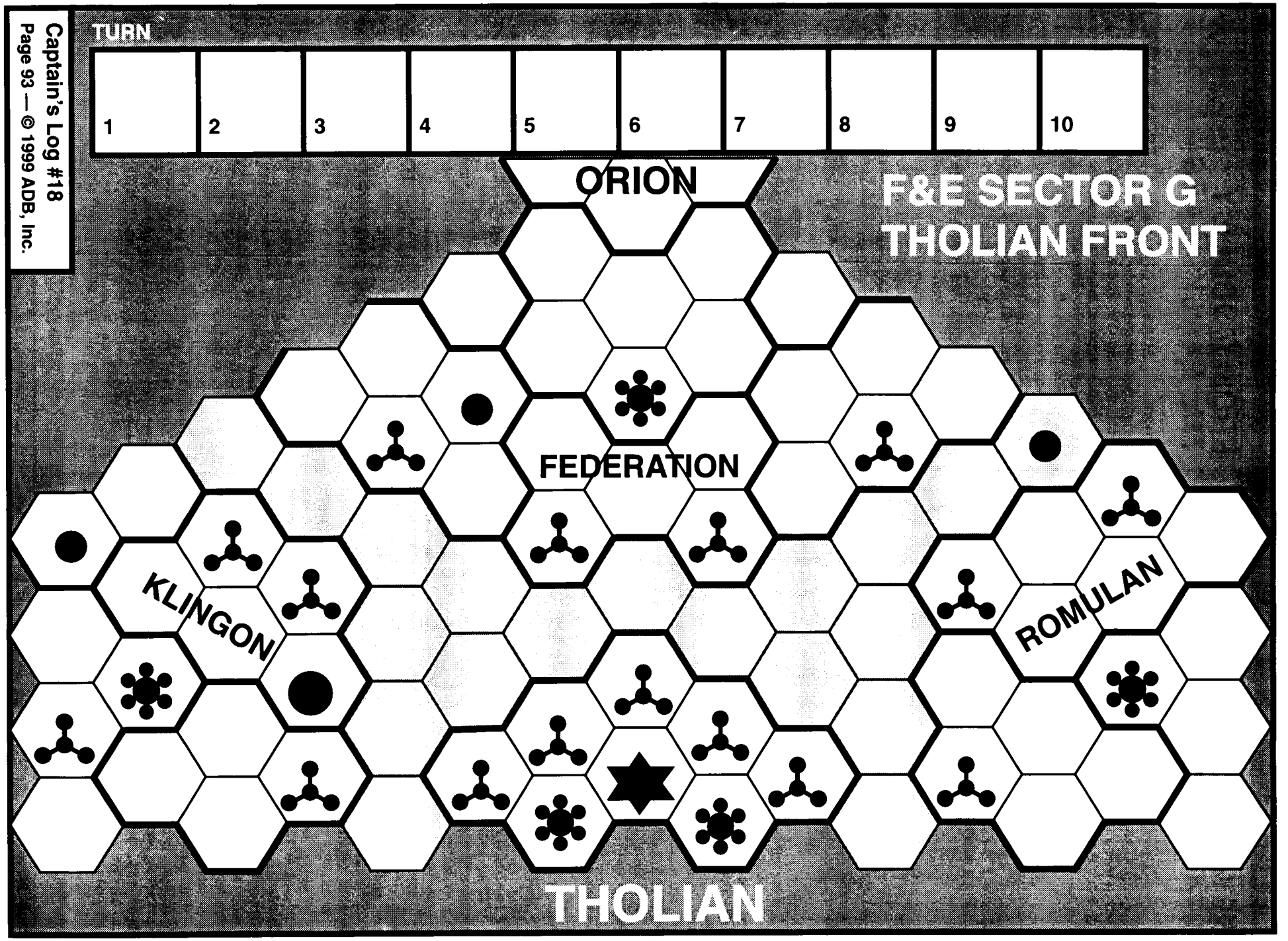
(3A.32) REPLACEMENT: Whenever an admiral is killed or captured, the owning player is entitled to a replacement. During the owning player's next production phase, take the three unused admiral counters, add any admirals killed since the last production phase, shuffle them (face down), and select the appropriate number of replacements (leaving three unused counters in the pool). These are then deployed as per (3A.14).

3A.33 TRANSFER: During the production phase, any admiral may be removed from the map and redeployed the following turn's production phase using the restrictions of (3A.142). [This allows strategic redeployment of the admiral and staff.]

RETIREMENT: It is not necessary to keep track of an admiral's age or mandatory retirement date. Some relatively old men (e.g., Patton, MacArthur, Lee, Scott, Blucher) have served as active and bold leaders throughout history. Given the odds of becoming a casualty, it is not statistically likely for a given admiral to survive the 18 years of the General War, but even if one of your admirals survives the entire war, that would not be historically impossible. Blucher survived the entire Napoleonic Wars, which lasted about that long.

Designer's Note: These rules were first written by Steve Cole in 1987, and rewritten in 1996. Jeff Laikind provided several additional rules. Since 1987, several players have proposed their own rules for Admirals, all of which were vastly more complex and detailed than the original rules presented here. F&E is a vast game, and is only manageable by keeping each individual rule at the simplest level which reflects the subject adequately.

Some of the proposals received in the interim included rules for age, health, wounds and convalescence, retirement, recall from retirement, court-martials, cowardice, promotion to staff positions, relative admiral ranks, and admirals who specialized in various functions such as logistics, special admirals for carriers, admirals restricted to bases, admirals promoted to command X-ships, etc. ★★★


TURN
1
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ORION
F&E SECTOR G
THOLIAN FRONT
FEDERATION
KLINGON
ROMULAN
THOLIAN

NEW SHIPS FOR *STAR FLEET BATTLES*

In this issue of Captain's Log, we are proud to be able to bring to you 16 entirely new ships never seen anywhere before, which preview several upcoming products.

From the Early Years, we have the Orion Raider Destroyer, Klingon F4 Frigate, and Federation Frigate mentioned in the original Captain's Log #12 presentation, plus a special surprise, the Klingon C4 Early Years Dreadnought. Will there really be dreadnoughts in Module Y? To tell you the truth, we just don't know at this point. It should be noted that the production of *Module Y Early Years* was delayed at first because we could not find a solution to the "Kzinti drone problem"; we now have a workable solution (see below). And of course "The Interregnum" further delayed all SFB products, including Module Y. That too, has passed, and these ships, eventually to appear in *Module Y, the Early Years,* are now released for playtest.

From the Andromedan Threat File, we have the X-Python and Destructor (the Conquistador Mauler) along with X-rules for the Andromedans. While these follow in the footsteps of X-Andros and the Shiva mauler seen in *Star Fleet Times*, these are new ships that will eventually be in *Module C3A Andro Threat File.*

Two years ago we published a set of "Hydranized Feds" (hybrid warship/carriers) in Star Fleet Times. These were taken from the Klingon simulator files and reflected their fear that the Feds might follow the Hydrans into hybrid warships. Those designs used external docking bays, which were more in line with Tholian rather than Hydran technology. Mike West (one of our old staffers who has returned to work for ADB, Inc.) proposed a series of "truly Hydranized" Feds, these being "hybrid" warships with internal fighter bays. While Mike's original designs were intended as specialized variants, we wanted ships that would be "standard" warships. (In other words, Mike gave up probe launchers and labs for fighter space, something possible in a specialized variant; we gave up the drone racks so that the hybrid Feds could use these as standard warships in place of the historical non-hybrid designs.) These ships (assuming playtesting works out) will eventually be in *Module R9 The Ships That Never Were.*

While seeking ideas for this section of CL#18, we came upon the idea of giving the WYNs alternative Pocket Battleship designs, assuming that a Kzinti CM or Klingon D5 arrived in the Cluster instead of the Lyran DD/CW/PBB. These proved immensely popular in the surveys and we made room for them here. These ships (assuming playtesting works out) will eventually be in *Module R9 The Ships That Never Were.*

The upcoming Module R7 will have numerous DN and BB variants, and the "Light DNs" (also known as "fast DNs", some of which are on the web site and in SFT32) have proven immensely popular. We have made room for two more of them in this issue. Note that while these ships are to be published in Module R7, that product is months away and these are *playtest* versions subject to change, not an exact preview of a product already on the press. (Many players were annoyed that four ships from Module R6 were included in Captain's Log #17 as exact reprints, too late for playtesting.)

Last but not least, we have two ships from *Module J2 Battle Squadrons*. These are the new "Scout Carriers" which were built just as PFs and PFTs came on line and were, in some ways, obsolete (but still effective) when they entered service.

All of these ships are (once again) here for you to PLAYTEST, so please give them a whirl in combat and let us know how things turn out. Remember that you can earn Star Fleet Bucks for playtest reports!

FROM MODULE Y *THE EARLY YEARS*

(YR2.4) FEDERATION EARLY FRIGATE (YFF): Designed at the same time as the YCA, the YFF had nearly the same armament. The Federation (as well as most other races in this period) regarded the smaller ships as the main battle line in defense of the state. The ships were less useful for routine patrols. Severely overgunned for its available power, individual and squadron commanders literally had to decide whether to fire their weapons or maneuver.

Other data: Y80, explosion 6, docking 4, command 3, no spare shuttles.

(YR3.4) KLINGON F4 EARLY FRIGATE (F4): The F4 was designed as a battle consort for the D4. The ship relied on its disruptors for offensive power and considered the phasers as primarily defensive weapons. The boom is not separable.

Other data: Y80, explosion 7, docking 4, command 3, no spare shuttles.

(YR3.6) KLINGON C4 EARLY DREADNOUGHT (C4): Records are unclear as to whether or not the Klingons were the first to field a ship of this size. None were seen on the Federation frontier, and most data comes from Kzinti historical records provided to the Federation after the Alliance. There are indications that the Klinogns fielded the ship to increase their striking power prior to their advance into Hydran space. The ship was a true behemoth of its time, well able to deal with any cruiser and an excellent centerpeice for any fleet.

Other data: Y85, explosion 22, docking 12, command 10, two spare shuttles. *Designed by Mike West.*

(YR8.2) ORION RAIDER DESTROYER (DR): This destroyer class was part of the National Fleet of the Orion systems. It continued in service after Orion joined the Federation seeing duty as a large police ship (most police ships were of corvette or frigate size). The large cargo hold was ostensibly provided to transport relief supplies as needed. It was noted that whereever Orion DRs patrolled, there was a lack of piracy in the region, but strangely, neighboring sectors often saw a rise in lost ships.

The DR was not "stealthy" and cannot double its engines. It does include a five point "suicide bomb" in its design (which Federation officers found unusual).

Other data: Y80, explosion 8, docking 5, command 4, one spare shuttle.

SPECIAL NOTES ON EARLY YEARS PLAYTESTING

Our web site has the Federation Early CL, Kzinti Early CL, Gorn Early DD, and Lyran Early FF. An old playtest sheet included two Early Hydran ships and the Nova Cannon (the forerunner of the Fusion Beam). We will mail a copy to anyone who sends us an Early Years playtest report AND a stamped self-addressed envelope.

The current (and perhaps final) solution to the "drone problem" is to reduce the warhead strengths by 50%. Thus, the Type–YI drone has a warhead strength of 6 while the Type–YIV has a warhead strength of 12 points. We need playtest reports on ships that specifically state that these new "50% warhead" drone rules were used so we can determine if this change has finally solved the problem that originally kept Module Y from going to press.

We have currently schedule Module Y for "early next year" but that could be accelerated(or delayed) by playtest reports (or the lack of them), so get your reports in to ADB, Inc. NOW!

FROM MODULE R9
THE SHIPS THAT NEVER WERE

THE FEDERATION HYBRIDS

When the Hydrans first adopted the Stinger fighters and an entire range of hybrid warship-carriers, the Klingons feared that the Kzintis and Federation would quickly move to follow. (This fear was enhanced by the appearance of one Kzinti hybrid ship built as a testbed.) In order to prepare for combat with such hybrid ships, the Klingons created a range of Federation hybrids within their battle simulators, and tested them extensively.

(R2.975) FEDERATION HYBRID DREADNOUGHT (VDN): This design was based on the Federation DNG. The shuttle bay was widened with three-position balcony and track systems (J1.53) on each side of the hull. The ship has no drone racks, but has a squadron of F-18 fighters. Other data: Y166?, explosion 28, docking 11, command 10, 2+2 spare shuttles.

(R2.976) FEDERATION HYBRID CRUISER (VCA): Similar in concept to the VDN, the ship carried two flights of F-18s in an enlarged shuttle bay with two balcony positions (J1.53) on each side of the hull. Other data: Y166?, explosion 18, docking 8, command 8, 1+2 spare shuttles.

(R2.977) FEDERATION HYBRID LIGHT CRUISER (VNL): The VNL carried a half squadron of F-18 fighters in an expanded shuttle bay. There are two Balcony positions (J1.53) on the rear of the ship allowing three shuttles to be launched simultaneously. Other data: Y170, explosion 14, docking 6, command 6, 1+1 spare shuttles.

(R2.978) FEDERATION HYBRID FRIGATE (VFF): The VFF carried only two fighters in a slightly enlarged shuttle bay. No balcony system was provided. Y166?, explosion 8, docking 4, command 3, 1+0 spare shuttles.

WYN POCKET BATTLESHIPS

The Lyran Pocket Battleship *Protector* was built on the hull of a Lyran DD which sought refuge in the Cluster during one of their interminable Civil Wars. It was refitted as a Pocket Battleship and remained the most powerful WYN unit until the advent of the "Fish Ships" decades later. What if the biggest ship that the WYNs could obtain was, in fact, from a different source? We present two historical alternatives here. These might have resulted from later trade/sales deals in which one of the neighboring races tried to curry favor with the WYNs by providing them with a new large (for them) hull.

(R12.917) WYN POCKET BATTLESHIP (KL D5) (PBK): The "factory unauthorized" improvements to the ship made for a powerful (if very short ranged) combatant. The ADD systems were retained principally because they were tied into the limited aegis rig. The waist phasers could not be improved. The ship has tremendous forward firepower and a good phaser array to the rear like all Klingon designs.

Other data: Y???, explosion 22, docking 8, command 7, 1+1 spare shuttles.

(R12.918) WYN POCKET BATTLESHIP (KZ CM) (PBZ): The ADDs were converted to drone racks for additional offensive power with significant power and weapons systems added to the command section. The arc of the disruptors was restricted by the basic design, the ship's most significant flaw.

Other data: Y???, explosion 25, docking 8, command 7, 1+1 spare shuttles.

FROM MODULE J2
BATTLE SQUADRONS

THE SCOUT CARRIERS

As fighters reached the zenith of their development with the so-called "heavy fighters", and while Interceptors were an unproven quantity and fast patrol ships were a gleam in the eye of naval architects, most races took their heavy fighters a step farther by producing specialized carriers for them. In a move that forshadowed (and may have actually defined) the later designs of PF Tenders, these special carriers were given scout sensors. While these were intended to find targets for the heavy fighters, they ended up being used for fleet combat support.

(R9.946) HYDRAN SCOUT CARRIER (CVU): Designed to carry a full squadron of fighters and provide EW support to the fleet it was part of, the design suffered when sent on independent operations because it lacked the heavy weapons needed in a close fight. Other data: Y175, explosion 12, docking 7, command 6, 1+(2) spare shuttles.

(R11.934) LYRAN SCOUT CARRIER (CVU): The Lyrans were never a major carrier/fighter race, and their one scout carrier was in fact never completed (being converted during construction into the second PFT). Even so, we present it here for your consideration of this interesting "what if". Other data: Y175, explosion 14, docking 7, command 6, 2+(2) spare shuttles. Uses same escorts as CVL.

FROM MODULE R7
DREADNOUGHTS AT WAR

THE LIGHT DREADNOUGHTS

At the dawn of the General War, most races were enamored of the concept of "fast" warships, building one or more "fast crusiers" and a whole range of CW and DW designs. Almost all races designed (and a few even built one or two) "fast dreadnoughts" to serve as fast fleet leaders. These ships had the engine power of a full dreadnought on a lighter hull (resulting in a movement cost of 1.25, equivalent to the hotwarp drives of the war cruisers and war destroyers). The lighter hulls generally had fewer systems across the board than standard dreadnoughts. We present here two of these ships for your playtesting and enjoyment. Remember to send us playtest reports so that Module R7 can appear on schedule.

(R4.929) ROMULAN TRIBUNE LIGHT DREADNOUGHT (TRI): Based on a streamlined Condor, the Tribune is fast and could defeat any cruiser it met, although that was never its mission. The one ship of this class was lost in a rear-guard action against the Gorns in Y178. Other data: Y172, explosion 26, docking 10, command 10, 2 spare shuttles.

(R6.927) GORN LIGHT DREADNOUGHT (DNL): The Gorns intended their one DNL to provide support and command for a single massive raid into Romulan territory. In theory, an entire fleet of fast warships would penetrate the Romulan lines, divide to strike several targets, then regroup with the DN and fight their way back out. As it happened, this raid was never carried out, and the incomplete Gorn "fast squadron" was thrown into direct combat with a Romulan Star Legion as a reserve unit in the first week of the conflict. Most of the squadron was destroyed, including the sole DNL. Other data: Y172, explosion 25, docking 10, command 10, 2 spare shuttles.

FROM MODULE C3A
THE ANDROMEDAN THREAT FILE

(R10.924) ANDROMEDAN X-PYTHON (PYX): When the Andromedans started their invasion in force (in Y188), it was greatly feared that they would soon begin to operate First Generation X-ships. Most major races designed theoretical Andromedan X-ships to develop tactics against in their battle simulators. However, despite expectations, the Andromedans never developed any X-technology.

The design shown here is a Python independent raider and attack ship, designed to raise havoc in the territory of the Galactic Powers. Other data: Y180, explosion 29, docking 6, command 6, no spare shuttles.

Note: The Andromedan X-Cobra and X-Conquistador were previously published in *Star Fleet Times*.

Note: As this ship has phaser-1s, players could reduce the engines to 12 boxes each, ignore the X-rules, and play it as a hypothetical "phaser-1 Andro". The BPV would be about 142.

(R10.925) ANDROMEDAN DESTRUCTOR MAULER (DST): After the appearance of the Eliminator, most races expected the trend toward larger maulers to continue with a Conquistador-class hull, but none ever appeared. This design was created in the Federation simulators (other races produced similar copies) so captains and admirals could prepare for it. Other data: Y190, explosion 21, docking 12, command 6.

X-RULES FOR ANDROS

(XA3.141) First Generation Andromedan X-ships use the standard First Generation X-ship rules where applicable. For example, they use (XD6.663) (the three impulse fire control activation period), but not (XD3.33) (stronger minimum shields).

(XD10.0) POWER ABSORBERS

(XD10.21) The cost to operate power absorbers on an Andromedan First-Generation X-ship is the same as the power cost on a non-X version of that Andromedan ship.
(XD10.32) Each PA box on an Andromedan First-Generation X-ship can absorb nine points of power when operated at standard levels and fifteen points of power when operated at reinforced levels.
(XD10.321) Only 10% (round fractions of 0.500 and more up, and 0.499 and less down) of the damage from any given volley is scored as degradation.
(XD10.33) Power absorbers on Andromedan First-Generation X-ships are less susceptible to leaks.
(XD10.331) When a single volley scores an amount of damage equal to four points per panel box AND the panels must be reinforced to hold the last point a leak occurs.
(XD10.332) Disruptors leak if the total damage from disruptors is equal to three points per panel box regardless of the reinforced status of the panels.
(XD10.411) Twenty-five percent (25%) of the power in the PA panels of an Andromedan First-Generation X-ship may be transferred to batteries instead of merely ten percent.
(XD10.412) At the end of each turn, each PA panel bank can dissipate to space two points of power for each PA box in the bank instead of one point.
(XD10.55) First Generation Andromedan X-ships have batteries able to hold six points of power.
(XD10.56) Andromedan First Generation X-ships can set their PA panels to operate like non-X-ships under (D17.0). The panels operate in all ways as non-X panels at this setting, and can be switched to X-Status in the Raise to Reinforced Levels step of any impulse so long as such action is not within eight impulses (1/4 turn) of any previous change in levels of the panels. The change of the panels to X-status must be announced when it occurs regardless if any enemy ship is at Tactical Intelligence Level I.

XE9.0 TRACTOR-REPULSOR BEAMS

(XE9.211) FAST LOADING: An Andromedan First-Generation X-ship can arm its TR beams (be they TRLs or TRHs) in one turn by allocating the total amount of energy required during that single turn. If fired on this turn, an unadjusted die roll of a five results in a discharge (E1.24) and no damage to the target, and an unadjusted die roll of a six results in a misfire (XE1.25) instead of the number of damage points on the combat chart. Reserve power may be used to fast load a TR beam.
(XE9.2132) If a TRH is armed with two points of energy on the first turn of arming, it can be completed as a TRH by allocating four points of energy on the second turn of arming.
(XE9.2134) Two points of reserve power can be added to a TRH that has been armed as a TRL to fire it as a TRH.
(XE9.24) A TRH can be held for two points of power from any source. A TRL can be can be held for one point of power from any source. A fast-loaded TR beam may be held and if fired on a later turn will not suffer the fast load penalties.

(XG18.0) DISPLACEMENT DEVICE

(XG18.211) Fast loading: An Andromedan First-Generation X-ship can arm its Displacement Devices in one turn by allocating the total amount of warp energy required during a single turn. If a displacement device is operated on the turn it is fast loaded, then before proceeding with normal displacement, roll a die. A die roll of five results in a discharge (E1.24), and a die roll of six results in a misfire (XE1.25) instead of normal displacement device resolution. In either case, the displacement attempt has no other affect except, in the case of Self-Displacement (G18.5), the ship is under the effects of disrupted fire control (G18.53). A die roll of 1-4 results in a normal displacement attempt using the procedures in (G18.32). Fast loaded displacement devices can be held, and if operated on a later turn, do not suffer the fast load penalties. Reserve warp may be used to fast load a Displacement Device.

(XG19.0) SATELLITE SHIP OPERATIONS

(XG19.11) SATELLITE SHIP GROUPS: An Andromedan First-Generation X-satellite ship can only be operated by an Andromedan First-Generation X-mothership. A non-X mother–ship can only pick up or launch an X-satellite ship, and only during an ongoing scenario or if specified in a Special Scenario rule, i.e, the mothership was carrying a X-satellite ship picked up in a previous battle of a campaign. The non-X mothership cannot transfer energy to the X-satellite ship or receive power from it, and cannot perform repairs or any other function except the transfer of crew units and cargo.
(XG19.442) An X-satellite cannot exceed a practical speed (C2.411) of 15 during the 32 impulses after it is launched or for the 16 impulses before it is recovered. This is irrespective of whether it was launched from an X-mothership or a non-X mothership.
(XG19.4421) An X-satellite could be recovered by a non-X mothership, but only if the satellite did not exceed a speed of 10 for the 16 impulses before it is recovered.

KLINGON C4 EARLY DREADNOUGHT

CREW UNITS

			*					10
								20
								30
								40
								50

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

SHIP DATA TABLE

TYPE	=	C4
POINT VALUE	=	143
BREAKDOWN	=	3-6
SHIELD COST	=	1+3
LIFE SUPPORT	=	1+1/2
SIZE CLASS	=	2
REFERENCE	=	YR3.06

BOARDING PARTIES

									10
									20

TRANSPORTER BOMBS

				D	D	D	D

PROBES

		3

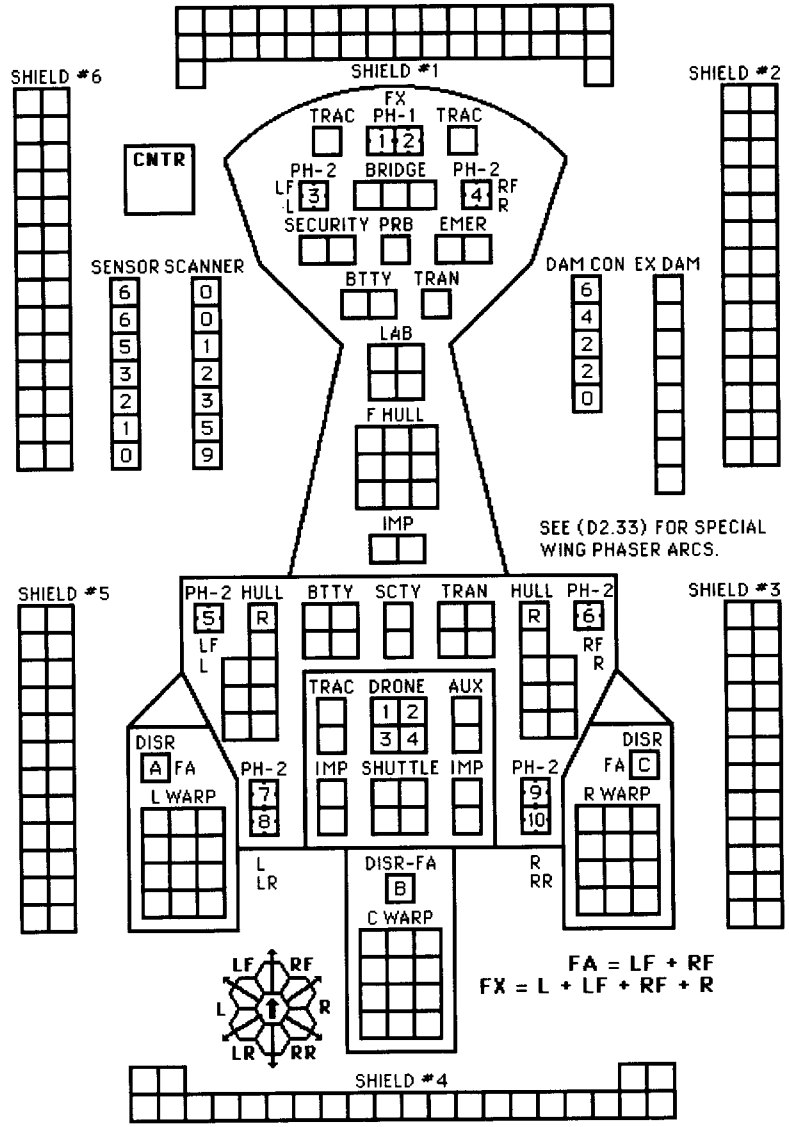
TYPE II PHASER TABLE

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

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

TYPE III DEFENSE PHASER

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



DISRUPTOR TABLE

RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30
HIT	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-2
DAMAGE	0	5	4	4	3	3	2	2

DRONE RACKS

1					F
2					F
3					F
4					F

CAN LAUNCH ONE DRONE FROM EACH PAIR OF RACKS EACH TURN. NOTE THAT IT CAN LAUNCH DRONES FROM TWO RACKS ON IMPULSE #32 OF ONE TURN, AND THEN LAUNCH TWO MORE FROM THE OTHER RACKS ON IMPULSE #1 OF THE VERY NEXT TURN.

WARP ENERGY MOVEMENT COST = 1 + 1/2 ENERGY POINT PER HEX [5] = HET COST ⑥ = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	2	3	5	6	8	9	11	12	14	15	17	18	20	21	23	24	26	27	29	30	32	33	35	36	38	39	41	42	44	45
Fract.	1½	3	4½	6	7½	9	10½	12	13½	15	16½	18	19½	21	22½	24	25½	27	28½	30	31½	33	34½	36	37½	39	40½	42	43½	45

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KLINGON F4 EARLY FRIGATE

CREW UNITS: * 10

ADMINISTRATIVE SHUTTLE

IDENT	HIT POINTS	NOTES

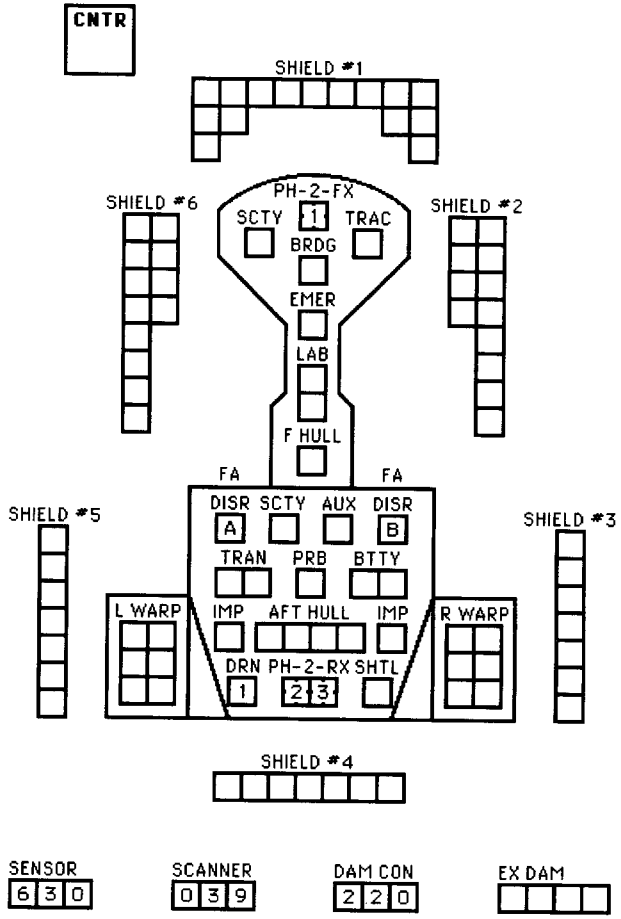
BOARDING PARTIES: 8

TRANSPORTER BOMBS: D

PROBES: 3

DRONE RACK: 1 F

SHIP DATA TABLE		
TYPE	=	F4
POINT VALUE	=	53
BREAKDOWN	=	4-6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	YR3.04



SENSOR 6 3 0 | SCANNER 0 3 9 | DAM CON 2 2 0 | EX DAM

THE PH-2 IN THE BOOM CAN FIRE DIRECTLY TO THE REAR (D2.33).

DISRUPTOR TABLE

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

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

TYPE II PHASER TABLE

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

FA = LF + RF
FX = L + LF + RF + R
RX = L + LR + RR + R

TYPE III DEFENSE PHASER

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

WARP ENERGY MOVEMENT COST = 1/2 ENERGY POINT PER HEX 5 = HET COST 6 = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	2	2	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10	10	11	11	12	12	13	13	14	14	15	15
Fract.	½	1	1½	2	2½	3	3½	4	4½	5	5½	6	6½	7	7½	8	8½	9	9½	10	10½	11	11½	12	12½	13	13½	14	14½	15

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ORION EARLY RAIDER DESTROYER

CREW UNITS: [ ] [ ] [ ] [*] [ ] [ ] [ ] [ ] [ ] [10] [ ] [ ]

ADMINISTRATIVE SHUTTLES

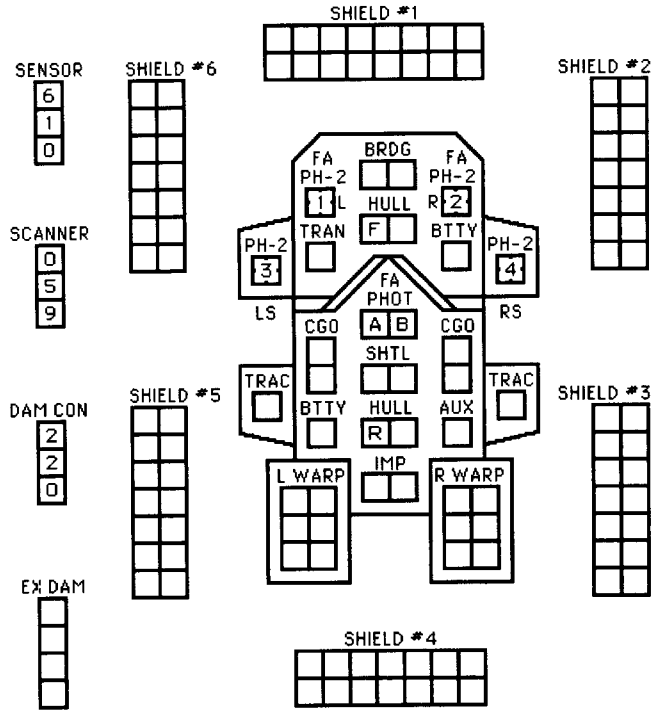
IDENT	HIT POINTS	NOTES

SHIP DATA TABLE		
TYPE	=	DR
POINT VALUE	=	55
BREAKDOWN	=	6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	3
REFERENCE	=	YR8.02

CNTR

BOARDING PARTIES: [ ] [ ] [ ] [ ] [ ] [6]

TRANSPORTER BOMBS: [ ] [D]



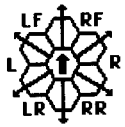
TYPE II PHASER TABLE

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

TURN MODE		SPEED
A	1	2-6
HET [ ] [ ]	2	7-12
	3	13-19
BD [ ] [ ]	4	20-26
	5	27+
NIMBLE SHIP		

TYPE III DEFENSE PHASER

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



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

SHIP CAN LAND ON PLANETS BY GRAVITY, OR POWERED LANDINGS (P2.43). THIS SHIP HAS NO "STEALTH" BONUS. CARGO BOXES ARE STANDARD TYPES, I.E., THEY HOLD 50 POINTS OF CARGO EACH.

PHOTON TORPEDO TABLE

RANGE	0-1	2	3-4	5-8	9-12	13-30
HIT	NA	1-5	1-4	1-3	1-2	1
DAMAGE	NA	8	8	8	8	8

WARP ENERGY MOVEMENT COST = 1/2 ENERGY POINT PER HEX [5] = HET COST (3) = ERRATIC MANEUVER WARP COST

SPEED	1	2	(3)	4	[5]	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	2	2	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10	10	11	11	12	12	13	13	14	14	15	15
Fract.	½	1	1½	2	2½	3	3½	4	4½	5	5½	6	6½	7	7½	8	8½	9	9½	10	10½	11	11½	12	12½	13	13½	14	14½	15

FEDERATION EARLY FRIGATE

CREW UNITS: ✱ 10

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THIS SHIP HAS ONE SHUTTLE BAY.

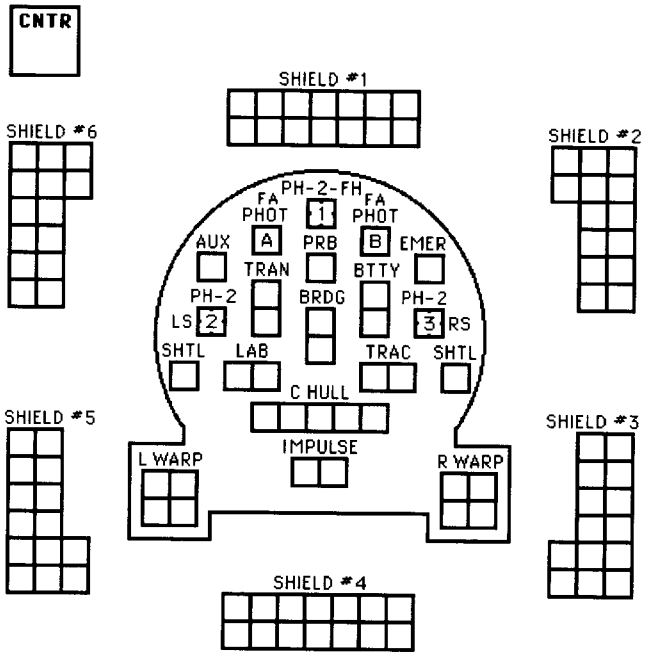
BOARDING PARTIES: 6

TRANSPORTER BOMBS: D D

PROBES: 3

SHIP DATA TABLE

TYPE	=	YFF
POINT VALUE	=	45
BREAKDOWN	=	5-6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	YR2.04



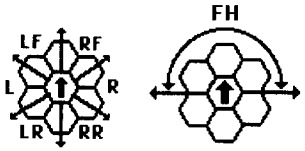
TYPE II PHASER TABLE

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

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

TYPE III DEFENSE PHASER

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



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

PHOTON TORPEDO TABLE

RANGE	0-1	2	3-4	5-8	9-12	13-30
HIT	NA	1-5	1-4	1-3	1-2	1
DAMAGE	NA	8	8	8	8	8

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

WARP ENERGY MOVEMENT COST = 1/3 ENERGY POINT PER HEX [5] = HET COST ⑥ = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	1	2	2	2	3	3	3	4	4	4	5	5	5	6	6	6	7	7	7	8	8	8	9	9	9	10	10	10
Fract.	1/3	2/3	1	1 1/3	1 2/3	2	2 1/3	2 2/3	3	3 1/3	3 2/3	4	4 1/3	4 2/3	5	5 1/3	5 2/3	6	6 1/3	6 2/3	7	7 1/3	7 2/3	8	8 1/3	8 2/3	9	9 1/3	9 2/3	10

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FEDERATION VDN HYBRID DREADNOUGHT

CREW UNITS

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

BOARDING PARTIES

PROBES

DECK CREWS

TRANSPORTER BOMBS

SHIP DATA TABLE

TYPE	=	VDN
POINT VALUE	=	255
BREAKDOWN	=	3-6
SHIELD COST	=	1+3
LIFE SUPPORT	=	1+1/2
SIZE CLASS	=	2
REFERENCE	=	R2.975

TURN MODE SPEED

D	1	2-4
	2	5-8
HET	3	9-12
	4	13-17
BD	5	18-24
	6	25+

TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

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

PHOTON TORPEDO TABLE

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

F-18 FIGHTERS
2xPh-3-FA
DFR = 3
CRIPPLED = 7
SPEED = 13

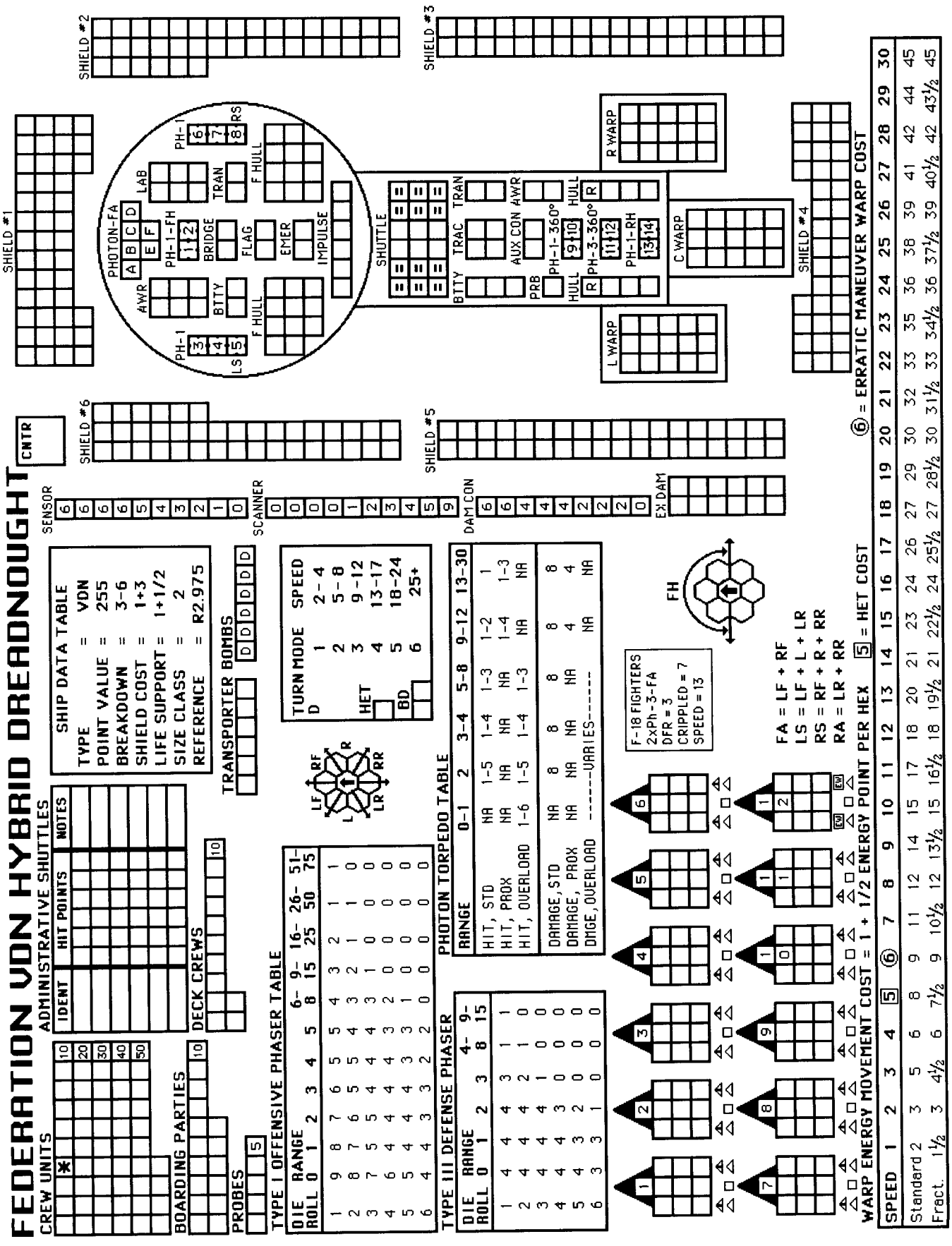
FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR
RA = LR + RR

⑥ = ERRATIC MANEUVER WARP COST

5 = HET COST

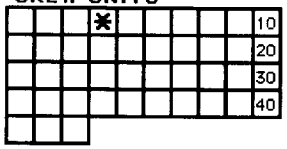
WARP ENERGY MOVEMENT COST = 1 + 1/2 ENERGY POINT PER HEX

SPEED	1	2	3	4	5	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	2	3	5	6	8	9	11	12	14	15	17	18	20	21	23	24	26	27	29	30	32	33	35	36	38	39	41	42	44	45
Fract.	1½	3	4½	6	7½	9	10½	12	13½	15	16½	18	19½	21	22½	24	25½	27	28½	30	31½	33	34½	36	37½	39	40½	42	43½	45



FEDERATION HYBRID HEAVY CRUISER

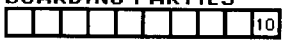
CREW UNITS



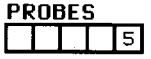
ADMINISTRATIVE SHUTTLES

	HIT POINTS	NOTES

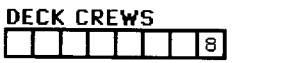
BOARDING PARTIES



PROBES



DECK CREWS



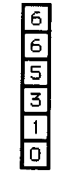
TRANSPORTER BOMBS

SHIP DATA TABLE

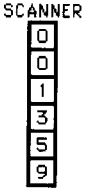
TYPE	=	VCA
POINT VALUE	=	133
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R2.976
PLUS REFIT	=	+11
CAR REFIT	=	+ 4
AWR REFIT	=	+ 2

CNTR

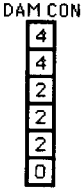
SENSOR



SCANNER



DAM CON



EX DAM

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

TYPE I OFFENSIVE PHASER TABLE

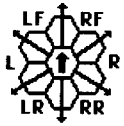
DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

TYPE III DEFENSE PHASER

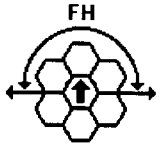
DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

SHADED BOXES ARE THE CA+ REFIT.

REAR PHASERS ADDED BY CAR REFIT.



RH

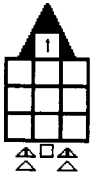


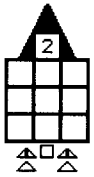
FA = LF + RF

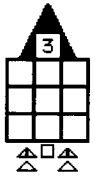
F-18 FIGHTERS
2xPh-3-FA
DFR = 3
CRIPPLED = 7
SPEED = 13

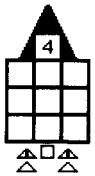
PHOTON TORPEDO TABLE

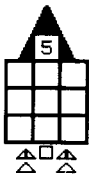
RANGE	0-1	2	3-4	5-8	9-12	13-30
HIT, STD	NA	1-5	1-4	1-3	1-2	1
HIT, PROX	NA	NA	NA	NA	1-4	1-3
HIT, OVERLOAD	1-6	1-5	1-4	1-3	NA	NA
DAMAGE, STD	NA	8	8	8	8	8
DAMAGE, PROX	NA	NA	NA	NA	4	4
DMGE, OVERLOAD	------VARIES------				NA	NA

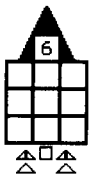


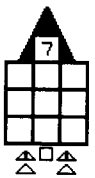


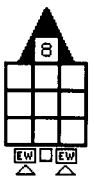


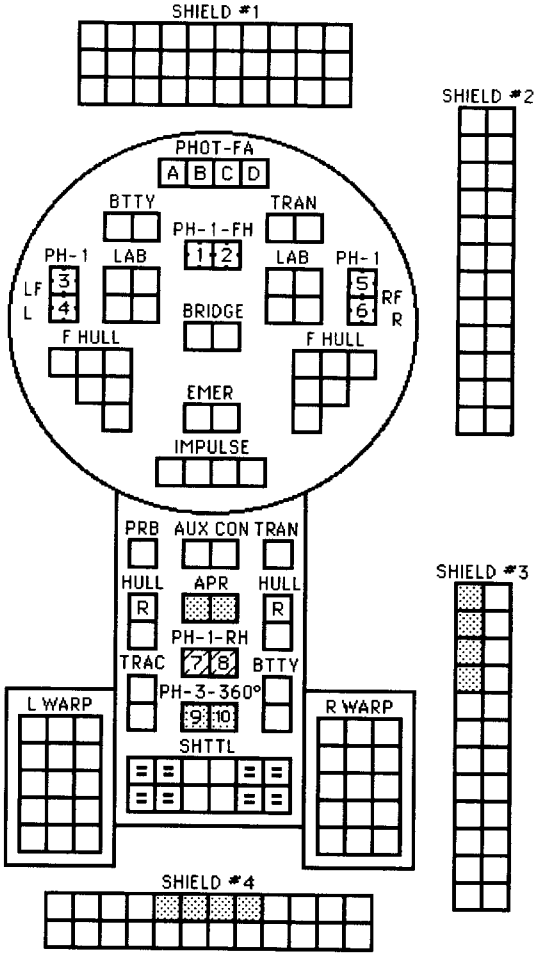












THE RIGHT AND LEFT PHASERS CAN FIRE DOWN THE ROW OF HEXES DIRECTLY TO THE REAR OF THE SHIP. THE APRs ADDED IN THE CA+ REFIT ARE CONVERTED TO AWRs BY THE AWR REFIT.

MOVEMENT COST = 1
HET COST = 5
EM COST = 6

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FEDERATION HYBRID (NEW) LIGHT CRUISER

CREW UNITS: * 10 20 30

ADMINISTRATIVE SHUTTLES

	HIT POINTS	NOTES

BOARDING PARTIES: 8

TRANSPORTER BOMBS: D D D D

DECK CREWS: 6

PROBES: 5

SHIP DATA TABLE

TYPE	=	VNL
POINT VALUE	=	122
BREAKDOWN	=	4-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R2.977
PLUS REFIT	=	+4
AWR REFIT	=	+4

TYPE I OFFENSIVE PHASER TABLE

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

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

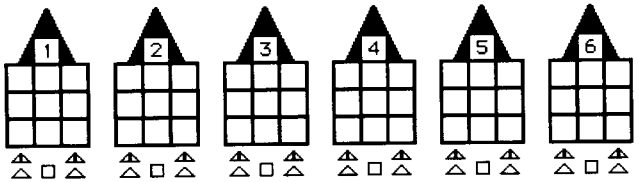
TYPE III DEFENSE PHASER

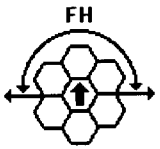
DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

PHOTON TORPEDO TABLE

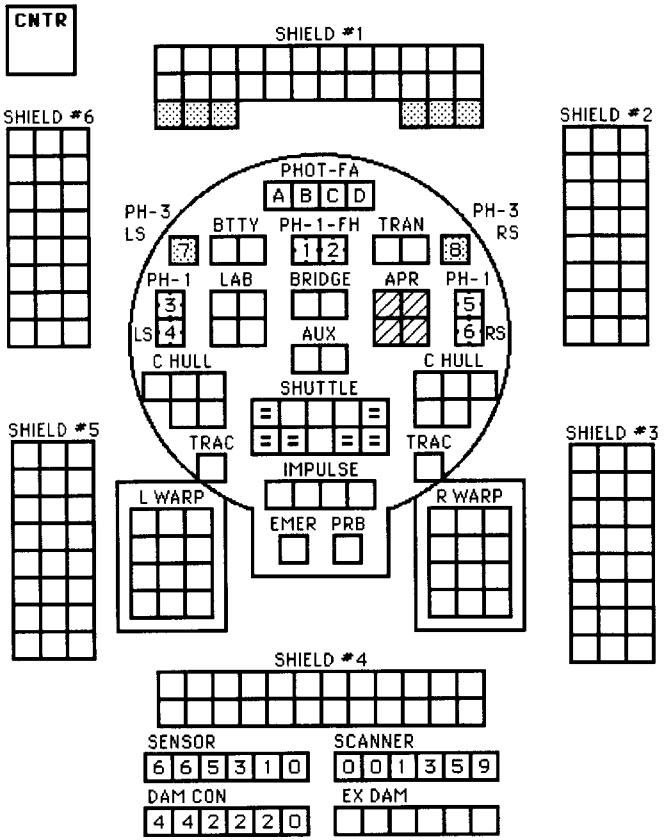
RANGE	0-1	2	3-4	5-8	9-12	13-30
HIT, STD	NA	1-5	1-4	1-3	1-2	1
HIT, PROX	NA	NA	NA	NA	1-4	1-3
HIT, OVERLOAD	1-6	1-5	1-4	1-3	NA	NA
DAMAGE, STD	NA	8	8	8	8	8
DAMAGE, PROX	NA	NA	NA	NA	4	4
DMGE, OVERLOAD	------VARIES------				NA	NA

F-18 FIGHTERS
2xPh-3-FA
DFR = 3
CRIPPLED = 7
SPEED = 13





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



SHADED BOXES ARE THE PLUS REFIT.

APR CONVERTED TO AWR BY THE AWR REFIT.

WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX [5] = HET COST ⑥ = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	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.	2/3	1 1/3	2	2 2/3	3 1/3	4	4 2/3	5 1/3	6	6 2/3	7 1/3	8	8 2/3	9 1/3	10	10 2/3	11 1/3	12	12 2/3	13 1/3	14	14 2/3	15 1/3	16	16 2/3	17 1/3	18	18 2/3	19 1/3	20

FEDERATION HYBRID FRIGATE

CREW UNITS

			*						10

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THIS SHIP HAS ONE SHUTTLE BAY.

SHIP DATA TABLE

TYPE	=	VFF
POINT VALUE	=	75
BREAKDOWN	=	5-6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R2.978
AWR REFIT	=	+1

BOARDING PARTIES

					6

TRANSPORTER BOMBS

		D	D

DECK CREWS

	2

PROBES

				5

TYPE I OFFENSIVE PHASER TABLE

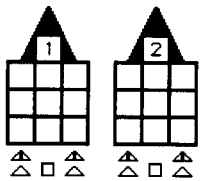
DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

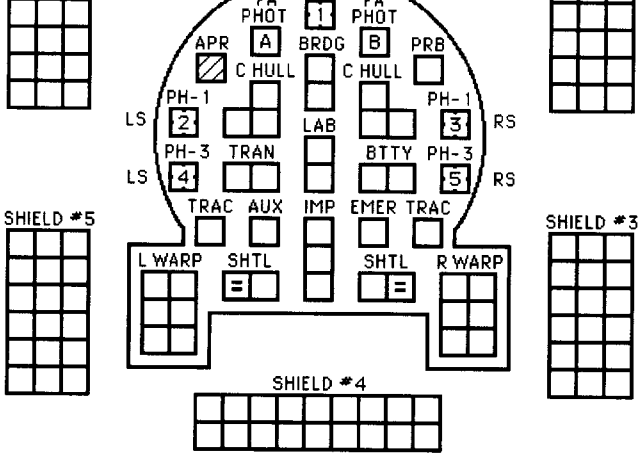
TURN MODE		SPEED
B	1	2-5
	2	6-10
	3	11-15
HET	4	16-21
	5	22-28
BD	6	29+

TYPE III DEFENSE PHASER

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

F-18 FIGHTERS
2xPh-3-FA
DFR = 3
CRIPPLED = 7
SPEED = 13



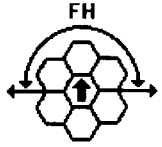


SENSOR	SCANNER	DAM CON	EX DAM
6 5 3 1 0	0 1 3 5 9	2 2 2 0	

AWR REFIT CONVERTS APR TO AWR.

PHOTON TORPEDO TABLE

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



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

WARP ENERGY MOVEMENT COST = 1/3 ENERGY POINT PER HEX [5] = HET COST ⑥ = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	1	2	2	2	3	3	3	4	4	4	5	5	5	6	6	6	7	7	7	8	8	8	9	9	9	10	10	10
Fract.	1/3	2/3	1	1 1/3	1 2/3	2	2 1/3	2 2/3	3	3 1/3	3 2/3	4	4 1/3	4 2/3	5	5 1/3	5 2/3	6	6 1/3	6 2/3	7	7 1/3	7 2/3	8	8 1/3	8 2/3	9	9 1/3	9 2/3	10

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WYN-KLINGON POCKET BATTLESHIP

CREW UNITS

			*					10
								20
								30

BOARDING PARTIES

							8

DECK CREWS

	2

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THIS SHIP HAS ONE SHUTTLE BAY.

TRANSPORTER BOMBS

				D	D	D	D

SHIP DATA TABLE

TYPE	=	PBK
POINT VALUE	=	155
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R12.917

1 UIM STANDARD

TYPE I OFFENSIVE PHASER TABLE

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

HIT & RUN

UIM ☐

DERFACS ☐

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

DRONE RACKS

1													B
2													B

ANTI-DRONES

1												
2												

LIMITED AEGIS SYSTEM CONTROLS PH-3s AND ADDs.

ANTI-DRONE TABLE

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

TYPE III DEFENSE PHASER

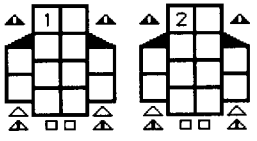
DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

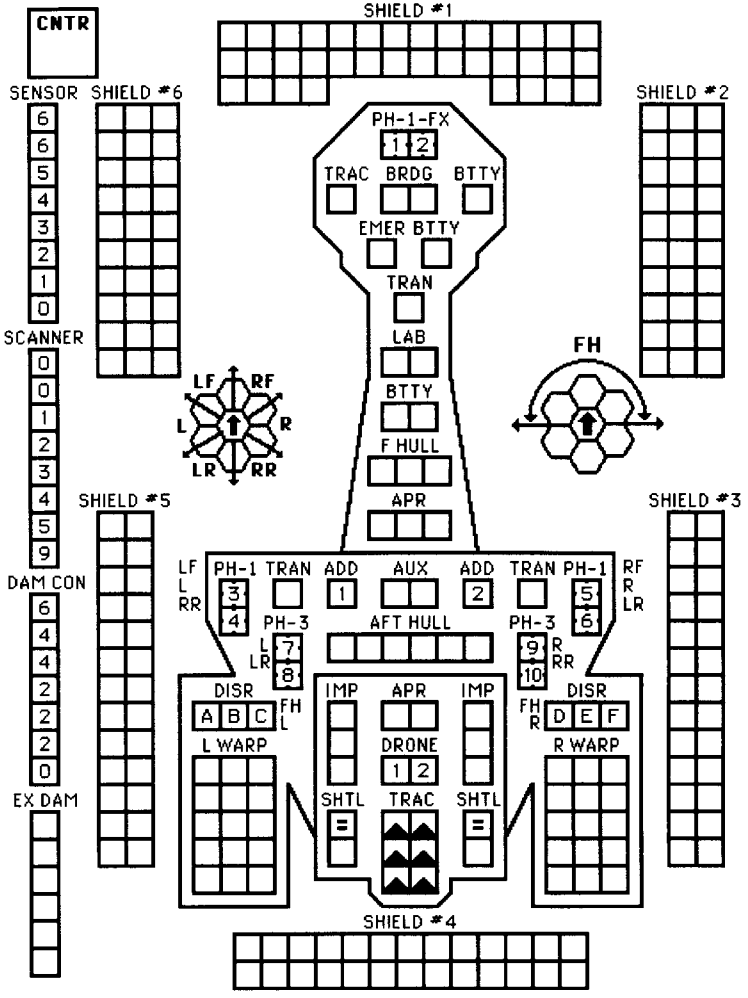
FX = L + LF + RF + R

DISRUPTOR TABLE

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

TAAS FIGHTERS
2xPh-3-FA
DFR = 4
CRIPPLED = 8
SPEED = 15
TADS ONLY





THE FORWARD PHASERS CAN FIRE INTO THE ROW OF HEXES EXTENDING DIRECTLY BEHIND THE SHIP. SEE (D2.33).

WING PHASERS ALSO HAVE SPECIAL ARCS; SEE (D2.32).

WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX [5] = HET COST ⑥ = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	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.	⅔	1⅓	2	2⅔	3⅓	4	4⅔	5⅓	6	6⅔	7⅓	8	8⅔	9⅓	10	10⅔	11⅓	12	12⅔	13⅓	14	14⅔	15⅓	16	16⅔	17⅓	18	18⅔	19⅓	20

WYN-KZINTI POCKET BATTLESHIP

CREW UNITS

			*						10
									20
									30

BOARDING PARTIES

									10

DECK CREWS

	2

ADMINISTRATIVE SHUTTLES

	HIT POINTS	NOTES

TRANSPORTER BOMBS

				D	D	D	D

SHIP DATA TABLE

TYPE	=	PBZ
POINT VALUE	=	160
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R12.918

1 UIM STANDARD

CNTR

SENSOR: 6 6 5 4 3 2 1 0

SCANNER: 0 0 1 2 3 4 5 9

DAM CON: 6 4 4 2 2 2 0

EX DAM

SHIELD #1

SHIELD #2

SHIELD #3

SHIELD #4

SHIELD #5

SHIELD #6

DISR FA: A B C / D E F

EMER

TRAN

TRAC

TRAC

PH-1: 1 2 (RF, LS)

PH-1: 3 4 (LF, RS)

APR

BRIDGE

BTTY

F HULL

PH-1: 5 6 (LS)

PH-1: 7 8 (RS)

APR

SHTTL

BTTY

DRN: 1 3

DRN: 2 4

HULL: R

AUX

HULL: R

PH-3-360°: 9 10

TRAN

LAB

APR

IMP

DRONE: 5 6

IMP

L WARP

C WARP

R WARP

LF RF L R LR RR

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

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

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

HIT & RUN
UIM
DERFACS

TAAS FIGHTERS
2xPh-3-FA
DFR = 4
CRIPPLED = 8
SPEED = 15
TADS ONLY

TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

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

DRONE RACKS

1												C
2												C
3												B
4												B
5												B
6												B

DISRUPTOR TABLE

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

WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX 5 = HET COST ⑥ = ERRATIC MANEUVER WARP COST

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

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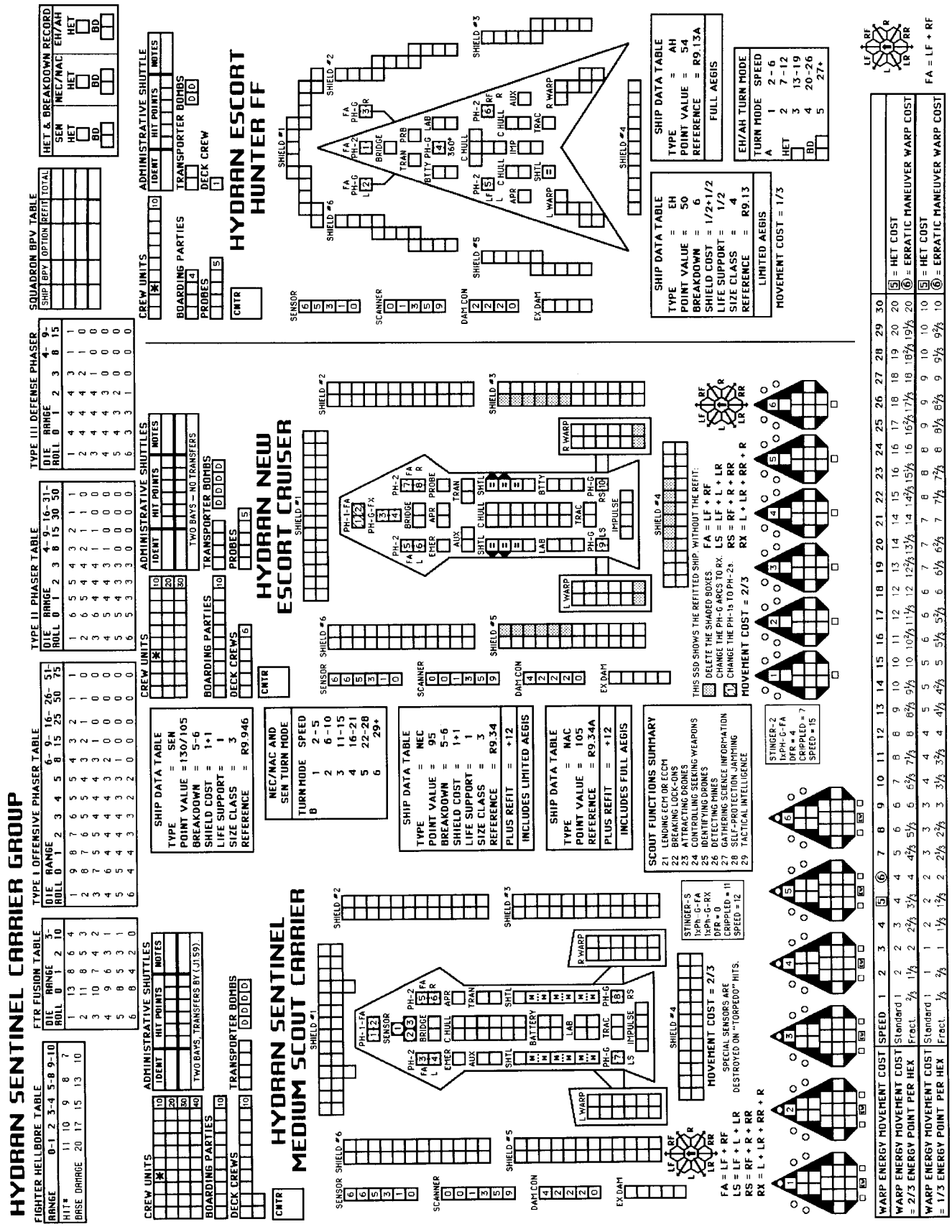

HYDRAN SENTINEL CARRIER GROUP
FIGHTER HELLBORE TABLE
FTR FUSION TABLE
TYPE I OFFENSIVE PHASER TABLE
TYPE II PHASER TABLE
TYPE III DEFENSE PHASER
SQUADRON BPV TABLE
HET & BREAKDOWN RECORD
HYDRAN SENTINEL MEDIUM SCOUT CARRIER
HYDRAN NEW ESCORT CRUISER
HYDRAN ESCORT HUNTER FF
SHIP DATA TABLE
NEC/NAC AND SEN TURN MODE
SCOUT FUNCTIONS SUMMARY
MOVEMENT COST = 2/3
MOVEMENT COST = 1/3
WARP ENERGY MOVEMENT COST
= 2/3 ENERGY POINT PER HEX
= 1/3 ENERGY POINT PER HEX
FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR
RX = L + LR + RR + R

LYRAN WAR SCOUT CARRIER

CREW UNITS

		X						10
								20
								30
								40

BOARDING PARTIES

								10

DECK CREWS

								10

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TWO BAYS - NO TRANSFERS

TRANSPORTER BOMBS

				D	D	D	D

PROBES

				5

SHIP DATA TABLE

TYPE	=	WSV
POINT VALUE	=	130/103
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R11.934
POWER PACK	=	+9
MECH LINKS	=	+2

CNTR

TYPE I OFFENSIVE PHASER TABLE

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

THIS SHIP CAN CONTROL A NUMBER OF SEEKING WEAPONS EQUAL TO ITS SENSOR RATING.

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

TYPE III DEFENSE PHASER

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

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

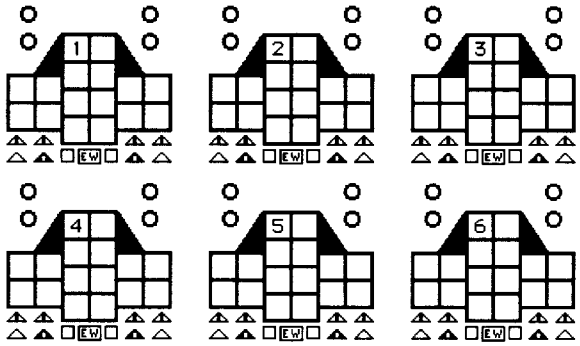
EXPANDING SPHERE TABLE

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

SCOUT FUNCTIONS SUMMARY

21 LENDING ECM OR ECCM
22 BREAKING LOCK-ONS
23 ATTRACTING DRONES
24 CONTROLLING SEEKING WEAPONS
25 IDENTIFYING DRONES
26 DETECTING MINES
27 GATHERING SCIENCE INFORMATION
28 SELF-PROTECTION JAMMING
29 TACTICAL INTELLIGENCE

SPECIAL SENSORS ARE DESTROYED ON "TORPEDO" DAMAGE POINTS.



Z-H FIGHTERS
1xPh-2-FX
1xPh-3-RX
DFR = 0
CRIPPLED = 11
SPEED = 12

FIGHTER DISRUPTOR TABLE

RANGE	0	1	2	3-4	5-8	9-10
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4
DAMAGE, STD	0	5	4	4	3	3

WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX 5 = HET COST 6 = ERRATIC MANEUVER WARP COST

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

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ROMULAN TRIBUNE LIGHT DREADNOUGHT

CREW UNITS

		*						10
								20
								30
								40
								50
								60

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

SHIP DATA TABLE

TYPE	=	TRI
POINT VALUE	=	200
BREAKDOWN	=	5-6
SHIELD COST	=	1+3
LIFE SUPPORT	=	1+1/2
SIZE CLASS	=	2
CLOAK COST	=	30/6
REFERENCE	=	R4.929

BPV INCLUDES CLOAK

BOARDING PARTIES

									10
									20

TRANSPORTER BOMBS

D D D D D D

PROBES

5

TYPE I OFFENSIVE PHASER TABLE

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

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

TYPE III DEFENSE PHASER

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

PSEUDO-PLASMA TORPEDOES

A R B S C F D F

HIT & RUN CLOAK

FA = LF + RF
RA = LR + RR

PLASMA TORPEDO WARHEAD 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 R	50	50	35	35	35	25	25	25	20	20	20	10	5	1
TYPE S	30	30	22	22	22	15	15	15	10	5	1	0	0	0
TYPE G	20	20	15	15	15	10	5	1	0	0	0	0	0	0
TYPE F	20	15	10	5	1	0	0	0	0	0	0	0	0	0
BOLT	1-4	1-3	1-2						1					

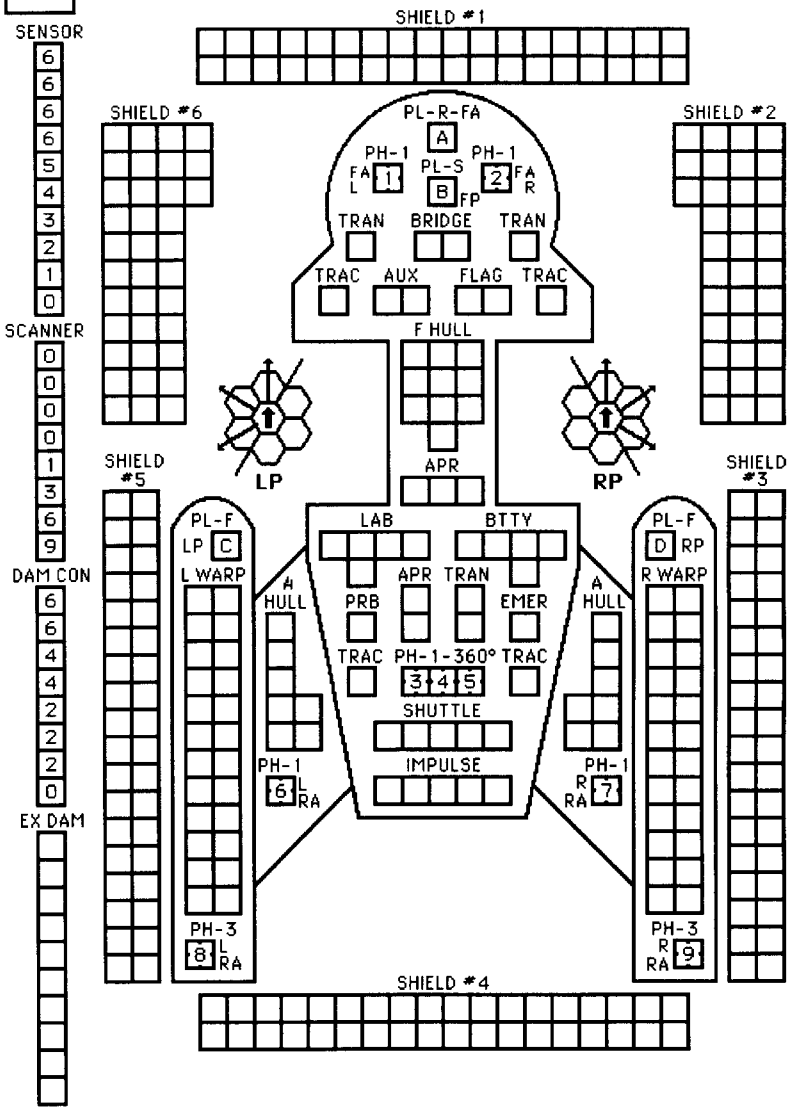
CNTR

SENSOR: 6 6 6 6 5 4 3 2 1 0

SCANNER: 0 0 0 0 1 3 6 9

DAM CON: 6 6 4 4 2 2 2 0

EX DAM



LF RF L R LR RR

WARP ENERGY MOVEMENT COST = 1 + 1/4 ENERGY POINT PER HEX 5 = HET COST ⑥ = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	5	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	2	3	4	5	7	8	9	10	12	13	14	15	17	18	19	20	22	23	24	25	27	28	29	30	32	33	34	35	37	38
Fract.	1¼	2½	3¾	5	6¼	7½	8¾	10	11¼	12½	13¾	15	16¼	17½	18¾	20	21¼	22½	23¾	25	26¼	27½	28¾	30	31¼	32½	33¾	35	36¼	37½

GORN LIGHT DREADNOUGHT

CREW UNITS

			*						10
									20
									30
									40
									50
									60

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

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
		GAS
		GAS

THIS SHIP HAS TWO SHUTTLE BAYS.
CAN TRANSFER BY (J1.59).

SHIP DATA TABLE

TYPE	=	DNL
POINT VALUE	=	200
BREAKDOWN	=	4-6
SHIELD COST	=	1+3
LIFE SUPPORT	=	1+1/2
SIZE CLASS	=	2
REFERENCE	=	R6.927

BOARDING PARTIES

									10
									20
									30

TRANSPORTER BOMBS

D D D D D D

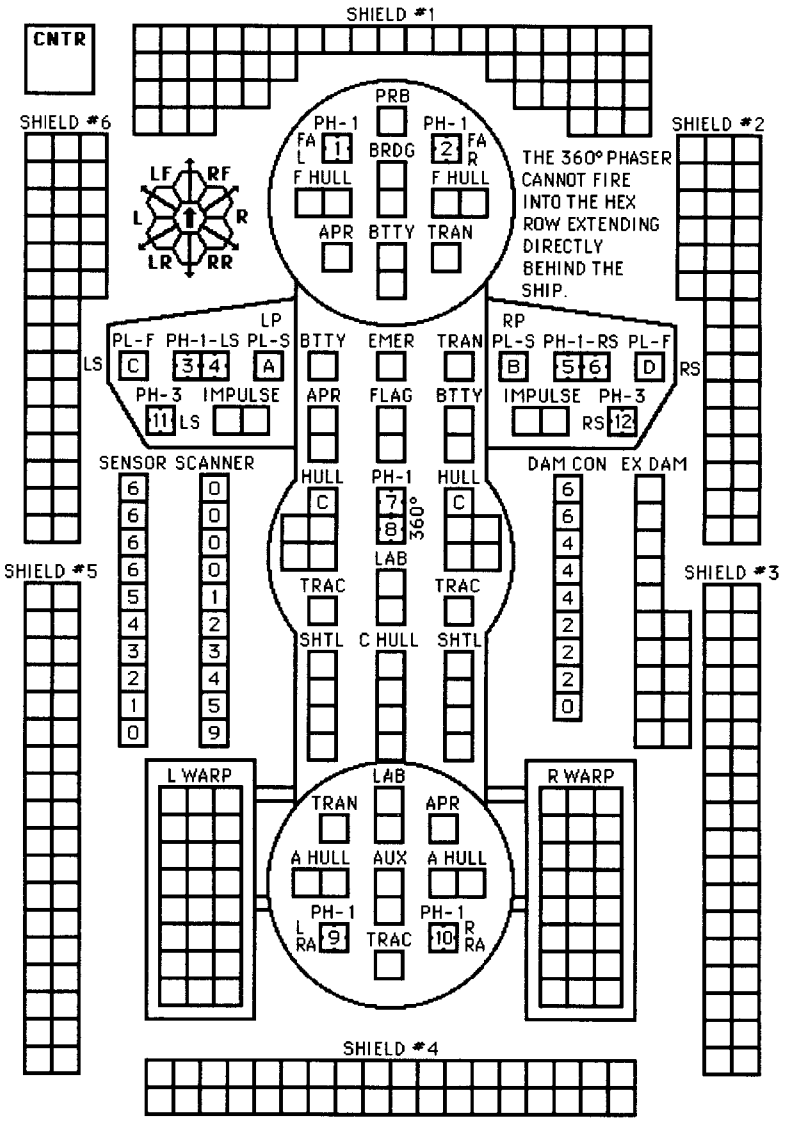
PROBES

5

PSEUDO-PLASMA TORPEDOES

A S B S C F D F

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



TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

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

PLASMA TORPEDO WARHEAD STRENGTH TABLE

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

WARP ENERGY MOVEMENT COST = 1 + 1/4 ENERGY POINT PER HEX [5] = HET COST ⑥ = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	2	3	4	5	7	8	9	10	12	13	14	15	17	18	19	20	22	23	24	25	27	28	29	30	32	33	34	35	37	38
Fract.	1¼	2½	3¾	5	6¼	7½	8¾	10	11¼	12½	13¾	15	16¼	17½	18¾	20	21¼	22½	23¾	25	26¼	27½	28¾	30	31¼	32½	33¾	35	36¼	37½

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ANDROMEDAN DESTRUCTOR

CREW UNITS

			✱						10
									20

PROBES

				5

BOARDING PARTIES

							8

TRANSPORTER BOMBS

				D	D	D	D

ANY POWER SYSTEM CONNECTED TO THE MAULER CAN BE DESTROYED ON "ANY WEAPON" DAMAGE POINTS.

SHIP DATA TABLE

TYPE	=	DST
POINT VALUE	=	212
BREAKDOWN	=	6
PA COST	=	5/8
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R10.924

DISPLACEMENT DEVICE TABLE

RANGE	0	1-2	3-15	16-22	23-31	32-50
SUCCESS	-	1-5	1-4	1-3	1-2	1
FAILURE	1-6	6	5-6	4-6	3-6	2-6

TYPE II PHASER TABLE

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

TYPE III DEFENSE PHASER

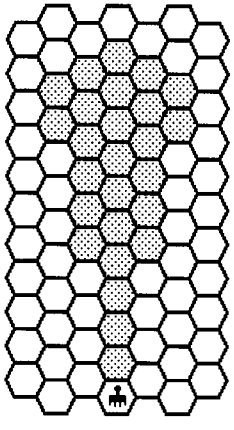
DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

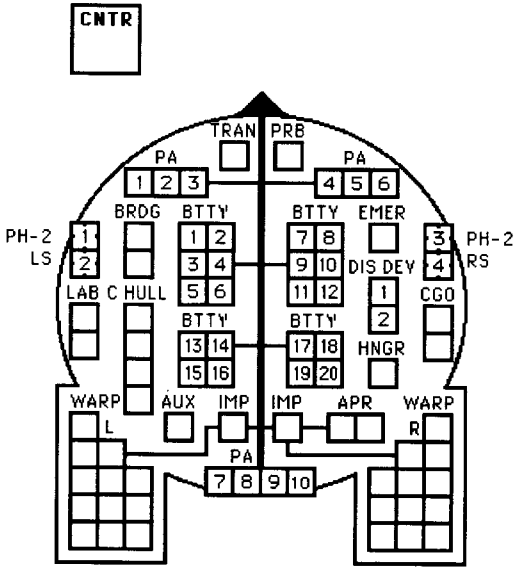
TURN MODE		SPEED
B	1	2-5
	2	6-10
	3	11-15
HET	4	16-21
	5	22-28
BD	6	29+

BATTERY RECORDS

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

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





SENSOR

6	5	3	1	0

DAMAGE CONTROL

4	2	2	2	0

SCANNER

0	1	3	5	9

EXCESS DAMAGE

MAULER RANGE ADJUSTMENT CHART

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

SEE (D23.0) FOR SHOCK DAMAGE.
SEE (E8.27) FOR ALTERNATIVE FIRING ARCS.
SEE (E8.5) FOR POWER FROM PA PANELS.
SEE (D1.57) FOR FRIENDLY FIRE RULES.

WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX [5] = HET COST ⑥ = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	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.	2/3	1 1/3	2	2 2/3	3 1/3	4	4 2/3	5 1/3	6	6 2/3	7 1/3	8	8 2/3	9 1/3	10	10 2/3	11 1/3	12	12 2/3	13 1/3	14	14 2/3	15 1/3	16	16 2/3	17 1/3	18	18 2/3	19 1/3	20

ANDROMEDAN X-PYTHON

CREW UNITS □□□□□□□⊛□10 / □□□□□□

PROBES □□□□□5

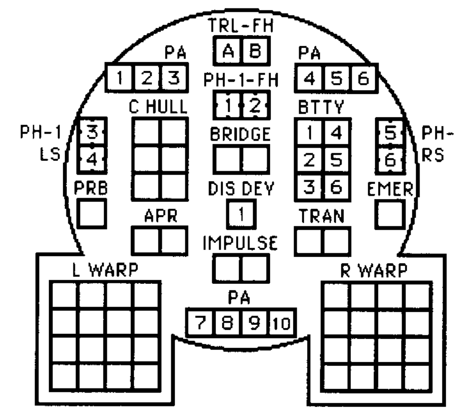
BOARDING PARTIES □□□□□□□8

TRANSPORTER BOMBS □□□□ DDDD

SHIP DATA TABLE		
TYPE	=	PYX
POINT VALUE	=	220
BREAKDOWN	=	6
PA COST	=	5/8
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R10.925
FIRST GENERATION X-SHIP		

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

CNTR



SENSOR 6 5 3 1 0

DAMAGE CONTROL 6 4 2 2 2 0

SCANNER 0 1 3 5 9

EXCESS DAMAGE □□□□□

TRACTOR-REPULSOR BEAM TABLE (LIGHT)

DIE ROLL	RANGE 0-3	4-5	6-8	9-12	13-18	19-25
1	10	10	9	6	4	2
2	10	10	7	4	3	1
3	10	9	6	3	2	0
4	10	7	4	2	1	0
5	9	6	3	1	0	0
6	7	4	2	0	0	0

TYPE I OFFENSIVE PHASER TABLE

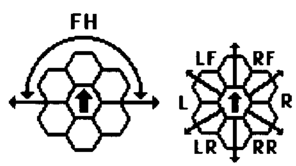
DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

TYPE III DEFENSE PHASER

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

DISPLACEMENT DEVICE TABLE

RANGE	0	1-2	3-15	16-22	23-31	32-50
SUCCESS	-	1-5	1-4	1-3	1-2	1
FAILURE	1-6	6	5-6	4-6	3-6	2-6



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

WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX   [5] = HET COST   (6) = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	[5]	(6)	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	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.	2/3	1 1/3	2	2 2/3	3 1/3	4	4 2/3	5 1/3	6	6 2/3	7 1/3	8	8 2/3	9 1/3	10	10 2/3	11 1/3	12	12 2/3	13 1/3	14	14 2/3	15 1/3	16	16 2/3	17 1/3	18	18 2/3	19 1/3	20

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