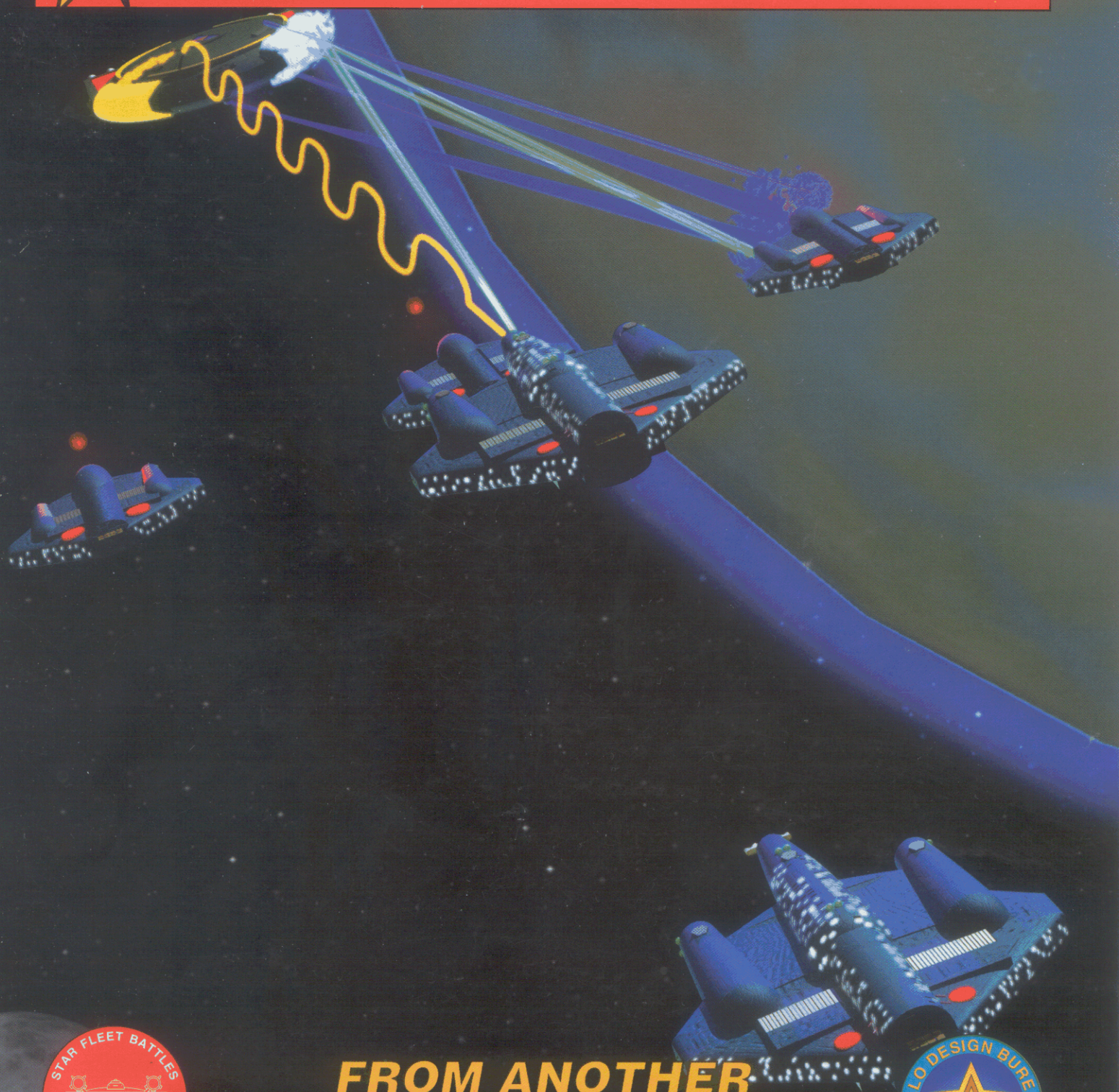
STAR FLEET BATTLES

CAPTAIN'S LOG #19



STAR FLEET BATTLES
CAPTAIN'S EDITION

FROM ANOTHER POINT OF VIEW

AMARILLO DESIGN BUREAU, INC.

NEW BATTLES!

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ANOTHER POINT OF VIEW

By Jeffrey Zellerkraut

History is, according to at least one expert, a joke that the living are playing on the dead. Another expert insisted that the dead are in fact playing their own joke on the living. History is written by both the winners and the losers (despite the common saying) and sometimes even allies have very different views of what was actually going on.

The following document was written in Y207 by a Kzinti historian who was known to have a long association with the Kzinti political faction that opposed any alliance with the Federation. As such, his views are radically different than the history most Federation students of the General War are familiar with. Doubtless, much of what is here is not true, but is a polemic Kzinti political diatribe designed to influence the opinions of Kzinti warriors and leaders. But with equal certainty, at least some of what is said here could well be true.

Sorting fact from fiction remains the duty of the student.

THE FEDERATION: WORTHY ALLIES ... OR GREEDY OPPORTUNISTS?

BY CAT-WHO-ASKS-QUESTIONS
Copyright Kzintai University Press Y207

While the Federation's bumbling (perhaps intentionally so) actions during the Four Powers War was damaging to the Hegemony, it pales in comparison to the egregious harm caused by its conduct and machinations during the General War.

Actually, for the sake of accuracy, the Federation's scheming began before the General War even started. Documents recently de-classified under the Federation's Free Information Law (FIL) reveal that their Galactic Intelligence Agency (GIA) detected the Coalition's buildup prior to the invasion of Y168. Select members of the Senate Intelligence Committee along with the Chairman were briefed with this information. While most of the data gathered indicated that the Hydrans were to be the target of an imminent attack, there was some information that showed an invasion of the Hegemony was also possible.

Instead of informing their nominal ally of this information, they instead conducted contingency planning and operational assessments based on the condition of the Klingon fleet after invasions of both the Hydran Kingdom and Hegemony. While this planning was not officially presented to the Chairman, he was aware of it. (1) (A)

When the Lyrans invaded the Hegemony in Y168, the Kzintis formally asked the Federation if they would provide support if the Klingons also joined the hostilities. The Federation response was silence as they requested time to consider the issue. This delaying tactic was intentional for many reasons: The military knew they would need more time to build up their own neglected forces (and give the senior admirals time to retire); the politicians generally preferred peace as it was easier to provide pork-barrel projects for their home planets in peacetime; providing aid to a foreign government was never a popular idea to the constituents of the politicians; at least two members of the Federation senate were veterans of the unfortunate misunderstandings of Y136-145; the intelligence analysts "unofficially" concluded that the best thing for the Federation to do was to sit on the sidelines as long as possible since the longer the war went on, the more ships and forces that would be destroyed in both neighboring races during an ongoing war of attrition.

In any event, the "unofficial" (but officially authorized and budgeted for) Federation contingency plans eventually fell into Kzinti paws. Therein, they read not only about the Federation's Sideline Sitting Plan, but also quite detailed plans for the Federation to "liberate" (read exploit) Kzinti mineral planets that they predicted would be captured by the Klingons and would require Federation "assistance" (read ownership) to return to productivity. There was also an additional study examining the possibility of offering Federation membership to the Hegemony's planet-bound subject races, and then moving in Star Fleet to protect the interests of the "Federation Citizens." (B)

Much speculation (some of it quite desultory) from Federation historians has been made of the Kzinti decision to leave a fleet on the Federation border while the Hegemony was being invaded. The Hegemony's knowledge of the Federation's covetous plans on its resources shows that it was not mere paranoia on our part, despite what views Federation historians may try to foist on the future.

LOST OPPORTUNITIES

What the Federation historians consistently fail to mention are the proposals made by the Hegemony during negotiations prior to the Federation's forced entry into the General War, all of which would have significantly shortened the war in the Alliance's favor, but were rejected as not being in the Federation's best (read economic) interests. The entire Hegemony government was baffled by the Federation's rejection of logical proposals at the time, all of which would have preserved the Federation's neutrality since they obviously seemed reluctant to engage in warfare (of the non-economic variety). It was only later, when the Federation's contingency plans surfaced inside Hegemony space did their (in)actions make sense. (C)

The first proposal was in Y168, just after the Lyran invasion. It was made by the Ambassador at that time, Cat-Who-Loathes-Falsehoods. [He is better known by his later name as Cat-Who-Lashes-Out.] In it, the Hegemony government offered to lease or even buy outright the ships in the Federation Mothball Reserve Fleet. The Hegemony military, noting the disparity in the number of combat hulls between themselves and the Lyrans, and the Klingons (should they become involved), knew that additional warships would be immediately needed to protect the Capitol and the Hegemony as a whole. The Federation Liaison to the Kzinti Embassy, the Andorian Ambassador Jo'P Ken'dian, declined the request, stating that the Federation had immediate plans for those ships. History has shown those ships were still inactivate 3 years later.

Another proposal was to let the Federation build bases and Planetary Defense Units in Marquis territory that would jointly defend against any attack, but would remain under Hegemony sovereignty. [This proposal obviously pre-dated any knowledge of the Federation's planning.] It is surprising the Federation turned this proposal down, until certain memos were obtained after recent de-classification. The Federation State and Commerce Bureaus were all for accepting the proposal, but the Star Fleet brass rejected it vehemently as the funding for the defenses would be coming directly out of their ship construction budget and not the Bureaus that were in favor of the proposal.

The Hegemony Ambassador, frustrated, but still acting upon the fiction that the Federation would be willing to help an ally, then asked for the Federation to re-deploy most of its *4th Fleet* from the Hegemony Border to its Klingon Border, thereby increasing pressure on the Klingons. It was to be hoped that this

would force them to detail another fleet to that border that otherwise would be used in an offensive. The Federation flatly refused, claiming that any change in its fleet deployment might be seen as a violation of "the Organian treaty". In any case, they wished to remain neutral until hostilities actually occurred between the Hegemony and Empire.

When hostilities did break out a few months later, Ambassador Ken'dian informed Ambassador Cat-Who-Loathes-Falsehoods that the Organians had strictly forbidden any movement of additional units of the Star Fleet to the Klingon Border. As of this time, no documents are available to show the Federation formally discussed the possibility of moving ships with the Organians, despite repeated requests for any such document through the FIL. It can be concluded that a document cannot be de-classified if it does not exist.

Exploring any possibility to enhance the Hegemony's defense, and wanting to work around the Federation desire to remain neutral (read cowardice), Ambassador Cat-Who-Loathes-Falsehoods then asked if the Federation would be willing to contact its other ally to see if they would be willing to participate in the Hegemony's defense. A meeting was setup involving the Confederation Ambassador to the Federation and negotiations begun. The Gorns were quite willing to send a portion of their *2nd Fleet* into Hegemony space (most likely to punish the Klingons for giving warp technology to the Romulans), but requested Federation aid to help cover the costs of operations. This effectively killed the deployment as there was no political support within the Federation Senate to pay for such an unheard of foreign deployment. (2)

Ambassador Cat-Who-Loathes-Falsehoods offered to cover the considerable costs, but the Federation refused on the grounds that if they let one foreign power pay for another to have the privilege of crossing Federation territory, the precedent would be made for the Klingons to request the same privilege for the Romulans.

Finally, in disgust, Cat-Who-Loathes-Falsehoods reminded Ken'dian that the Hegemony had willingly shared fighter and drone technology with the Federation and that it would be a great boon to the Hegemony if the Federation now reciprocated and shared their shipboard gatling technology for escorts. Ken'dian refused, citing patent concerns and other officialese but whose basic meaning was "HELL NO."

This was the beginning of a long-standing sore point with the Hegemony concerning technology as we shall later examine.

AN ALLY SEEKS A PROFIT

The only thing the Federation was willing to do "on behalf" of the Hegemony's war effort at the time was sell it needed supplies...at only 15% above cost. (D) It was at this point that the Hegemony began to suspect the Federation was not sincere in its espousal to be an ally and that the Articles of Agreement signed in Y166 were not worth the paper they were printed upon. The Hegemony had planned to deploy most of its Marquis Fleet for use throughout the Hegemony, but the Federation's seeming lack of regard for the Hegemony position made the High Command seriously wonder if the Federation had already made plans to annex Hegemony space, perhaps in conjunction with the Klingons. (3)

Relations quickly worsened between the Hegemony and the Federation from that point. When the Federation operational assessments and contingency plans reached the Hegemony in Y169, probably the only thing that prevented an immediate Hegemony attack on the Federation was the Klingon fleet. However, the lowest point came on the day the Klingons invaded the Federation in Y171.

When the invasion news reached Earth, Ambassador Ken'dian requested the first direct meeting in months with Ambassador Cat-Who-Loathes-Falsehoods to discuss the situation. While the transcripts the Federation has released show a different conversation than the one in the Hegemony transcripts, it should be noted only the Hegemony has released a holovid recording of the meeting. (E)

According to the Kzinti version, Ambassador Jo'P Ken'dian said, "Our mutual enemies, the vile untrustworthy Klingons, have invaded our peaceful and honorable Federation. Now is the time for us to combine our efforts to defeat this menace as only true allies can. To that end, we are now prepared to send the *4th Fleet* into the Hegemony to aid you once we have determined which of our Star Fleet admirals will command the combined forces. We're also prepared to loan you significant funds for ship construction at only 18% annual interest without requiring any repayment until after the war has concluded. Provided, of course, that you demonstrate sufficient collateral. Is this acceptable to the Hegemony?"

Ambassador Cat-Who-Loathes-Falsehoods reply was simple and direct and still admired by all throughout the Hegemony. He lashed out with his claws, ripping Ambassador Ken'dian's throat out. He followed that by sinking his teeth into his neck to drink his blood. It was at this point that he became known as Cat-Who-Lashes-Out. With the blood still dripping from his mouth, he ordered a comlink to the Federation Chairman and to that shocked human spoke two words, "Not acceptable."

Under the customary rules of international diplomacy, the Hegemony Ambassador had diplomatic immunity and Federation law did not apply to the embassy grounds (which were Hegemony soil). Instead, the Ambassador was declared "persona non grata" and ordered to go home. (4) (F)

With the death of Ambassador Ken'dian and the "retirement" of Ambassador Lashes-Out, relations between the

two nominal allies were practically non-existent for some time. It took some weeks before there was any coordination of forces, and, when it did happen, there was a specific point made that no Hegemony forces would ever be under the command of a Federation Officer. They would instead remain independent. Federation historians continually point out how difficult the Kzintis were in mixed fleet battles. This stems from their belief that the Federation possessed a superior tactical sense; however, the facts show otherwise. The Hegemony Fleet had managed to survive for three years against two larger races, while the vast Federation Star Fleet was being continually defeated by just one of those races. A race, that while larger in size than the Kzintis, was still smaller than the Federation. It is also interesting that while the Federation refused to enter the war on behalf of the Hegemony, they showed no reluctance in begging the Gorns to help them.

A series of Ambassadors on both sides served in the following years, but relations did not seriously improve until the combination of the Vulcan Ambassador Winek and the Hegemony Ambassador Cat-That-Waits (-To-Pounce) in Y176. This working relationship lasted until Y181. (5)

THE MATTER OF THE KNIGHT

One issue that needs to be addressed, although it did not directly involve the Hegemony per se, is the Hydran *Expeditionary Fleet* of Y169. Not many survivors remain from the effort, either from the Fleet itself, or the command staff that planned it since they were killed defending the Hydran homeworld. However, the Federation's official report differs from the few Hydran survivors.

The only ship to make it through Klingon space was a single Knight-class destroyer. The officially released battle reports from the Federation show that the ship was irreparably damaged shortly after crossing the border, then destroyed during the Klingon invasion. However, the senior surviving Hydran officer has indicated otherwise in post-War interviews, which are quite critical of the Federation. (G)

The Leftanent's main criticism is that when the Hydran Fleet was within sensor range of the Federation Border Stations, the Federation did nothing to make the Hydran Fleet's life easier. They were quite aware of battles going on inside the Klingon border from long-range scans. The Hydrans had expected the Federation to help open a path to their territory by doing something (e.g., redeploying ships from one Battle Station to another or having a ship enter the Neutral Zone) to draw off some Klingon ships or a fighter squadron when they investigated. Instead, the Federation did not even move a single fighter to interfere with the Klingons in any manner.

When the badly damaged Knight reached Federation space, the crew was evacuated by the Federation for de-briefing and medical exams, while the ship was supposedly brought to a repair facility. According to the Federation, this ship was destroyed by the Klingons while still undergoing repairs. However, none of the Hydran survivors, who were evacuated to a remote Federation planet, can confirm the destruction. Some believe the Federation kept the vessel for study.

THE DOUBLE MYSTERY

There are two mysteries of the General War that have never been adequately explained: 1) Why did the Hydrans really send the *Expeditionary Fleet* to the Federation in Y169? 2) How come the Federation could only manufacture a limited number of shipboard-gatling phasers, but could suddenly start mass-producing fighter-gatling phasers in Y171?

The answer to both questions is obvious: The *Expeditionary Fleet's* main mission was not to bring the Federation into the War; it was to deliver fighter-gatling technology to their allies the Hegemony! The Hydrans must have assumed that if they could reach Federation space, the Federation, being "allies" of the Hegemony, would help them to reach Kzintai. There was already a precedent for this transfer of technology as the Hydrans had helped the Hegemony in creating their fighters years before.

The Hydran admirals who planned the mission must have realized that the best defense for the Kingdom was a stronger Kzinti Hegemony. And the easiest path to Hegemony space was to travel through Klingon space and into the Federation. What the admirals could not have foreseen was: The destruction of the entire fleet except for a minor destroyer; Having the one person on that ship who may have been briefed on the true mission objectives (the captain) be a casualty; The Federation's duplicitous behavior.

The surviving officer has stated that every Hydran ship carried some cargo of a concealed nature that was protected by demolition charges to prevent capture by the Klingons. There were also files stored in the ship's computer that he could not access since his captaincy was a matter of necessity and not formally approved.

Unfortunately, this conclusion must remain speculation as all individuals and evidence on the Hydran side are no longer available and the Federation adamantly refuses to de-classify any aspect of its gatling technology program or the events surrounding the Hydran destroyer.

THE NEW ALLIANCE

In late Y176, Ambassador Winek, upon his appointment to the position of Liaison to the Hegemony, immediately traveled to the Embassy grounds to request a formal meeting with the Kzinti Ambassador Cat-Who-Waits. This action impressed the Ambassador, as none of the previous Liaisons (mostly humans) had entered Hegemony "soil" since the death of Ambassador Ken'dian. Dealing with a Vulcan was preferable for the Hegemony, as negotiations became a battle of wits instead of a game of 'How Many Lies Can You Spot?'

At the time, the Hegemony was still fuming over the Federation's decision to conduct Operation Wedge unilaterally as this was another military decision based on the positive effects it would have on the Federation economy. As such, the Star Fleet was motivated to accomplish its goal, unlike in Y172 when Operation Hydra utterly failed because there was no economic gain to succeed.

It is quite revealing that the Federation's stated ideal of non-interference does not apply when it is inconvenient (read: when it costs money). The Orion Enclave had seceded from the Federation and declared its neutrality, yet that did not stop the Star Fleet from blockading the enclave to force it to rejoin the Federation.

Federation historians, when commenting on the decisions of Y176, claim that the reason the Kzintis demanded an offensive in the Hegemony was that the Kzintis may have wanted to sue for peace on better terms. This is hypocrisy at its highest, and viewing another's motives through the lens of one's own character flaws. Consider that the Federation had voted to surrender two years earlier in Y174 (after only three years at war) at the urging of its own leader. Only a complete collapse at the final peace conference saved them from following through with it.

The Hegemony had been at war for eight years and only a small radical minority desired peace in all that time. The Kzinti desire to liberate the Hegemony over other goals was to rescue citizens and units that had been trapped behind enemy lines for a long number of years. The survivors of the Lyran and Klingon occupation were in more dire need of aid compared to those of the Federation border areas. A secondary reason was that the

destruction of the garrison forces would militarily hurt the Coalition more than just recapturing empty or neutral provinces. The Hegemony strenuously objected to using an entire fleet for several months in blockade duty while they could have been better used attacking coalition warships.

In any case, Operation Wedge had one (perhaps intended) effect in that the Klingons were forced to attack the Tholians. This was the traditional Federation trade-off: Save their economy at the expense of someone else's citizens. As a result, Maiskekkk, the Tholian Ambassador to the Federation, requested aid from the other Grand Alliance members (since they quite rightly did not trust the Federation any further than Tholia could be towed by a single shuttle). Ambassador Winek arranged a meeting between the Tholian Ambassador and Kzinti Ambassador to discuss possibilities.

Ambassador Cat-Who-Waits informed the Vulcan of the previous difficulties the Federation put in as roadblocks to deployment of foreign warships through Federation territory. Ambassador Winek declared that was illogical and proposed the immediate solution of declaring any Kzinti or Gorn ship in Federation space to be a Vulcan auxiliary ship, while he worked on suspending the tariffs involved. (H) Realizing that he was dealing with a diplomat who actively wanted to pursue solutions, Cat-Who-Waits quickly made arrangements to send a fleet to aid the Tholians. In this, he had more motivations than just wanting to aid another enemy of the Klingons. The Ambassador admired the Tholians both for being the one ally of the Federation who had not given them foreign technology and for actually getting some technology from them. According to his memoirs, Cat-Who-Waits privately asked Maiskekkk how that had happened. He was informed that it had a lot to do with the value of rare crystals in getting humans to betray other humans: The Federation negotiator was now a lobbyist on behalf of the Tholians.

During the following years, Cat-Who-Waits steadily convinced Winek of the illogical position of the Federation in not sharing its technology with its allies. Especially since the Coalition shared theirs somewhat freely. The Romulans shared mauler technology with both the Klingons and the Lyrans. The Klingons shared the UIM and DERFACS and gave tug pods to the Lyrans (not to mention fighters and drones) and sold ships to the Romulans. The Lyrans (much later) shared their knowledge of PF construction. The Federation aid to its allies consisted solely of offering loans at 18% and selling supplies at only 15% above cost.

The Federation has tried to claim that Federation technology was responsible for the Hegemony's Y166 Fleet Refit programs, which is quite curious since the refits were being designed even before the Articles of Agreement were signed. In any case, one wonders what part of the refit the Federation claims responsibility for: More disruptors? Wider targeting arcs than they possess for their own heavy weapons? Installation of the DERFACS fire control? Improving warp engines with completely different operating characteristics from anything they possessed? Extra drone racks? Extra shielding?

THE AGREEMENT THAT NEVER WAS

Ambassador Winek presented the plans for Operation Remus to Ambassador Cat-Who-Waits in Y180 and requested that the Hegemony's *Expeditionary Fleet* participate. Cat-Who-Waits saw this as the opportunity to finally get fighter-gatling technology from the Federation. Winek and Waits reached a verbal agreement to transfer the technology when the Kzinti fleet entered Romulan space. (6) Cat-Who-Waits reported the agreement to his government and the fleet was sent. The Hegemony also began funding a new fighter project and a manufacturing facility to take advantage of the expected technology delivery.

In early Y181, Ambassador Cat-Who-Waits expected his normal weekly meeting with Ambassador Winek with the agenda item being the discussion of the technology transfer arrangements since the Hegemony fleet had just entered Romulan space. He was surprised to find a Human, Special Envoy James Autoburg, in the Vulcan's place. Autoburg informed the Hegemony Ambassador that Winek had unexpectedly retired and that he would take Winek's place until a permanent replacement was appointed. Cat-Who-Waits then told Autoburg that the Kzinti Fleet had reported its crossing of the Romulan Border fulfilling the terms of the agreement.

The human denied any knowledge of any agreement, stating that the Hegemony must have misunderstood. However, the Federation was deeply grateful for the fleet sent in support of the Romulan Invasion and would be sending shipments of drones to the Hegemony to alleviate their shortage of ammunition. Both the Federation and Kzinti official transcripts end at this point and the remainder is still classified by both governments. (7) (I)

Afterwards, according to his memoirs, Cat-Who-Waits contacted the Patriarch directly and was told, "Do what you feel is in the best interests of the Hegemony. We shall support your decision." The Ambassador then contacted the Kzinti Admiral commanding the *Expeditionary Fleet* and told him in no uncertain terms: "The Federation has broken its word. We'll show we are superior by still honoring ours. Show the Romulans why we should be feared. But take no action beyond completing your objectives. Do not sacrifice the life of a single Kzinti in defense of dishonorable beings. Return to the Hegemony as soon as possible after the mission is completed. We cannot rely on the Star Fleet any longer to help us liberate our worlds."

Ambassador Cat-Who-Waits then traveled to the Federation Chairman's residence and demanded a private meeting. While the exact details of that conversation remain a secret [it is known that neither the Chairman nor his security detail required any medical attention afterwards], when Cat-Who-Waits emerged he possessed an executive order stating that all the loans the Federation had made to the Kzintis over the years had been converted to grants.

The other outcome from the Y181 incident was the Hegemony's total refusal to share (or even reveal the existence of) any new technological advances with the Federation ever again. This also stemmed in part from the issue of the Federation's greed over use of the patents for the fighter technology the Hegemony licensed to the Federation.

While the rights were a very minute part of the overall cost of a fighter, as a whole it was a considerable sum of money to the Hegemony design company responsible for the advances. However, the Federation stopped paying them once the Hegemony was invaded in Y168 claiming safety concerns for delivery. A temporary delay did not concern the Kzintis overly much, but when the delay stretched into years, instant payment was demanded. At that point, the Federation claimed that since it was itself now at a state of War, all licensing payments (even to its own citizens) would be suspended while the state of emergency existed. The Hegemony accepted this for a time.

Later, it was discovered that the Federation had transferred the fighter technology to the Gorn Confederation without consulting the Kzintis, a direct violation of the licensing agreements. In addition, the Federation was requiring the Confederation to pay for the licensing during the war -- at double the cost the Hegemony charged them (if they would have paid it, that is). When this was discovered, the Hegemony took the first opportunity available to dispatch warships (including carriers with examples of the original fighter technology onboard) to Confederation space. Once there, the Hegemony asked the Gorns to stop all payments to the Federation over the licenses, and filed a lawsuit against the Federation with the Confederation High Court of Elders. An additional lawsuit was filed inside the Federation regarding the Federation's non-payment of its licensing fees.

While the first lawsuit took years to resolve, the Confederation government did stop payments to the Federation and came to a licensing agreement with the Hegemony at much better terms. The Federation was ordered to pay the Hegemony the entire money received from the Gorns plus damages and interest. As the Federation did not immediately comply, the Confederation Court of Elders was forced to seize Federation property on behalf of the Kzintis. The issue of the Federation's payments to the Hegemony has still not been resolved as of this date. (J) The Federation claims it is still in a state of emergency and laws prevent it from complying until the emergency has ended. [The Federation never revoked the state of emergency after the end of the General War.] Additionally, the Star Fleet now refuses to release figures on the number of fighters built over the years because of the military value of such information. This is another direct violation of the licensing agreement.

Considering the treatment the Kzinti Hegemony receives from the Federation as a supposed ally, one must wonder if there was ever any common ground beyond both races being bordered and attacked by the Klingons. Certainly, the Federation places a far greater importance on its own economic welfare than the welfare of the citizens of its allies. It would not be surprising for the Federation to claim the mysterious "Organians" have returned following the eventual Andromedan defeat at the paws of our *Goliath*, and once again claim helplessness to deal with matters outside its borders.

NOTES FROM THE ORIGINAL TEXT:

(1). Part of the problem may have been the Federation GIA's utter lack of respect for their counterparts in Kzinti Intelligence, hence their continued use of the whimsical name WHISKERS. It should be noted that Kzinti Ambassadors have continually neglected to correct the Federation on this issue. This dates back to the time the transfer of information between the various intelligence organizations first became an issue in negotiations. The negotiations were conducted in Federation Standard as none of the Federation representatives were fluent in Kzinti, while the Kzintis were all fluent in Galactic. This is typical of all Federation negotiations with any race as the members of the Federation seem linguistically challenged. The Ambassador, Cat-Who-Ponders, quickly realized the fun the childish Feds would have with the initials for what would translate into their language as the Kzinti Intelligence Taskforce on Technology and Intentions of the Enemy. After imagining all the 'Here Kitty Kitty' wisecracks, he instead called them Information Perceptors since just referring to the commonly used TASKFORCE would invite the question of what the Taskforce was about. An intelligence analyst for the Federation quickly dubbed them WHISKERS for informal use. Unfortunately, the informal name was accidentally included in a formal report to the Federation Chairman and the intelligence community. When the Kzinti Ambassador learned of the name change, he chose to remain silent on the issue. It is easy to imagine why if one auralizes his potential complaint. "No, it isn't called WHISKERS. It's really KITTIE instead."

(2). Actually, the Confederation was willing to pay their support costs, but they wanted relief from the outrageous tariffs that the Federation wanted to impose on their "foreign and unapproved" technology passing through their territory. To the Federation system of economic bookkeeping, not imposing a tax on an item is the same as the government paying for it. [The infamous phrase "Lost Revenues" is a human invention.] The Federation had created a set of laws and tariffs against plasma weapon technology (except on Federation flagged warships) as a justification to board suspected Orion Pirate vessels. The laws, which could not be waived or modified at the time, were quickly suspended when the Federation was at war and wanted Confederation ships in its own defense.

(3). It is very noteworthy that the Organians only seem to exist as far as the Federation's (in)actions are concerned and make quite the convenient excuse. No other race seems to be affected by these "mysterious all-powerful pacifistic entities." Not even the Klingons, who were involved with a War against the Hegemony within two years. A likely explanation is that the Organians are a work of fiction or disinformation designed to give the Federation a reason for ending a war that was popular with its citizens (as long as it was short, didn't cost much, and made for good holovid broadcasts) but not popular with the military. [It's hard to retire on a full pension if you die in combat.] Why the Klingons ended the war remains a mystery if the Organians do not exist, but one wonders why the Organians never interfered in any other Klingon acts of aggression. It does lead one to consider a possible Federation-Klingon collusion in this and other matters. (K)

(4). There have been rumors concerning a bloodfeud between the two families of the Ambassadors involved. While no member of Cat-Who-Lashes-Out's family has died except during combat in the War (several have been injured under mysterious circumstances), many of Ken'dian's family have met untimely deaths. However none of those deaths have been traced to any Hegemony involvement, despite the rampant conspiracy theories prevalent within the Federation.

(5). The surname "-To-Pounce" was never mentioned to the Federation representatives. As it was, many Federation

representatives were extremely skittish around a Kzinti following Ken'dian's death. This fact was used for an advantage many times, perhaps too often. All it took to give a Federation diplomat a nervous breakdown was a Kzinti saying "Not acceptable" while showing his fangs or flexing his claws.

(6). Verbal agreements had been acceptable to both sides for years due to the natures (and friendship) of the two sentients involved and the recognition by both that quick wartime decisions were more important than taking a year to agree on a simple memo to determine the size of a meeting table.

(7). The exact transcript follows:

Autoburg: "What ahgreement?"

Waits: "The agreement to transfer fighter gatling-technology in return for the Hegemony Fleet's involvement in Operation Remus."

A: "Thah is no sahch ahgreement."

W: "Ambassador Winek gave his word."

A: "Ya must've misheahd him."

W: "Where is Ambassador Winek so we confirm exactly what he said?"

A: "Ambassahdor Winek has accepted the Presahdent's uhgent request to go on an immediahte fact-findin' mission to ah primahtive cultah recently discovahed and isn't ahvailable foh communahcation foh some tahme."

W: "So the official Federation position is that there never was an agreement?"

A: "Cahrrect."

W: "And will there ever be such an agreement?"

A: "Not uhnless I was to suhddenly grow a third arm."

W: "Grrrrrrrrrr."

A: "AIIIIIIIIIIIIIIEEEEEEEEE"

[End Transcript]

While both governments refuse to release any details beyond this point, it was possible to examine the medical records for Special Envoy Autoburg. He was admitted to a nearby hospital suffering shock and severe blood loss following the removal of his left arm. He was also suffering contusions about his head and neck caused by a large blunt object. His arm was immediately replaced by a synthetic one, a fact that is not well known and cannot be told by a visual examination. According to interviews with former servants of Autoburg, every so often the Envoy would receive a postcard from "Your Arm" as it traveled around the Galaxy. It would also send birthday wishes to the rest of its body. It is not known if Autoburg ever sent replies. What is known is that Cat-Who-Waits-To-Pounce had the arm stuffed and mounted. (L)

NOTES BY FEDERATION ACADEMY OF HISTORY

(A). Federation historians and intelligence officials note that Coalition intentions were anything but clear and that a dozen different theories were being promoted within the Federation, none of them with any more hard evidence than any other. Federation military officers note that contingency planning of this type went on constantly, even for the most bizarre contingencies, often as a staff planning exercise with no expectation of becoming an active campaign.

(B). The Federation government confirms the basic outline of these items, but rejects the goals and intentions which the original author ascribed to these plans. The Federation also notes that the "citizenship plan" was a study by a think tank and had been rejected by the Council.

(C). Federation historians, diplomats, and military leaders reject the theory that any of these Kzinti proposals would have had any real effect on the War, or would have prevented the Klingon invasion of the Federation.

(D). The Federation insists that this 15% surcharge reflected only the costs of the shipment, which would have had to go by an extremely long route to avoid Klingon patrols, as well as the increased insurance costs and the loss of economic opportunities by the freighter captains who could make more money on short-haul civilian cargo runs inside the Federation.

(E). The Federation insists that the Kzinti holovid was an obvious fake and has produced no end of technical experts to examine and re-examine the video and prove that it is bogus.

(F). The Federation insists that this episode is pure fantasy and never happened. Records indicate that Ambassador Ken'dian suffered a stroke shortly after the meeting and died after a few days. That the Hegemony found the initial Federation offer "not acceptable" is confirmed by both sides.

(G). Federation historians insist that the officer was not really a part of the Destroyer's crew but a military attaché at a Hydran consulate, was deranged, and was involved in some internecine Hydran dispute and telling false stories for some unknown effect on Hydran internal politics. The Federation rejects this entire section of the Kzinti article as nonsense, but does refuse to discuss the source of fighter-gatling technology or why it refused to share this with the Gorns and Kzintis. Analysts have long noted that the Gorns and Kzintis, who presumably were able to recover some of the dozens of Federation fighters wrecked during battles in their territory, were never able to duplicate the weapon system. But then, the Klingons and Lyrans never duplicated it despite hundreds of destroyed and captured Hydran fighters and dozens of ships.

(H). The Federation rejects this entire "tariff theory", noting that the laws on the books in Y168 included provisions that would have allowed an executive order by the Council Chairman to waive these charges on Gorn or Kzinti warships. There are no Vulcan records of "auxiliaries".

(I). The Federation steadfastly denies that any such agreement did or could have existed, and notes that because it would not have been legal unless documented and ratified by the respective governments, neither of the two ambassadors involved could ever have left the matter to a verbal agreement. Some Federation critics have noted that in other, albeit unusual, circumstances, verbal agreements at lower levels on less important matters did stand for several weeks before the documentation matched the working arrangement, but it is debatable if gatling technology could have been left to such an informal accord. That the Kzintis did ask for, beg, and even try to steal this technology more than once is a matter of record.

(J) These matters were settled out of court years after the war in an agreement which carefully avoided any admission of guilt by either side, although some Kzintis have denied that the agreement in question was related to these claims. Federation historians noted that some drone technology was later shared by the Hegemony, and that claims the Hegemony refused to share PF technology are untrue. (In fact, this technology was freely given by the Kzintis, but the Federation refused to build PFs. Later, the Federation and Hegemony jointly gave the technology to the Gorns.) The Federation disputes that there is any evidence that Confederation courts ever seized Federation property to pay supposed judgments due to the Hegemony, or that such judgements ever existed.

(K). The Federation dismisses this section as lunacy, and notes that as the Organian home planet was in the Federation-Klingon Neutral Zone there was no reason for them to interfere with any other race or with other Klingon attacks.

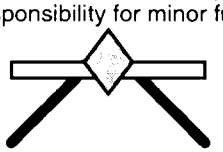
(L) The Federation dismisses this entire supposed incident as utter nonsense, noting that Autoburg had lost the arm in combat with the Klingons several years earlier and had indeed worn a synthetic arm for many years, although he kept this a secret until long after the incident. The Federation insists that the "medical records" cited by the Kzinti article do not exist. While Kzinti radical parties sometimes display a stuffed and mounted human arm, these are generally regarded as fakes.

ROMULAN MILITARY RANKS

The Romulan military rank structure dates back to the earliest days of the Empire, when the Rihannsu people first arrived on their new home planets. Their rank insignias use a stylized "eagle" motif. There are four basic officer ranks: Centurion (junior officers), Tribune (senior officers), Commanders, and Admirals, with four grades within each rank.

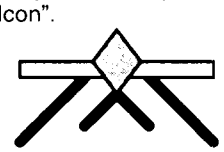
Centurions are divided (based on experience and seniority) into four grades.

Proto-Centurions (insignia below) are officer candidates or cadets, who serve their final two years of military education in an active duty unit. They have no authority as officers, although they may be given responsibility for minor functions and duties.

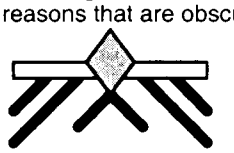


(Some enlisted soldiers who are selected for officer training and granted the status of Proto-Centurions may continue to exercise the authority of their enlisted ranks.)

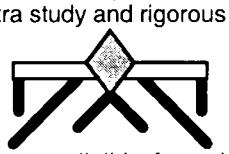
Upon completion of officer training, a Proto-Centurion is promoted to the rank of Ante-Centurion (Junior Centurion) and gains command authority over a duty section. He also gains the "tail feathers to his falcon".



After 1-3 years of experience, the young officer becomes a Major-Centurion, equivalent to a Federation Junior Lieutenant, and is given more authority and responsibility. He gains the outer wing feathers of his insignia. These are sometimes known as "flight feathers" for reasons that are obscure.



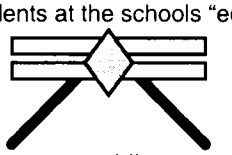
If selected for advancement, the officer could be promoted to Pente-Centurion, equivalent to the rank of Senior Lieutenant. Unlike the Federation, which emphasizes officer advancement and retires those senior lieutenants found unsuitable for a promotion to lieutenant commander, the Romulans often allow Pente-Centurions to serve their entire careers at that rank. Indeed, most deputy department heads on Romulan ships are veteran Pente-Centurions who have no hope of promotion to Tribune unless they can find political support or qualify for promotion through extra study and rigorous tests.



Major-Centurions are eligible for selection for command schools that result in promotion to the rank of Tribune, literally an officer who commands other officers. (Pente-Centurions can of course also be promoted to Tribune, but most Major-Centurions are either promoted directly to Tribune or to the "dead end" rank of Pente-Centurion. In some cases, a member of an out-of-favor house might be promoted to Pente-Centurion to wait for the return of his family to favor before going on to Tribune.)

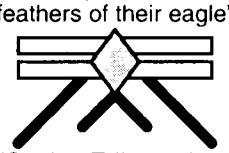
Tribunes, the senior officers, are divided into four grades. A tribune is distinguished by a second bar on his rank insignia. The insignia for a tribune of any rank is known as "the eagle".

Proto-Tribunes are Centurions who have been sent to command schools to become senior officers. The rank of Proto-Tribune is almost never seen outside of those schools, and exists to make all students at the schools "equal" in rank.

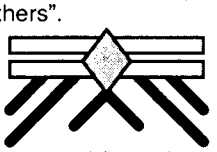


This is necessary because while most of the students at command schools will be Major-Centurions, there will always be some Pente-Centurions who have finally been selected for the rank of Tribune, and these old "dead-enders" will outrank the fast-moving "young eagles" (Major-Centurions) who are supposedly their intellectual and tactical betters.

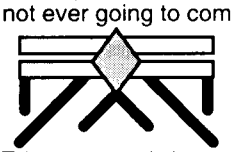
Ante-Tribunes (Junior Tribunes) are the equal of Federation Lieutenant Commanders. These are the most junior of the supervisory officers, and supervise minor departments. They have gained the "tail feathers of their eagle".



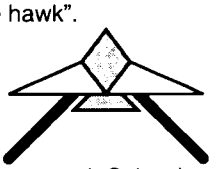
Major-Tribunes (Senior Tribunes) are the equivalent of Federation full commanders and have extensive experience and authority. They serve as department heads on starships, or command ground legion cohorts. They have (as seen below) gained their "flight feathers".



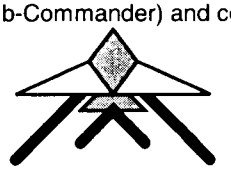
Pente-Tribunes are equal in rank to Federation Captains, but are not command officers. Pente-Tribune is the last of the "dead end ranks" in the Romulan rank structure, being officers welcome to serve out their lives but not good enough (or not politically-well connected enough) for promotion to Commander, at least not during their first appearance before a selection board. This rank is also used for technical officers (engineers, scientists, fleet staff officers) who deserve the pay and prestige of a "captain" but are not ever going to command a starship.



The best Major-Tribunes, and those Pente-Tribunes who have resolved whatever problem blocked them from command, attend the prestigious Imperial Command School with the student rank of Proto-Commander. They wear the coveted rank insignia known as "the hawk".



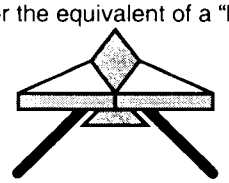
Graduates of Command School are awarded the "tail feathers" and the rank of Ante-Commander (which the Federation translates as Sub-Commander) and command a starship.



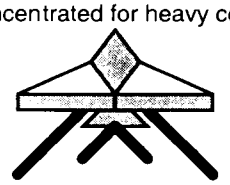
Officers with the full rank of Major-Commander (literally Senior Commander, the equivalent of a Federation Commodore) command squadrons of three or more ships. Following the pattern of the Centurions and Tribunes, they gain the "flight feathers" of their hawks.

The rank of Pente-Commander theoretically exists for Commanders not selected for promotion to Admiral, but it is used only for retiring officers who never reached Admiral rank or rarely for senior staff officers, such as the senior engineer in an entire theater of war. As before, the outer flight feathers turn downward.

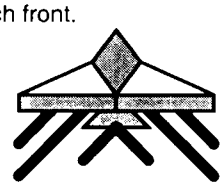
The most junior Admirals are the Ante-Admirals (Junior Admirals), the equal of two-star Federation Rear Admirals. (There is no Proto-Admiral rank. In theory, a given "fleet" is divided into many squadrons led by Major-Commanders, with Junior Admirals assigned various temporary groupings as the situation demands.) These command divisions of 6-12 ships within a larger fleet, or the equivalent of a "battle force" in F&E.



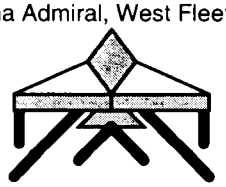
Major-Admirals (Senior Admirals) command a wing of 10-25 ships. They are equal to Federation three-star Vice Admirals. (In peacetime, a wing would be spread out to patrol a wide area; in wartime a wing is concentrated for heavy combat operations.)



Pente-Admirals are the equal of Federation four-star Fleet Admirals. They command Fleets of 20-50 ships. In peacetime, they commanded entire fronts, but in wartime there could be several Fleets on each front.



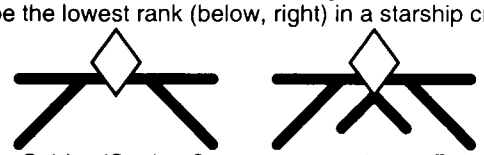
Magna-Admirals are the equal of Federation Five-Star Grand Admirals and command an entire theater (e.g., the Federation Front, the Gorn Front, the Home Fleet). Rolandus held the rank of Magna Admiral, West Fleet.



Romulans have the equivalent of Enlisted Crewmen, those without a university education or higher class status who perform the lowest jobs on starships or carry the individual weapons in a ground forces legion.

Proto-Soldat (below, left) is the rank given to a recruit in training for duty as a ship crewman or legionnaire. While this is the lowest Romulan rank, it is an honorable one.

Ante-Soldat (Junior Crewman, equal to a Federation E2 Crewman) is a trained individual serving in a line unit. Normally this will be the lowest rank (below, right) in a starship crew.



Major-Soldat (Senior Crewman, equal to a Federation E3 Private First Class or Crewman First Class) is a veteran soldier who has acquired a broad range of skills (below, left).

Pente-Soldat is the same rank as a Federation Corporal, but has no leadership responsibility. This rank (below, right) is used both for soldiers and crewmen who will never be selected as leaders and for those who have been selected for leadership schools. This is the lowest rank accepted by a Praetorian Team.

The Romulans have the equivalent of Sergeants or Petty Officers. There is a difference, however, in that the Romulans lack the parallel chain of command seen in larger Federation units. While every Federation officer has a sergeant or petty officer as his assistant, Romulan officers do not. A Federation lieutenant has a platoon sergeant assistant and three squad leaders, but a Romulan centurion has only four squad leaders (usually of various different Decurion ranks) who report only to him and not simultaneously to senior decurions assisting senior officers. The senior Decurions at Century (Department) and Cohort (ship) headquarters function only as administrative and logistical specialists barred from any role in the Chain of Command. No Decurion reports to or commands another Decurion; all report only to officers.

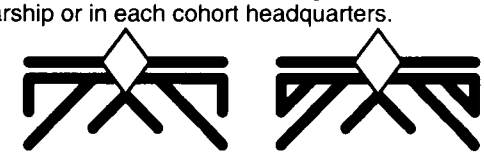
Ante-Decurions (below, left) are the equal of Federation Team Sergeants or Petty Officers 3rd Class (pay grade E5). These are the lowest-level of leaders in the Romulan Empire.

Major-Decurions (below, center) are the equal of Federation Staff Sergeants or Petty Officers 2nd Class (E6).

Pente-Decurions (below, right) are the equal of Federation Sergeants 1st Class or Petty Officers 1st Class.

The Romulans use the above three grades of Decurion interchangeably as squad leaders rather than using a linear chain. There is no "platoon sergeant" in a Romulan Platoon.

Magna-Decurions (below, left) are equal to Federation Master Sergeants or Master Petty Officers (E8). They are administrative or logistics specialists, one in each department or Century. Ultra-Decurions (below, right) are the equal of Federation Sergeants Major or Chief Petty Officers (pay grade E9). They serve as administrative-logistics specialists, one on each starship or in each cohort headquarters.



WHAT'S IN IT FOR ME?

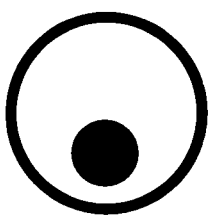
A Primer on Lyran Politics

by Steven Paul Petrick

The most important thing to remember about the internal political dealings of the Lyran Star Empire is that it is a feudal state consisting of 21 semi-independent counties grouped into four quasi-independent duchies. Each Count owns the property in his County and runs the area as a family business, extracting resources and using them to solve his own problems. Each Count pays a portion of his revenue to the Duke, who in turn pays a portion of the entire Duchy's revenue to the Emperor. There is only the barest notion of Nationhood in the sense that the Klingons and Federation understand it. Each Count, and each Duke, is literally out for himself and to amass the most power and wealth he can, thereby making himself secure against the next of the inevitable Civil Wars or Foreign Wars.

It is important to note that each of the Dukes is, himself, a Count, and so is the Emperor. Most of these nobles turn over day to day operation of their County to a son or a younger brother, but this "manager" may or may not eventually become the successor to the Duke or the Emperor. Under what passes for Lyran Law (which is more a body of traditions than actual enforceable statutes) any of the Counts within a Duchy could become the next Duke, and any of the Dukes could become the next Emperor. Any given Duke (and his son and putative heir) must constantly watch the Counts and play them off against each other to ensure that none of them becomes powerful enough to make a bid for "promotion".

Due to their geographic positions, each of the four Duchies has its own unique perspective on what policies, programs, and wars are good for the interests of the Duke.



ENEMY'S BLOOD: STEPCHILDREN OF THE SOUTH

The Enemy's Blood Duchy occupies the "southern" or "rimward" areas of the Lyran Empire. While the rest of the Empire is genetically and culturally homogenous, the southern counties are distinct from the rest of the Empire by their culture, heritage, and religion. These distinctions are subtle and difficult for non–Lyrans to understand or even notice. Southern Lyrans speak with a distinctive (to other Lyrans) accent, and are on average 2cm taller and 10kg lighter than other Lyrans. (The range of individual diversity is sufficient that no one other than a statistician could detect this.) The patterns of their fur are ever so slightly different. While the rest of the Empire pays lip service to "the ancient gods", the southerners follow *tak'ran*, a philosophy of life focused on self-sufficiency. Followers of this philosophy believe that it must inevitably be accepted by all Lyrans, but it has not spread much beyond the Enemy's Blood Duchy.

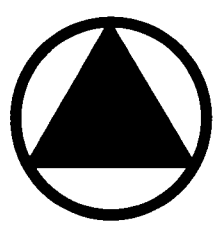
The primary concern of the Enemy's Blood Duchy is the Hydran Kingdom, their immediate neighbors. At various times the Duchy has advocated war with the Hydrans (knowing it would profit the most from success) or opposed it (knowing it would suffer the most from any reverses). The Enemy's Blood Duchy profited handsomely from the occupation of the Hydran Kingdom during Y87-Y134, but this profit was a fading memory by the time of the General War, prompting the Duchy to push for a massive attack on the Hydrans. While there are numerous theories and stories about why the Lyran Emperor suddenly changed plans from attacking the Hydrans to attacking the Kzintis, the fact that the Enemy's Blood Duchy was not a favorite of the royal court or the Emperor himself may well have played a roll.

The second great concern of the Enemy's Blood Duchy is the humiliation of having the LDR declare independence and win it with the tacit support of the Emperor and Foremost Duchy. The LDR was the richest County in the Duchy (accounting for 39% of its income) and its loss made the Duchy the poorest in all of the Empire. Despite its small income, Enemy's Blood must support the expense of a chain of battle stations and fleets on the Hydran border and the constant drain on resources to repair ships damaged in frequent skirmishes with the Hydrans and LDR (as well as the odd pirate, monster, or civil war).

Enemy's Blood would like nothing more than a campaign to reabsorb the LDR, but this would bring them into immediate war with the Emperor and the Foremost Duchy. Those nobles have supported LDR independence as a means to weaken Enemy's Blood, which is in disfavor due to its insistence on maintaining a distinct culture (and trying to impose it on the rest of the Empire). There are rumors that Enemy's Blood tried to overthrow the Emperor in Y137 and supported an attempt to do so by a faction of the Foremost Duchy in Y156. (That faction was apparently wiped out, with some survivors fleeing into Enemy's Blood territory).

Enemy's Blood strongly favored the Klingon Alliance as this created a united front against the Hydrans, however, the rest of the Empire is less concerned about the neighboring Kingdom, regarding them as "the Klingon's enemy", and wanted the Alliance for other reasons. Enemy's Blood opposed, however, the agreement to allow Klingons to explore in the Far Stars region since this produced no revenue for their own coffers, while Foremost profited from taxing Klingon convoys. Enemy's Blood mildly opposed any attack on the WYN Cluster as this could only profit the rival Red Claw Duchy and possibly bring conflict with the Klingons.

Enemy's Blood originally opposed upgrading the ships of the LDR and allowing them to acquire Klingon technology as this would make them harder to re-absorb. Later, the pragmatic members of the Ducal court supported the idea as it would create a neutral fortress covering part of the front line with the Hydrans. It also blocked Enemy's Blood from direct contact with the Klingons.



FOREMOST: FIRST AMONG EQUALS

The wealthiest of the Lyran Duchies, Foremost produces a quarter of the Empire's wealth. It also has the smallest defense expenditure, as it has relatively few bases and its ships are rarely in combat except in wartime. (Ships sent to active borders usually expect to be serviced and repaired by the host Duchy.) Foremost regards itself as the core of the Empire.

Without an active hostile border, Foremost concerns itself mostly with politics and self-aggrandizement. Over the course of Lyran history, most of the Dukes who managed to overthrow or succeed the Emperor came from Foremost, since it has the

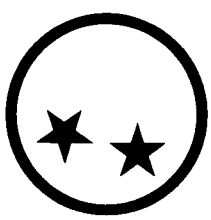
wealth to maintain a strong fleet and no enemies against which to use it beyond the usual pirates, monsters, and civil wars.

Foremost is deeply involved in dealings with the Klingons, and receives extensive revenue by taxing Klingon convoys traveling to and from the Far Stars exploration zone and indeed virtually all Klingon-Lyran trade. It is also true that any attempt to overthrow the Emperor might require the acquiescence of the Klingons, although that race has shown little interest in becoming involved in the frequent Lyran Civil Wars. Foremost has been the first to obtain Klingon technology and has profited from providing it to other Duchies.

If Foremost has a hostile border at all, it would have to be the one with the LDR. Foremost is caught on the horns of a dilemma in this case. It must support the LDR in order to keep it out of the hands of Enemy's Blood (keeping that Duchy weak and impoverished), but it must also prevent the LDR from exporting its revolution to the rest of the Empire. To that end, Foremost has provided the LDR with improved technology and has helped upgrade its ships, while making it clear that such aid would be stopped at once if any attempt to spread democracy into the Empire is detected.

A significant concern of the Duchy is the fact that its most wealthy County (34% of its income) borders both the Klingons and the LDR.

Foremost has, generally, opposed starting wars with the Hydrans or Kzintis because, while it will be expected to send its fleet to the fighting, it will profit little from any conquest. Foremost has consistently opposed attacks on the WYN cluster, not so much from the conviction that such attacks are doomed to fail as much as concern that the incredible wealth of the cluster, added to Red Claw or placed under the Emperor's personal control, would upset the current economic balance (which favors Foremost).



FAR STARS: LIFE ON THE EDGE

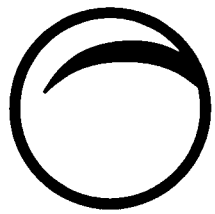
This is the third wealthiest Duchy, and rapidly gaining due to exploration, but has the smallest defense budget since it has only two bases to maintain and no active combat border. It is also the newest Duchy. The original Lyran Star Empire consisted of the home planet and three nearby systems ruled by the three Dukes. As space-faring technology improved, the Dukes gave up their systems to the Emperor and moved out to conquer the present territories. The Far Stars Duchy began as an independent County established by the Emperor about Y120 to explore new regions. By Y150, their territory had become so extensive (if undeveloped) that Far Stars was elevated to the status of a Duchy. (This also provided the opportunity for the Emperor to create new Counts out of loyal but non-noble retainers.) Far Stars was, for the generation after Y150, the most loyal of the Duchies to the Emperor, but by the time of the General War this aspect was fading.

The only real concern of the Far Stars Duchy is to amass wealth and develop its infrastructure. While there are centuries of construction on other Lyran planets, the newly-discovered planets of the Far Stars Duchy had been inhabited for only two or three generations (at most) when the General War began. The Far Stars fleet makes a great show of patrolling its sector against pirates and monsters, but really has little combat which would cost money in ship repairs (there being relatively fewer pirates or internecine conflicts in the great beyond).

Far Stars has consistently opposed starting wars with either the Hydrans or Kzintis, and has opposed seizing the WYN cluster or reconquering the LDR since none of these events would benefit the Far Stars. The Far Stars Duke once offered to support an invasion of the WYN Star Cluster if it was thereafter placed under his control; this offer was not accepted due to objections from Red Claw.

Far Stars accepted the treaty allowing the Klingons to explore for new resources in their territory because this would help to more quickly survey and develop the sector. Far Stars gets a percentage of what the Klingons find, and knows that should there ever be a falling out between allies, it will quickly inherit (by force) the Klingon holdings. By the end of the General War, when the accessible territory was largely surveyed and new resources (at least, those easy to gather) were becoming scarce, Far Stars leaders began to openly grumble that the Klingon survey agreement was no longer such a good deal.

Curiously, Far Stars has provided some support for the LDR, since it forms little threat to Far Stars and does distract the Emperor, Klingons, Foremost, and Enemy's Blood.



RED CLAW: THE FRONT LINE

The fourth and northernmost Duchy, Red Claw, regards itself as the front line of the entire race since it faces the hated racial enemies — the Kzintis. Red Claw regards the Hydran front (held by its rival Enemy's Blood) as a mere backwater of no particular importance in the overall scheme of things.

Red Claw was economically weaker than Enemy's Blood until the LDR gained independence. The loss of Dark Star (i.e., LDR) income for Enemy's Blood made Red Claw richer by default. Red Claw must pay to maintain a starbase, three battle stations, and the most active fleet in the Lyran Navy. Red Claw ships see combat more often then any others (even Enemy's Blood), since Kzinti and Lyran patrols tend to attack each other on sight while Hydran and Lyran patrols are more likely to observe each other from a distance and engage in combat only if interests are threatened. The constant conflict costs Red Claw serious expenses for repairs, maintenance, and supplies.

Red Claw has two major concerns: the Kzintis and the WYN Star Cluster.

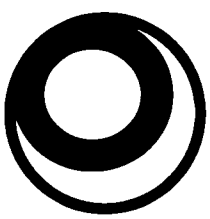
While conflict with the Kzintis is constant, Red Claw complains bitterly that the other Duchies should (but do not) contribute to the costs of this conflict (except in time of actual war). Red Claw constantly agitates for a national declaration of war on the Kzintis (not least because it would profit the most from their conquest); any idea that Red Claw could suffer losses in such a war is not considered due to the massive racial hatred between the two.

Red Claw's problems with the WYN Star Cluster are somewhat less immediate, and possibly more dangerous in the long run. The WYN Cluster has become a home for several disaffected elements from the losing sides of various civil wars within Red Claw (and even within Foremost). These elements are a constant source of political strife as their intrigues, plots, schemes, operations, and machinations can and have caused the overthrow of planetary governors and have threatened to

overthrow some of the Counts. The WYN Cluster is also home to the Orion Cluster Cartel, one of the richest and most powerful of the pirate organizations. With the only secure base outside of Orion itself, the Cluster Cartel has the most ships and forms the most dangerous security threat. Being on the border of three empires, the Cluster Cartel can quickly shift ships to whichever area appears to be the least heavily patrolled. This keeps all three races on their toes (and costs Red Claw even more money).

Red Claw consistently campaigned against any attack on the LDR (since this would only benefit rival Duchies) but with equal consistency campaigned for an attack on the WYN Cluster (with a view toward making it the Duchy's sixth County and gaining its incredible wealth). More than one Lyran Emperor let it be known that should the Cluster ever be conquered, it would be ruled by a baron under direct control of the throne. (That much wealth in the hands of any Duke would allow the Duke to force his way into the capital. There was also the WYN shipyard to consider, since no Duke could build major warships on his own.) Red Claw support for campaigns against the Hydrans varied from time to time. While a victory would only benefit the rival Enemy's Blood duchy, the more likely inconclusive result would exhaust the resources of Enemy's Blood and perhaps of Foremost as well.

Red Claw supported the Klingon Alliance (as it would need their help in any war with the Kzintis), but took no real position on the vexing questions of Klingon exploration in the Far Stars area.



HOMEWORLD: THE CENTER OF IT ALL

The Lyran Emperor is effectively the Count of the Province that contains the homeworld, Duke of a one-province Duchy, King of the Lyran State, and Emperor of the Lyran Star Empire. The income of the Homeworld County is over one-third of the income of the entire Empire. Homeworld has the smallest defense costs, since it has only one starbase and its ships are only rarely in combat.

The greatest asset of the Homeworld County, however, is not its considerable wealth but its unique shipyard. All ships of destroyer size or larger must be built there; there simply is nowhere else able to do so. The Emperor profits by selling ships to the Counts and Dukes, and can use the production schedule to balance their power against each other (and against himself). A Count who has become restive or who has recently acquired additional wealth could be kept down by delaying or diverting ships scheduled for delivery to him. A Count who has suffered reverses but has the Emperor's favor might receive ships earlier than expected (probably by taking them away from someone else).

The Emperor and his Homeworld retainers view foreign wars more as a means of controlling, diverting, and balancing the Dukes than as any national policy of conquest. Wars with the Hydrans and/or Kzintis are encouraged or discouraged based on what the Emperor sees as their long term effect on the power of Enemy's Blood or Red Claw, respectively. The Emperor, and hence the Empire, generally seeks a policy of keeping the Hydrans and Kzintis off balance and ripe for attack, but without antagonizing them enough to encourage their own attack.

The Emperor has made it known that Red Claw will never control the WYN Cluster because that would make the northern Duke too powerful and a threat to the throne.

Similarly, the Emperor has prevented any reconquest of the LDR because its independent status weakens the distrusted Enemy's Blood Duke. From a strategic perspective, the neutrality of the LDR is a positive factor, since it cuts down on the length of the front line that must be defended in the event of a Hydran attack. Further, the Emperor instigated negotiations with the LDR for access to its harbors to repair Lyran ships damaged in wartime, offering assistance in upgrading LDR ships and shipyard facilities. The upgrading of the LDR's shipyard creates an additional impetus to keep it out of the hands of either the Enemy's Blood or Foremost Duchies.

Emperors have, for decades prior to the General War, supported the Klingon Alliance. Given the geopolitical situation, it would be impossible to oppose three enemy races, and the Lyrans have more in common with the Klingons than with the hated Kzintis or the methane-breathing Hydrans. The Klingons are also in a position to help the Lyrans in conflicts with either of the other two. For their part, the Klingons are also surrounded by enemies (Federation, Kzintis, Hydrans) and regard the Lyrans as fellow warriors. The Lyrans and Klingons are, in many ways, the only friends either of them have or can have; the Romulans are too far away to be of any direct help. The Klingons provided the Lyrans with fighters and drones (and the Romulan mauler); the Lyrans returned the favor by providing PF technology to the Klingons.

Klingons have served in the Lyran Empire as advisors, and a smaller number of Lyrans have been honored visitors on Klingon ships and planets. Various exchange programs, particularly at the technical level, have been carried out. More than a few Klingon officers speak Lyran, and more than a few Lyran officers proudly wear Klingon daggers received while serving a tour on Klingon ships.

Lyran counter-intelligence is constantly watchful of any visiting Klingons, however, lest they become involved in local politics and support one faction in a civil war. There are reports, from the period of Y100-Y120, of Klingons fighting on one side of several Lyran internal conflicts, leading to a nagging concern that the episode could be repeated. For their part, the Klingon Empire Security Service is always paranoid about any foreigners living in Klingon space for fear that they could support a revolt by one of the subject races.

The Emperor agreed to the Klingon request for survey rights in Far Stars because this provided at least some revenue, gave away resources that the Lyrans could not exploit for themselves in any case, and cemented the Alliance. Given access to survey areas, the Klingons simply have too much to lose to ever allow the Alliance to fail.

Curiously, the Emperor has become something of a mediator between the Klingons and the LDR. After the incident of Y157, it was the Emperor who convinced the Klingons not to launch a full-scale war, and he did so not by threatening to fight on the LDR's side but by promising to pressure the LDR into lowering tensions on the Klingon border. To that end, it is largely Imperial pressure which has kept open port calls by Orion ships at LDR bases to a minimum.

A HOUSE DIVIDED AGAINST ITSELF

The Lyran Empire is, in some ways, an amazing contradiction of history. It has remained together and stable for two centuries despite dozens of civil wars and hundreds of internal plots at every level. While the Lyrans have almost no concept of nationhood, they do have a strong sense of racial pride and any two Lyrans, despite all of their differences, will usually come to each other's aid if threatened from outside.

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.

1996 EVENTS

★ GEN CON 96, 8-11 Aug 96, Milwaukee, WI, Sanctioned, 1st Bill Schoeller (ISC), 2nd Kieron Krueger (ISC); Judges Timothy E. Janota and Ronald Mulder.

★ SCI CON 18, 8-10 Nov 96, Virginia Beach, VA, Sanctioned, 1st Gary Brady (Archeo-Tholian), 2nd Tos Crawford (Klingon), 3rd Jerry Hartman (Gorn) and Scott Campbell (Kzinti); Judge Chas Owens.

1997 EVENTS

★ JONESCON IV, 17-19 Jan 97, Gainesville, FL, Sanctioned, 1st Steve Dickson (Klingon), 2nd Keith Fast (Federation), 3rd Eric Lance (Orion); Judge Douglas Oosting.

★ CHIMERACON, 13 Apr 97, Chapel Hill, NC, Sanctioned, 1st Jim Hart (WYN Shark [2xDrone]), 2nd Rick Cromwell (Federation), 3rd Brian Bankler (Andromedan) and Steve Rushing (Archeo-Tholian); Judge Sandy S. Hemenway.

★ ORIGINS, July 97, Columbus OH: Sanctioned: 1st Tom Carroll (WYN BS), 2nd Casey Charles (Kzinti), 3rd Brian McGillivray (Kzinti), and Paul Scott (Andro); 5th Joe Kwiatkowski (WBS), Tim Linden (Orion), John Mountford (Orion), Allen Phelps (Gorns); 9th Peter Bakija (Kzinti), David Conroy (Orion), Richard Duerkson (Orion), Mark Gratkowski (ISC), Chris Larsen (Andro), Seth Shimansky (RFH), Vince Weibert (Archaeo), Jeremy Williams (ISC); Judges Steve Petrick, Joe Butler.

Origins Patrol: 1st Bill Schoeller (Archaeo), 2nd Alex Santamaria (LDR), 3rd Steve Holder (Andro) and Chuck Strong (Orion); 5th David Beeson (Klingon), Tom Gondolfi (Hydran), David Haynes (Klingon), Chris Mazza (Hydran).

Saturday: 1st Brett O'Neal (WAux), 2nd Vince Weibert (Fed).

★ GEN CON 97, 7-10 Aug 97, Milwaukee, WI, Sanctioned, CAPTAIN GENERAL'S: 1st Bret O'Neal (Romulan TKR), 2nd Alex Saunders (Hydran), 3rd Kerry Muller (Andromedan) and Doug Mrva (ISC). PATROL: 1st Don Clarke (Federation), 2nd Alex Saunders (Hydran), 3rd Ronald Mulder (Andromedan) and Todd Jahnke (Federation); Judge Jeff Laikind and F. Michael Miller.

★ TACTICON, 12-14 Sep 97, Lakewood, CO, Sanctioned, 1st Aaron Brown (WYN-Aux [2x phaser-G, 2x drone]), 2nd Dan Hoffacker (Kzinti), 3rd Scott Moellmer (Seltorian) and Eugene Pie (Kzinti); Judge Erik Eklund.

★ ALBACON 97, 17-19 Oct 97, Schenectady, NY, Sanctioned, 1st Kevin Block-Schwenk (Seltorian), 2nd Brian Kelly (Kzinti), 3rd John Malis (Klingon); Judge Mark Russman.

★ MACE 97, 7-9 Nov 97, High Point, NC, Sanctioned, 1st Scott Cleland (ISC), 2nd Alain Dao (Romulan TKR), 3rd William Zeagler (Hydran); Judge James W. Lee.

1998 EVENTS

★ JONESCON V, 16-18 Jan 98, Gainesville, FL, Sanctioned, 1st Peter Taylor (Romulan TKR), 2nd Alain Dao (Romulan TKR), 3rd Warren Fast (Federation); Judge Douglas Oosting.

★ GENGHIS CON XIX, 13-15 Feb 98, Denver, CO, Sanctioned, 1st Aaron Brown (Romulan TKR), 2nd Scott Moellmer (Romulan TFH), 3rd Dan Knipfer (Klingon) and Shea Kubischta (Orion: #1 3xPlasma-F, 2xPhaser-1; #2 1xPhoton, 2xHellbore, 2xPhaser-1); Judges Chuck Strong and Grant Strong.

★ TOTAL CON XII, 19 Feb 98, Anhover, MA, Sanctioned, 1st Tom Carroll (Romulan TKR), 2nd Dan Beauley (WYN Aux: Ph-1, Drone, 2xPlasma-F), 3rd Kevin Block-Schwenk (Orion: #1 Hellbore, 2xDrone, Phaser-1, Phaser-G; #2 Hellbore, 3xPhaser-1, Phaser-G) and Edward Slusarek (Andromedan); Judge Joseph Kwiatkowski.

★ NAME-THAT-CON 11, 11 April 98, Westport, MO, Sanctioned, 1st Allen Phelps (Romulan KR), 2nd Kent Logson (Kzinti), 3rd Mike Guntly (Orion: A; 3x Plasma-F, 2x Fusion. B; 2x Hellbore, 3x Drone-B) and Gregg Dieckhaus (ISC); Judge Ken Rodeghero.

★ ORIGINS: CAPTAIN'S: Tom Carroll (Fleet Captain, Archeo-Tholian), 2nd Vince Weibert (Klingon), 3rd Tim Linden (Orion, Canadian Champion), Bill Schoeller (Romulan TKR), 5th Joe Kwiatkowski (ISC), Paul Scott (Andromedan), Gregg Dieckhaus (ISC), Larry Ramey (Hydran), 9th John Lafayette (Romulan TFH), Hap Hanna (Andromedan), Eric Simth (Federation), Chuck Strong (Orion), David Conroy (WYN Black Shark), Tom Lutz (Federation), Darryl Gilpin (Archeo-Tholian), Ken Rawson (Romulan TFH).

PATROL: Andrew Dederer (Hydran), 2nd Brett Hutter (Hydran), 3rd Mark Loughman (Hydran), Scott Moellmer (Kzinti), 5th Brent Kawachi (Romulan TKR), Chris Mazza (Hydran), Peter Bakija (Kzinti), Patrick Abram (WYN Black Shark).

SATURDAY PATROL: James Dorgan (Klingon), John Lafayette (Romulan TFH).

★ GENCON: CAPTAIN'S GENERAL: Allen Phelps (Romulan TKR), 2nd Leslie Richardson (Romulan TKR).

PATROL: Gregg Dieckhaus (ISC), 2nd Allen Phelps (Romulan TKR).

SATURDAY PATROL: F. Michael Miller (Federation).

★ DRAGON CON, 3-6 Sept 98, Atlanta, GA, Sanctioned, 1st Paul Sligh (Hydran), 2nd James Bradley (Klingon), 3rd Alain Dao (Hydran); Judge John F. Haugh.

★ TACTICON 98, 11-13 Sept 98, Denver, CO, Sanctioned, 1st Chuck Strong (Klingon), 2nd Scott Moellmer (WYN AUX: A. Drone, B. Hellbore, C. Disruptor, D. Phaser-G), 3rd Erik Eklund (Kzinti) and Chad Savage (Kzinti); Judge Craig McRae.

★ ARCHON 23, 3 Oct 98, Collinsville, IL, Sanctioned, 1st Allen Phelps (Archeo-Tholian), 2nd Gregg Dieckhaus (Seltorian), 3rd Charles Fox (Federation) and Kent Logson (Kzinti); Judge Ken Rodeghero.

1999 EVENTS

★ JONESCON VI, 15-17 Jan 99, Gainesville FL, Sanctioned, 1st James Bradley (Andromedan), 2nd Joe Sommer (ISC), 3rd Scott Cleland (ISC) and Micheal Gastright (Romulan TKR); Judge Peter Taylor.

★ GENGHIS CON XX, 11-14 Feb 99, Denver, CO, Sanctioned, 1st Erik Eklund (ISC), 2nd Dan Hoffacker (Hydran), 3rd Larry Ramey (ISC) and Stuart Eastman (Andromedan); Judge Chuck Strong.

★ CAPCON XXII, 10-11 April 99, Columbus, OH, Sanctioned, 1st Daniel O'Neil (Klingon), 2nd Steven Hecker (Seltorian), 3rd Steve Dickson (Federation) and Ray Swartz (Archeo-Tholian); Judge Andrew Dederer.

★ MADISON GAMES CON, 10-11 April 99, Madison WI, Sanctioned, 1st Ken Rotar (Kzinti), 2nd Leslie Richardson (Romulan TKR), 3rd Ken Burnside (Archeo-Tholian) and Pay Joyce (WYN AxBC); Judge Jeff Laikind.

★ ORIGINS, 1-4 July 99, Columbus, OH, Sanctioned, CAPTAINS: 1st Tom Carroll (Andromedan), 2nd Vince Weibert (Klingon), 3rd Paul Scott (Andromedan) and Kenneth Linn (ISC), 5th Chris Larsen (Canadian Champion) (Andromedan), Larry Ramey (Hydran), David Conroy (WYN Black Shark [Drone-B, Phaser-1]) and Allistair Rae (Archeo-Tholian), 9th Bill Schoeller (Gorn), Gregg Dieckhaus (ISC), Allen Phelps (Gorn) Ray Swartz (Lyran) Dan Bennett (Gorn), Kurt Kopp (ISC), Peter Bakija (Kzinti) and Beth Weibert (Ladies Champion) (ISC).

PATROL: 1st Stephen McCann (WYN Aux [2x Drone-B, 2x Phaser-G]), 2nd Douglas Mrva (Federation), 3rd Ralph Wiazowski (Hydran) and Ken Stuart (Hydran) 5th Jeremy Williams (WYN Black Shark [Drone-B, Phaser-1]), Tom Gondolfi (Klingon), Dana Madsen (Orion) and Chuck Strong (Orion).

SATURDAY PATROL: 1st (tie) Bill Schoeller (LDR), 1st (tie) Alejandro Santamaria (Kzinti).

FEDERATION AND EMPIRE: Overall: Edward West, Best Federation James McCubbin, Best Klingon Edward West.

SPECIAL MENTION: Grant Strong for energy and nimbleness. Paul Franz for running SFB demonstrations

Judging Staff: Steven Petrick†, Joseph Butler†, Tony Zbaraschuk†, Mike Filsinger†, Jeff Laikind†, Richard Eitzen‡, Michael Calhoon‡, and Patrick Abram‡. [Notes: † = Certified Judge; ‡ = took oath of office as certified judge 4 July 99.]

★ GenCon Captain-General: 1st Allen Phelps (KR), 2nd Ken Burnside (Archaeo), 3rd John Wooldridge (WBS), Gregg Dieckhaus (FH). Judges: Patrick Abram, Joe Butler.

Patrol: 1st Kerry Mullan (Lyran), 2nd Stephan Holder (Andro), 3rd Ron Mulder (Hydran) and Allen Phelps (Kling)

Saturday: 1st Andrew Pundy (WAux), 2nd David Beeson (KR).

Wingnuts (includes Omega, Pinwheel, Magellanic, Jindarian, Vudar, other): 1st Alex Saunders, 2nd Kerry Mullan.

Scenarios: Fleet of the Moment (Dennis Surdu), Giants Among Men (Steve Damer)

★ NAME-THAT-CON 12, 24 April 99, Bridgeton, MO, Sanctioned, 1st (TIE) Gregg Dieckhaus (ISC), Matt Maerli (ISC); Judge Allen Phelps.

★ TOTALCON XIII, 18-21 Feb 99, Andover, MA, Sanctioned, 1st Ameer Sulaiman (Romulan TFH), 2nd Kevin Block-Schwenk (Klingon), 3rd Chuck Davis (Kzinti) and Ron Pilotte (WYN Aux [disruptors LS/RS, photon-FA, phaser-G-FA]); Judge Joe Kwiatkowski.

★ CONMAN VII, 20-22 Aug 99, Merrimack, NH, Sanctioned, 1st Mark Russman (ISC), 2nd Ben Ossenfort (WYN Black Shark: Phaser-1-LS, Drone), 3rd Rich Parenti (WYN Black Shark: 2x Drone) and Josh Madej (Kzinti); Judge Joseph Kwiatkowski (who stepped in when the judge failed to appear).¥

★ DRAGONFLIGHT 99, 27-29 Aug 99, Seattle, WA, Sanctioned, 1st Robert Grey (WYN Black Shark: 2x Drone), 2nd John Lafayette (Romulan TFH), 3rd James Wesley (Klingon) and Daniel L. Bitseff (Gorn); Judge Robert L. Fautenberry II.

★ TACTICON 99, 3-6 Sep 99, Denver, CO, Sanctioned, 1st Scott Moellmer (Kzinti), 2nd Andy Vancil (Hydran), 3rd Chad Savage (ISC) and Seth Iniguez (Kzinti); Judge Chuck Strong.

★ GATEWAY 99, 3-6 Sep 99, Los Angeles, CA, Sanctioned, 1st Cal Man (Andromedan), 2nd Kevin Bradley (WYN Aux: 2x plasma-F-FP, 2x drone), 3rd Steven J. Kay (Lyran) and Paul Graves (Federation); Judge Ken Stuart.

★ ALBACON 99, 17-19 Sep 99, Schenectady, NY, Sanctioned, 1st Kevin Block-Schwenk (WYN Aux: ESG, 2xPl-F), 2nd Kevin Hidinger (Hydran), 3rd Ron Pilotte (WYN Aux); Judge Mark Russman.¥

¥ No ace card awarded due to various problems.

RATED ACES

RATED ACES: 1996 EVENTS

GenCon 96 (8-11 Aug): Bill Schoeller, Kie Krueger.

Sci-Con 18 (8-10 Nov): Gary Brady.

RATED ACES: 1997 EVENTS

JonesCon IV (17-19 Jan): Steve Dickson.

ChimeraCon (13 Apr): Jim Hart.

Origins (July) Fleet Captains: Tom Carroll, Peter Bakija, Casey Charles, David Conroy, Richard Duerksen, Mark Gratkowski, Joe Kwiatkowski, Christopher Lee Larsen, Tim Linden, Brian McGilivray, John Mountford, Alan Phelps, Paul Scott, Seth Shimanski, Vince Weibert, Jeremy Williams.

Origins Patrol: David Beeson, Tom Gondolfi, Don Haynes, Steve Holder, Chris Mazza, Alex Santamaria, Bill Schoeller, Chuck Strong.

Origins Saturday Patrol: Brett O'Neal, Vince Weibert

GenCon (7-10 Aug), Captain-General: Bret O'Neal.

GenCon Patrol: Don Clarke.

Tacticon 97 (12-14 Sep): Aaron Brown.

AlbaCon 97 (17-19 Oct): Kevin Block-Schwenk.

Mace 97 (7-9 Nov): Scott Cleland.

RATED ACES: 1998 EVENTS

JonesCon V (16-18 Jan): Peter Taylor.

Genghis Con XIX (13-15 Feb): Aaron Brown.

Total Con XII (19 Feb): Tom Carroll.

Name-That-Con 11 (11 Apr): Allen Phelps.

Dragon Con 98 (3-6 Sep): Paul Sligh.

Tacticon 98 (11-13 Sep): Chuck Strong.

Archcon 23 (3 Oct): Allen Phelps.

RATED ACES: 1999 EVENTS

JonesCon VI (15-17 Jan): James Bradley.

Genghis Con XX (11-14 Feb): Erik Eklund.

Capcon XXII (10-11 Apr): Daniel O'Neil.

Madison Games Con 99 (10-11 Apr): Ken Rotar.

ORIGINS 99 (1-4 July), CAPTAINS: Tom Carroll, Vince Weibert, Paul Scott, Kenneth Linn, Chris Larsen, Larry Ramey, David Conroy, Allistair Rae, Bill Schoeller, Gregg Dieckhaus, Allen Phelps, Ray Swartz, Dan Bennett, Kurt Kopp, Peter Bakija, Beth Weibert.

ORIGINS 99 PATROL TOURNAMENT: Stephen McCann, Douglas Mrva, Ralph Wiazowski, Ken Stuart, Jeremy Williams, Tom Gondolfi, Dana Madsen, Chuck Strong.

ORIGINS Saturday Patrol: Bill Schoeller, Alejandro Santamaria.

Name-That-Con 12 (24 April): Gregg Dieckhaus, Matt Maerli.

Total Con XIII (18-21 Feb): Ameer Sulaiman.

Dragonflight 99 (27-29 Aug): Robert Grey.

Tacticon 99 (3-6 Sep): Scott Moellmer.

Gateway 99 (3-6 Sep): Cal Man.

PARDON OUR MESS

During the Interregnum, tournaments continued apace without the usual level of help from the publisher or designer.

Many judges did not send in the paperwork, assuming there was no point, but began doing so when The Deal was announced.

Many other reports had been received but were in various files and have been slowly reconstructed, excavated, rescued, and just plain found in various boxes of stuff.

The result is that the reports in CL#18 and CL#19 are a bit jumbled, and the time periods overlap somewhat, but together they comprise the complete record of one of SFB's greatest eras, when the players took care of the game and kept it alive until the business problems could be solved.

We salute the judges and players of this Golden Epoch.

INPUT GUIDE

DESIGNING FOR BALANCE

by Ken Burnside

If every SFB player aspires to see his name printed in a product on something he created, then the greatest aspiration has to be to see your name on an entirely new race. While very few new races can be formally published, players can create their new race and post it on an approved Internet web site under ADB Inc.'s generous web policy. (The only thing you cannot do is publish it as a hard-copy product and sell it.)

For your race to be described as "successful" (and perhaps find a place in a future module of the Sargasso Sector or some other place), players must find it interesting and fun to play. A big part of that is BALANCE. Your race must provide a fair fight against other races already in the game. If your race has a Gapper Zapper than can automatically destroy any target, everyone will want to play it but no one will be willing to play *against* it, which means it will never be played, talked about, argued in tactics forums, and come to the attention of ADB Inc. as something that maybe is so good it deserves to be a part of the real game.

To be successful, your race should be balanced against and designed to fight at least two and preferably three of the main SFB races. This doesn't have to make historic sense. If your race is located at the point where the Gorn, Kzinti, and Hydran borders meet (a place that obviously doesn't exist) and your race is balanced to fight them all evenly, and to ally with any of them against the other two, then you could have a "successful" new race that people will talk about.

When discussing balance, there are a number of factors to consider. The first is offense-vs-defense. Most ships have these in rough parity. The Andros and Jindarians have defenses that far outweigh their defenses, and are notoriously hard to balance.

In theory, any two "equal" ships should, over a period of seven turns and average die rolls, damage each other to about the same extent. If you balance your race against existing "core" SFB races this way, you can probably avoid letting the offense or the defense get out of hand. Nearly every defense should be something that most weapons can wear down over a period of time. This was why the Andros were given leaks and degradation points.

You must also consider what happens in fleet battles. Take those notoriously tough Andromedans. Any individual Andro up to about 300 BPV is at worst an even fight against any Galactic ship of the same cost. Once you exceed this threshold, however, the principle of concentration of fire comes into play. The mothership is going to be about half of the Andro fleet. Any 500-point Galactic fleet can pretty much vaporize a satellite ship with each volley, and can do enough damage to the mothership to force its retreat. The point here is that offenses are additive but defenses remain the same for each unit.

Once overall racial offensive/defensive balance issues are resolved, the next item of work is to balance your individual weapons systems. Three key factors define all weapons in SFB: Expected damage at a given range, the Power-to-Damage ratio, and throughput.

Expected damage at range is the amount of damage a weapon does, divided by the percentage chance to hit. For example, a disruptor at range 15 has a 67% chance to hit for 3 points of damage, yielding 2 points of expected damage at that range.

Power to damage is the expected damage at range divided by the total arming cost. For a disruptor at range 15, this is 1:1. At closer ranges, it gets up to 2:1. The two baseline heavy weapons, the photon and the disruptor, are almost identical in terms of power to damage, and peak at roughly 2:1, generating two points of expected damage per point of energy at short range, with an average of 1:1 across their effective ranges. Weapons that never reach the 2:1 plateau of efficiency get rejected by the playtesters. The "megaphaser" in Module P6 was so derided by the playtesters in its original form that we convinced Steve Cole to up the damage.

Weapons that go beyond a 2:1 power-to-damage ratio should either have a reduced number on the ship, as TRHs or PPDs do (TRHs run about 3.16:1 to about 1.75:1), or should have a reduced range (as Fusion Beams and ESGs do), or should have an arming cycle that makes the weapon challenging to use. By far and away the nastiest weapon in SFB is the Warp Augmented Railgun, with an astonishing 5:1 power to damage ratio over most of its range, which is why everyone hates the Jindos so much and rumors of a redesign are rampant on the BBS.

Very efficient weapons can be balanced by putting them on ships with suboptimal secondary weapons suites, such as the Jindarian's poor phaser arrays, or the Andro TR/phaser-2 setup. Longer arming cycles get a slight advantage in power-to-damage over quick-firing weapons due to the problems of using them.

The closer you come to a 2:1 power to damage ratio, the easier your ships will be to balance. When designing a weapon, you should also have a peripheral thought as to what sort of ship carries it. Often times, a weapon design will suggest a ship design. (See the Fusion-armed Hydrans for an example. To use this short-ranged weapon, the ship is going to have to take a real pounding from the enemy. This is the reason that Hydrans have unified hull, and more of it, to protect more critical systems — and their fighter bays.)

Phasers, or phaser-analog weapons, deserve a special mention here. Most phasers exceed the 2:1 sweet spot of heavy weapons. They can do this because of the flexibility of roles they'll be needed for: point defense, sweeping mines, and being the swing weapon of the ship. Most phasers have shorter ranges as well, which comes under the Fusion Beam example above. More importantly, if you call a weapon a variant on a phaser-1, it should exist in roughly the same amounts and do roughly the same damage as a phaser-1 in a ship-per-ship comparison. Nearly every phaser in Omega was changed to meet this guideline during the final stages of development.

The third major issue in weapons design is throughput. Make a chart of your expected damages for your weapon, and multiply it by the largest number of complete firing cycles a cruiser's worth of that weapon will get in seven turns. Compare this to the output of the photon or disruptor, or the hellbore. The photon/disruptor should be your median or low end for how much your weapon will do. The hellbore should represent the higher end. Try to build weapons in such a way that your ship will have a pair of them, or three, or four. If your entire ship is built around one single weapons box, it won't work (or be much fun) if that box is damaged. Note that the mauler works only because it cannot be killed, the stasis field generator takes more than one hit to destroy, and the Romulan Warbird had to be given the ability to "launch the torpedo after the launcher is destroyed" in order to work. None of these is an especially elegant solution, but the players will often accept a special damage rule (e.g., your Gapper Zapper is hit only on Flag Bridge hits) if it makes the thing work.

Consider range brackets and how they affect tactics. If the weapon does the same damage over range, its tactics will be boring since they take no thinking. Boring might work if the ship has other weapons it must work to bring into position.

There are about three ways to make a weapon that is functionally identical to a disruptor, and ADB Inc. knows them all. Seek a weapon that adds something to the game, or you might as well

—Continued on Page 19

COMMAND THE FUTURE

Module R7: Dreadnoughts at War: This product is already on the press and release is expected in late November for Christmas sales. (Be the first kid in your star system to devastate your entire star system.)

Module Omega–2: The Omega Wars: Bruce Graw and his design team have a vast amount of Omega material finished in its individual components, and are working with ADB, Inc. even now to assemble just the right grouping of additional races to take the Omega Sector to the next level. One possibility is to do all of the "tiny little races" seen on the map in Module Ω1. Another is to do all of the "outer races", large races seen on the Ω1 map but not in that product. Yet another idea is for Ω2 and Ω3 to each have a mix of "tiny" and "outer" races (perhaps "west" in Ω2 and "east" in Ω3). We really do want to hold down the number of races and beef up the number of ships compared to Ω1.

Another expansion module will provide not just more ships for the original 11 Omega races, but more history. ΩR(?) will provide refits and subsequent classes, along with scenarios and campaigns for later periods of Omega History. A release date next year has not been set.

Captain's Log #20 will certainly appear in 2000, but we are considering a radical plan of delaying this from the traditional release month of May into the fall in order to get more hard-core modules released. This plan is, as noted, radical, and we may well take the more conservative approach.

Module Y: The Early Years has been officially selected as the Big Origins Release for 2000. We are studying whether to do this as one big module, or to move the Paravians, Canines, and the National Fleets into a second module (presumably Y2) in order to more fully develop these.

Advanced Operations is the next expansion for Federation & Empire. We had wanted to release this early in 2000 but it will in fact appear late this year. That will give us time to fully balance the economic impact of the various rules and get some more momentum going for the company as a whole.

Module T–2000, the new tournament manual, will appear in March in order to give you time to prepare for the summer convention season. We are studying various plans for this product, which might or might not include an updated version of the old Tournament Tactics Manual. It will probably include all of the current tournament ships, but there are no firm plans to add more.

Reprints remain a difficult issue. They can cost as much as a new product, but will not sell as well. But, as long as R3 and K and R6 are missing from the lineup, we will have problems taking players where they want to go. Expect these to appear at intervals during 2000.

Other Projects: An F&E version of Omega is under consideration, but we need to get Ω2 and Ω3 finished and published before we can consider a strategic version.

Module J2 remains under study as we try to decide if we should print it, redesign it, or split up its component parts for use in other products.

Module R8 (National Guards) will be the next R-module, but we don't know if it will be in 2000 or 2001. It will include new kinds of bases and freighters (some of the latter seen in SFT43), as well as "Early Years ships upgraded to modern technology and used for local defense". It is also scheduled to include heavy police ships and frigate-sized tugs.

Module R9 (The Ships That Never Were) remains far in the future, but the files from which those ships will be picked get thicker every single week.

While, in theory, if there is a 9 there could be a 10, we have no formal plans for Module R10. Module R13 (The Ships ADB Rejected) is often mentioned in humorous moments but is not a real product and is certainly not on the schedule.

Negotiations continue for the Pinwheel Galaxy and another new galaxy. This should have been completed by now, and a typical gamer might infer that negotiations are not going well. In point of fact, the delay is entirely a matter of getting an incredibly complicated contract written.

For the same reason, Stellar Shadow Journal remains a project for an unspecified future time.

AFTER ACTION REPORTS

Captain's Log #18 took entirely too long to get to press (two years too long). It suffered from numerous abuses, such as being readied for publication three times under three different sets of circumstances, having all of the files lost then reconstructed then found and reintegrated, having some parts rewritten too many times and one or two not rewritten nearly enough. But in the fullness of time, it was done and people were so glad to see it that we were forgiven its faults.

While all three fiction stories were excellent, three was just too many and we really should have held one of them for CL#19. A little better planning in the future should fix that. We do apologize to Robert Crapnell for misspelling his name.

Some loved the rank insignia articles (not least Steve Cole, who has always been fascinated by that stuff) and some considered this a waste of space since none of these actually helped anyone fly a spaceship. We'll keep doing such articles, but two pages, not four, per issue.

Our tournament report section, the longest ever printed, ran out of pages before it ran out of reports and we had to make that up this time.

The wide variety of new ships was very well received, but we should have warned you that the phaser-1s on the Klingon C4 were something we were thinking about, not a hard-welded decision on a change of plans for Early Years. Present theory is that there won't be Phaser-1s back then. Similarly, the overloaded disruptors on the F4 were another playtest experiment that shouldn't have been seen in public. The BPVs for the two Light Dreadnoughts were provisional for playtesting and will certainly be a bit higher when actually published.

Basic Set 1999: When we took over publishing SFB, Basic Set had been out of print for over a year, and the wholesalers made it quite clear: bring back Basic Set or don't bother printing anything else. Well, a reprinted rulebook meant that Petrick just had to fix all of the rules that needed fixing, and then go look for a few more he could fix. He managed to get a 99% perfect rulebook, but a couple of things got missed (or were not reported until too late) and these are listed in Ask Kommodore Ketrick. By the way, the 1999 rulebook is available for $10 (until 30 Dec 99) to players who bought the 1990 or 1994 versions.

Advanced Missions 1999: When the previous publisher started to collapse, the failure to reprint Advanced Missions was the first warning sign of trouble. After three years of empty shelf space, we bought back this key product earlier this fall. And of course, Steve Petrick just had to fix it. So far as we know, he didn't miss anything, and we do have copies available for $10 (until 30 Dec 99) to players who bought the 1991 version. All of the changes made to Advanced Missions and Basic Set are posted to the web site.

DECISIONS OF THE STAR FLEET UNIVERSE BOARD OF PROPOSALS

A NEW DAC?

Christopher Knight suggested that since there were no control hits between die rolls of 5 and 9 on the DAC, perhaps some changes should be made. ADB, Inc. rejected any such changes, noting that it was highly unlikely that no 2-4 or 10-12 hits would be scored, and that the DAC was deliberately designed to limit control system hits because these would be the best protected areas of the ship (excepting Federation sickbays). Few players showed any support for the idea.

TACTICAL PLASMA

At one point, an extensive discussion on Internet insisted that plasma ships had a problem with late-war drone-armed ships that had multiple racks, copious reloads, and no end of special weird drones. One proposed solution was to allow plasma-F torpedoes to be "shotguned" into a number of 5-point mini-torpedoes that could only be targeted on shuttles or drones. While this would obviously affect game balance, there was much debate as to whether that change would be good or bad. The plasma boys certainly liked the idea (although some of them doubted it would do much good), and the drone gang vehemently hated it. This proposal remains under study at this time but is unlikely to be published anytime soon, if at all.

PROXIMITY PLASMA

Gregory Boughton proposed the idea that the Gorns (in particular) might use proximity plasmas, that is, torpedoes which need not actually hit to damage the target, but which might damage it even if they slightly missed.

Now, Gregory's first rendition of the proposal was for the weapon to damage everything in the hex of the explosion and the six surrounding hexes. Not only did this run afoul of ADB, Inc's steadfast opposition to such area affect weapons, but players (other than those flying plasma ships) denounced the idea of giving the Gorns (or other plasma ships) the ability to take out entire fighter squadrons or drone swarms with one blow. Steve Petrick noted that this would also allow plasma ships to waltz through minefields after detonating a few plasma torps in suspected mine belt hexes. The Romulans were aghast at the idea that their cloaked ships could be hit by near-miss weapons.

Modified versions of this proposal (affecting only the target) were considered, but their effect on the established cloaking rules seemed too extreme.

WAVELESS PPD

Frank G. DeMaris suggested that the ISC primary weapon, the plasmatic pulsar device, might be fired without the wavelock. In this mode, it would "spit out" small 6-point plasma torpedoes, one per impulse, for as long as the weapon fired. While some thought this technologically plausible, others could not really find a tactical use for it and noted that using this would mean giving up the "echelon" formation as the micro-plasmas could not function at a long enough range to back up the gunline. (This led to a brief idea of mounting such weapons on gunline ships, allowing them to fairly spew out waves of tiny plasma torpedoes. ISC players were still not impressed, however, as the existing F-torps could at least hurt someone when they hit.) A modified version of this weapon, firing a larger torpedo, might be considered for second-generation ISC X-ships. Another possibility is that it might be put into The Andromedan Threat File if that is ever published.

THE SHORT CLOAK

Carl-Magnus Carlsson suggested some changes to the cloaking device intended to make it more flexible, but not really more powerful. One idea would be to allow the owner to pay half of the normal cloaking cost, but he could only cloak for 8 impulses, which would make it useful only for breaking lock-ons, sort of an alternative wild weasel. Another idea would be to allow a ship (again paying only part of the cloaking cost) to start fading out but never complete it, running around all turn just slightly murky instead of completely cloaked. That would give the ship some protection from long-range weapons fire while not taking as much power. These alternatives may be considered for 2X-ship rules later, but the general feeling was that the cloak was too ingrained in the game to make major changes now. If his ideas had been presented in 1989, they might have made it into Doomsday.

FEDERATION A-18 ATTACK FIGHTER

Mike West suggested that an alternative version of the standard Federation F–18 fighter could be built carrying a photon torpedo instead of drones. The A–18 could then provide Federation carriers with more offensive kick.

The idea was keenly debated, but did not find support. There were many objections (mostly from non-Feds and from ADB Inc.). Federation A-10s are literally wrapped around their torpedo tubes; the F–18 doesn't have anywhere in the airframe that a weapon of this size could be installed. A–10s are in strictly limited numbers and only on certain Fed carriers for a reason (they give the Feds the ability to salvo three cruisers' worth of photons) and no one wanted to see more Federation photon fighters running around; Mike wanted A–18s to be mixed in F–18s squadrons like Hydran Stinger–Hs. That would require new SSDs to be issued for most Fed carriers, something few wanted to see (read: buy).

THOLIANS WITH DRONES?

David Greenbaum suggested that perhaps the Tholians could adapt Klingon drone technology (after all, they copied Fed photons and Klingon disruptors, didn't they?) and give these drones the ability to pass through webs just as their ships can.

The technology is interesting. Could something as small as a drone carry whatever it is that the Tholians use to make their ships "Teflon" with respect to webs? Perhaps.

Tactically, the concept was frightening. Tholians could lay (or cast) web near a base, then have rows of ships stand behind this web (immune to the base's deadly phaser–4s) while pumping out sheaves of drones. Similarly, Tholians in a fleet battle could set up a "bastion" in mid-map and establish their drone ships (and perhaps drone-armed fighters) behind it. The bastion could be abandoned and rebuilt elsewhere as the tactical situation demanded.

While the idea posed a fascinating tactical problem and might work nicely in a simulator exercise (which players are welcome to set up for themselves), there seems little benefit to the game as a whole in rewriting the entire Tholian tactical handbook at this point.

TO ASK THE QUESTION ... WHY?

WHY IS IT (in F&E) that the enemy can direct damage on a carrier (at 3-to-1) that wasn't in the Battle Force (its fighters were), but I cannot give up that carrier to resolve damage?

BECAUSE of where that carrier is. Something (we'll leave it a little vague) defines the "command rating", which is (more or less) the number of ships which you can put "on the line". That command rating is keeping your carrier "out of the line" so you cannot order it into a dangerous location to absorb damage and protect another unit. The enemy, on the other hand, can do what you cannot, he can go find the carrier by pushing a strong force through your lines. That "pushing through the lines" part is what makes the directed damage cost 50% more.

ASK KOMMODORE KETRICK

BASIC SET 1999

A few annoying typos crept into this new edition of the rulebook, and are corrected here, along with some new items.

(C1.313) It is theoretically possible that a seeking shuttle which has not been revealed as such may be closing head-on with a fighter on which it is targeted. By the Order of Precedence, a shuttle must move before a fighter, but a seeking weapon must move after its target. In some cases, if the shuttle revealed its status (effectively saying "no, YOU go first") the fighter would be able to dodge the shuttle, which at such short ranges is impossible. The solution is for the unrevealed shuttle to move first, then the fighter moves. Then, if the seeking shuttle could have entered the hex the targeted fighter picked, the seeking shuttle may retroactively change its movement and enter the hex of the fighter, impacting it. If the shuttle's original pre-retro move entered the hex of the target, no detonation occurred; this could only happen after the true (i.e., retroactive) movement.

(C5.223) Reference to (C5.2) should be to (C5.1).

(C5.532) This rule is correct as written, but the earliest the ship would be able to perform a tactical maneuver would be Imp #25.

(D2.12), **(D2.31)**, **(D2.32)**, and **(D2.33)**; Pages #32-34: Due to a printing error, the shading depicting the various firing arcs is extremely faint. We have included a separate page with the rulebook that more clearly shows the shading.

(D6.33) IMPULSE #11. An error resulted in the reference to the use of the MRS by the DN in this impulse not being deleted. The DN would not have been able to overcome all the ECM of the drone if the range was more than 19 hexes. If the range was less than 20 hexes, the maximum ECM of the drone would be five, three generated (FD9.0) and two because of the range (E1.7), and this could be overcome by the DN through a point of reserve power being added to its four ECCM allocated in the Energy Allocation Phase.

(D6.73) Low Powered fire control provides two seeking weapon control circuits no matter what the original ship's control rating was, except that ships with no seeking weapons can only control one seeking weapon on LPFC. This means that a unit using LPFC can only control two (or one) seeking weapon at any given point in the Impulse Procedure. However, once any seeking weapons it is controlling are removed from play, i.e., destroyed, released to their own guidance (if self-guiding) or their control is transferred, the ship is free to launch additional seeking weapons or accept transfer of control of seeking weapons from other units.

(D7.45) Third Paragraph: Part of the example is wrong because (G8.32) requires boarding parties to be on the ship for 32 impulses before they allow additional boarding parties to be sent at noncombat rates. This means that during Turn #6 the Federation can beam over only 7 boarding parties at the noncombat rate protected by the 7 surviving boarding parties from the previous turn.

(F2.132) The last sentence of this rule "An HET may not be made if it is not necessary to enable the seeking weapon to track its target under (F2.2)" is rescinded.

(F2.433) Reference to (P.233) should have been to (P2.33).

(F3.34) Final reference should have noted that Death Rider PFs cannot be identified (K7.11) by any means provided in this rule.

(G7.9433) If a tractored unit is rotated (G7.7), any seeking weapons in "the tunnel" rotate with it. This would affect a weapon still in the hex of the launching unit. A weapon in a hex between the two ships would not be moved as it would still be in between them.

(G13.37) Reference to (G13.34) for seeking weapons should have been (G13.35).

(G15.29) This rule should have noted that the Orions will have to track power generated by systems repaired as AWRs or APRs separately from warp engine and impulse engine power since they will no longer produce "movement" energy.

(J1.343) The reference to (J3.33) should have been to (J4.33).

(M2.48) This rule should have included exceptions for the Andromedan PA Mine (M10.0), which only affects plasma torpedoes, and the Andromedan Trans-Captor Mine (M11.0) which can launch Andromedan PA Mines into plasma torpedoes.

(P3.222) The first sentence refers to non-ship units, e.g., shuttles, fighters, some monsters. The second sentence refers to units that expend power for movement, e.g., ships, PFs, some monsters.

(P4.11) If two units linked by a tractor are pulled closer to a black hole, the closer unit will pick which hex it will enter, if there is a choice between two hexes, and the other unit will precisely mirror the first ship's movement.

(R0.8-1) The "Q" at the start of this rule should have been a star.

(R1.1A) CREW: Starbases have two deck crews per shuttle bay, i.e., 12 deck crews, not two deck crews total as provided by (J4.814). This does not include (or reduce) any deck crews added by PF Modules (R1.16) with assigned Multi-Role PFs (K2.381) [Romulan StarHawks (R4.PF2) or Kzinti Multi-Role Needles (R5.PF2)] or Hangar Bay Modules (R1.4). It also does not include the 12 deck crews added to Federation SBs that receive their Y181 refit.

(R1.3B) Damage which penetrates the shields of this station first strikes its armor belt per the normal armor rules (D4.12).

(S3.222) The reference to (FD10.661) should be to (FD10.671). This error was the result of our forgetting that the Advanced Missions Rulebook had two (FD10.66) rules, and that the second one should have been renumbered (FD10.67).

(S4.13) The reference in the First Bullet about militia should have been in the Fifth Bullet. The reference in the First Bullet to the arming of Fusion Beams should have been in the Fourth Bullet.

ADVANCED MISSIONS 99

(C14.27) Delete text; " . . . held by a tractor beam (G7.4), . . .". Rule (C14.282) is correct.

(P10.1) Damage from heat zones can only "hit" phasers that could fire through the down shield that the heat entered from.

MODULE C1 (CHANGES MADE IN SSD BOOK):

(R9.24) Hydran Combat Pallet SSD: Installed two launch tubes, noted that there are two shuttle bays but that neither can lay T-bombs because they are fighter only bays (R9.R2).

(R9.27) Hydran Carrier Pallet SSD: Installed six launch tubes, three in each bay, and added note that T-bombs could be dropped from these bays (R9.R2).

MODULE K

(K1.54) This rule applies to the Gorn PFs.

MODULE R6

(R3.102) KLINGON E7: The BPV on the SSD is wrong, and the BPV on the MSC, 130, is correct.

MODULE X1

(XR9.0) The corrected BPV of the Hydran X-ships is:

Ship	Original BPV	New BPV w/ fighters	New BPV w/o fighters
Bishop–X	230	272	230
Ranger–X	210	266	140
Dragoon–X	220	237	195
Lancer–X	116	156	100
Knight–X	136	136	136
Scout–X	200/100	200/146	144/90

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.

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WHAT'S IN STOCK, WHAT'S NOT

In stock: Basic Set, Advanced Missions, Cadet Training Handbook, C1, C2*, C3, C4, J, M, R1, R2, R4, R5, S1, S2, X1, CL10-13, CL15-16, CL18, Dice, Federation & Empire, Special Operations, Carrier War, Marine Assault, G1, D3, P6, Star Fleet Missions, Prime Directive, Uprising, Graduation Exercise, Federation Sourcebook, Prime Adventures #1.

Out of stock: 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.

*C2 should be back in stock by mid-November.

FIRE SALES AND CLOSE OUTS

Captain's Log #10, #11, #12, #13, #15, and #16; Modules D3, G1, and P6, the four Prime Directive Expansions (Uprising, Prime Adventures #1, Federation Sourcebook, and Graduation Exercise), and Star Fleet Missions are available for $5 each, five for $20, ten for $40, 14 for $50. (Note, if you order 15 of them, it will cost $40 for the first 14 and $5 for the 15th.)

THREE THINGS

We need everyone who plays SFB to do three things:

1. Talk to your store manager and get him to STOCK (not just special order) the entire SFB product line. Take him the "Info for Retailers" print out from our web site.

2. Invite a former SFB player to your next gaming session. Show him the new stuff (Omega, Captain's Log #18 & #19, Module R7, the revised Basic Set rulebooks).

3. Go to a convention to play SFB, and take a friend along with you. If they don't have an SFB event, organize one.

Designing for Balance (continued from page 15)

use disruptors and find other ways to make your race interesting.

When designing seeking weapons, consider whether or not the seeking weapon is the primary weapon or the secondary weapon of the race. If it's the primary weapon, how do you avoid the Plasma-on-a-Floating-Map problem? Can you create a seeking weapon that isn't useless *or* unbeatable on a fixed map?

Remember that seeking weapons do three things:

They restrict maneuver.
They absorb weapons fire.
They do damage.

These are listed in order of general utility to the ship that carries them. Think about what your seeking weapon does in each category, and how you want it to interact. Hyperdrones, for example, don't really affect maneuver because they are so fast no one can outmaneuver them. Most drones do not hit their targets, but do force the enemy to keep them from hitting their targets. Energy-based seeking weapons produce more damage per point of power than direct-fire weapons; they have to since they are hard to use. An enveloping plasma-R tips the scales at 7:1 in the damage-to-power contest, but can be outrun, shot up, or diverted. Seeking weapons are fertile grounds to add new technology to SFB.

The typical layout of a cruiser in SFB is about 7-11 spaces of phaser capacitor, 4 "spaces" of primary heavy weapon, and 2 "spaces" of secondary heavy weapon. (The plasma-S is a bit big for a box, and the plasma-F is a bit small, which is why a set of one each matches nicely against a pair of photons or disruptors.) Have your ships evolve through one or two refits to provide players with distinct tactical eras.

Feel free to experiment to find a way to make your race unique but still balanced. See what a ship would be like with more heavy weapons and fewer phasers. Or put a lot of moderate (1.75:1) weapons on a ship in different arcs. Ships should also be designed around their weapons, and vice versa. They should have a flaw — a weakness to conceal. One example of this is the weak rear shielding on pre-refit Klingons, or the short-range of the Hydrans, or the spread out phaser arcs and poor turn mode of the Gorns.

A related issue to ship design and race design is "gizmo" design. The cloaking device, or Orion engine doubling, is a good example of a "gizmo". The Andros have almost nothing but gizmos. Every race should have a gizmo, a special effect that isn't duplicated by something or someone else, but it is possible to design a popular race that effectively has no gizmo (e.g., the Gorns, who got stuck with "extra GAS shuttles" as their gizmo). Try to avoid taking another race's gizmo and "do it right" (i.e., eliminate all of its drawbacks), or creating a gizmo that makes someone else's gizmo useless. Both of these will produce boring one-dimensional ships and tactics that players will find less than satisfying.

You must remember that maneuvering to bring new weapons into arc or to keep down shields away from the enemy is a major guiding principle of SFB. If your ship has 360° weapons and can rotate its shields to cover any arc, then its captains will hardly have to maneuver at all to accomplish their mission, and the ship will be boring. (This might work effectively if you are building a robot-controlled ship which players could use when they cannot find an opponent. Such a "non-player robot race" might well become successful simply because it can be played solitaire.)

Set up and test your ships in "historical matchups" (against those pesky neighboring Kzintis, Gorns, and Hydrans) and work from there. Try to design the ship and weapons for their intended missions. If you try to design a ship in a vacuum with no specific enemy, where it has to fight everyone, it really isn't going to work out as well as you had hoped.

Finally, playtest, playtest, and playtest. Go to conventions to find new players. Start with a CA and a TC, and test in both regular and tournament environments.

STAR FLEET WARLORD

As readers of Captain's Log know, Star Fleet Warlord is the play-by-mail game of the Star Fleet Universe. However, some seem reluctant to try the game, quite possibly because they don't know enough about it. Here's a short description that should give everyone a better idea what it's all about. If you haven't played a game of Warlord, you haven't had the total Star Fleet Battles experience.

Many of you have played in, or at least heard about, a Star Fleet Battles campaign. F&E is such a campaign, but it is historical in nature, with a fixed map and severe (and necessary) restrictions on what you can do, when you can do it, and what ships you can use to achieve your goals. Star Fleet Warlord is more open, played in a randomly-generated segment of a much smaller galaxy, and allows you much greater flexibility in what you can buy and where you can go. In fact, the directions you expand and the alliances you form or break are totally up to you.

What's more, the game is played entirely by mail and moderated by computer, ensuring a totally impartial judge. The game computer controls all the combat, enabling one campaign turn to last just two weeks. (As players of SFB campaigns are well aware, it's the battles that slow down the strategic aspect of such games.) The software that runs Star Fleet Warlord has been in operation since 1989, with over 60 full-sized games completed, as well as countless smaller variants and custom games, so it's virtually error-free and fully Y2K proof.

To play in a game, you send in turns by mail or e-mail (using a special front-end program designed for that purpose) and receive them by the same means. Recent improvements now allow you to receive e-mailed turns, although you'll still need a Postscript printer or emulator to print the maps. As each turn of the game progresses, you'll go through the cycle of sending in a turn and receiving one back any number of times — usually 20 turns for normal games, and up to 30 or more for "Die Hard" variants or custom-designed versions.

Turns start small, as you begin with no more than 10 ships, but quickly grow as your economy clicks into gear. You can select up to three races to buy ships from and can buy whichever ones you can afford, limited only by the game year, which starts in Y165 and progresses one year at a time each turn. Your first goals are to capture the worlds in your home sector (the first map you receive), prospect nearby asteroids and similar terrain, and move scouts out to scan additional sectors. As you meet other players, you can communicate with them and set up treaties, or go to war if you so choose. The ultimate goal is to reach a certain size of territory (which can vary from game to game), but there isn't enough to go around. You can expect plenty of conflict as a result.

Advanced Concepts

If you've read the SFW rulebook or even played a few times, you may have noticed there are some extra levels of complexity not brought up in the rules. For example, every couple of turns new orders or opportunities become available to you. From the low-cost optional items (drones, T-bombs, etc.) available on an early turn to the more complex orders such as Espionage, Listening Posts, and Logistics Bases, your choices and abilities increase steadily as the game continues. Deciding whether or not to change your primary race when that order becomes available, or how to use one of the hundreds of random events that appear throughout the game, are part of what makes the game so intriguing.

Like chess, Star Fleet Warlord has its opening moves, its middle game, and its endgame. The opening moves are relatively easy, since your burgeoning empire will have few ships and a small economy. Fortunately, you can take out a loan (but only a limited amount) and can supplement your income by prospecting. In fact, mining those asteroids and dust clouds is one of the most underrated features of the game. You'd be well advised to use at least half your starting ships to prospect over the first couple of turns, especially while you don't have any maps of nearby sectors and thereby can't expand into them. Meanwhile, be sure to capture all the planets and other sites in your home sector and get a couple of scouts outside your borders. As soon as you've got those maps, you can begin the great expansion.

The middle game, usually the longest stage of play, involves the capture and management of most of the sectors that surround you. Normally this process starts as early as the fourth turn. (Due to the location of your homeworld, you will be unable to get a map of any adjacent sectors until the third turn is over.) Move your ships out, capturing worlds as you go, and follow them up with prospectors built using funds earned from mining out your home sector. Keep the scouts moving, too, and scan the rest of the sectors that border yours (both along the edges and the diagonals). You'll meet other players when you do this.

As soon as you meet a player, the game provides you with their name, address, e-mail (if available) and (if they want to release it) phone number. Typically there are as many as four players near you, almost always on the diagonals, so you'll meet them early in the middle game. Since each diagonally located player will have interests in two of the sectors you want to capture, wars are certain to result. However, you can't afford war with everyone! If you try this, you'll quickly become an ex-Warlord. Instead, make treaties with at least two neighbors. The typical agreement is to let your new ally have one of the sectors he wants while you take the other, but splitting sectors down the middle is another route, and other treaties are certainly possible. Of course, four players border each sector and your deal to let Player A have Sector 32 may not be honored by players G and Q, who also border it.

It's very difficult to win a game of Star Fleet Warlord without actually defeating and destroying another Warlord. To do this you need to capture their homeworld and hold it for at least another full turn of the game. Since it's easy to build ships and fortifications to defend one's homeworld, this can be difficult. However, many players don't properly defend their home planet, figuring that if it comes under attack, they're not doing well enough to remain in the game anyway. Using this to your advantage, you can often drive people out of the running simply by pressing your attack. Once you have their homeworld (or they drop out of the game), it's a simple matter to capture the rest of their worlds, since their ships will stop moving and you can just go around them.

As the middle game draws to a close, the game begins to take on the aspect of a race for territory. Remember, your objective is to capture a certain amount of worlds or sectors (typically 80 planets or 7 entire sectors, but this varies depending on the game variant). Once your treaties are solidly established and your main enemies destroyed or suppressed, the time has come to capture enough territory to win. This is the endgame phase, where you'll actually race other finalists towards the victory conditions. Battle fleets should now be broken up into smaller groups to capture territory or hold it against the incursions of other players or space monsters, and instead of building ships you should fortify sites against raids by your opponents. Your allies can be a great help here, too-they can strike against distant enemies, disrupting their attempts to win the territorial race. If your strategies have been sound, and your game play up to the task, victory will be yours!

Using Bases

One of the best things about bases is that they provide a free scan of the sector they're in each turn, without requiring a special order. Finding out where enemy ships are located is intelligence of the most critical kind, so the importance of having a base in each sector you want to control cannot be understated. (Remember, however, that ship locations you see are as of the moment your turn ran. Since other players will move after you do, by the time your next turn happens, most of the ships you see will have

moved again. Figuring out where they're going to be is part of the challenge.)

When you begin your expansion into neighboring sectors, the first thing you should do is put a base on the first site you capture (hopefully one closer to the center of the map, so you can use it as a focal point for your expansion). Watch out for nebulas and other scan-blocking terrain, however-although these make for better defenses, the terrain will prevent the automatic scan, which is what you're most interested in at this point. When you can, upgrade it to a battle station (300 economic points instead of 200), as this will let the scan count ship quantities instead of basic locations. As the game moves on and fleets grow larger, you'll appreciate the utility of this upgrade.

Naturally, the base will help in other ways. When Y175 arrives, it can be used for refits, adding +1 speed to any ship that can visit it. As your warp gates (strategically important vessels which can build additional ships) spread into your neighboring sectors, it too can get the valuable refit, and any ships it builds can head to the base to pick up optional items, upgrades, training, and anything else the base can provide.

Finally, don't forget that fortification levels aren't limited in the game. You can upgrade the base further to starbase level, warbase, or even larger, allowing for high levels of defense against marauders. What's more, the larger bases provide additional scanning abilities, such as the possibility of detecting cloaked ships, and the addition of special "starbase orders" that let you probe enemy worlds or sectors beyond your own borders. Some legendary officers can even be stationed on bases, increasing these and other abilities still further.

Preparing for PFs

Fast patrol ships (and tenders) appear in the game during Y180, which is usually the fifteenth turn — typically well along into the middle game. At this point, you'll have the economy to be able to afford these expensive but powerful units. PFs are powerful, and their ability to absorb damage their tender would otherwise suffer makes PFTs far more survivable than carriers.

Getting ready for the 'PF Turn', then, is critically important. If you have PFs and your opponent doesn't, you have an immense advantage. Obviously, this goes both ways. So, be sure to save money for the inevitable PF purchase at the beginning of Y180. Beware, however, as this is usually the turn loans are due, and if you haven't paid that back in full by the end of Turn #15, you'll start losing ships to the repossessors!

When game turns run, each player moves according to their sequence number, in order from lowest to highest. Thus, if you're one of the first to move, you can get PFs on your ships before your opponents, and thus have the advantage. To do this, though, you need to get your turns in on time. The game computer prevents "double-turning" by automatically adjusting your sequence number to the highest possible value each turn you're late. Thus, the only way to be sure you're the first to have PFs is to be on time as often as possible. Miss even one turn's deadline and you'll be last in line, at least until others are later than you, which isn't guaranteed to happen. So, be on time, every turn!

If you're really into PFs, the best way to get ready for Y180 is to buy tons of Lyran or LDR ships, which have mech-links built in. Then, as soon as you buy PFs, you can put them on those ships immediately. Otherwise, you'll have to buy tenders separately (or switch tugs into PF mode) during Y180, since they aren't available before then. The GIVE order, which lets you transfer PFs and other optional items directly from your facilities ships into carriers and tenders, will be a great help in pulling this off. Put Reversed Orders ON, so that your purchases come first (before movement), buy tons of PFs, and then use the GIVE order to put them into your fleets.

WARLORD VICTORY REPORTS

Game	Player	Corporation	Victory Level
DH1	Mike Bogdan	Savage Norsemen	20 sectors, 212 sites
DH2	Mark Hall	Unlimited Ltd.	12 sectors, 173 sites
DH4	Randy Hill	The Solution	10 sectors, 134 sites
DH5	Jerry Morris	Gorean Empire	13 sectors, 175 sites
DH6	Patrick Allen	Smoke Free Zoners	16 sectors, 176 sites
DH7	Dean Gregg	Scapa Flow	8 sectors, 115 sites
51	John Haugh	Bandit Bankers!	96 sites
52	Ty Johnson	Rapist Braineaters	83 sites
53	Barry Stephens	Storms	84 sites
54	Gene Malin	Privateer Star Corps	7 sectors
55	Jeff Smith	US Marines	8 sectors
56	Keith Johnson	Mech Monsters	87 sites
57	John Haugh	Blood & Money Inc.	82 sites
58	J.T. Gawboy	Orion Privateer Corp	8 sectors
59	Gene Malin	South Park Airways	7 sectors
60	Leonard Burkett	Ultra Corp	80 sites
61	Gene Malin	Rebel Vengeance	7 sectors
62	Zane Shahroody	Special Prosecutors	87 sites

Games with numbers (61, 62, etc.) are basic games. Games beginning with "DH" are Die-Hard variants which typically last 30 turns or more and let your empire grow huge.

Game Variations

There are many variations on the basic game, such as:

All-Wild/All-NPC: Usually the galaxy is 50% player, 25% wild, and 25% computer-controlled sectors. In an All Wild game the computer-controlled sectors are instead Wild and you will have a tougher time conquering them. You will also spend more time prospecting as there is more terrain. In an All-NPC game, its 50% player-controlled and 50% computer-controlled, requiring you to conquer these demi-races quickly. You will depend more on planetary income as there is less prospecting.

No-Primary: Usually you can only buy ships from three primary races; in this variant you can buy from anyone. You will have a wider variety, but the more popular ships will quickly climb in price as more people want them. Seek out ships just appearing on the buy list or "Ask for Ad" to find ships that are less popular.

Ship Limit: In some larger games, players are limited to 200 ships, not often a problem except in Die Hard games. If you get close to the limit, you will need to scrap some less important ships to make space. If you're in a war, scrap old slow prospectors to make room for warships. If you need to gather resources, only give up prospectors in mined out areas. If you run out of slots, build fortifications instead (the block raids), perhaps with the Fortify All Sites order.

"X" games are express, running one turn per week, in a tightly packed galaxy with a 3-sector victory (not as easy as it sounds).

How to Play

Contact Agents of Gaming at PO Box 31571, Dayton OH 45437, or on the Internet at www.agentsofgaming.com, or e-mail agent1@agentsofgaming.com. European players should contact Pagoda Games at mail@pagoda-games.demon.co.uk.

Playing SFB By E-Mail

By Jim Hart, Patrick M. Abram, Jonathan Dean, and Sandy Hemenway

It seems that you can do almost anything over the Web these days, including play SFB. Your options are certainly opening up, with a real-time SFB system in SFB-OnLine and a combat simulator in Starfleet Command. But before either of these worthy products was available, *Star Fleet Battles* was played via E-mail. And today, SFB via PBEM is still alive and well, with over 200 players from around the world competing in individual games, fleet engagements, and tournaments. SFB PBEM sprang up in a number of places on the Web and on various on-line services during the early 1990s. But by far the largest and most active group was Battleforce Compuserve (BFC), the SFB PBEM group from Compuserve's PBEM Forum. It was from this group that PBEM migrated to the Web, and BFC still maintains the PBEM rules used by the Official ADB PBEM Site through their Web presence, Star Fleet Arena (hyperlink http://www.orions.net/SFA).

So what is PBEM? Basically, it's a game of Star Fleet Battles that is carried out entirely through E-mail. Each game requires at least three participants: the two players and a moderator. The players submit their EAFs to the moderator, along with a plan of their actions, including movements, weapons fire, and other events. The moderator then processes the actions and tells each player what has occurred. Players can place a 'break condition' on any event that they can observe. When a break condition occurs, the game stops and the player can make changes to his plans and resubmit them to the moderator. Then play continues. The average PBEM game takes about 10 minutes of the players' and moderator's time every two days or so, and will last for 3-4 months.

So who would want to play PBEM? If you can't find any local players, you can find opponents on the Web. If you want to play against someone new, someone who doesn't know your style or who would be a new challenge for you, they are waiting for you on the Web. If you want to win a Rated Ace card but don't have any local tournaments to try out, there are Rated Ace tournaments on the Web. And as a very important point, if you want to learn the rules of SFB, the Web is the place to go. Local clubs may have house rules or house interpretations, but on the Web, you will learn to play SFB as it is written and interpreted by ADB Inc. There is no better way or place to hone your skills.

Another advantage to the Web is historical documentation. There are literally hundreds of games on-line that you can examine to see the tactics that worked, the gambits that didn't, the mistakes that were made, and the brilliant moves that saved an otherwise lost game. This archive is large and growing larger every day. It includes games by rated aces and national champions, including four-time national champion Fleet Captain Tom Carroll (including at least one game that he lost!).

The types of games played cover a wide range of options. The simplest are tournament games, using tourney ships and rules. And there are a lot of tourneys to choose from. The ADB Inc. PBEM site hosts the HR series of Rated Ace tourneys. Star Fleet Arena hosts 16-player Rated Ace tourneys. And there are special tourneys, such as the Tourney of Champions, in which players advance, but in their opponent's ship. There are also pick-up games, which can be in the tournament format, or standard duels, or small fleet actions. Then there are special events, such as Operation Unity or an assault on a Starbase, to fill your desire for larger games. Other games that have been played include 8-player free-for-alls, a double-blind scenario in Blackfoot Pass, and Black Hole Mania. Anything that can be played on a board with counters can be played via PBEM.

In the following pages, you can learn more about PBEM, get details of how it works, compare it to face-to-face play, and see the results of six years of web presence for PBEM.

The Official PBEM Site: http://www.starfleetgames.com/sfbpbem/
Star Fleet Arena: http://www.orions.net/SFA/
Pickup Games: http://www.starfleetgames.com/pbemgames/
The PBEM Rules: http://www.orions.net/PBEMSFB/index.html

Beginning Your SFB-PBEM Career

The SFB-PBEM community is open to everyone regardless of SFB or PBEM experience. It is suggested that you wait until you are familiar with at least the Basic Set before you play your first SFB-PBEM game, but even that is not a requirement. In fact, anyone who can spell SFB with access to E-mail and the Internet can play. The single most important aspect to Play By E-mail, as you can imagine, is a stable E-mail account. There are many so called "portal" services that provide free Internet based E-mail accounts and many players choose those for their portability. Access to the Internet, while not technically required to play SFB by E-mail, is needed to sign up with the various services and also to find an opponent and moderator (you'll learn about moderators later).

The official ADB Inc. Star Fleet Universe home page (http://www.starfleetgames.com/) contains a link to "Play-by-Email" which takes you to The Official SFB-PBEM Web Site. From here you can follow links to see the latest PBEM News, follow the action in the Tournaments and see what is happening in the Special Events. More importantly at the moment you will see a link to the Rules section. Here you will find some very useful information on Rules to Use and Rules to Know as well as a link to the SFB Errata. Those sections are for SFB in general, but the link to the PBEM Rules is where you need to go next. These rules are organized like the SFB rules, but are solely for the mechanics of SFB-PBEM and do not effect or interact with the regular SFB rules outside of the PBEM format. You will find information on how a game is set up, how to submit your Energy Allocation Form (EAF), and how to create your Standard Operating Procedures (SOP). You will also find information on how to read a Situation Report (SITREP) and how to Moderate a game. The PBEM Rules is a living document, having seen its 15th revision since January 22, 1996 as of the date I write this.

After you read the PBEM Rules you are probably champing at the proverbial bit to play your first game. If you go back to The Official SFB-PBEM Web Site you will see a link to the Pick-Up Games area where I do my best to make new players feel at home. To begin your career in SFB-PBEM follow the Join the Pick-Up Games link and fill out the form therein. When you are finished and hit the "Send" button you will be forwarded to the Player Instructions page which lists the steps you need to follow to get started. Hopefully you will find the instructions clear and understandable, but if any questions come up please feel free to use the Contact Us link which always has the best address to get in touch with a member of the SFB-PBEM staff.

Other than that your only orders are, "Go KILL something!"

PBEM: MINIMIZE THE BREAKS

Cadet John Samuel, HMAS PERTH

In PBEM games preplotted movement is used with a "gotcha" — the 'breaks' provided to one or both players to rebid their orders when certain events occur. In some circumstances it is advantageous to limit the number of 'breaks' your opponent will receive. For example you are fighting a disruptor-armed opponent who is on your left on a reciprocal facing, fires at range 15, and turns to his right. You will receive a break when you get hit. If you expect that he will continue to turn right, plot straight movement. As he continues to make preplotted turns, he will not receive breaks because of your movement. He should end up in front of you on the same heading, needing to turn TWICE to bring FA disruptors to bear which will provide an opportunity for a close range shot.

PBEM RATED ACE TOURNAMENTS

There have been six Rated Ace tournaments sponsored by the ADB PBEM Site, and at least eight on Star Fleet Arena. The ADB Site holds larger tournaments, with 64 or more players, while SFA holds smaller, 16-player tournaments. Each tournament has a judge who coordinates the pairings and resolves disputes. The tournaments hosted by the Official ADB PBEM site grew out of the Compuserve PBEM forum. These are referred to as the 'HR' tournaments, (named for their originators, PBEM Coordinator Jim Hart and former Romulan Staff Commander Steve Rushing.).

HR1: The Beginning

HR1 was played totally on Compuserve, before the mass migration to the Web began. It included 24 players, and began in June of 1995. The final game ended in September of 1997, with Sandy Hemenway taking the honors in his Hydran TLM. Steve Rushing was the judge. The final 8 players and their ships were:

Quarterfinals: Sandy Hemenway (Hydran) defeats Majead Farsii (Fed). Greg Bradburn (Orion) defeats Paul Franz (Andro). Jim Hart (Gorn) defeats Lyle Miller (Kzinti). Tos Crawford (Kzinti) defeats Paul Koeck (ISC)

Semis: Hemenway defeats Bradburn. Crawford defeats Hart.

Finals: Hemenway defeats Crawford. Sandy recounted his road to glory in his article "Victory @compuserve.com" .

HR2: The Transition

The second On-Line Rated Ace tourney was sort of a hybrid. Most of the players were still on Compuserve, but a couple of last-minute arrivals from the Internet allowed us to fill out a field of 32 players. This tourney started in June of 1996 and ended in February of 1998, with Sandy Hemenway again victorious, this time as an ISC. Jim Hart was the host. The Final 8 bracket was:

Quarterfinals: Greg Shapiro (Neo-Tholian) defeats Jim Cowling (ISC). Sandy Hemenway (ISC) defeats Greg Bradburn (Klingon). Mike Mulka (Orion) defeats "Encoder" (Andro). Jeff Osbourne (Kzinti) defeats Rick Cromwell (Orion).

Semis: Hemenway defeats Shapiro. Mulka defeats Osbourne.

Finals: Hemenway defeats Mulka. Sandy's analysis of his road to victory is recounted in this issue.

HR3: Here Comes the Judge

We found a way to keep Sandy from winning this one: we made him the judge. HR3 began in May of 1997 with 32 players and completed in July of 1999. This was the first Web-only tournament, and though a lot of the old Compuserve players still participated, the entire event was run on the Web. You can link to the brackets and all the game reports at « http://www.starfleetgames.com/sfbpbem/tourneys.htm ». The final 8:

Quarterfinals: John Woods (Gorn) defeats Rick Dykstra (Selt). John Hanna (Lyran) defeats Steve Rushing (Archaeo-Tholian). Dave Trauger (Kzinti) defeats Majead Farsi (Fed). John Kim (WYN Shark) defeats Ray Alejandro (Kzinti).

Semifinals: Hanna defeats Woods. Trauger defeats Kim.

Finals: Hanna defeats Trauger. John's analysis of his victory can be found at http://ourworld.compuserve.com/homepages/jahjr/Vict_HR3.htm.

HR4: The Grand Experiment

Perhaps this was too grand. With the growing number of PBEM players on the Web, we wanted to put on a tournament that would allow any number of people to play all the PBEM they wanted. Thus, for HR4, we moved to a Patrol Tournament format. The idea was to let the participants play as many games as they wanted for one year, then select the 8 best players, 4 with the greatest number of wins, 4 with the best winning percentage, to go into the bracketed final rounds. As an experiment, it worked. On Feb 1, 1998, over 100 players were assigned to 100 games. By the time the open play round was over, 130+ players had participated in 213 on-line games, the most SFB ever played in any on-line event (and larger than all but two face-to-face events). In this one year, the PBEM community played more SFB than had been played in 5 years on Compuserve.

But administratively, it was a nightmare. Maintaining the pairings, maintaining the links, and handling questions was too great a task for any mere mortal. To Judge Steve Rushing's credit, he did get the tournament through the free-play period, at which time Sandy Hemenway took over the brackets for the Final 8. The semi-final round is now complete, and four players vie for the Rated Ace card: Jonathan Dean (LDR), Tos Crawford (Klingon), Gregg Dieckhaus (ISC) and, of course, Tom Carroll (Rom TFH). Follow the action at http://ourworld.compuserve.com/homepages/firemane/hr4mast.htm. You will also find an archive of the entire 213 open play games at this site.

HR5: Back to Basics

With HR4 being such an administrative nightmare, we decided to go back to a single-elimination format. But we wanted as big a single-elimination format as we could reasonably get. Thus HR5 was begun in March of 1999, with Jonathan Dean as the judge. At press time, only the first round is complete. Check it out at http://www.starfleetgames. com/sfbpbem/hr5.htm.

HR6: Everyone Gets a Chance

This tourney, hosted by Jim Hart, is another 64-player single-elimination tourney. To make sure that everyone gets a chance to play, HR6 and all subsequent tournaments are not open to players who are currently active in any other HR tourney. HR6 has just gotten underway. Follow the action at http://www.homestead.com/sfbpbemHR6/.

For More Information

Not just anyone can run a Rated Ace PBEM tournament. The event has to be approved by ADB, Inc. before it can be announced, and the judging staff must be approved by PBEM coordinator Jim Hart and his veteran staff.

Look for information on HR7, 8, and so on at the ADB PBEM site. PBEM was around long before on-line gaming and computer gaming, and will stick around a lot longer.

PSYCHOLOGY OF SFB-PBEM

Cadet Patrick Abram, USS Indiana

Many of the "psychology" tactics that apply in face to face play do not apply to SFB-PBEM. Your opponent cannot be made to worry about a speed change because you are looking feverishly at your impulse chart. Your opponent cannot be goaded into firing a whole bunch of weapons at the wrong time by watching to see how long it takes you to write "no fire" on the piece of paper you have been using to record your fire declarations. Since your opponent cannot see you he is immune to these false visual clues.

This does not mean that there is no "poker" aspect to SFB-PBEM, but rather that it requires a new way of thinking. Your use of Break Conditions can be a cause of great concern to your opponent. I do not recommend frivolous breaks that merely make the game last longer, but rather slight alterations to the autobreaks. Tell your moderator to change the "NEW COUNTER on board" autobreak to break during the fire decision step three impulses after the new unit appears. Your opponent will be twice as worried about what you are up to when he notices first, that you have seemingly cancelled an autobreak and second, that you have a fire decision break for what seems like no reason. This only works at ranges where a new unit on the map could do nothing important during the three impulse delay, but it is merely an example of the many possibilities of the psychology of SFB-PBEM.

PBEM Tactics and Considerations

Obviously, with a PBEM game taking place in two locations over a long distance, with a moderator in between the players, and over a long time, things cannot be the same as a face-to-face (FTF) game. But the PBEM rules are written with enough flexibility that you seldom, if ever, get hoisted by the rules. As in FTF games, if you forget something or miss a trick, you can do yourself in. For the most part, PBEM is as much like FTF as it can get.

Of course, they're not exactly alike. One of the primary differences is the length of time that a PBEM game takes. Tournament games and small duels generally take three to four months. Larger fleet engagements can take six months to a year. So a PBEM game is a long-term commitment. So before you get into the game, be sure that you have the fortitude to maintain the game for the required amount of time. Of course, PBEM players understand that people go on vacation, get sick, or have real-world crises that might take them away from the game for a while. Players will make allowances. Just make sure to keep the players in your games informed of any problems that might delay the game.

In PBEM, you will often find yourself paired up against players that you have never met. This is a great way to meet new people and learn new tactics. But it's also a big question mark. How good is this player? What are their favorite tactics? In a local gaming group, you will get to know each player's abilities. But with PBEM, you have the opportunity to find out immediately. Take advantage of on-line resources, such as game analyses, Victory articles, and such. But even more importantly, scout your opponent. Look through the dozens of game reports available on-line and see if your opponent has played before. Find out their skill level. See the tactics they've employed. Do they use their tractors? Have certain tactics been effective against them? All this information might be available on-line. Look for it. As a side note, you will also have the opportunity to go back and look at your own games. This analysis can be very helpful. Are there things that you do that generally do not work out? Is your favorite attack strategy still working? What did you do that achieved victory, and what did you do that led to defeat? You can make yourself a much better player by analyzing your own wins and losses.

During the battle, there are lot of things to consider that make PBEM better and worse than FTF. First, the PBEM format forces you to plan your moves in advance. This almost always leads to more proactive play on your part, which in turn leads to more victories in non-PBEM games. Many players have commented that playing PBEM has vastly improved their FTF play for exactly this reason. You are also getting a lesson in predicting your opponent's actions and reactions. When you submit your Standard Operating Procedure (SOP) to your moderator, you have to have your plan in place, and also have a list of the things that your opponent might do that would cause you to change your plan. These are called Break Conditions. Generally, your SOP is a design of YOUR plan, and assumes that your opponent does nothing to distract you from it, with break conditions to allow you to rethink your plan if your opponent acts.

One advantage of PBEM is that you can take up to a day to plan your actions and reactions. When you receive a Situation Report (SitRep), you can pull out a map and counters and take as much time as you need to plot your response. It is much easier to examine all the possibilities of running out plasma, getting a firing opportunity, or avoiding range 2 on the Hydran if you have time to look at it. (Of course, this is even less like a real-life battle, in which the Captain has to make these decisions in a split-second, but nothing is perfect.)

You would think that with all this time to plan, that it would be almost impossible to surprise your opponent. But nothing could be farther from the truth. Since your opponent only gets a break on certain defined conditions, you can use this knowledge to your advantage. There is a long list of standard break conditions, plus your opponent can specify others. However, by avoiding the standard breaks, you may be able to get closer to your opponent than he may have thought possible. And most of the usual FTF surprises are just as effective, like a range 2 tractor attempt, or a pair of suicide shuttles. Of course, your opponent will have a day or two to figure out what to do about them, so it is to your advantage to make sure that his options are limited.

The length of PBEM games leads to a couple of problems. One is forgetfulness. Since it may be a week between breaks for you, you may have forgotten that wonderful tactic that your entire EAF was based on. It is very important to keep notes on your plans, your use of reserve power, and your analysis of your opponent. Taking notes can help preserve the effort you put into a game up to that point and reduce the effort needed later on. Another problem is the duration of the game in turns. With only 3-4 months for a typical tournament game, and with the potential of slow turnaround time, games usually only get to Turn #5 or so. If you are planning a long-term strategy, then you could have a problem implementing it. You will see a lot more anchors and knife-fights in PBEM than you will ballets and saber-dances. One way to reduce this problem and give yourself more time is to design your own SOPs so that you do not generate any more breaks than you absolutely need. Tell your moderator to ignore any default breaks that you do not need, and design your SOP to avoid giving your opponent multiple breaks. Of course, this is a good idea in general, as anything that speeds the game is much to be desired.

Many players, when they get into PBEM, immediately involve themselves in several games. And many of those players end up dropping out of those games just as quickly. While each game may take only a few minutes a day, they can add up quickly. Limit yourself to one game to start with, and pick up new ones one at a time until you are able to maintain your level of activity without time stress.

THE FIRST OF ITS KIND: GALACTIC CONQUEST

By far the oldest "venue" to play SFB (outside of your gaming group or a convention) is Galactic Conquest, a Star Fleet Battles play-by-mail campaign running continually since 1985. They are currently on Turn 19 (Y150) of a new game; the previous game lasted 75 (six-month) turns! Turns have been processed steadily and without controversy for every month of 14 years. Galactic Conquest as seen SFB grow and retrench, and new aspects of SFB are incorporated seamlessly into the campaign.

As a Star Fleet Admiral, you will face Orion raids, local revolts, and various wars among other problems. Email isn't required but many admirals use it for quick peace talks and cutting deals to break alliances.

Galactic Conquest is one of the most detailed SFB campaign systems ever devised, including such considerations as strategic race characteristics, system morale, comprehensive economics, civilian merchant marine, variable movement rules, advanced research and development, and new strategic legendary officers.

Each turn you will receive a map, newsletter, and your empire's status sheet; every 4 months you will receive a supplemental newsletter. Your status sheet shows your fleets, empire's health, espionage, planetary defenses, and battle reports from the front.

For information, send a stamped self-address envelope to John D Berg, 609 Apollo Drive, Joliet IL 60435 (or by email at Kerg11@aol.com).

Victory in Cyberspace

Fleet Captain Sandy Hemenway won the first and second PBEM tournaments. In the second tournament, he flew the ISC Star Cruiser. He recently recounted his campaign to victory in a fascinating document. Here we present an excerpt, covering the Round 2 victory against Andromedan Paul Franz.

My round two opponent was an Andro, Paul Franz, by far the most active PBEM moderator on-line, and probably the best. The Andro gives everyone headaches, and the ISC is no exception. The Dizzy Dev has the potential to break PPD lock-on if one is not careful. Also, the smaller G-torps (and one-per-turn Fs) make penetrating panels extremely difficult, since the Krait typically runs speed 28 and up for the entire game.

I knew Paul was a solid Andro player, who knows all the ins and outs of what we often refer to as 'stupid panel tricks'. The fact that the ISC heavies are all multi-turn weapons without a lot of crunch capability makes doing internals a tricky task versus a good Andromedan. And I knew Paul was a good one.

However, the ISC takes internal damage fairly well, while the Andro is very fragile. Even single digit internals can cause the Krait massive headaches. I decided going in, I was going to do everything in my power to discourage this Andro from doing 'the dump'. Due to the Sequence of Play, I knew that if I saved some phasers until Impulse #25 or later, I could fire them and have them back on line before Paul could toggle. I vowed to hold my phasers until the last 1/4 turn unless I was likely to do internals.

Turn #1 I waited to range ten to fire my PPD (and launch my enveloping torpedo). Paul was being cagey, waiting until late in the turn to get close and then turning away once I fired my PPD. This put the bulk of my PPD energy in his rear. I felt this was a little questionable, since my enveloper was already out there, and to get a decent shot (range five or three), Paul was going to need to fly through it, and take torp damage to both panel banks. He wouldn't be firing TRs on Turn #1, which I also felt played into my hands, since the PPD would become more powerful the longer the game went. Already, my PPD was one turn ahead of the TRs for its firing cycle. If I could buy another delay turn at some point down the line, I'd be getting an extra PPD shot compared to Paul's TRs. All in all, I was happy with Turn #1.

Turn #2 was just rife with mistakes — from both of us. My main mistake was suffering from a temporary bout of dyslexia — placing five points of reinforcement on the wrong forward shield — *doh!* And wouldn't you know it, Paul does 35 damage when he fires his alpha strike. I, of course, had given orders to not use batteries, since I would need them to HET. Paul's mistakes (IMO) started when he HETed on Impulse #3. This was a HUGE risk, since I already had an enveloper on the board, plus more plasma coming. If he fails a DD on this attack run — well, it could easily have been a VERY quick game. He then chose to fire phasers at the enveloper (with awful die rolls) at range two. Using his PA mine would have been much more efficient (but I wasn't complaining). The 16/15 split of damage from the enveloping–G did a leak point. If he had taken the PPD on his front, he not only wouldn't have taken a leak, but he wouldn't have had to HET to do his attack run.

He then used his PA mine against my 2nd G-torp (a pseudo). He made his displacement, and I HETed to go after him, kicking myself for taking five internals I shouldn't have. (The two points of power I lost would haunt me for the entire game.) On Impulse #25, I took my phaser shot from range 15 on his rear PAs. I got fantastic die rolls, doing 13 points of damage to his rear PAs. Though I had taken five internals, I had already done two leak points to the Krait, and his rear panels were getting crowded. I felt pretty good, though I really wished I had two more points of power.

I turned south on Impulse #2 of Turn #3, and Paul responded by HETing north. He made his 2nd HET, though I wasn't really concerned. I was trying to get him to HET, figuring it would give me a 1-in-6 chance of winning the game right there. I also launched my 2nd enveloper, though I knew it had little chance of hitting. However, with dangerously full panels, Paul HAD to run where I was pointing him. Paul took a range eight potshot through my down shield, and rolled well, doing two more internals (another warp box gone!). But when I slowed to twelve, my turn mode improved enough to allow me to get my PPD in arc on his rear PAs, while my enveloper was still pushing him up the edge of the board.

My PPD did four internals, despite missing with the first pulse, and my phasers did another three internals. Midway through Turn #3, I had taken seven internals and Paul had taken nine (thanks to the two leak points). The PA hit was nice, but in order to get the internals, I gave Paul the time to dump power. I felt good about the game to that point. Still, my Turn #1 G-torp would be coming back on line (and would definitely be armed in enveloping mode). If Paul wanted a shot, he was going to have to pay a toll to get it.

Paul ate my enveloper, this time taking 16 to each bank, while getting a range-five shot at my #5 shield. I took nine internals, losing another point of warp, but only lost a pair of ph-3s. Hitting with my bolted rear F-torp was a bonus, but when Paul toggled his panels I was ready, firing one ph–1 per impulse until my capacitor was dry. In the end, I did six internals to Paul in exchange for the nine I had taken. Four turns complete, and I was still matching the Krait internal for internal. However, I had already repaired one ph–3 as well as my first warp box as an AWR. One thing I knew with certainty — if I continued to exchange internals on an even basis, the Krait was toast, because my ship was twice his size.

We only had a couple of days left before adjudication, so Paul and I arranged for a speed session over the weekend. Due to this, the records for Turn #5 are not available. As far as I can remember, Paul ran, I chased, fired my PPD late in the turn on his forward PAs. This managed to put his forward PAs to 13 degradation and 26 energy (after the turn break), while his rear PAs had no energy, but 8 points of degradation. I think he repaired that previously destroyed rear PA, so his effective shielding entering Turn #6 was 21 in the front and 32 in the rear.

I launched a G-torp, put 9 on my nose and came to a stop. My phasers were full, and I wanted to make Paul pay dearly for a range five or closer shot. The last SitRep was critical. Paul failed a displacement (planning to hop away from my G-torp), and displaced randomly. This left us six hexes apart with Paul's fire control down and a G-torp at range two, (though probably unable to catch him). I still had a pseudo, so I was planning on launching it, since he couldn't tell if my first torp was real or not. This would force him to fire his ph–2s at the 2nd torp, or avoid range three. Either way, his ph–2s weren't likely to be a major factor against my ship.

I was guaranteed a range four shot (minimum) on his 21–point forward PAs, which would occur an impulse before Paul's FC would come back up. My plasma would keep Paul from coming in. Looked like I would do about two more internals to Paul, while he would eventually get a range five shot at my heavily reinforced #1 shield. My shuttle swarm was also positioned to take pot shots if he dumped. With only two cargo left for padding, I would be hitting batteries soon, and Paul was already down to 27 generated power (22+2+3). I was debating on bolting a fast-load when I took my shot. If I hit, I'd be doing about 12 internals instead of 2 — and I was certain those extra 10 internals would make a huge difference.

The game was adjudicated, and I got the nod, though it was the slimmest of victories. Paul played a nearly flawless game (after the first battle pass), and my dice were a little better than his. I was pleased to be advancing, and I didn't expect the road to get any easier. *(It wasn't any easier. The complete text can be found on the PBEM web site.)*

STAR FLEET BATTLES ON LINE!

Can't get enough STAR FLEET BATTLES? Depressed that your best gaming buddy moved away? Can't find an opponent? You owe someone a game but can't meet him because you have the flu? Well, there are no more excuses.

SFB Online is a real time Internet Star Fleet Battles tournament game service. With SFB Online you can play in real time over the Internet. Game play is just like face-to-face, with the interface handling the dirty work for you. And best of all, no more waiting 6 months to complete a game.

The Game Control window is used to perform all the basic elements of the game, including adding, removing, and controlling your units, as well as calling for direct-fire and rolling dice. From here you can also call impulses, change speeds, look at nearly any SFB chart, see a micro view of the map, and talk to your opponent.

The Map is where you see all the action. On the map you will see actual SFB counters, including turn mode and sideslip (which are handled automatically for you). The Map has several useful options including the ability to change sizes and toggle hex numbers. SFB Online features easy to read SSDs, and damage allocation is handled automatically for you. Energy Allocation is a breeze. Almost all calculations are handled automatically for you, and the EAF is customized for each ship.

If you want to learn to play Star Fleet Battles, this is the place to be. SFB Online features a unique opportunity with our observer mode. Subscribers can join games being played by other players and observe their games.

For more information, follow the link from the main SFB site at www.starfleetgames.com and you'll quickly reach the On-Line arena.

SFB Online Tournament Central

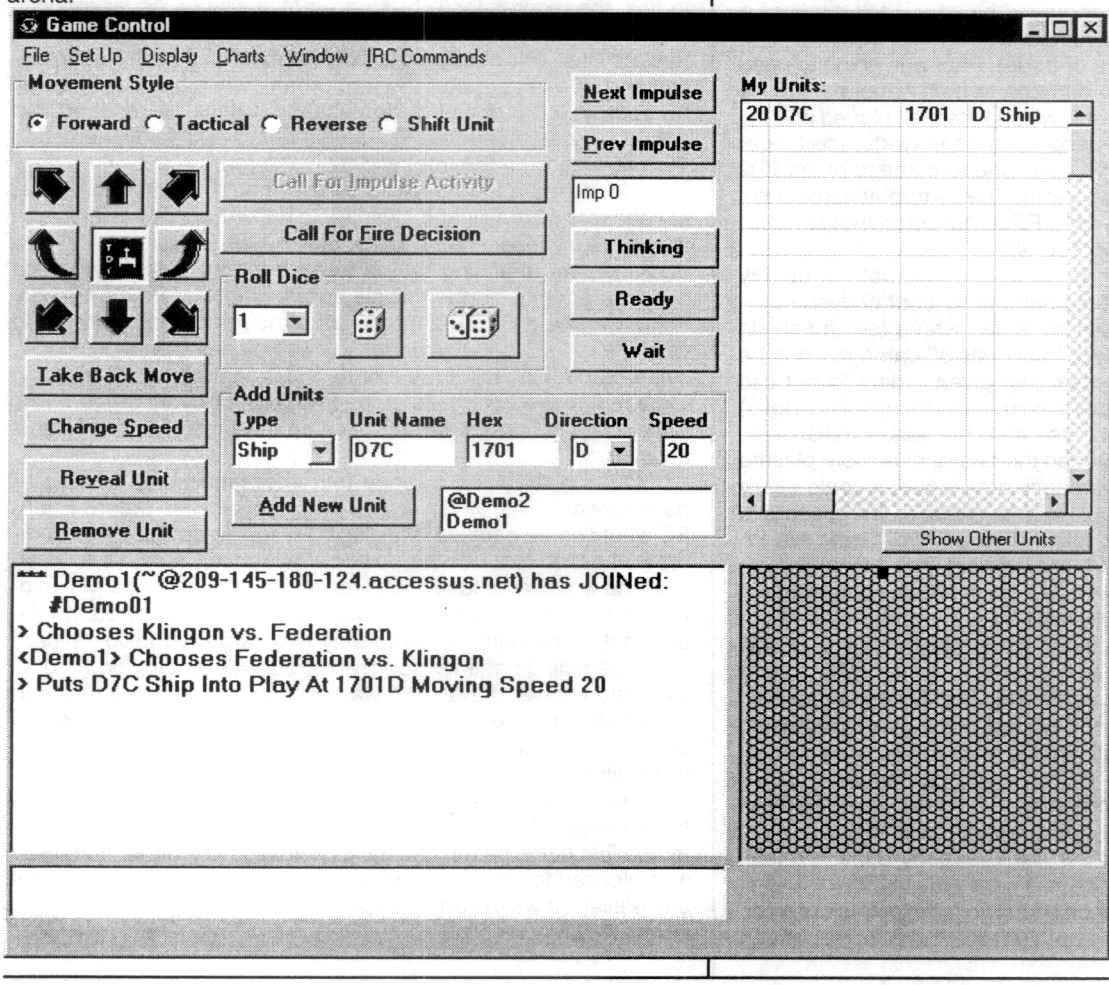
Online Game Systems is proud to announce that it will start hosting SFB tournaments online. There are two types of tournaments, each are described below:

Single Elimination Rated Ace Tournaments.

These tournaments will be run four times per year; we may add more of these as the number of active players increases. There will be two Rated Ace Cards awarded for each tournament, assuming that at least 50 players participate. Projected starting dates for these tournaments are November, February, May, and August. The February Single Elimination Rated Ace Tournament will be the Online Game Systems Star Fleet Battles International Championship.

Quarterly NET-Kill tournament.

These tournaments will run for a period of three months, with the next tournament starting January 1st, 2000. The Quarterly Net-Kill Tournament includes all games on SFB-OnLine (except those in the Ace tournaments or practice games). You don't have to sign up; you are automatically entered. The winner of this tournament will be the player that generates the most net kills. A net kill is the number of tournament game wins minus the number of tournament game losses. The winner of the tournament is declared "Cyber Knight" and will have all the honors and glory of the title bestowed upon them. To win the NET-Kill tournament, players must play in a minimum of 20 games and have at least a 60% win ratio. In addition, they may only count 3 victories against any single player, and must have competed against 10 other opponents. It is not impossible that no one will qualify for the title in a given quarter.



Prizes and other cool stuff!

In addition to the Ace Cards and the Cyber Knight title, we plan on giving out all sorts of prizes. These prizes will include ADB Gift Certificates, T-shirts, SFB Online subscriptions, and Cash! In addition to the above, Online Game Systems will award the winner of the International Championship Tournament an Official Star Trek Collector's Pocket Watch produced by The Franklin Mint. This sculptured watch face is minted in Sterling Silver, and accented in 24-Karat Gold! For more specific information about our tournament rules and prizes please visit our web site: www.sfbonline.com and click on the "Tournament" section.

As time goes on and more players join us On-Line, we hope to add some more events and special features.

Now, where did we leave that file on "Kill the Steves Night"?

A Proven Training Ground

by Calrossie Man

Back in the late eighties, Star Fleet Battles was my favorite game. I looked forward to playing in our local tournaments, where I had some success. However, in college my playgroup from high school became geographically separated, or too busy to play SFB. By the early nineties, I was only able to play SFB two or three times a year, at local conventions, and it's hard to stay in top form only playing a couple games a year. After two or three first round losses, I stopped playing competitive SFB about seven years ago, although I always hoped I'd find a regular group again.

Memorial Day weekend, I went to our local convention, and I stopped by the SFB room just to see how many people were still showing up. I saw an old friend there, and he mentioned SFB Online. SFB Online sounded like exactly what I was looking for — an opportunity to play SFB just about anytime I had time. I sent off my check and waited for the full system to go online at the beginning of July.

With SFB Online, I was able to play several games a week, against all levels of competition. Not only could I play against all levels of players, but also I learned a lot chatting with people in the bullpen. I was able to try new tactics and new ships. (I was almost exclusively a plasma player in the eighties.) The people on SFB Online are great. Many of the best tournament players can often be found there, and they're generally willing to share advice and tactics.

After two months of regular play on SFB Online, I felt like the rust was off, so I entered the SFB tourney at our local Labor Day convention (Gateway in Los Angeles). I had spent a lot of time on SFB Online learning to fly the Andro. I had gotten advice from some great Andro aces, and I had the opportunity to practice the Andro a lot. After learning the basics, I focused on playing the Andro without using the displacement device — something I'd only want to try in practice games to be sure. Due to my practice time on SFB Online, I was able to win my first tournament, and ace card, in ten years. It's great to be back involved with the game, and I look forward to going to Origins in 2000.

SFB Online - An expanding future!

Online Game Systems plans on expanding SFB Online beyond its current capabilities. We currently have the following features we would like to add.

★ Graphic SSDs: While our SSDs are easy to read, many players are used to the typical SSDs they see in Star Fleet Battles. It is our intent to create graphic SSDs for all of the tournament ships.

★ Multiplayer: This would allow multiple players to play a game in the same room. And would be useful for "Bounty Hunter" or "Black Hole Mania".

★ Generic Ship: This feature will allow users to load a ship from a file. This would allow nearly any ship in the SFB Universe to be created and played on SFB Online.

★ Multiship: The current version of SFB Online only supports a 2-player duel. It is our hope to expand this beyond the scope of one ship per player and allow players to play fleets of ships.

ADB, Inc. is also pestering us to set up a system for On-Line playtesting of new ships (such as those in Module R7), and we may be able to work something out there.

Join us Online for Halloween Havoc!

The normal NET-Kill tournament will be suspended from October 29th through October 31st. During this time we will be running a special Halloween Havoc event. Games played in the Halloween Havoc Event will run under the special following rules:

★ Phasers will always hit for maximum damage.

★ Torpedo (Roll to hit weapons) will hit 1 better than normal (e.g., a 1-4 to hit becomes 1-5).

★ Seeking weapons will move at 2 times their normal speed.

★ Other special rules will be announced on our web site prior to the tournament.

SFB Online Rock Paper Scissors Tournament:

SFB Online Currently is running a Rock Paper Scissors Tournament. This tournament gets its name from the fact that it produces many strange ship matchups, and often the winner of the round is predicted by the perceived edge a ship has in the matchup. The Rock Paper Scissors format (originally designated as the Tournament Champions Format by the PBEM crew) is played as follows:

★ Each player is randomly assigned a ship in the first round.

★ If you advance, you will fly the ship you just defeated.

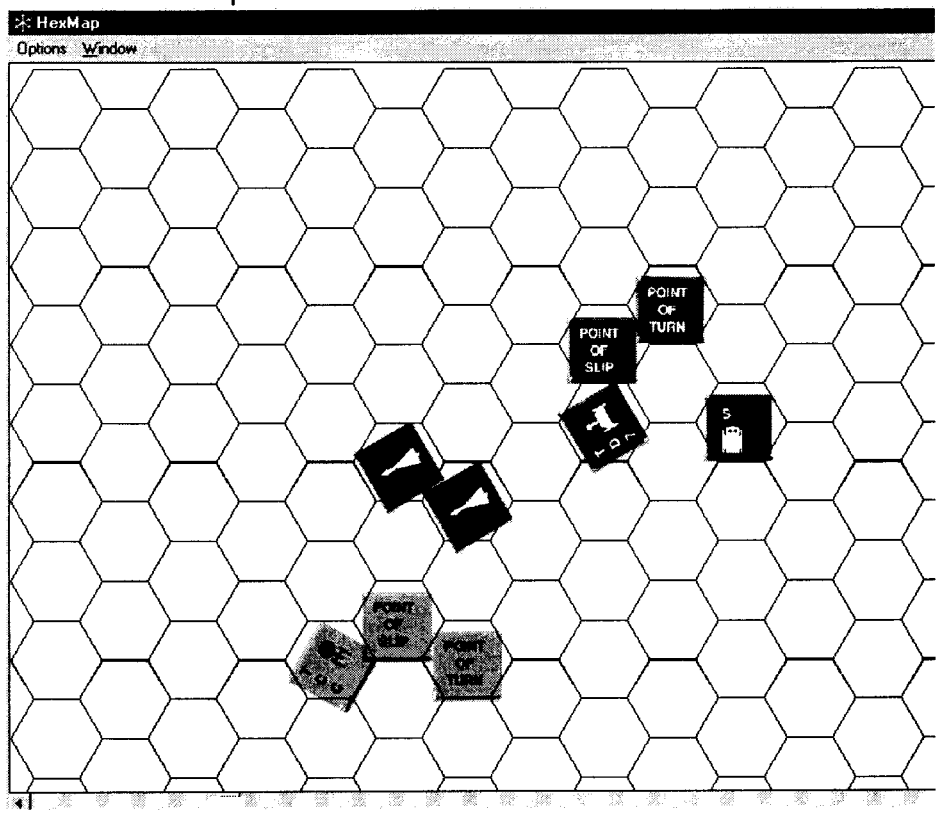
★ Each round all winners will be randomly matched. Precautions will be made to prevent same race matchups.

★ To prevent one player from choosing "awful" options and ruining the tournament, Online Game Systems has picked the option mounts for the following ships: Orion hhgd1 or 11g11. Wyn Aux Ddhh. Wyn GBS - 1d

★ Judges: Paul Scott and Joe Butler.

The current round (Round 3) matchups are shown below.

Player #1	Ship	Player #2	Ship
BigLizard	Rom TKR	Nightshade	Klingon
PraetorTal	Rom TKR	Hydrax	Orion
DarkVince	Lyran	Vae_Victis	NeoTholian
Valheru	ArcheoTholian	Scruffybeard	Rom TFH



STAR TREK STARFLEET COMMAND™

Star Fleet Command, An Overview

By John D. Berg (Kommodore Kerg)

Star Fleet Battles has been a part of my gaming life since the early 1980s. Like most of you I watched most board games transformed into computer games over time. I was always frustrated that SFB never went that route but now my best laid hopes have come to fruition. Star Fleet Command, by Interplay, is the SFB computer equivalent. It has been a long wait but you won't be disappointed. SFC is awesome! The delay in the computerized SFB has allowed the game to mature and skip all the slow, low memory computer games of the 80s and early 90s and produce a high-tech wonder of software design that is very true to the SFB board game. SFC is a space combat game based on SFB including the Federation, Klingon, Gorn, Orion, Hydran, and Lyran races.

While SFC has many identical attributes to SFB it has some important differences. The greatest change the SFB player will face is moving from a turn-based game system to a real-time game system. This tends to change the flavor of ship combat from deliberately planned actions to more off the cuff instinctual actions you will now find in SFC. In SFC you cannot sit around thinking about the exact number of impulses it will be before he fires at you, or to wait until your enemy's drone is exactly 1 hex away in the RA arc. SFC forces you to act, and act fast. Waiting around thinking about your next turn's strategy will only get you in the emergency life pods. The action is fast paced and you better know what you are doing. Think too long and that Fed will be down your throat with 4 overloaded photons and the ECCM to make them hit! The good news is you can slow the action down in the preferences section when you first start out. Once you understand the rules and control panels the game becomes very different from SFB in its play style. In my first fleet battle between three Klingon D7Bs and three Fed CAs, T-bombs were raining down on the battlefield, hit-and-run raids were occurring constantly, and ships were firing so fast that I did not even know I had won the battle!

Since SFC is real time EA forms are gone. The game allows

What we did and why we did it

by Chris Taylor, Interplay

Starfleet Command is a computer adaptation of Star Fleet Battles done by Interplay, 14° East, and Quicksilver. It isn't a 100% translation of SFB to the computer format. Some core members of the development team for SFC have been playing SFB for over a decade, while others just started playing SFB when they joined the project. We all have the deepest respect for the boardgame and we all wanted to make SFC based on the core elements that make SFB such a great game. Since computer games are different than boardgames, and understanding that there have been very few boardgames translated successfully to the computer media, we undertook the adaptation process with care. Our goal from the beginning was to make a computer game set in the Star Trek universe with gameplay that finally matched the potential of the license. Using SFB allowed us to succeed at that goal.

The SFB rulebooks were the design document for game mechanics. We did not write down how a phaser fired, we looked it up. We knew what features and rules we wanted to implement based on our race and ship selection. The programmers (who were also game designers) would implement the rules as closely as possible, unless there was a problem and then the team would discuss a plan of action. In many cases, the rules used in the game are identical to the SFB rules, but not always. The "no fire zone" for photons and some other weapons confused the non-SFB players, and we finally had to modify the weapons so that non-overloaded weapons could fire at close range, but caused feedback damage like their overloaded brothers.

In a few cases, we could not implement a rule as written, and in probably a few more cases, we did not implement it as written because we forgot something. (It's a big game.)

Turn Based to Real Time

This seems like a very large change, but it really isn't. We feel that SFB has always tried to model a real-time game but was developed in a world without the assistance of computers to handle the record keeping and decision-making required for real-time play. From the Impulse chart to the detailed handling of weapon fire, SFB models a "real-time" environment very well.

Several times during the development process, we stopped to examine if going to a true turn-based mode would help the game. We did not want to try and support both modes, since they are mutually exclusive for some systems. We built a game speed slider, and as we added more and more systems, we moved the default game speed slower and slower. For beginning players, we highly suggest that the speed slider be set as low as comfortably possible. Pause, with the ability to issue commands, was implemented for single-player games. It was purposely removed from multiplayer play to keep the game flow moving with multiple players.

Doubled Internals

Next on the Big List is the doubling of shield boxes and internals. In SFC, it takes two hits on the DAC to destroy any one box. This is very intentional. The number of "game turns" that the computer can handle is much higher than the boardgame, since the turns are being processed at a higher rate. A 10-turn SFB battle takes a little over 4 minutes of real time in SFC at the default speed. We wanted a typical two-cruiser duel to take around 15 minutes. Increasing the internals was the obvious solution. Long periods of playtesting (in multiplayer, since that was the first "playable" game mode) proved that it was a viable solution. The design team did not want to end up with a game that took more time to set up (purchasing ships, visiting spacedock and buying the equivalent of Commander's Options, chatting with the other players to determine all game options, etc.) than it took to play.

Other Issues

Many other issues are more minor. Some of the changes took place because free-angling movement did not require them (e.g., sideslips); others were done because of interface issues. The interface is filled with lots of details, and each had to earn its keep. Shuttle conversion and tractor rotation were dropped because they weren't worth it. We left out reverse movement because of its complexity but may add it at a later date since players want it.

Other design issues were due to balance problems. Hidden cloaking was a natural for a computer game, but put too much control over the game into the hands of the Romulan player and we have no plans to implement it. Other rules had to be left out because of time issues. SFB had 20 years to create rules and balance them; SFC had only 2 years and we would have liked to have had more.

We constantly fiddled with the turn rates based on player feedback. After the demo disk was released, we put them back at the SFB values since it just played better that way.

you to direct subordinates to handle your various systems. When it is the best time for such an activity your officer in charge will begin the action. Your power curve is constantly monitored by the computer and if you exceed your power output the computer begins to turn off systems in a priority fashion. During the action you can access the control panels for all essential systems and get them ready to use. The nice thing about this is your officers will automatically use the system at the best time during the battle; you don't have to worry whether you should have used that TB on Impulse #7 or #9 (although in the campaign games if you get stuck with rookie officers they can make mistakes, but you have to love the realism). Real time play does have its warnings on tactics.

The greatest error I made was not adhering to basic SFB combat principals. When flying a low-caliber race (Klingons) one of the most important SFB tactics is to stay away from large-caliber opponents (Feds/Gorns) while they are ready to fire their big heavy weapons. Then you must chase them down afterward during their reloading cycle. In my first attempts to play the Klingons, I would end up running toward the Fed with his overloaded photons, take the hit, and then turn away. By the time I came around for a second pass he had loaded the photons again. Because of real time combat your natural instinct is to turn away after getting a basting by photons but you must adhere to basic SFB principles. It took me awhile to keep my ship moving toward the Fed after he fired. In SFC you are constantly moving (unless you allocate 0 movement). The flow of ships on the battlefield is tricky to master at first but once you do, it is quite fun to attempt a Klingon saber dance. Keeping yourself at a distance from an opponent is quite difficult at first because your natural instinct is to go in and kill. It doesn't help that the beautiful ship graphics are not as good from far away either (I wanted to see what everyone's ships looked like up close). Once you learn restraint and patience your skill will vastly improve. Real time combat is much more difficult to master and it is easier to become discouraged, but slow down the game speed and let your officers do most of the work. You will be an admiral in no time.

Of a curious note is the graphic design. Many of the ships (D7 , Fed CA) look just like SFB but some races do not. I think I like the new Lyrans, and the Orions are very cool. I don't care for the new Gorns (which came from another game Interplay did). Freighters are very large compared to warships. The Klingons are the bumpy-head variety and the Hydran people are very well done.

I still get a testosterone jump when I play the opening movie and hear the Star Trek theme blasting on my giant stereo speakers while watching as three D7s chase a lone Fed CA.

We left out the plasma bolt because it is primarily used against Andros, who are not in SFC. We left out anti-drones because they are primarily used against the Kzintis, who are not in SFC, and were eventually replaced with phaser-3s (and more APRs).

As we move forward, we will re-examine everything we did not do in the first game. If it makes sense to add it, we will.

We decided from the first not to try to bring in the tournament rules, partly since most of the core development team (who had played SFB) had never played in tournaments. While player feedback during development called for the tournaments to be added, we did not want to "hack" them in at the last minute. We are now creating Tournament Cruisers which will be available at www.mplayer.com in their tournaments. These ships will be made available in a patch.

Dynaverse (a sort of artificial history structure) is intended to provide re-playability in the single-player campaign game. It is not designed to recreate the General War. There are numbers in there to promote the standard alliances and enemies, but you can still find yourself fighting a non-historical enemy. We felt that the nature of the game allowed us to explore a more dynamic universe.

Ship Modifications

A consultant entered the data from over 300 SSDs for the seven races (Fed, Klingon, Romulan, Gorn, Orion, Hydran, and Lyran) as designed. Over time, we had to make some minor modifications. Some weapons were bundled with others on larger ships, to make room for the weapon hardpoint displays. Whenever we could, weapons were kept the same. A few firing arcs had to be changed, which only affects bases, Klingon BBs, and Hydran DNs.

The ship designs were based on the movie-era look (the rectangular warp nacelles). Ship designs for the Federation, Klingons, and Romulans came from another 14° East game in development, Klingon Academy. The Gorns also came from Klingon Academy, which had designed and gotten approval for the Gorn ships before we acquired the SFB license. We could not use the bubble-style ships, which was very unfortunate. As a long time SFB player, the Gorn design eventually grew on me, but it took a while.

A company called Mondo Media modeled the Orions, Hydrans, and Lyrans especially for SFC. The SFC team provided SSDs and pictures of the SFB-style ships, along with direction on where we wanted to take the designs to "modernize" them. With a limited budget, we had to combine the Hydran ship designs. My favorite ships are now the Hydrans.

Playtesting (er, Playing) the Game

We did playtest some of the SFC missions using SFB. The team would meet once a week and play a game after hours. When new team-members were added, one of the first things we did with them is give them a copy of the Cadet Handbook and teach them SFB. Understanding SFB helped the entire team communicate. All of us long-time SFB players appreciated this.

We tried to involve SFB players at an early stage, so we could get feedback that could make a difference. We used the Internet to recruit SFB players for focus groups and beta testers. Their knowledge of the game gave us the feedback we needed.

Selling the Game

SFB also came in useful when dealing with the press. More than half recognized or had played SFB. The notion that we were converting SFB to a real-time game was treated very seriously by those that had. Converting them helped convert others. SFB was also a useful "hook" for the sales department when taking this game to the distributors and retailers. In the current game market, there are a lot of products and you need every bit of attention that you can get. The fact that SFC was based on a popular, well-known boardgame gave us an edge that helped us reach the top ten of sales in our first two months on the shelf. The fact that we have converted SFB so well should ensure long-term sales. An electronic copy of the Cadet Handbook was placed on the SFC disc. Those interested in SFC will hopefully find an interest in SFB.

The Future

Where does SFC go from here? Well, there is still a large portion of the Star Fleet Universe that we would like to capture and portray in the SFC system. It is best not to discuss our exact plans for the future, but here are the obvious items:

* More races, ships, and systems
* A Federation and Empire game
* Omega Sector

Fixing the Bugs

With a game as complex and large as SFC, we have had our fair share of bugs. Most of the major problems have already been fixed, but we still have other bugs to fix. We are currently working on those. Check www.interplay.com for more information about Starfleet Command and the most recent version of the game.

We intend to support the SFC community.

VUDAR UPDATE

The Vudar (a Klingon subject race who broke free during the last days of the General War) have been previewed in Module P6, in Captain's Log #18, and in Star Fleet Times. We continue the development of this race with the system that explains how they can get everything done with so few points of Ion Engine power.

(H93.0) IONIC CAPACITORS

All Vudar ships and bases have an "ionic capacitor." This is a special energy storage and conversion system (actually a network of smaller capacitors) used to convert power to Impulse power and to provide energy to the Ionic Cannon, Ion Pulse Generators, and Ion Storm Generators.

Ionic Capacitors operate in a manner similar to but both separate and different from Phaser Capacitors; the two systems are not connected. Ionic Capacitors do not need to be "energized" as phaser capacitors do. Some other systems [e.g., ESGs (G23.24)] also have capacitors; these are not linked to or part of the ionic capacitor if both are on the same ship such as an Orion ship. The Ionic Capacitor is not shown on the SSD.

Ion Cannons, Ion Pulse Generators, and Ion Storm Generators are, collectively, known as "ion-based weapons". If at some future time a new Ion-based weapon is added to the game system, it will be designated as such and will be treated as such despite not being listed in this edition of this rule. This Ionic Capacitor is in addition to the one built into the Ion Pulse Generator.

(H93.1) ENERGY HELD

(H93.11) BASIC: Energy can be held in the Ionic Capacitor from one turn to the next and (once converted to Impulse Power) can be withdrawn during any impulse to operate the ship's Ion-based weapons. Energy can never be withdrawn for any other purpose (e.g., movement); exception Energy Balance due to Damage (D22.15); See (H93.33). While all energy withdrawn from the Ionic Capacitor is Impulse Power, and can only be used for ion-based weapons, and it can be used for that portion of the power needed by an ion-based weapon which is not specifically required to be impulse power.

Example: To fire an Ion Cannon (standard) requires one point of Impulse Power and one point of warp power. The Impulse Power could come from allocated Impulse Engine power, from Reserve Impulse Power, or from the Ionic Capacitor. The warp power could come from warp engines, reserve warp power, or AWRs.

(H93.12) LIMIT: Ionic Capacitors have an absolute limit as to how much power they can hold. The capacity of the Ionic Capacitor is equal to the total amount of Impulse power required to fire each of the ship's Ion-based weapons (standard load) one time, rounded to the next higher whole number. E.g., the DW with three Ion Cannons (1 point each) and one Ion Pulse Generator (four points) has an Ionic Capacitor with the ability to hold seven points of power.

Exception: When using Fractional Accounting (B3.2) and the capacity of the capacitor is exactly equal to the energy required to fire the ion-based weapons (do not round up). Note, there currently are no Vudar units which require fractional points of power.

(H93.13) ALLOCATION: Energy can be added to the Ionic Capacitor as allocated power during the Energy Allocation Phase (B3.0) or by using Reserve Power (H7.0) during the Impulse Procedure and Record-Keeping Phases. Any type of power can be added to an Ionic Capacitor but only Impulse Power can be withdrawn from it. Any non-Impulse power sent to an Ionic Capacitor must remain within it until it is converted (H93.14).

(H93.14) CONVERSION: Non-Impulse energy allocated to an Ionic Capacitor is converted to Impulse energy exactly 32 impulses after it is allocated. Impulse energy allocated to an Ionic Capacitor does not require conversion and is available immediately.

Example #1: Warp power sent to the Ionic Capacitor during Energy Allocation of Turn #6 could not be used on Turn #6 [although it would take up space; see (H93.22)] but would be converted into Impulse Energy during the Energy Allocation Phase of Turn #7 and could be drawn from the Ionic Capacitor for use in Ion Cannons or IPGs during Turn #7 (or any later turn).

Example #2: Reserve power sent to the Ionic Capacitor on Impulse #20 of Turn #3 could not be used during Turn #3 or during the first 19 impulses of Turn #4. It could, however, be used during or after Impulse #20 of Turn #4. Note, however, that if Reserve Impulse Power were sent to the Ionic Capacitor, it could be used immediately as it does not require conversion.

Tactical Note: The Ionic Capacitor would seem, at first, as simply a way for a Vudar Ship to create more Impulse (i.e., ion) power than it normally would be able to, or to continue to fire its ion-based weapons after all of its impulse engines are destroyed. There is more to it than this, however. In effect, the Ionic Capacitor becomes yet another source of a special type of "reserve power" and can, for example, allow a ship to attack at a higher speed by banking energy for the weapons on a previous turn.

(H93.15) ENERGY HELD in an Ionic Capacitor at the start of a scenario depends on the Weapon Status:

Weapon Status	Energy Held
0	0
1	0
2	1
3	2

Note that the maximum amount held will probably be less than the maximum amount the Ionic Capacitor can hold.

(H93.2) ENERGY USED

(H93.21) GENERAL USE: Impulse power drawn from an Ionic Capacitor can be used to arm (and fire) any ion-based weapon on the ship. This power can be used for that portion of the power which must be Impulse Energy, for any non-warp portion of the required energy, and/or for Overload Energy. Power from an Impulse Capacitor can never be used for any purpose except arming an ion-based weapon; exception: see (H93.33).

(H93.22) CAPACITOR IS NOT REQUIRED: Impulse energy to fire Ion-based weapons need not come from the ionic capacitor, but may be drawn from this source.

(H93.221) Energy cannot be allocated or sent by reserve power to the Ionic Capacitor unless that system has the capacity to hold it. If the Ionic Capacitor is still full from the previous turn, no power can be allocated to the Ionic Capacitor.

(H93.222) Reserve impulse power could be used to fire an Ion-based weapon by either applying it directly to the weapon or by applying it to the capacitor and then taking power from the capacitor, within the restrictions of the rate of fire and (H93.14).

(H93.223) If the capacitors are full when reserve power is applied and ionic weapons are fired, it is assumed that power was drawn from them and simultaneously replaced with the reserve power. Note that the reserve power in this case could be non-impulse (H93.14), example #2.

(H93.23) ANY ION-BASED WEAPON: The energy from the Ionic Capacitor can be used to fire any ion-based weapon of the ship, within the restrictions of the rules. It is therefore possible, without applying additional energy to the capacitor, to draw energy from the Ionic Capacitor during one turn in order to fire a particular ion

cannon and then, on the next turn, to draw energy from the capacitor to fire the same ion cannon again (assuming sufficient energy remains in the capacitor).

Example: a Vudar DW has three Ion Cannons (and one IPG) and therefore its Ionic Capacitor can hold seven units of power. Assuming that the capacitor was full and that all power had been converted to Impulse power, the ship could fire its "A" ion cannon seven times (once per turn, assuming the warp portion of the required energy was provided) without any other Impulse power.

(H93.3) OTHER RULES

(H93.31) DESTRUCTION: If an ion-based weapon is destroyed, an equivalent portion of the Ionic Capacitor is also destroyed. Any energy in the destroyed portion is lost. Naturally, players may consider the uncharged (i.e., empty) elements to be destroyed first. If an ion-based weapon is repaired, an equivalent portion of the capacitor is also repaired (although it is uncharged). If all ion-based weapons have been destroyed, the entire Ionic Capacitor is considered destroyed (although it could be repaired as part of repairing each weapon).

(H93.32) TIME LIMIT: Power can only be held in an Ionic Capacitor for 25 turns. If the power is not used in that time, it is lost and cannot be recovered. The Ionic Capacitor could, however, be recharged without penalty. See (E2.32) for more detail.

(H93.33) ENERGY BALANCE: See (D22.15) for a possible way in which power could be taken from the Ionic Capacitor. For this purpose, Ionic Capacitors are treated as Phaser Capacitors; there is no "priority" between Phaser and Ionic Capacitors.

(H93.34) MOVEMENT: Impulse energy in Ionic Capacitors can in no way be used to perform any movement or movement related function, e.g., sublight maneuvers, erratic maneuvers.

MORE VUDAR SHIPS

(R17.929) FRIGATE (FF): The first ship the Klingons allowed the Vudar to build, it was constructed from the beginning with an eye towards later upgrades. It came into its full flower with the FFW version, and the basic hull was the basis for many variants. The Vudar could produce frigates in considerably greater numbers than they could any other hull type. Some of the early FFs were still soldiering on in Y190.

Other Data: Crew 20; Boarding Parties 6; BPV 50; Breakdown Rating 6, Movement Cost 0.33; Spare Shuttle 1; Size Class 4; Turn Mode A; Year in Service 130; Docking Points 3; Explosion Strength 8; Command Rating 3.

To convert the war frigate (page 98) to the previous frigate, delete two FA Ion Cannons, Phaser-1-FA becomes an FA-Ion Cannon. Reduce crew and BPV to above figures.

(R17.904) WAR FRIGATE (WFF): An upgrade of a preexisting frigate, the war frigate was a difficult opponent for the obsolete Klingon E4s it was expected to encounter because of its superior shielding. This class remained in production for a considerable period in the Enclave's history as an attrition unit and to fulfill the multitude of support roles that it simply was not possible for the Enclave to fill with larger hulls. SSD on page 99.

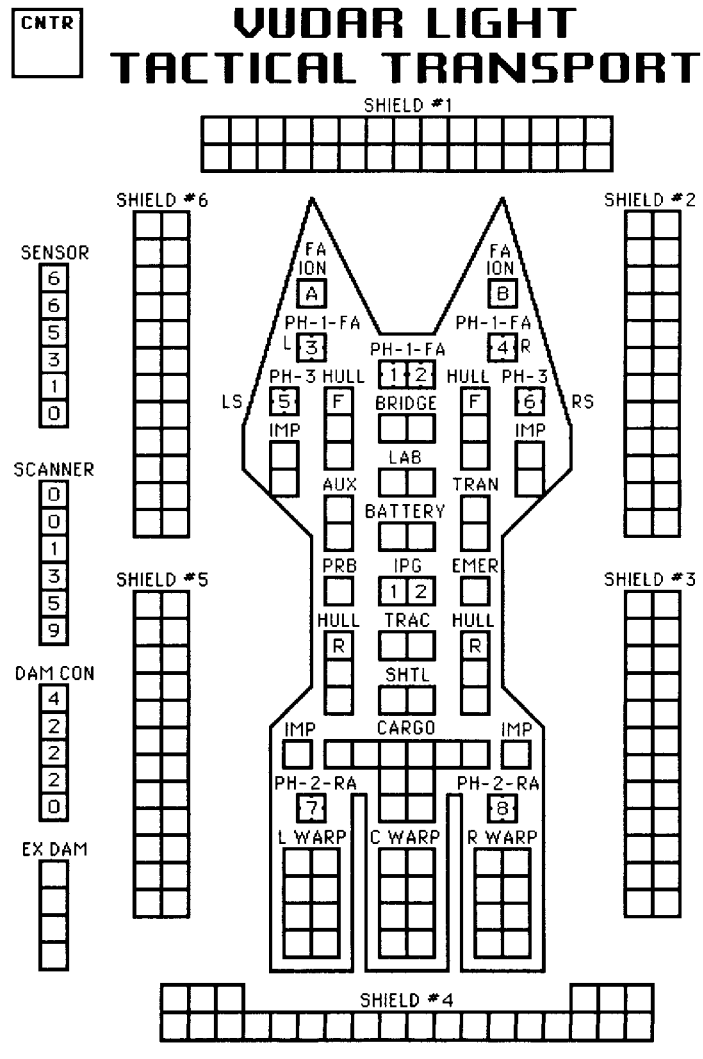
Other Data: Spare Shuttles 1; Year in Service Y170; Docking Points 3; Explosion Strength 8; Command Rating 3.

(R17.903) HEAVY CRUISER (CA): The majority of the ships used by the Vudar were limited in range by virtue of being "war construction" designs. The heavy cruiser was designed to serve as the centerpiece of defensive squadrons, and to provide the Enclave with a real capability to conduct operations beyond its existing supply limits. A balanced ship, but like all Enclave ships its ability to conduct a close-in fight was limited and damage to its impulse decks forced heavy reliance on its Ionic Capacitor.

Other data: Spare Shuttles 2; Year in Service Y175; Docking Points 9; Explosion Strength 20, Command Rating 8. An SSD is provided on page 98.

(R17.916) LIGHT TACTICAL TRANSPORT (LTT): The class which made the Vudar expansion possible. The Enclave did not possess the ability to construct a full-sized tug, without which the acquisition and construction of defenses outside the Enclave's homesystem would have been impossible. Some analysts believe the initial revolt fleet included three ships of this class, but this cannot be proven. The many sightings of this class may have been extremely efficient use of a single hull made possible by operating in a virtual vacuum of good intelligence. The design was built to be able to employ the pods of the Klingon Empire if any were captured, but usually employed versions of those pods constructed by the Vudar themselves. There was not room for a full SSD in this issue, the ship portion is shown below.

Other Data: Crew 38; Boarding Parties 10; BPV 130/115; Breakdown Rating 5-6 Movement Cost: with no pods 0.67, with one pod weight 1.0, with two pod weights 1.33; Spare Shuttles 1; Size Class 3; Turn Mode C with no pod, D with one pod, E with a double weight pod; Year in Service Y175; Docking Points 7; Explosion Strength 15; Command Rating 6; Notes TG.



NEW STUFF FOR PRIME DIRECTIVE

By Gary Plana

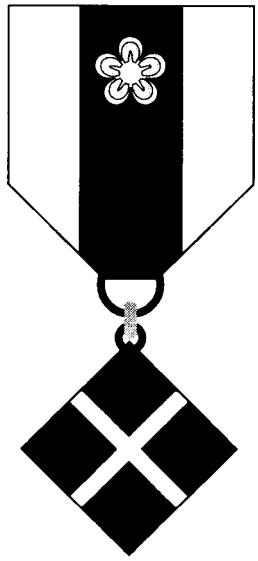
TECHNICAL SUPPORTED SKILLS

Tractor Beam Systems: 6/8/10 (10)

This skill allows your character to operate and repair Tractor Beam systems. This includes the mechanical link latches used on bases and some ships for docking ships, shuttlecraft, and Fast Patrol ships.

The time scale to operate a Tractor Beam is determined by the actions being attempted; docking a ship as gently as possible could take several minutes, while tractoring an incoming missile before it impacts would be only a few TICs. The repair time period is determined by the severity and pervasiveness of the damage to the system.

FIRST CONTACT RIBBON



One award not mentioned in the Federation Sourcebook is the First Contact Ribbon. This is given to Starfleet personnel who successfully complete a First Contact mission with a new race. These missions are especially critical, as botching this delicate task could result in war; this ribbon is awarded in recognition of that fact.

The First Contact Ribbon is White-Blue-White, with a symbol affixed (superimposed over the blue section) representing the race contacted. This symbol is different for each race, and is selected to be representative of the race in question. For example, when the Jindarians were first contacted the symbol on the ribbon was a small asteroid made of coppery-looking sigma-positronium, a metal heavily used by the Jindarians; in the case of the Interstellar Concordium, the symbol had the triad-shape typical of ISC ships (see page 132 of the Prime Directive Rulebook for an illustration).

Personnel who have earned multiple First Contact awards wear just one ribbon, with all of the different earned symbols affixed to it.

WHITHER PRIME DIRECTIVE?

ADB, Inc. continues to consider various ways to get the Prime Directive product line back on track.

One theory is to scrap the existing game engine (which did not find a wide following) and license an existing engine (which would give us access to a pool of customers as well as a library of existing easily modifiable adventures). We would frankly prefer GURPS but the cost is prohibitive and the control issues imposed by the owners are incompatible with the Paramount controls we are already under. We have considered Fuzion and other systems, but haven't made a decision.

In a perfect world, we would "turn over" PD to a design studio and let them print their own products (which only ADB, Inc. could market), but this requires someone with money and talent. (Two groups have indicated an interest, but want to use entirely new engines and we are unsure about this. One more failed game engine and the PD product line would be too badly battered to survive.) We continue to review the issues and welcome player input and designer queries.

THE YITLIANS

A NEW WARRIOR RACE FOR THE STAR FLEET UNIVERSE

by John Sickels

The Yitlians are humanoid bipeds, similar in general bodily appearance to humans or Klingons. The average Yitlian is somewhat taller and lighter than the average Klingon. Yitlians have five digits on their hands, but the fifth digit functions more like a second opposable thumb than a human or Klingon pinkie finger. Yitlian skin colors are more uniform than most humanoid species, ranging from light to dark brown. Hair color, on the other hand, can vary wildly, and is the main way that ethnic identities are distinguished. Racial prejudice was once a common feature of Yitlian society, and has only subsided over the last two centuries.

Eyes, ears, nose, and mouth are arranged in the "normal" humanoid fashion, although there are differences in the internal structure of each organ, compared to humans or Klingons. The ears, in particular, are quite different, being some 20% smaller than a normal human ear, and oval in shape. The auditory range of a normal Yitlian is somewhat less than most humanoids, although their eyesight tends to be very good. A Yitlian nose has four small nostrils, rather than the two observed on most humanoid species. Their sense of smell is considerably better than the average human or Klingon. The average Yitlian reaches puberty at age 13, but is not considered fully mature until the age of 25, when the color of an individual's hair stabilizes. Yitlians have been known to live as long as 80 human years, if they are not killed in battle first.

Yitlians apparently evolved from primates, many species of which inhabit jungle and forest areas on the western continent.

A HISTORY OF WAR

Recorded Yitlian history goes back about 6,000 years, although the best historical records are no older than 2,000 years. The earliest Yitlian civilizations were agricultural and relatively peaceful. All that changed about 4,000 years ago, when the Yitlians began to war with another sentient species they called the "Akalanaita," which translated means "vile ones."

The Akalanaita apparently evolved separately from the Yitlians; fossil evidence indicates they arose on the eastern continent, and were a species of intelligent felines, descended from predatory cats that roamed the vast plains of that continent. There is no evidence that they are related to the Lyrans or Kzintis, although some Klingon researchers believe they may have been a result of a "seeding" program by an advanced race. Their society was slightly more advanced than the Yitlians; the war began when Akalanaita ships first arrived on the western continent and attempted to colonize it.

The conflict between the two species was savage and brutal. The surviving records are Yitlian, so it is difficult to know which side started it, or was responsible for the most bloodshed. The war between the species lasted nearly 2,000 years, with the Yitlians gradually pushing the Akalanaita back to the eastern continent, then invading it themselves. The conflict ended about 2,000 years ago, when the Yitlians conquered the Akalanaita and exterminated them.

The primary effect on Yitlian culture was to take an agrarian, peaceful people, and militarize it. A warrior culture grew up during the long conflict, with elder warriors taking the leading roles in government, known as the Council of Caste Warriors. The warrior caste was open to any Yitlian who demonstrated prowess in battle, male or female.

With the Akalanaita destroyed, the Yitlians, who had a remarkably unified culture during the wars, began fighting among

themselves, devolving into a balkanized society, rife with political, religious, ethnic, and military conflict. The warrior caste split apart into complex sub-castes, each controlling territory, known as a "caste-state," similar to the nation-states familiar in the histories of many humanoid cultures. The Council of Caste Warriors devolved into a debating society, and eventually ceased to exist altogether. Yitlian history, from about 2,000 years ago to Y40, was a long history of bloody wars and invasions. Empires rose and fell. Societies grew, prospered, stagnated, and collapsed. Technological knowledge grew slowly from its Bronze Age beginnings, stimulated by the needs of the warriors at times, but slowed at other times by societal collapse.

The first glimmers of modern industrialization were seen about -Y250. In Y40, the Yitlians suffered through a limited nuclear war. The war killed tens of millions, and resulted in a nuclear winter that lasted three years, killing millions more. Realizing that continued warfare on this scale would result in the death of the species, the surviving Yitlian caste-leaders signed a treaty that re-established the Council of Warriors, and invested it with real political power in Y55. Not every Yitlian warrior caste agreed with this, but the first act of the Council was to hunt down and eliminate dissidents.

Warfare was too ingrained in Yitlian psychology to be eliminated completely, so ritual forms of warfare, long since discarded for the real thing, were revived to help resolve conflicts between individuals. Small-scale wars between caste-states broke out occasionally, but the Council was able to contain them, and prevent another planetary war. The near-death experience of Y40 gave impetus to environmental and medical research, and great advancements were made in those areas.

The first Yitlian space flight was made in Y83; a manned landing on the second planet in the system came in Y99. The Council funded space flight generously, since moving out to the stars would, perhaps, give the Yitlians someone to fight besides themselves. A small colony was established on the second planet in Y120, and research moved forward on theoretical faster-than-light drive systems.

By Y169, the Yitlians were struggling to develop warp drive. They had worked out the physics, but were still trying to learn how to safely contain a matter-antimatter reaction.

When the Klingon survey ship *Investigator* made contact, the Yitlians were at first extremely paranoid, fearing an invasion from a stronger power. When it became obvious to the Council of Warriors that the Klingons were honorable warriors like themselves, the Yitlians warmed to the visitors, hoping to learn enough from the Klingons to move out to the stars themselves.

It is perhaps fortunate that it was the Klingons, rather than the Lyrans, who made first contact. The Yitlians have an antipathy to all things feline, and while the Klingons were able to convince the Yitlians that the Lyrans were not their enemy, relations with the Lyrans were often strained, never better than cordial, and there was little economic contact. The Lyrans were very uncomfortable over the Yitlians, who have exterminated a feline race in pre-gunpowder combat. Lyran jealousy over Klingon trading rights with the Yitlians was a point of contention that strained the relationship between the allies at times.

A RICH STAR SYSTEM

First mapped by the Klingons in Y169, the star system known to its natives as Yitlia-sorne-alana (translation: that which gives life to Yitlia) consists of a type-G main sequence star, a brown dwarf companion about one-half light year distant from the main star, and a system of eight planets. Three of these are terrestrial bodies: a small, rocky Mercury-type planet in close orbit of the star; a small, marginal Class-M desert planet in the second orbit (lightly colonized); and a Class-M world in the third orbit. Planets four through eight are Uranus/Neptune-sized gas giants, with the usual variety of moons, none of which can sustain life. There are two asteroid belts in the system, one between the orbits of the third and fourth planets, the second belt is between the fourth and fifth planets. The system also has the usual assortment of asteroids and comets.

Planet three (Yitalia) is home to a sentient race that calls themselves the Yitlians. The planet itself is slightly larger than Earth, with two major land masses, a number of smaller islands, and large, deep oceans that separate the continents. Rich both agriculturally and in minerals, Yitlalia is an ideal Class-M world. It tilts on its axis only slightly, leading to a long growing season and only mild seasonal changes. The planet has about 10% more tectonic and volcanic activity than earth, making earthquakes and volcanic eruptions the main form of natural disaster faced by the natives. The planet has vast deposits of the strategic mineral topaline, as well as fairly large quantities of platinum, rhodinium, uranium, and pergium. Small quantities of dilithium have also been discovered. The Klingon geologist who first studied the planet called it "a treasure house."

YITLIANS IN PRIME DIRECTIVE

by Gary Plana

While the Yitlians are not considered one of the Klingon Empire's Subject Races, they are sometimes found serving in DSF Black Dagger Teams in place of Zoolie scouts. Yitialians are never allowed to serve as part of an ISF Blue Dagger or ESS Long Dagger Teams as their race is not a fully integrated (and therefore not fully trusted) part of the Empire.

STANDARD YITLIAN CHARACTER TEMPLATE

STR – 3	LDR – 3	INT – 3	TEC – 2	PER – 4
ACC – 3	LGC – 2	DIS – 4	GKN – 3	SPD – 3

Yitlian characters also have one +1 bonus point (see Prime Directive rule 1.3) which may be added to any characteristic except LGC or TEC.

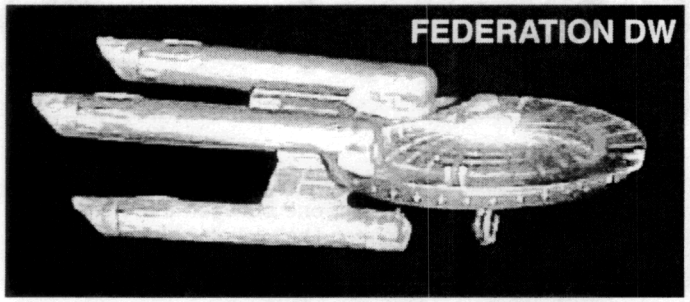
THE RETURN OF STARLINE

Before there was SFB, there were miniatures to play it with (the famous Zocchi plastic line, now available from ADB, Inc.). In times long past, previous publishers of SFB offered a range of metal miniatures known as Starline 2200, which evolved into the Starline 2300 range. Now, ADB, Inc. has undertaken to return this best-selling line of miniatures to production as the Starline 2400 pewter series. We released a few prototypes at Origins (and you can buy more than a dozen ships on our web site even now), but the first real release of Starline 2400 will be these five ships, due to arrive in the stores in late November.

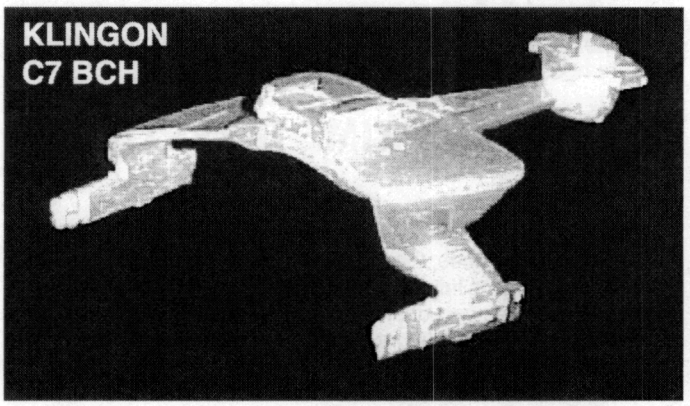
Created by master sculptor Behrle Hubbuck, these five new ships are cast in exquisite detail in lead-free Britania Pewter. ADB, Inc. insisted that the designs be held to as few pieces as possible, and these five are in one or two pieces to simplify assembly.

As we move into the millenium year, ADB, Inc. will release more new ships and various support elements (turn guages, maps, and other materials) through the stores or on the web site.

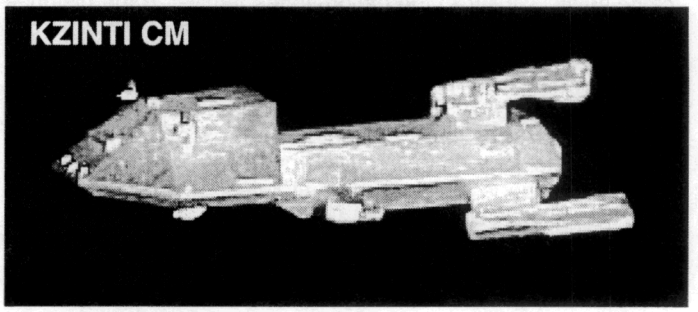
Your suggestions for the new ships YOU want are welcome.



No new line of miniatures could be launched without a ship from the Federation in the lead postion. This was a tough choice since so many Fed ships had been done by Zocchi and then by the 2200 series. A poll of Fed players showed that the most important "missing" ship from their fleet was the handy little War Destroyer, which replaced the diminutive frigate by the middle of the General War. While we had to accept a two-piece design (due to the three-dimension casting), we accepted no loss of detail. The classic beauty and power of the Federation Star Fleet shines through in this ship.



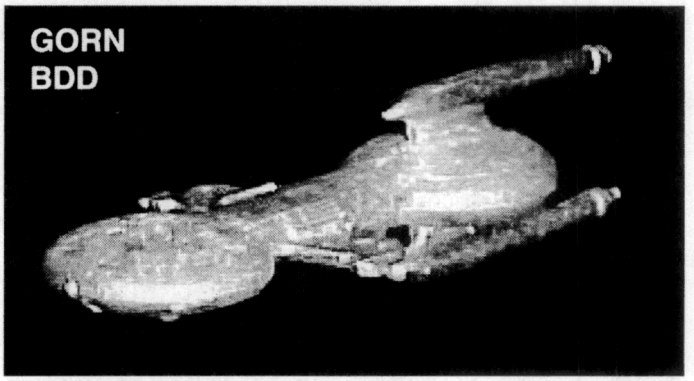
There is not much point in owning the company if you cannot ensure that your own favorite race gets some goodies, and the two Steves decided that they wanted the C7 Heavy Battlecruiser to launch the new Klingon offensive. Unlike the earlier D7s produced by various companies, this comes as a one-piece unit which is, literally, "plug (into the base) and play". We had to "bend" the engines a tad to make them fit the mold, but we kind of like them that way. *(Photos by Ruth Padilla)*



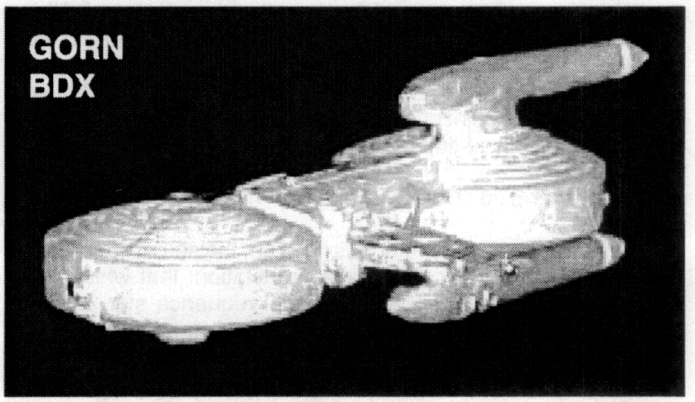
When TFG (#4) converted the Starline 2200 Miniatures (done by TFG #2) into their Starline 2300 series, they left out all of the Kzintis because these had been done with numerous small pieces and could not practically be recast. This left a lot of frustrated Kzinti players out there who could not get miniatures.

For this reason, ADB, Inc. declared that one of the first new Starline 2400 ships MUST be a Kzinti, and the ship the Kzintis wanted most was the workhorse Medium Cruiser, which formed the bulk of their fleet in the General War.

The production of the CM allows those Kzinti players who were lucky enough to get the old 2200 series ships to fill out their fleets, while new Kzinti players can get a strong start with the CM. As any Kzinti knows, a CM can do just about anything.



When ADB, Inc. ordered new miniatures, we wanted to find ships that were "missing" from the original product line, but were badly needed to complete those fleets of miniatures already in the hands of players. The Gorn BDD (their war destroyer) was just such a ship, providing most of the late war variants.



The first X-ship miniature ever produced, the Gorn BDX shows clearly the increased mass and power of this dangerous little warship. Add some to your fleet before your opponent does.

These gallant forces have been assembled to deal with the recently-discovered Andromedan Base in Scenario (SP177.0).

FEDERATION STRIKE CARRIER GROUP (Richard Sherman)

CVS+ (156); drones 4 type-IM (+2), 1 type-IM with a half space of armor (+0.5), 1 type-IVM (+0.5), 1 type-IECMM (+0.5); 4 extra deck crews (+2); MRS (+8); MRS drones 1 type-IVM (+0.5), 6 type-VIM (+1.5), 5 type-IM (+2.5); fighters 11 F18B (+99), 1 F18E (+11); drones for fighters 22 type-IM (+11), 24 type-VIM (+6) = 301.

DEA (104); drones 8 type-IM (+4), 2 type-IVM (+1), 1 type-IVM with 1.5 armor (+0.5), 2 type-IECMM (+1); fighter ready rack drones 4x type-IM (+2), 4x type-VIM (+1) =113.5.

FFA+ (94); drones 7 type-IM (+3.5), 1 type-IVM (+0.5) 1 type-IVM with 1.5 armor (+0.5), 1 type-IECMM (+0.5); fighter ready rack drones 4x type-IM (+2), 4x type-VIM (+1) = 102.

FFS+ (75); drones 3 type-IM (+1.5), 1 type-IECMM (+0.5) = 77.

13 extra boarding parties (+6.5) to be deployed as the commander thinks best.

Total = 600.

This is just a somewhat standardized CVSG, reflecting the chance that this was the only force the Federation had available to make a hasty assault on the base before the Andromedans could bring in substantial reinforcements. However, the drone loads have been somewhat tailored for an Andromedan opponent. The utilization of this force will present a good challenge for the Federation commander.

FEDERATION DRONE FORCE (Robert Chverchko)

CLD+ (109); drones 4 type-IIIECMM (+4), 4 type-IM (+2), 6 type-IVM with one space of armor (+3), 8 type-IVM with two spaces of armor (+4) = 122.

DWV (105); drones 2 type-IM (+1), 1 type-IVM with two spaces of armor (+0.5); fighter squadron 7 F-18B (+63), 1 F-18BEW (+11); drones for fighters 10 type-IM (+5), 4 type-IM with one space of armor (+2), 16 type-VIM (+4) = 191.5.

FFA+ (94); drones 1 type-IIIECMM (+1), 3 type-IM (+1.5), 1 type-IVM (+0.5), 3 type-IVM with one space of armor (+1.5); fighter ready rack drones 4 type-IM (+2), 4 type-VIM (+1) = 101.5.

Two FFB (180); each drones 2 type-IM (+2), 1 type-IVM with one space of armor (+1); 2 extra boarding parties (+2) = 185.

Total = 600.

KLINGON SWARM (Daniel Zimmerman)

D6DB (117); drones 6 type-IVM (+3), 24 type-IM (+12) = 132.

F5DB (93); drones 10 type-IVM (+5), 10 type-IM (+5) = 103.

Six G2 (300); each drones 4 type-IVM (+12), 4 type-IM (+12); convert all ADDs to type-VIM (+36) = 360.

Ten extra boarding parties (+5) to be deployed as the Commander thinks best.

Total = 600.

Two squads of G2s are on anti-piracy patrol when they pick up a D6D calling for backup on a possible Andromedan threat. An F5D en route for border patrol duty picks up the call as well.

ROMULAN EAGLE STYLE (Kerry E. Mullan)

King Eagle (140); MRS (+8) = 148.

Five Battlehawk-R (440) = 440.

Three T-bombs (+12) distributed as the Commander thinks best.

Total 600.

With this force you can envelop a plasma-G torpedo on each BH and launch on one turn while on the next you can follow up with a second enveloped plasma-G torpedo. The BH has a much better power curve than most ships its size. The whole force can cloak out if needed.

ROMULAN KESTRAL FIRESTORM (Mark Kuyper)

K7RB (166) = 166.

Two K5RB (168); each 4 extra boarding parties (+4) = 172.

Four K4RB (252); each 5 extra boarding parties (+10) = 262.

Total = 600.

In an obscure corner of the empire, a base of alien manufacture has been discovered. It is believed to be of Andromedan design. You are to take your cruiser and two frigate squadrons to remove this stain upon our Honor. You will not fail.

ROMULAN AxCVA FORCE (Carl Magnus Carlsson)

AxCVA (80); 4 extra boarding parties (+2); fighters 22 G-SF (+198), 2 G-SFE (+22) = 302.

K5L (104); 1 NSM (+8) = 112.

Two K5RB (168); each 1 NSM (+16), 2 extra boarding parties (+2) = 286.

Total = 600.

The AxCVA crew was delivering fighters to a base, or so they thought. Now they are in trouble. Begin the battle with as many suicide shuttles as possible. Swarm the base with all your units. The sheer numbers alone will give the Andromedans a headache, and that is before they have to defend themselves. Remember: You win if the base is dead; nothing else matters.

ROMULAN (David Greenbaum)

Impresario Greenbaum in association with the Romulan Imperial Production Company

PRESENTS: Seven Brides for Seven Brothers

or Why Snow White's Room is Locked at Night

Directed by Robert J. Lurtsema

Starring at 140 points: Doc, an irascible old King Eagle with delusions of grandeur, a command rating of nine, and an NSM in his pocket, and, boy oh boy, is he glad to see you.

at 340 points: Noisy, Nasty, Scratchy, and Itchy; 4 (four) x BattleHawk (BH) (w/o refit) with 4 (four) NSMs. A crew of easygoing maniacs with low grade narcolepsy and a penchant for boogie.

and at 110 Eco BPV: Fred, the lost boy; 1 (one) SKF, nothing added, nothing taken away. The hidden treasure of the gang, and the secret mastermind. Crack him open and find a cookie.

One (1) Envelopp-èd R torp, eight (8) envelopp-èd plasma-G torpedoes. Cough. 'Nuff said.

Shprinkle and Salt with two T-bombs (+8), and four boarding parties (+2) playing the Gems of the Dwarven Mine. (SAG)

Total: 600.

KZINTI SATELLITE BASE DESTRUCTION FORCE 1A
(Peter D. Bakija)

NCA (130); drones 8 type-IM (+4), 2 type-IVM (+1), 4 typeIVM with a half space of armor (+2) = 137.

DWS (96); drones 8 type-IM (+4), 2 type-IVM (+1), 4 typeIVM with a half space of armor (+2) = 103.

Two DW (180); each drones 8 type-IM (+8), 2 type-IVM (+2), 4 typeIVM with a half space of armor (+4) = 194.

Two FF+ (150); each drones 8 type-IM (+8), 2 type-IVM (+2), 4 typeIVM with a half space of armor (+4) = 164.

Four extra boarding parties (+2) to be deployed as the Commander thinks best.

Total = 600

GORN LIGHT STRIKE FORCE (Colin Shiels)

CLF (122); 1 extra boarding party (+0.5) = 122.5.

Two BDD+ (196); each 1 extra boarding party (+1) = 197.

BDS+ (97); 1 extra boarding party (+0.5) = 97.5.

Two DDF (182); each 1 extra boarding party (+1) = 183.

Total = 600.

THOLIAN FLEET OF THE MOMENT (Ken Burnside)

CAP (128) = 128.

Two DDP (160); each two T-bombs (+16) = 176.

Three DD (240); each two T-bombs (+24) = 264.

Four Web Anchor Buoys (+32).

Total = 600.

Tactics: Trench warfare. You brought the trenches.

Read the rules in (G10.0) very carefully. With two or three ships (or valid anchor points) it is surprisingly quick to lay out a strength one web, all you need to block enemy fire.

KUBLAI CARTEL ENFORCER SQUADRON (Larry Ramey)

CA+ (135); plasma racks replace drone racks (+4); options PPD-FA (+12), 2 plasma-F torpedoes with swivels (+2); 1 T-bomb (+4), 6 extra boarding parties (+3) = 160.

LR+ (73); sensor (+10), 2 type-B drone racks (+2); drones 2 type-IECMM (+1), 2 type-IVM (+1) 6 type-IM (+3) = 90.

DBR (100); 1 phaser-G-FA (+2) 4 phaser-1-FA (+0) = 102.

DBR (100); 5 plasma-F torpedoes with swivels (+5) = 105.

LR+ (73); 3 phaser-1 (+0) = 73.

LR+ (73); 1 phaser-1 (+0), 2 plasma-F torpedo with swivel (+2) = 75.

Total = 600.

HYDRAN HORDE (Richard Eitzen)

Lord Marshal (138); fighters 6 Stinger-F (+42) = 180.

Six Hunter (288) = 288.

Three Gendarme+ (132) = 132.

Total = 600.

This force costs exactly 600 points. A Lord Marshal, six Hunters, and three Gendarmes (and six fighters) should entertain those looking for something different. For those who want to try something else, change the Lord Marshal to a Lord Commander (no hellbores), retaining the Stinger-Fs and upgrade the three Gendarme+s to another three Hunter Frigates with the saved BPV. Of course, by Y177 the Lord Commander had long since been refitted, but what if the Hydrans had never invented the hellbore?

HYDRAN CHEESY WEASEL FORCE (Larry Ramey)

Uhlan+ (95); fighters 10 Stinger-2 (+100), 4 Stinger-H (+40) 2 Stinger-E (+24); four extra deck crews (+2) = 261.

DA+ (100); fighters 6 Stinger-2 (+60); 2 extra boarding parties (+1) = 161.

Two AH (108); each 6 extra boarding parties (+6) = 114.

CU (61); 6 extra boarding parties (+3) = 64.

Total = 600.

ANDROMEDAN CIVIL WAR (Jeffrey Zellerkraut)

Intruder (265); 4 T-bombs (+16), 2 commando boarding parties (+2), 10 extra boarding parties (+5) 2 heavy weapons squads (+2), 2 boarding parties converted to heavy weapons squads (+1); 5 extra probes (+5) = 296.

Mamba (130); 2 T-bombs (+8), 10 extra boarding parties (+5), 2 commandoes (+2), 2 heavy weapons squads (+2), 2 boarding parties converted to heavy weapons squads (+1) = 148.

Courier (70); 2 T-bombs (+8); 10 extra boarding parties (+5), 1 commando boarding party (+1) = 84.

Viper (60); 2 T-bombs (+8); 8 extra marine BPs (+4) = 72.

Total = 600.

LYRAN BACK ALLEY (Stewart Frazier)

DWVB (89); fighters 7 Z-V (+56), 1 Z-VE (+10); drones 14 type-IM (+7); 2 extra deck crews (+1); 1 T-bomb (+4) = 167.

DWAB+ (106); fighter ready rack drones 4 type-IM (+2); 1 T-bomb (+4) = 112.

Two DWBp+ (204); each 1 T-bomb (+8) = 212.

DWSB+ (109) = 109.

Total = 600.

Can trade the DWS for a DWL. The Back Alley will not have an easy time but does have scatter packs to ease the load against either the mobile force or the base, and it has speed.

ISC LIGHT CARRIER FORCE (Richard Sherman)

CC (220) = 220.

SC (126) = 126.

CVE (90); fighters 7 SF (+70), 1 EF (+10); 4 extra deck crews (+2) = 172.

FFA (77); 2 extra deck crews (+1) = 78.

Eight extra boarding parties (+4) distributed between ships.

Total = 600.

This force is essentially a one-ship force; everything revolves around the Command Cruiser being able to engage and defeat successive targets. The other ships and attrition units must all act to support the Command Cruiser.

In my mind, this force represents a squadron a sector commander could throw together on short notice. The Command Cruiser might be his personal flagship, with the Scout also available at the starbase because it must be ready for fleet-level activities and its high point value. The Escort Carrier group perhaps represents what the commander was able to "pull away" from a nearby convoy.

LDR QUICK RESPONSE FORCE (Jon Cleaves)

CWB+ (136); 1 commando boarding party (+1) = 137.

DWB+ (110); 1 commando boarding party (+1) = 111.

Two MPB+ (172); each 1 commando BP (+2) = 174.

MPSB+ (101); 1 commando boarding party (+1) = 102.

F-AL (Disruptor) (75); 1 commando boarding party (+1) = 76.

Total = 600.

A truly scratch force, but one with some real close-range punch. ESGs (and you have ten!) sweep mines and cannot miss a base. Fourteen phaser-Gs will hurt the base plenty, just do not break morale on the way in!

SELTORIAN OLD GALAXY (Jeffery Zellerkraut)

BCH (190) = 190.

Two DD (190) = 190.

Three FF (219) = 219.

Two extra boarding parties (+1) deployed between ships.

Total = 600.

For the Seltorians to participate in Y177, they would have to be responding to an Andromedan Base in their Home Galaxy, which allows the BCH to be used. Scouts and minesweepers are not available for use in this case so these ships will have to handle the mine and EW environment at a disadvantage.

JINDARIAN STRIKE FORCE (Michael Calhoon)

HCS (180) Box1=Cargo (+0),Box2=Fab (+0), replace 2 admin with MSS (+2) = 182.

PRF (90) = 90.

Four FF (320) Box1=Cargo (+0), Box2=Fab (+0), replace 2 admin with MSS (+8) = 328.

Total = 600.

Stonelord finds the presence of the Andromedans in this place disturbing, and sends this force to remove them by the most expedient means.

"The avalanche has already started. It is too late for the pebbles to vote." - Kosh Naranek

DREX UNITY (Paul Stovell)

BS (130); 1 T-bomb (+4) =134.

Two BDs (212); each 1 T-bomb (+8) = 220.

Three BFs (234); each 1 T-bomb (+12) = 246.

Total = 600.

Once the forward HCLs are loaded with enveloping rounds this force can close with the base and at range 12 do 96+96 on standard dice without phasers!

CHLOROPHON (Paul Stovell)

CA (108); 4 extra boarding parties (+2) =110.

Seven FF (490) = 490.

Total = 600.

This is one of the two strongest Omegan races (the other being the Drex Unity) versus the Andromedans although the Maesrons, Trobin, Loriyill look very capable. The Sigvirions and Probr should do fine in a base assault. The Vari, Alunda, and Hiver do look to be in a bit of trouble and I am not sure if the Koligahr will suffer too much from EW effects. The limited ship mix for Omega does not really lend itself to the traditional picking and choosing.

FRAX SURFACE FLEET OF DESPAIR (Richard K. Glover)

CWD (121); drones 4 type-IMWM (+13), 2 type-IVM with 1.5 spaces of armor (+1), 4 type-IVM with 0.5 spaces of armor (+2), 20 type-IM drones (+10) = 147

DWS (100); drones 1 type-IVM with 0.5 spaces of armor (+0.5), 1 type-IVM (+0.5), 8 type-IM (+4), 1 extra boarding party (+0.5) = 105.5

DWD (93); drones 5 type-IVM with 1.5 spaces of armor (+2.5), 20 type-IM (+10), 1 extra boarding party (+0.5) = 106

Three FF (225); each drones 1 type-IVM with 0.5 spaces of armor (+1.5), 1 type-IVM (+1.5), 8 type-IM (+12), 1 extra boarding party (+1.5) = 241.5.

Total = 600.

QARI INFANTRY HEAVY TEAM (Paul Stovell)

T64 (135); drones 4 type-IM (+2), 1 type-IIIECMM (+1), 1 type-ISWD(SGM) (+2.5) = 140.5.

Two BM3 (164); each drones 4 type-IM (+4) 1 type-IIIECMM (+2), 1 type-ISWD(SGM) (+5) = 175.

BMS (100); drones 4 type-IM (+2), 1 type-IIIECMM (+1), 1 type-ISWD(SGM) (+2.5) = 105.5

Two BMD (170); each drones 5 type-IM (+5) 1 type-IIIECMM (+2); 2 extra boarding parties (+2) =179.

Total = 600.

SHARKHUNTER ANTI-VIRUS FORCE (Jeffery Zellerkarut)

CA (179); 1 T-bomb (+4), 2 extra boarding parties (+1) = 184.

Four DW (408); each two extra boarding parties (+4) = 412.

One T-bomb (+4) assigned to any ship.

Total = 600.

This is a very nice force to use against the invading Andros as it has 2 plasma-S torpedoes, 10 plasma-G torpedoes, 24 phaser-1s, and chaff charges to mess up the tractor-repulsor firings. Do not use wire-guided plasmas, launch them normally.

TRIAXIAN LIMITED OPTION FORCE (Jeffery Zellerkraut)

CW (140); 1 T-bomb (+4) = 144.

Four DD (440); each 1 T-bomb (+16) = 456.

Total = 600.

The other main option is to replace the CW and one DD with a CA. As the CW has almost the same firepower of the CA, having an extra DD in the battle force is, I think, a better choice.

FLIVVER HOVER KILL (Michael F. Guntly)

Five Flivver DW (575); replace one hyperdrone in each magazine - six total - with a type IM drone (+0); 1 T-bomb (+20); 2 extra boarding parties (+5) = 600.

Total = 600.

For extra fun: T-bombs and boarding parties can be replaced by ATG for as many drones as are allowed to have it [Fed percentages (E55.24)]. This would require additional swaps (hyperdrones for drones) to meet the percentages but would not impact the overall mission. Just less hyperdrones and a larger drone cloud.

FREIGHTER FORCE (Jeffrey Zellerkraut)

Warship ISC Command Cruiser (220) = 220.

Large Q-Ship (82) = 82.

Large Suicide Freighter (100) = 100.

Large Freighter (18) = 18.

Small Q-Ship (39) = 39.

Two Small Suicide Freighter (100) = 100.

Small Armed Freighter (plasma-F) 36 = 36.

One T-bomb (+4) + 2 extra boarding parties (+1).

Total = 600.

The ISC CC was chosen because its the most expensive SC3 unit available to purchase outside of a carrier group. It can be replaced by any other race's CC and the freighter mixture, particularly the armed freighter and Q-ships, can be added to and/or adjusted to fit within the Battle Force limits. This force is more of a design experiment and a true test of a Captain's ability. Can a single starship supplemented with some scraped-up convoy escorts and some suicide ships defeat an Andromedan base? This force really adheres to the concept of "few available assets." A race with direct-fire weapons might take better advantage of the Q-Ships' abilities than a seeking weapon race.

KLINGON ODDBALL (Richard Sherman)

C7 (180); drones 8 type-IM (+4) 2 type-IM with a half space of armor (+1), 4 type-IVM (+2), 2 type-IV with one and a half spaces of armor (+1), 2 type-IECMM (+1) = 189.

F6 (108); drones 4 type-IM (+2), 1 type-IM with a half space of armor (+0.5), 2 type-IVM (+1), 1 type-IVM with one and a half spaces of armor (+0.5), 1 type-IECMM (+0.5) = 112.5.

FWL (107); drones 4 type-IM (+2), 1 type-IM with a half space of armor (+0.5), 2 type-IVM (+1), 1 type-IVM with one and a half spaces of armor (+0.5), 1 type-IECMM (+0.5) =111.5.

E6 (90); drones 4 type-IM (+2), 1 type-IM with a half space of armor (+0.5), 2 type-IVM (+1), 1 type-IVM with one and a half spaces of armor (+0.5), 1 type-IECMM (+0.5) =94.5.

F5SB (87); drones 2 type-IM (+1), 1 type-IM with a half space of armor (+0.5), 1 type-IVM (+0.5), 1 IECMM (+0.5) = 89.5.

Six extra boarding parties to be deployed as the Commander thinks best (+3).

Total = 600.

I wanted an effective force that did not rely too heavily on the F5W. The few heavy armored drones can be used to "bust" Andro T-bomb/mine drone defenses, but the base must fall quickly.

MORE BATTLE FORCES: The submitted battleforces covered 11 pages with tactical advice on their employment, This tactical advice, together with several other battle forces space did not permit to be published, can be found posted on our web site www.starfleetgames.com in the playtest library.

THE OMEGA SECTOR

WHAT I DID AND WHY I DID IT

by Bruce Graw

When I got permission to develop a new galactic sector for SFB, I was excited. But I wanted the Omega Sector to be not just more SFB, but different than SFB. I wanted to try some new things and avoid some things that I felt were problems.

DRONES: I wanted to strictly limit the number of seeking weapons, and particularly, to eliminate the profusion of drones. Nothing slows down a game faster than a couple of scatter-packs full of drones. In SFB, drones are mostly just an annoyance, used to draw off enemy power or phasers, and are not intended to actually score damage. If I was going to use them, they were going to be big, impressive, dangerous, and few in number. As an aside, the rules for tachyon missiles were developed independently from the Scuds that the Qaris fire in SFB (Module C4); both were around for years before they were published.

FIGHTERS: Speaking of slowing down the game, fighters armed with seeking weapons are even worse than scatter-packs. Ever seen a full squadron of F–14s fly into a battle and start cutting loose dozens of drones? While Omega-1 had relatively few fighters, there will be more of them in later Omega modules. When these fighters do appear, they will use few if any seeking weapons, and those that have them will only be able to use one or two at a time.

SHIPS: Every SFB race seems to have pretty much the same kinds of ships, with the same warp, weapons, power curves, and so on. Of course, this is not just a game balance issue (duels!) but a historical necessity. The Alpha Sector races have fought wars, but territory remains fairly stable, and technology improvements rapidly sweep across the entire galaxy. (Note how fast everyone developed BCHs, PFs, HDWs, and so forth just to maintain the balance of power.) While this is natural in the Alpha Sector, it was not going to be that way in the Omega Sector. I decided that while some races might have similar basic ship types, many would operate totally different designs and use radically different variants.

RACES: Star Fleet Battles Alpha Sector is forever tied to the television show, which had two major impacts. First, the basic empires had to always exist from the first of the history to the end. And second, most of them were bipedal and most of those were mammals. I wanted Omega to be different, and in Omega every race is radically different, with their own mindset and prejudices. This leads to devastating wars where little if any quarter is given. Races in Omegan history take turns expanding into huge empires that later collapse as other rising powers take over their territory, reducing the original empire to a mere regional power.

HISTORY: Omega's time frame stretches from Y50 to well beyond Y200 and is divided into eight cycles. (Original plans to have eight products, each covering one cycle, proved impossible to carry out.) During each cycle, major events changed the future of the entire sector. We have mapped out six cycles and are holding the last two for a future series of "Omega vs Alpha" conflicts.

One advantage of the fluid nature of the Omega sector is that if someone comes up with a cool idea for a new race, we can find a place and time to bring it onto the map. One example is the Federal Republic of Aurora (seen in SFT and to be in Omega-2), which was invented long after the map and history were done but could still be brought in. (There were near riots when ADB unveiled, long before Omega, a map showing the Vudar taking over pieces of Klingon and Hydran space.) Many other new ideas have been proposed and more than a few have been accepted for future developments. This openness to new ideas, and broad potential for growth, is one of the major advantages of the new Galactic Sector.

OMEGA TACTICS: A FIRST LOOK

By Scott Moellmer

Maesron

Think carefully on Tachyon Gun arming levels vs. range. Holding a six energy TG and never getting to range five is frustrating. Try not to be predictable, as your opponent will quickly figure out your favorite range and stay away from it. Keep your batteries available and arm at slightly lesser levels, adding power to the guns if you manage to get closer.

For Tachyon Missiles, use maximum Negative Tractor options, as tractors are the easiest defense against them. Let the TMs draw fire while you close for the heavy weapons attack. To create an effective missile wave, launch one near the end of the turn and another near the beginning of the following turn, and follow them in. Don't launch at close range, as they must wait a short period before they can hit, and your opponent will have plenty of time to figure out what they are and how to defeat them.

Koligahr

Do NOT knife fight! The 32 impulse weapons cycle will kill you. Snipe and attrit your foes. The Antimatter Cloud Generators are best used against fighters or Tachyon Missiles, or any shuttles your opponent launches. The enemy ship's ability to choose where ACG damage goes makes them less useful against ships, unless you manage to completely down all his shields (or he forgets to activate them).

Microphasers are your #1 arming choice, even over the antimatter cannon. If you fire the AC late in a turn, consider not bothering to arm it at all on the following turn since you'll have only a small window of opportunity and your opponent will be more than well aware of it.

Trobrin

This is a very powerful race, one of the best in the Omega Sector. Good shields, built-in armor, and heavy hitting, close-range Implosion Bolts (IB), in addition to the powerful Implosion Torpedoes (IT), make for tough opponents. Think Fed tactics, closing behind ITs, ready to crunch the enemy with IBs, which hold for one point of energy. Pull away to rearm. Firing an IB on a shield the IT just hit is incredibly nasty. Multiple hits taken on IT-H launchers help against Mizia attacks. They have the virtually unique combo of good seeking AND direct-fire.

Vari

A tough race to play effectively. Particle Phaser variable damage is tricky to use. Use Particle Probes to Mizia the enemy through down shields. Utilize the flexibility of Particle Beams to confuse enemy plans. Consider an Anchor attack to maximize your fast firing but variable damage!

Probr

Have one ship accentuate the target, while others close to launch HEATs. The Probr require practice to develop timing. You must decide when to accentuate the target to make sure the HEATs reach him before the accentuation period runs out. It is quite possible to defeat an opponent with the Probr without ever getting closer than 10 or more hexes away. The HEAT's ability to accelerate to speed 64 means once the torpedo is 4 hexes or less away from its target, he no longer has the option of simply running away!

Chlorophon

Use Subspace Coagulators as portable terrain. Think like a Neo-Tholian here. The "line mode" is longer than a cast web and can be adjacent to other coagulated hexes, but cannot sideslip. Unless your opponent is moving very fast, however, the "spore cloud" is not as dangerous as a strength-12+ solidified web. Use

the coagulator immediately after your opponent turns, when it will be difficult for him to avoid it. In many cases (especially if you have several coagulators available), the clump formation is better than a line, as an opponent can take serious damage if he has to move through multiple spore hexes in a row.

Drex

These resemble direct-fire Gorns. Use lots of circles and S-turns to get all your weaponry in arc over the course of a turn. The supercomputer edge of moving last is a key, and is an incredible advantage.

Generally, you'll want to arm explosive Hypercannons until several weak/down shields can be exploited by Implosive and Enveloping shells. Use Enveloping if he's hiding the shield, Implosive if you're pretty sure you'll get a shot. It's good to load HCL's that way, because they have a shorter arming cycle and are ready to shoot faster. Hack and Slash type tactics are good.

Alunda

Give priority to arming your bioelectric bolts. These are the most flexible part of your ship, as they can fire either as point defense weapons, medium range phaser-like guns, or overloads for extra damage. Arm Plasma Cloud Generators and Attraction Repulsion Fields (ARF) last, if at all. The plasma cloud, for example, is more useful in fleet battles where several Alunda vessels can produce wide fields for mutual defense. Note that in a duel, the ARF can be quite useful for pulling enemies into Plasma Whip range, which they'll frequently avoid if they can.

Sigvirion

Launch Kinetic Waves at about range 20, then float around and see how the enemy reacts. Getting KW's to hit in the top damage bracket (11-15) is the key, and requires plenty of timing and practice. Move like Drex, turning around a lot to get as many KWs in arc as possible. Try to keep a steady rain of kinetic waves moving his way, making any attempt to close with you as painful and difficult as possible. If your enemy does close, attempting to minimize the KW effect, the Pulse Emitters are the closest thing Omega has to gatling phasers.

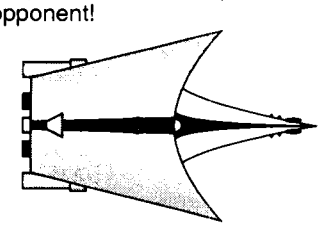
Loriyill

Another dancer race, given the fairly low Fireball (FB) damage. Use the incredibly thick shields and great turn modes, as well as the long-range power of Quantum Phaser-1s. Envelop the FBs if attrition is going well. The good turn modes can allow you to spread incoming damage well.

Using the flame shields is key-try to make fast battle passes on your opponent with the shields up during your point of closest approach. If he gets on your rear, put the flame shield up and accelerate out of effective range. Give priority to damaging his forward shields, which usually cover his main weapons. If you take them down, he'll score internal damage on himself later in the game when shooting through one of your flame shields.

Hiver

Close your ships (like the one below) in behind the Barb fighters. You can use Hack and Slash tactics, which are especially good with double overloads if you end a turn real close. The low BPV usually means you have more ships available—use them to overwhelm your opponent!



PHON HOME

By Scott Moellmer

Y108, Omega Sector.
Near the edge of Chlorophon space

Yadthu was dreaming, images flowing through his mind of the good old days nearly a thousand years ago, a time when the Chlorophon could've ruled the entire Omega Sector if they'd wanted to. Not these degenerate days of bowing to the upstart Maesron Empire, but back when the Phons had accomplished important tasks, and been a major part of the universe.

The mutterings of nearby Keepers kept intruding on Yadthu's pleasant memories, finally rousing him to full consciousness. He kept his web of vines still and gave no sign of awakening, always curious about whatever it was his Keepers did while he rested.

"I'm not going to tell him. YOU tell him! What if the news makes him angry?" Yadthu identified that voice as belonging to his primary Keeper, whom he called simply "One". "Two" was doubtless the other voice he was hearing.

"Well, it's not EVERY century a Regent dies. How do you think he'll react? Last time that happened, my grandparent told me he got involved in that ridiculous argument about which other Phon should ascend to the Regency, one of them being a couple seconds older than the other! You KNOW how their sap changes flavor when they're upset." Yadthu was about to respond angrily, not happy that his helpers and servants were discussing his personal habits, when the idea burst into his mind like a nova. Something in his manner must have changed, because he saw both Keepers instantly turn towards him. "Yes, Sire?" asked Two.

"Loyal servants, I have a grand Idea! It has been 50 years since the Phon have made peaceful contact with a new race. Not since the Loriyill have our people met beings we did not know. I have decided we will be the ship to do so!"

For some strange reason, One and Two seemed less than excited by his great inspiration. "Uh, Sire, that sounds excellent. Where exactly did you plan to go?" stammered One.

Momentarily taken aback, Yadthu improvised rapidly. "Why, to the ... the ... the Drex, of course! Never met a real thinking robot before, they'd be just the thing! Prepare to leave at once!"

Two exchanged worried glances with One. "Are you feeling—?"

Yadthu imperiously cut him off. "The subject is not open for debate. And yes, I am feeling fine. Excellent, in fact! With the turmoil of a new Regent, no one will miss us, and the glory of first contact will be mine ... er, ours!"

One tried once more to get his Phon to see reason. "Don't you think we should consult the Council about this, Sire? I'm not exactly the Prime Keeper, but I don't think the Fleet looks fondly upon unannounced solo missions like this. We're not Iridani, you know..."

"Enough!" shouted Yadthu. "I will hear no more!"

The Keepers bowed, and left Yadthu's personal chamber. He could still hear them faintly as their voices receded down the corridor. "The LAST race we met were the Maesron, and THAT didn't exactly turn out well!"

"SHHH! He'll hear you, and we'll be demoted to eat last! Anyway, since we're dependent on him for our very lives, you don't exactly stand there and say, 'What in space are you DOING!!??'."

"Well, he always was a little nuts, and I'm not talking about those pits of the nithrex fruit I'm always having to clean up in his anterooms. I say we should mutiny."

"How long have you had these suicidal impulses, Two?"

Several Weeks Later

Yadthu was enthused, his vines rustling contentedly around him in his chamber, which doubled as the bridge of the *Deliverer*. The engine thrummed powerfully, scans were reassuringly clear, and the pleasing colors all around him added to his contentment. Drex space, or at least his best guess as to where Drex space was, would soon come into view on the screens before him. "Of course, it'll likely look a lot like any other part of space, but that's the universe for you!" he mused aloud.

It had taken a long time, arcing around the other race's territories in the Omega Sector, and carefully ignoring the fainter hails for his position and course coming in from Phon command. Yadthu became aware of the approaching flutelike tones of his Keepers, and detected a new voice amid One and Two.

"Sire, may we present the newly matured newest member of your crew, Seventeen!" proclaimed One, with a deep bow.

Seventeen's glossy coat glowed, as she did, with the freshness and enthusiasm of youth. "Proud to serve, Sire!" she intoned the ritual formula of taking service.

"Yes, yes, welcome and all that. Not now. Helm, turn the ship to avoid that base Sensor just detected," ordered Yadthu.

"Who's he talking to?" whispered Seventeen to Two, nodding at the Phon.

"Well, it's like this. Since only one Phon runs the entire ship, they kind of subdivide their brains to handle different parts of the duties. His 'Captain' part is talking to two others, and we only hear part of it anyway," Two whispered back.

Yadthu interrupted them, harsh tones forbidding. "Helm, turn!"

One glanced at Two, then offered hesitatingly, "Uh, Sire, you drive the ship, not us."

"Oh yes, thanks, I forgot," smiled Yadthu.

"I'm getting off this boat," began Seventeen, but was quickly hushed by Two's grip on her snout. A distracted Yahdthu failed to notice.

"Look," hissed Two, "we put up with a lot here, because he's got the best sap in the Fleet! So if he says anything, smile and say 'Yes, Sire!' I swear, you're acting like you're carrying a Sig! Be quiet!"

The chastened Seventeen quickly beat a retreat down the corridor. The shuddering of the ship threw her hard against the amber wall.

"What was THAT?" shouted Yadthu.

"Most likely something nasty from that base 'Helm' failed to avoid entirely ... " snarled Two, under his breath. "I think his left vine clusters don't know what his right ones are doing!"

Fortunately for Two's continued health, however, the Phon did not overhear him. Thrashing vines nearly belted One across the face as the agitated Yadthu began frantically adjusting the bank of controls One knew controlled movement and defenses. As Seventeen staggered down toward her quarters, bouncing off the shuddering walls as she moved, Yadthu began muttering to itself. "Unknown weaponry type, seems to damage all shields simultaneously. Must remember to ask the Drex about specs." One rolled all his eyes as the *Deliverer* accelerated deeper into Drex space.

Central, Drex Battlefrigate *X345*

The coldly sterile command center of *X345* (sterile because the Drexari would never need to come there, and the Drex appreciated efficiency) gleamed with metallic sparkles as the Central command units moved about their duties. Since all Drex were centrally controlled, any observing Drexari would have been hard pressed to tell one unit from another, and would most likely complain about the strong smell of ozone, hastily retreating to their living quarters/kitchen area built into all Drex vessels. The 'conversations' going on at high speed and inaudible to organic ears continued incessantly.

"INTRUDER UNIT HAS EVADED BASE SENSORS, LIKELY PROJECTIONS OF DREX SPACE INCURSIONS PLOTTED, ALL AVAILABLE SHIPS COVERING THESE POINTS. CONTINUE UNTIL CONTACT ..."

Bridge, *Deliverer*

"Well, I'm SURE it's all an easily remedied misunderstanding," pontificated the Phon as One and Two stood by dutifully. "Any beings intelligent enough to explore space could never be unreasoning!"

"Are you SURE he's heard about the Trobrin, One?" hissed Two.

"WILL you shut up? You're going to get us in trouble!" spat back One.

Becoming aware of something happening among his Keepers, Yadthu interrupted their doubtless unimportant conversation. "I have it! You shall transport aboard the next Drex vessel we encounter and bring back a Drex for me to discuss deep philosophy with!"

Biting back his first three responses, One cleared his throat and sighed, "Are you sure they won't object, Sire? It COULD be viewed as some sort of raid."

"Nonsense!" roared Yadthu. "The Phon are known far and wide as thinkers and historians, not aggressors!"

"I just hope it's known THIS wide," muttered Two. Still in a low voice, he asked One, "How will we recognize a Drex when we see one?"

"What difference does it make? If WE don't know what a Drex looks like, how can he? We'll just grab the first thing moving we see and get back here fast!" The sound of the proximity alarm ringing knelled like the sound of doom for the two terrified Keepers.

Central, *X345*

"INTRUDER UNIT LOCATED. THIS UNIT ENGAGING."

Bridge, *Deliverer*

The shaking of the ship, which intensified the quivering fear of the Keepers, seemed only to exhilarate Yadthu. At last he was doing something IMPORTANT! He was sure once he had a chance to communicate with the Drex, reason would prevail.

Two quietly just considered this more evidence of an unbalanced mind. But for the moment, Yadthu was taking the extremely rare opportunity to exchange weapons fire with a worthy opponent. "Take THAT, you rusty bolt bucket!" he boomed triumphantly as the Energy Howitzer connected hard, dropping the facing shield on the Drex vessel, but as intended, doing very little internal damage.

"Sire, it's turning toward us!" shrieked Two.

"On second thought ..." Yadthu began. The return shot from the little ship caused sparks and smoke to erupt on the *Deliverer*, and threw Yadthu hard into the back wall of the chamber, his vines twitching spasmodically.

"Oh, great, now he's more addled than usual!" whined Two, reasonably sure the Phon was in no condition to hear.

"Well, help me! Without him, we're dead!" cried One as the two Keepers frantically worked to restore function to Yadthu.

Wounded, the Chlorophon began to babble. "Maybe if I ignore it, it'll go away? Always thought outliving your foe the best revenge, but in this case ..."

Two paused in his revival work. "What's this crazy ball muttering about?"

"Ignore it, they always do that when they're stunned," puffed One, working hard on his Sire.

Yadthu's countenance was clearing as he came back to full consciousness. "Maybe we're in over our heads? Well, actually, you are, I don't have a head!" he joked.

"I think he's still stunned," Two moaned. "Sire, can't we just leave now? After all, we HAVE 'contacted a new species' for the glory of the Phon?" Silently he added, "but not the way I'd like to have done it."

"SILENCE!" thundered Yadthu. "Report to the transporter area immediately!" He turned back to his scanners, musing aloud. The Drex heavy weaponry seemed able to fire in completely different modes! Fascinating! His Energy Howitzers were working effectively, offsetting the failure of the Spores to direct the Drex where he wanted it to go. Amazingly maneuverable vessel, even for its size. Of course, that was why Chlorophon units had weaponry in many arcs. EVERYONE maneuvered better than they did.

Transporter area, *Deliverer*

Seventeen stood at the controls, her speciality of training. One nodded to her as the head Keepers stood on the pads, but Two's composure, never the best, was unraveling rapidly. "What's the plan? Do we have a plan? I really think we should plan!"

One ignored him for the moment and authorized Seventeen to begin. "No! Wait! I want OFF this ship!" howled Two.

"Complying ..." murmured Seventeen sweetly, moving the controls.

"Not like THIS!! I meant ..." began Two, the rest lost in the shimmer.

Somewhere on the *X345*

One dodged again as another bright phaser blast just missed him, the fur on his head parting and stinging. "Shut UP, Two, and keep moving! I'm NOT going to 'grab something' that shoots back! Keep your eyes open, and let's try to get out of this alive!"

Two's eyes had closed in resignation of his fate, when suddenly his snout twitched. "That way! I smell something cooking!"

"You SMELL cooking, on a ship of robots!?? You're as crazy as Yadthu!" blasted One, who then, horrified, clapped a paw over his mouth. "I can't BELIEVE I actually said that ..." he sighed as he followed Two's dashing feet.

Central, *X345*

"BOARDING PARTY HEADED FOR DREXARI QUARTERS."

Somewhere on the *X345*

"Just grab that thing with all the arms that's whirring on that shelf, and I'll trigger the emergency recall. Who knows how long the howitzers can keep this thing's facing shield down!" snarled One. "Ready for emergency beamout!"

Bridge, *Deliverer*

"Well done, Seventeen! You go to the head of the food line with One and Two tonight! Or, with One, anyway, as the Drex they brought back attacked Two for some reason, and he'll be spending time in the infirmary for a while," Yadthu stated. Turning his attention to another alcove on the bridge, Yadthu thrashed his vines importantly. "Now, little Drex, I stand ready to discuss things of Galactic importance with you, as soon as you help me translate your tongue."

The small machine in front of him beeped and whirred.

Infirmary, *Deliverer*

"Well, Two, looks like we lived through His Eminence's little adventure after all. What do you think we brought him from the Drex?" lilted One, full of sweet, nourishing sap.

Seventeen preened herself beside him, smiling occasionally down at Two in the bio bed. Snarling thru his bandages, Two rasped back. "I don't know, and I don't care. We're on a course for home again, and Yadthu'll be doing all the explaining to the Council. I'm just a Keeper. Give me some of that sap!"

Central, *X345*

"INTRUDER UNIT REPULSED WITH ONLY MINOR DAMAGE TO THIS UNIT. COGNITIVE CIRCUITRY UNABLE TO UNDERSTAND WHY THIS UNIT BOARDED AND UNKNOWN BIOLOGICALS ONLY TOOK DREXARI BREADMAKER. TRULY, THE ORGANIC MIND IS A MYSTERY . . ."

RULES AND RULINGS

By Bruce Graw

Q: How much energy is in a fireshield at each WS?

A: 0 pts at WS-0/-I, 2 pts at WS-II, and 4 pts at WS-III.

Q: How much energy is in a sporecaster at each WS?

A: No prior turn arming at WS-0, WS-I or WS-II. At WS-III they can be assumed to have been powered on the previous turn (they cannot hold energy, but can only use rolling delay).

Q: How much energy is in a plasma cloud generator at each WS?

A: 0 energy at WS-0, 1 energy at WS-I, 3 energy at WS-II, and 5 energy at WS-III.

Q: Does the Maesron TG have a capacitor that allows the weapon to pull any amount of desired energy at the time of firing? If not, the heavier power settings are REALLY difficult to use!

A: They have no capacitor of any kind, but can hold energy as described in (OE3.22). If they had such a capacitor, it would totally change the dynamics of the weapon, and would probably be X-technology.

Q: How much damage does the energy howitzer do to armor?

A: It treats armor exactly as any other internal, so use (OE14.325). If the one point of internals (or three points if armed with 4 or more power) hits armor, it hits armor, and that's that.

Q: How much damage does the energy howitzer do to shuttles?

A: See (OE14.323).

Q: Are Sigvirion shuttles armed, and with what?

A: Sigvirion shuttles are armed with a pulse emitter which can fire twice per turn. If they are crippled, they can fire it only once per turn.

Q: When Hiver fighters land, do they de-energize their phaser capacitors or just empty them? In other words, if they launch afterwords, do they have to spend 1 turn after launch warming the capacitors before they can fire?

A: They just empty them. The phasers remain energized per the normal rules, so they can fire them on the turn they launch (if they spend energy for the capacitor).

Q: Question about the subspace coagulator. Rule (OG4.14) states that the coagulated hex is treated as an asteroid hex for all purposes except web interaction....but does this mean that the coagulated hex is an asteroid hex or a asteroid counter? The main difference being that an asteroid counter brings with it a 2-hex asteroid area surrounding it?

A: It's a single hex, not a hex with 2 more hexes of asteroids surrounding it!

BROTHERS OF THE *ANARCHIST*

The information in this article provides for the conversion of captured Klingon ships to Hydran technology, or Hydran ships to Klingon technology. All ships of these two races currently in the SFB game system through Module R6 have been included in this article, excepting Klingon ships in use by non-Klingon races (Romulan KRs, Orion OK6, Tholian TK5, WYN KE4 and KG2s).

PART I: KLINGON VS HYDRAN

A campaign game between Hydrans and Klingons is likely to result in at least a few captured ships which could be converted to the technology of the capturing race. This article will define the more common conversions. Note that this article is a guideline. Other conversions are possible within the limits of (S7.0) and local campaign rules. However, no opponent can raise an objection to the conversions listed here, assuming that the conversion of captured ships is allowed at all. All conversions assume the availability of equipment and shipyard capacity.

Any mech links are retained and assumed to be converted to handle locally available PFs. Aegis fire control is retained if the ship will be used as a carrier escort, but is lost otherwise (and if the ship had limited Aegis when captured this can be upgraded to full Aegis in Y175 or later), as is DERFACS unless the disruptors are converted to other weapons (which will always happen in the case of Hydrans, but might not happen in the case of a Klingon ship captured by Kzintis, Tholians, LDRs, Lyrans, or Orions). UIMs are not retained (generally, if the Hydrans have access to the LDR, they will sell any captured UIMs to them. If they do not have access to the LDR, they will usually junk them or offer them as trade to Orion Pirates for a particular operation), and the ability to control seeking weapons equal to or equal to twice the sensor rating is lost if the converting race does not normally have seeking weapons. Note specifically that in this case suicide shuttles are NOT considered seeking weapons. Drone control ratings cannot be sold. Gatling phasers cannot be retained by any race that does not normally use them and must be converted to some other system or weapon. Drone racks and ADD racks cannot be retained by any race which does not use drones. See (U7.0) for specific information on available weapons and technology, and possible exceptions to the above.

Semi-generic units (bases, monitors, freighters, auxiliaries, Q-ships) are converted to the standard design of the capturing race. PFs and fighters are not converted but scrapped, expended as targets in weapons tests, or, rarely, used in special operations.

It should be noted that, with minor exceptions, none of the conversions presented here will become formal ships with published SSDs, rule numbers, or even BPVs. The sole intent of this article is to provide those gamers who are running campaigns (and the various players interested in experimenting with "what if" situations) with specific guidelines on how ships of one race are converted for service by another race. The "racial doctrines" espoused by each race were kept closely in mind as each conversion was done. It should be obvious that, since the ships were not originally constructed to use the converting race's technology, many of these ships will be less than satisfactory.

KLINGON SHIPS TO HYDRAN TECHNOLOGY

The conversion of Klingon ships to Hydran technology is based on the principles established by the *Anarchist* itself. Conversion of drone variants is assumed to be based on the original non–drone variant, with special sensors deleted.

The Hydrans cannot separate the boom of any Klingon ship, and cannot operate any captured booms (including that of a C8/9, B10, or any warp powered boom) as a unit. The only options the Hydrans have with a separated boom is to try to use it as a trap under the provisions of (U3.43), destroy it in place, or scrap it after dragging it to a base.

The Hydrans cannot operate SFGs. Captured SFGs may be used by the Hydrans as payment to Orion Pirates for specific operations (if the Orion agrees to the deal).

The Hydrans cannot repair a mauler ship which has suffered "shock". They can repair the battle damage to such a ship, but the accumulated shock remains and once the ship has broken down as a result the only real options open to the Hydrans are to either offer to ransom it to one of the mauler operating races or scrap it.

REFITS: "K" refits for each ship are listed. These can be upgraded by the Hydrans at the same time as they begin upgrading the phasers on their own ships, and not before. Any phaser ones on a captured ship at the time of capture are retained, except as noted. The Hydrans can upgrade the shields of captured ships to the same standards as the "B" refits one year after the Klingons begin refiting their ships. The drone refits, the installation of UIMs, and of course any extending of the range of disruptors is ignored by the Hydrans.

CONVERSIONS: The Hydrans can convert any captured ship to a variant of its type that is legal for them to operate. The nominal cost to do this is 10% greater than to convert one of their own ships to a similar variant. SFGs will be replaced with whatever system they themselves replaced, usually phasers, in the conversion process. Note that maulers are under a separate restriction.

SHIELDS: The shields of captured D7 and D6 ships (including any variants) will be identical to those of the *Anarchist* (30-22-15-13) if they did not have the B refit at the time they were captured. The Hydrans can add the shield boxes of the *Anarchist* Plus Refit (30-22-20-20) to these ships. Ships of these types that included the B refit when captured will retain the shields of the B refit (30-22-22-22). The shield status of other Klingon ships can be upgraded to the full status of a Klingon B-refit by the Hydrans.

LAUNCH TUBES: Hydran fighters can use Klingon launch tubes.

B11 (Super Battleship): Replace SFGs with fusion beams with FA arcs. Replace disruptors with hellbores with FA/L and FA/R arcs, except the aft disruptors are replaced with fusion beams with RA arcs. Replace three phaser threes and two ADDs with two gatling phasers on each side, same arcs as replaced phaser threes. Replace boom drone racks with admin shuttles in a single bay with the two admin shuttles already in the boom (four admin shuttles in the boom). Convert admin shuttles in rear hull to fighters (two torpedo fighters, same fighter types as a Paladin in that year), drone racks 3-8 to APR, boom security to flag bridge, aft security to aft hull.

B10 (Battleship): Replace SFGs with fusion beams with FA arcs. Replace disruptors with hellbores with FA/L and FA/R arcs, except the aft disruptors are replaced with fusion beams with RA arcs. Replace three phaser threes and one ADD with two gatling phasers on each side, same arcs as replaced phaser threes. Replace boom drone racks with admin shuttles in a single bay with the two admin shuttles already in the boom (four admin shuttles in the boom). Convert admin shuttles in rear hull to fighters (two torpedo fighters, same fighter types as a Paladin in that year), drone racks 3-8 to APR, boom security to flag bridge, aft security to aft hull. "K" refit does not upgrade the four aft phaser twos to phaser ones in Hydran service.

B10V (Heavy Carrier): The same as the B10 except as follows: convert three phaser threes and two drone racks on each side to two phaser gatlings; four aft admin shuttle to APR, no aft fusion beams, the 24 fighters include 6 torpedo fighters (same fighter types as carried on an Iron Duke for that year).

B10S (Space Control Ship): Basic conversion is the same as the B10V except there are only two torpedo fighters, not three and ten other fighters (same fighter types as a Lord Paladin for

the that year).

C9 (Dreadnought): Convert FX disruptors to fusion beams with FA arcs. Convert left and right disruptors to hellbores with the same arcs; wing phaser ones to fusion beams with LF/L and RF/R arcs; each pair of aft phaser twos to one phaser two and one gatling with same arcs as current phasers; boom cargo and ADD to admin shuttles in a single bay with the admin shuttle already in the boom (four admin shuttles); aft drone racks and admin shuttles to 8 fighters (two torpedo fighters, same fighter types as carried on a Paladin for that year) in one bay; boom security to flag bridge, aft security to aft hull. The C9A's conversion is identical to the C9's. The K refit for this unit will only convert the LF/L and RF/R phaser twos to phaser ones.

C8 (Dreadnought): Conversion is identical to the C9 except as follows: Convert two phaser threes to one phaser gatling on each side, same arcs as phasers replaced; one phaser two in each wing is converted to a fusion beam with LF/L or RF/R arcs as appropriate, the second phaser two is retained with firing arcs unchanged; boom drone racks are converted as the cargo boxes on the C9. The "K" refit for this unit will convert the LF/L and RF/R phaser twos and the remaining wing phaser twos only to phaser ones.

C8V (Heavy Carrier): Convert as per C8 except as follows: There is no ADD in the boom, so ignore this part of the conversion and the boom shuttle bay has only three admin shuttles. There are no drone racks in the aft hull, so none are converted to shuttle boxes. Admin shuttles in the aft hull are retained. There are six torpedo fighters in the two shuttle bays (fighter group would be identical to that carried by an Iron Duke for that year). "K" refit as the standard C8.

C8S (Space Control Ship): Conversion as per C8V except there are only 12 fighters of which only two are torpedo fighters (fighter group would be identical to that carried by a Lord Paladin for the corresponding year). "K" refit as the standard C8.

C7 (Heavy Battle Cruiser): Convert disruptors to hellbores with FA firing arcs; one wing phaser on each side to a fusion beam with LF/L or RF/R firing arc as appropriate, the second phaser in each wing is unchanged; one phaser three to phaser gatling on each side, same firing arc as the phaser replaced; aft security to aft hull; boom security to flag bridge; ADD rack to forward hull; drone racks and two admin shuttles to fighters (two torpedo fighters, identical to the fighter group of a Lord Marshal for that year) in a single bay with the two remaining admin shuttles, the warp pack in the boom is retained as a pair of AWRs. The C7A's conversion is identical to the C7's. There is no "K" refit for this unit.

C7V (Battle Carrier): Convert disruptors to hellbores with FA firing arcs; one wing phaser on each side to a fusion beam with LF/L or RF/R firing arc as appropriate, the second phaser in each wing is unchanged; one phaser three to phaser gatling on each side, same firing arc as the phaser replaced; aft security to aft hull; boom security to flag bridge; ADD rack to forward hull; drone racks and two admin shuttles to fighters (four total torpedo fighters, identical to the fighter group of an Overseer) in a single bay with the two remaining admin shuttles, the warp pack in the boom is retained as a pair of AWRs.

C7S (Battle Control Ship): Convert disruptors to hellbores with FA firing arcs; one wing phaser on each side to fusion beam with LF/L or RF/R firing arc as appropriate, the second phaser in each wing is unchanged; one phaser three to phaser gatling on each side, same firing arc as the phaser replaced; aft security to aft hull; boom security to flag bridge; ADD rack to forward hull; drone racks and two admin shuttles to fighters (two torpedo fighters, identical to the fighter group of an Overmind) in a single bay with the two remaining admin shuttles, the warp pack in the boom is retained as a pair of AWRs.

DX (X–Cruiser): There is no conversion of this ship, and in game terms the Hydrans could only scrap it.

D7DX (Drone X-Cruiser): There is no conversion of this ship, and in game terms the Hydrans could only scrap it.

D7W (Heavy Command Cruiser): Conversion as per *Anarchist*, except as follows; retain the extra tractors, convert ADDs and drone racks to four cargo, two shuttles to fighter, only one phaser in each wing is converted to fusion, the other phaser in each wing is retained.

D7 (Battle Cruiser): See the SSD for the *Anarchist*. The following ships if captured will be converted to look exactly like the *Anarchist*: D7A, D7B, D7D, D7E, D7K, D7N, and FD7. See the *Anarchist* for the "K" refit for these units.

D7C (Command Cruiser): Conversion as per *Anarchist*, except as follows; retain the extra transporters and tractors, convert two ADDs to cargo. D7L as per D7C. There is no "K" refit .

D7M (Mauler): This ship effectively cannot be converted or upgraded. The Hydrans cannot use mauler technology, and converting a D7M to a standard D7 configuration like the *Anarchist* would cost 125% of the cost of a similar cruiser.

D7V (Strike Carrier): Convert boom security to flag bridge; aft security to hull, wing phasers to fusion beams with LF/L and RF/R arcs as appropriate; each pair of phaser threes with one phaser gatling with the same arcs as the replaced phasers; disruptors with hellbores with FA firing arcs; there are two torpedo fighters (fighter group is identical to that carried by a Paladin for that year), one in each bay. The "K" refit for this unit is the same as for the *Anarchist*.

D7P (PF Tender): Convert as standard D7 except that each pair of ph-3s is replaced with a single phaser gatling. There are no waist phaser twos or fighters. There is no "K" refit for this unit.

FD7 (Fast Cruiser): This ship would be identical to the *Anarchist* as the Hydrans could not maintain its non-standard engines.

E7 (Heavy Cruiser): Convert boom security to forward hull; aft security to aft hull; ADD racks and drone racks to fighter (one single bay of four fighters none of which can be torpedo fighters, and two admin shuttles); each pair of phaser threes to one phaser gatling with the same arcs as the replaced weapons. The disruptors A and B are converted to hellbores with FA arcs, disruptors C and D are converted to fusion beams with LF/L and RF/R arcs. There is no "K" refit.

D6 (Battle Cruiser): This ship will be converted exactly as the *Anarchist* with the following exceptions: boom security station becomes forward hull; there are no wing phasers so no wing fusion beams exist; the hull of the D6 cannot withstand the strain of multiple hellbore shots, so two versions are possible: A.) convert four disruptors to two hellbores with FA arcs; B.) convert four disruptors to four fusion beams with FA arcs. The following ships if captured and converted will be identical to this conversion: D6, D6B, D6D, D6K, and D6E. The "K" refit for these units is the same as for the *Anarchist*.

AD6 (Aegis Escort Cruiser): Convert the three boom phasers to phaser gatling with the same arcs; phaser twos in engines are not changed; convert one phaser two in each waist position to a phaser gatling, same firing arc; replace drone racks with fighters (stinger–1s or –2s depending on the year); boom security becomes forward hull, aft security becomes aft hull. There is no "K"refit for this unit in Hydran service.

D6G (Commando Cruiser): Convert one phaser two on each side of the rear hull to a phaser gatling; change boom security to forward hull; change aft security to aft hull. There are no ADD racks, other changes, or "K"refit for this unit in Hydran service. It carries the same Marine Force as the NCOM.

D6J (Penal Cruiser): As standard D6 except the warp pack under the boom is retained as an AWR. The "K" refit for this unit in Hydran service is the same as for the *Anarchist*.

D6M (Mauler): This ship effectively cannot be converted or upgraded. The Hydrans cannot use mauler technology, and converting a D6M to a standard D6 configuration listed above would cost 125% of the cost of a similar cruiser.

D6P (PF Tender): Convert as standard D6 except that each

pair of phaser threes is replaced with a single phaser gatling. There are no waist phaser twos or fighters. There is no "K" refit for D6P.

D6S (Scout Cruiser): Conversion as per D6 except scout channels are retained and no fusion beams or hellbores are installed. Alternatively, the ship can be converted into one of the standard D6 configurations as above. Unless converted to a standard D6 configuration, there is no "K"refit for this unit.

D6V (Strike Carrier): Convert as standard D6 except; delete ADDs; convert each pair of ph-3s to one phaser–G and one ph–2 with the same firing arcs as the replaced phaser threes; ship has 10 fighters of which two are Stinger-Hs, one in each bay (fighter group will be similar to that carried on a Ranger for the corresponding year, except that there will be one more stinger-2). The "K"refit for this unit is the same as for the *Anarchist.*

D5W (New Heavy Cruiser): Convert forward security to flag bridge; aft security to aft hull; convert drone and ADD to fighters (one single bay with four fighters, none of which can be a Stinger-Hs, and two shuttles); one phaser three and one phaser-2 on each side to one phaser gatling; convert one wing phaser to fusion beam in each wing with LF/L and RF/R firing arcs; convert each pair of disruptors to two hellbores with FA firing arcs.

D5 (War Cruiser): Convert boom security to forward hull; aft security to aft hull; ADD racks and drone racks to fighter (one single bay of four fighters none of which can be Stinger-Hs, and two admin shuttles); each pair of phaser threes to one phaser gatling with the same arcs as the replaced weapons. Unless the ship already had a "K" refit at the time of capture, wing phasers cannot be upgraded to phaser ones. The disruptors can be converted as follows: A.) replace each pair of disruptors with a pair of fusion beams with FA firing arcs; B.) Replace each pair of disruptors with a single hellbore with an FA firing arc. Converted D5As, D5Ds, D5Fs, D5Is, D5Ks, and D5Ns will be identical to a standard D5 conversion as given here.

D5C (War Command Cruiser): Convert forward security to flag bridge; aft security to aft hull; convert drone and ADD to fighters (one single bay with five fighters one of which can be a Stinger-H, and two shuttles); each pair of phaser threes to one phaser gatling; convert one wing phaser to fusion beam in each wing with LF/L and RF/R firing arcs; convert each pair of disruptors to a single hellbore with FA firing arc. If the ship did not have the "K" refit, the remaining phaser in each wing is upgraded to a phaser one, and retained if it did have a "K" refit when captured. This accounts for the D5L.

D5E (War Escort Cruiser): Convert boom security to forward hull; convert aft security to aft hull; convert each pair of phaser threes to one phaser gatling with the same firing arc as the phasers converted; convert the ADDs and drones to fighter in a single bay with four fighters none of which can be Stinger-Hs, and two admin shuttles. This also applies to the AD5. There is no "K"refit.

D5G (War Commando Cruiser): Convert boom security to forward hull; convert aft security to aft hull; convert each pair of phaser threes to one phaser gatling. The ship cannot use any Hydran pallet other than as cargo. There is no "K" refit. Same Marine Force as the NCOM.

D5H (LTT): Convert boom security to forward hull; convert aft security to aft hull; convert each pair of phaser threes to one phaser gatling; convert the boom phasers to phaser gatlings with FX arcs; convert each pair of disruptors to a pair of phaser twos with the same arcs as the original disruptors. The ship cannot use any Hydran pallet except as cargo. There is no "K" refit.

D5J (War Penal Cruiser): This conversion is identical to the standard D5 except that the boom warp pack is retained as AWRs. There is no "K"refit.

D5M (War Cruiser Mine Sweeper): Convert boom security to forward hull; convert aft security to aft hull; convert each pair of phaser threes to one phaser gatling; convert drones to shuttles. There are two minesweeping and two Admin shuttles. No "K" refit.

D5P (War Cruiser PF Tender): Convert boom security to forward hull; convert aft security to aft hull; convert each pair of phaser threes to one phaser gatling; convert the disruptors as per the standard D5. There is no "K" refit for this unit.

D5S (War Cruiser Scout): Convert boom security to forward hull; convert aft security to aft hull; convert ADDs and drones to fighters (a single bay with four fighters none of which can be Stinger-Hs and two admin shuttles); convert each pair of phaser threes to one phaser gatling. There is no "K" refit for this unit.

D5V (War Cruiser Carrier): Convert boom security to forward hull; convert aft security to aft hull; convert each pair of phaser threes to one phaser gatling with the same weapons arcs as the phasers converted; convert disruptors as per the standard D5 above; if the ship did not have the "K" refit at the time of capture, the wing phasers cannot be upgraded to phaser ones as part of the conversion. The fighter group will be identical to that carried by the NVL for a given year.

MD5 (War Cruiser Mauler): This ship effectively cannot be converted or upgraded. The Hydrans cannot use mauler technology, and converting a MD5 to a standard D5-Hydran as listed above would cost 125% of the cost of a similar cruiser.

D5X (X–Light Cruiser): There is no conversion of this ship, and in game terms the Hydrans could only scrap it.

RKL (Klingon SparrowHawk): Convert the center disruptors to a single hellbore with FA firing arc; the side disruptors are each replaced with a single fusion beam with FA arcs; drone racks to a phaser gatling with the same firing arc as the original phaser threes; replace security with forward hull. This ship has no fighters and other than upgrading the sheilds to the standards of the Romulan plus refit, cannot be further refited.

HF5 (Heavy War Destroyer): Convert disruptors to hellbores with FA arcs; two RX phasers to phaser gatlings with the same firing arcs, delete the third RX phaser; drone racks to fighter (ship has two Stinger–2 fighters); boom security to forward hull; aft security to aft hull; ADD to aft hull. There is no "K" refit. The option boxes on the ship will remain the same as they were when the ship was captured, except that they will be converted to their Hydran equivalents (drone racks or ADD racks, if any, would be replaced by fighters).

F6 (Battle Frigate): Convert the center disruptors to a single hellbore with FA firing arc; the side disruptors to fusion beams with FA firing arcs; boom security and ADD to forward hull; aft security to aft hull; two drone racks to two stinger–1 or –2 fighters; two RX phasers to phaser gatlings with the same firing arcs, delete the third RX phaser.

F5W (War Destroyer): Convert disruptors to hellbores with FA arcs; two RX phasers to phaser gatlings with the same firing arcs, delete the third RX phaser; retain the wing phaser–3s; drone racks to fighters (ship has two Stinger–2 fighters); boom security to forward hull; aft security to aft hull; ADD to aft hull. No "K" refit.

FWC (War Destroyer Leader): Convert disruptors to hellbores with FA arcs; two RX phasers to phaser gatlings with the same firing arcs, delete the third RX phaser; convert the wing phaser–1s to fusion beams LF/L and RF/R arcs; drone racks to fighters (ship has two Stinger–2 fighters); boom security to forward hull; aft security to aft hull; ADD to aft hull. No "K" refit, and FWL if converted will be identical.

FWV (War Destroyer Carrier): Convert disruptors to fusion beams with FA arcs; two RX phasers to phaser gatlings with the same firing arcs, delete the third RX phaser; retain the wing phaser–3s; drone rack to fighter (ship has six Stinger–2 and two Stinger–H fighters); boom security to forward hull; aft security to aft hull; ADD to aft hull. No "K" refit.

F5 (Frigate): Convert disruptors to fusion beams with FA arcs; two RX phasers to phaser gatlings with the same firing arcs, delete the third RX phaser; drone rack to fighter (ship has one stinger–1 or –2 fighter); boom security to forward hull; aft security to aft hull; ADD to aft hull. The F5D, F5B, F5I, and F5K would be converted to this design. The "K" refit will convert the two forward

phasers to phaser ones if installed.

F5C (Frigate Leader): Convert disruptors to fusion beams with FA arcs; two RX phasers to phaser gatlings with the same firing arcs, delete the third RX phaser; drones to fighters (ship has two stinger–1 or –2 fighters); boom security to forward hull, rear security to aft hull, ADD rack to aft hull. The F5L is exactly the same as the F5C when converted.

F5E (Escort): Convert two Drone racks to one phaser gatling with FA/R arc, and two drone racks to one phaser gatling with FA/L arc; two RX phasers to phaser gatlings with the same firing arcs, delete the third RX phaser; convert aft drone rack to fighter (ship has one stinger–1 or –2 fighter itself, but both shuttle boxes can reload stinger–1 or –2 fighters depending on the year and fighters operated by the carrier); boom security to forward hull; rear security to aft hull. An AF5 that is converted would be identical to this ship with full Aegis added. There is no "K" refit for this unit.

F5G (Commando Frigate): Convert boom security to forward hull; convert aft security to aft hull; convert two RX phasers to phaser gatlings with the same firing arcs, delete the third RX phaser. There is no "K" refit. Same Marine Force as the LNG.

F5J (Penal Frigate): Conversion as per standard F5, except the boom warp pack is retained as an AWR. The "K" refit will convert the two forward phasers to phaser ones if installed.

F5M (Mine Sweeper): Convert boom security to forward hull; aft security to aft hull; ADD rack to aft hull; drone rack to shuttle (not fighter); two RX phasers to phaser gatlings with the same firing arcs, delete the third RX phaser. No "K" refit for this unit.

F5S (Scout): Convert security stations as per standard F5; convert and delete RX phasers per standard F5; convert ADD to aft hull; convert drone to fighter (ship has one stinger–1 or –2 fighter). There is no "K" refit for this unit.

F5R (Fast Carrier Resuppy Ship): Convert two RX phasers to phaser gatlings with the same firing arcs, delete the third RX phaser; boom security to forward hull; aft security to aft hull; ADD to aft hull. There is no "K" refit.

F5V (Light Carrier): Convert ADD and forward security to forward hull; convert disruptors to fusion beams with FA arcs; convert two RX phasers to RX phaser gatlings and delete one RX phaser; convert aft security to aft hull. Carries eight fighters, none of which can be stinger–Hs. The "K" refit will convert the two forward phasers to phaser ones if installed.

FX (X–Frigate): There is no conversion of this hull. All the Hydrans could do is scrap it.

FSX (X–Scout): There is no conversion of this hull. All the Hydrans could do is scrap it.

E6 (Battle Frigate): Convert the center disruptor to a hellbore with an FA firing arc; the side disruptors to fusion beams with FA firing arcs; security and ADD to forward hull; two drone racks to two Stinger–2 fighters in one bay with the shuttles; two RX phasers to phaser gatlings with the same firing arcs. There is no "K" refit.

E5 (Battle Escort): Convert disruptors to one hellbore with FA arc, or two fusion beams with FA arcs. Convert each phaser three to a phaser gatling with the same arcs; convert drones to fighters combining into one four shuttle bay (carries two Stinger–2 fighters depending on the year); convert aft security to aft hull; convert boom security to forward hull. There is no "K" refit for this unit.

E4 (Escort): Convert two RX phasers to RX gatling phasers; convert security station to forward hull; convert ADD to aft hull; convert drone to shuttle in one bay with the existing shuttle (ship carries no fighters and the shuttle bays cannot service fighters); convert disruptors to fusion beams with FA arcs. An E4A, E4B, E4D, E4E, E4I, or E4J converted to Hydran use will be identical to this design. No "K" refit for these units.

E4G (Commando Escort): Convert security to forward hull; convert RX phasers to phaser gatlings with the same firing arcs. There is no "K" refit. Same Marine Force as the HNG.

E4V (Escort Carrier): Convert security to forward hull; convert two RX phasers to RX ph–Gs; convert disruptors to FA fusion beams. Six fighters (no Stinger-Hs). No "K" refit for this unit.

G4 (Police Flagship): Convert two RX phasers to RX gatling phasers; convert security stations to forward hull; convert drone to shuttle combined with existing bay (ship carries no fighters but two of the shuttle boxes can service Stinger-2 fighters). There is no "K" refit for this unit.

E3 (Escort): Convert ADD to shuttle in one bay with the existing shuttle, no fighters are carried and the shuttle boxes cannot service fighters; convert security to forward hull; convert disruptors to fusion beams with FA arcs. The Hydrans regard this ship as much too small to mount gatling phasers. E3Ds, E3Es, and E3As converted by the Hydrans will be identical to this configuration. No "K" refits for these units.

G2 (Police Ship): Conversion of this unit is identical to the E3 except that it has phaser twos where the E3 has phaser threes and the fusion beams replace the two drone racks instead of disruptors. There is no "K" refit for this unit.

G2C (Police Leader): Conversion is identical to the G2 except the extra shuttle is retained. There is no "K" refit for this unit.

Tug-A (Combat Tug): Convert boom security to forward hull; convert aft security to aft hull; convert four phaser threes to one phaser gatling on each side of the ship; convert four disruptor to four fusion beams or two hellbores with FA arcs; convert four drone racks to four fighters (Stinger–1 or –2 depending on the year); convert ADD rack to admin shuttle in one bay with existing shuttles. The ship cannot use any Hydran pallet except as cargo. Unless a "K" refit had been installed by the Klingons before capture, there is no "K" refit for this unit.

Tug–B (Transport Tug): Convert boom security to forward hull; convert aft security to aft hull; convert four ph–3 to one ph–G on each side of the ship; convert two disruptor to two fusion beams with FA arcs; convert two drone to Stinger–1/2 (depending on year); convert ADD to admin shuttle in one bay with existing shuttles. The ship cannot use any Hydran pallet except as cargo. There is no "K" refit for this unit.

Pods: Klingon pods other than cargo cannot be converted into Hydran service unless captured with a tug, or captured after a tug has been captured, or captured previously and converted after a Klingon (or Lyran) tug was captured. The term tug includes the D5H, D5G, and in this case the Lyran SR, LTT, Tug-C or Tug-P. Conversions for such pods are as follows:

P-C1 (Cargo): No changes.

P-P2 (Self–Defense): Convert the two 360 phasers to a single 360 phaser–G. No other changes.

P-T3 (Troop Transport): Convert the security station to Aux Con. No other changes.

P-B4 (Battle): Convert security and drone to fighter [single bay with two fighters (stinger–1 or –2 depending on the year) and one admin shuttle]; convert each pair of disruptors to two fusion beams with FA arcs or one hellbore with an FA arc; convert the 360 phaser to a 360 phaser gatling. The Hydrans can upgrade the ph–2s to ph–1s from Y175 as a "K" refit. No other changes.

P-H5 (Hangar): Convert security to flag bridge; convert each pair of phasers to a single phaser gatling with the same arcs as the converted phasers. Each such pod holds five fighters, one of which can be a torpedo fighter. No other changes.

P-PF6 (PF Tender): Convert SCTYto flag. No other changes.

P-V7 (Heavy Carrier): Convert security to flag bridge; convert phaser to phaser gatling with same firing arc as replaced phaser. Pod has 12 fighters of which three can be Stinger-Hs (two such pods on a tug would have the same fighter group as an Iron Duke). No other changes.

P-D8 (Drone Bombardment): This pod cannot be converted.

P-R9 (Repair): There are no changes to use this pod.

P-S10 (Space Control): Convert security to flag bridge. Pod has 12 fighters of which three can Stinger-H. No other changes.

HYDRAN SHIPS TO KLINGON TECHNOLOGY

The conversion of Hydran ships to Klingon technology involves replacing all Hydran technology with Klingon technology. Fighter bays are retained in some cases (with Klingon fighters), converted to drone racks in others, and sometimes converted to other things. For the most part, players should realize that having fighters on all their ships was NOT an integral part of the Klingon tactical doctrine, as they relied on drones to fulfill this function. For the most part only the carriers converted to Klingon technology continued to operate fighters. Where the launch tubes were not converted for use by drone racks they were sealed as they could not be used by the larger Klingon fighters, and enlarging the tubes onthe hulls would have been prohibitively exspensive.

One specific problem is the gatling phasers. These are converted to ph–2s except (if the players mutually agree before hand) as may be allowed by the "known foreign technology" (U7.28) rules, which require capturing an intact model and allow only one ship built or converted in each six month period to be so equipped. The Klingons found gatling phasers almost impossible to maintain or produce themselves. It should be noted that, in general, Hydran ships do NOT work well with Klingon technology, the "drone ranger" being a possible exception to this rule. Most captured Hydran ships that were converted eventually found their way to the Tholian Border Squadron, where their general lack of strong anti-drone and anti-fighter defenses were less of a liability. Their consolidation at that point also eased the supply and maintenance problems inherent in their non–Klingon designs.

REFITS: "K" refits for each ship are listed. These can be upgraded by the Klingons at the same time as they begin upgrading the phasers on their own ships, and not before. Any ph–1s on a captured ship at the time of capture are retained, except as noted. The Klingons can upgrade the shields and warp engines of captured ships to the same standards as the Hydran Plus refit for that ship one year after the Hydrans begin refiting their ships.

CONVERSIONS: The Klingons can convert any captured ship to a variant of its type that is legal for them to operate. The nominal cost to do this is 10% greater than to convert one of their own ships to a similar variant.

Monarch (Battleship): Convert flag bridge to security; convert three fighters and one shuttle in each of the two outer bays, and four fighters in the center bay to type A (type B from Y175 on) drone racks, change the remaining two fighters in the center bay to shuttle (total of six shuttles in three bays, and eight fighters in two of the bays); convert fusion beams K and M to six round ADD racks (12 rounds from Y175); convert the ph–Gs to ph–2s with the same firing arcs as the replaced weapons (no "K" refit for these phasers); convert the hellbores and fusion beams J and L to disruptors (range 40) with same firing arcs as the individual weapon converted; install ability to control seeking weapons equal to double the sensor rating. If the ship was captured in an unrefitted state, the appropriate "K" refit and plus upgrades can be made one year after the Hydrans begin upgrading their DNs.

Paladin (DN): Convert flag bridge and forward transporters to security; convert eight fighters (four on each side) to type A (type B from Y175 on) drone racks (delete the remaining four fighters); convert fusion beams C and D to six round ADD racks (12 rounds from Y175); convert the gatling phasers to phaser twos with the same firing arcs as the replaced weapons (no "K" refit for these phasers); convert the hellbores and fusion beams A and B to disruptors (range 40) with same firing arcs as the individual weapon converted; add one shuttle box to the shuttle bay; convert the three transporters to tractors and add a fourth transporter; add a fifth box to the existing tractor beams extending down towards the probe launcher and convert the resulting five tractors to five transporters; install ability to control seeking weapons equal to double the sensor rating. If the ship was captured in an unrefitted state, the appropriate "K" refit and plus upgrades can be made one year after the Hydrans begin upgrading their remaining DNs.

Lord Paladin (SCS): Convert fusion beams C and D to 12 round ADD racks; convert the gatling phasers to phaser twos with the same firing arcs as the replaced weapons (no "K" refit for these phasers); convert the hellbores and fusion beams A and B to disruptors (range 40) with the same firing arcs as the weapons converted; convert the flag bridge and the forward transporters to security; install ability to control seeking weapons equal to double the sensor rating. Retain the current shuttle bays. The ship normally carries 12 Z–V or 12 Z–Y fighters and three admin shuttles. The ship already includes the plus and "K" refits.

Iron Duke (CVA): Convert hellbores and fusion beams to disruptors (range 40) with the same firing arcs; convert flag bridge to security; convert emergency bridge to transporter; split current transporters into two groups of two boxes and label one group security and the other emergency bridge; convert the gatling phasers to phaser twos with the same firing arcs (no "K" refit for these phasers); install ability to control seeking weapons equal to double the sensor rating. The ship retains a full strike group of 24 fighters which will be identical to that carried, in any given year, by a C8V. If the ship was captured in an unrefitted state, the appropriate "K" refit and plus upgrades can be made one year after the Hydrans begin upgrading their remaining DNs. If the "K" refit is installed, it will convert the forward six phaser twos to phaser ones.

Cavalier (CVA): Convert four fighter to admin shuttle, and four admin shuttle to two security stations (one security station on each side of the ship); convert the phaser–Gs to phaser–2s, same arcs as the converted phasers; install ability to control seeking weapons equal to double the sensor rating. Ship has 18 fighters and three admin shuttles in three bays. If the ship was captured in an unrefitted state, the appropriate "K" refit and plus upgrades can be made one year after the Hydrans begin upgrading their CAs. The "K" refit, if applied, only converts the two forward phasers, which may have already been converted by the Hydrans prior to capture. The fighters are organized into two squadrons of nine fighters each. While unusual, up to six can be Z–D fighters.

Overlord (BCH): Convert the hellbores and fusion beams to disruptors (range 40), all with FA firing arcs; convert phaser–Gs to phaser–2s, same arcs (no "K" refit); convert flag bridge to APR; convert each pair of APRs in the front of the ship to two security stations; convert six fighters to type B drone racks; install ability to control seeking weapons equal to double the sensor rating.

Overseer (BCV): Convert the hellbores and fusion beams to disruptors (range 40), all with FA firing arcs; convert the phaser–Gs to phaser–2s, same arcs (no "K" refit); convert flag bridge to APR; convert the pair of APRs in the front of the ship between Aux and Tran to two security stations; convert six fighters in the rear bay to type B drone racks; install ability to control seeking weapons equal to double the sensor rating.

Overmind (BCS): Convert the hellbores and fusion beams to disruptors (range 40), all with FA firing arcs; convert the phaser–Gs to phaser–2s, same arcs (no "K" refit); convert flag bridge to security; convert six fighters in the rear bay to type B drone racks; install ability to control seeking weapons equal to double the sensor rating.

Lord Admiral (CCH): Convert hellbores to phaser–1s with the same firing arcs; convert fusion beams to disruptors (range 30) with the same firing arcs; convert phaser–Gs to phaser–2s (no "K" refit) with the same firing arcs; convert flag bridge to two security stations (total of two); convert six fighter to type A drone racks (type B from Y175); install ability to control seeking weapons equal to double the sensor rating.

Lord Cardinal (CCH): This ship is identical to the Lord Admiral when converted to Klingon technology.

Lord Marshal (CC): Convert hellbores to phaser–1s with the same firing arcs; convert fusion beams to disruptors (range 30) with the same firing arcs; convert phaser–Gs to phaser–2s (no "K" refit) with the same firing arcs; convert flag bridge to transporters; split the original transporters and make each one a separate

security station (total of two); convert six fighter to type A drone racks (type B from Y175); install ability to control seeking weapons equal to double the sensor rating.

Lord Bishop (CC): This ship is identical to the Lord Marshal when converted to Klingon technology.

Lord Commander (CC): This ship is identical to the Lord Marshal when converted to Klingon technology.

Thoroughbred (CF): This ship will be identical to the Dragoon when converted. The Klingons were not able to maintain the larger non-standard engines.

Ranger (CA): Convert four fusion beams to disruptors (range 30) with the same firing arcs; convert six fighter to six type A drone racks (type B from Y175); convert phaser–Gs to phaser–2s with the same firing arcs; convert six aft shuttle/fighter to three admin shuttles and two security stations (deleting one shuttle box entirely); install ability to control seeking weapons equal to double the sensor rating. If the ship was captured in an unrefitted state, the appropriate "K" refit and plus upgrades can be made one year after the Hydrans begin upgrading their CAs. The "K" refit will only upgrade the two forward (FA only) phasers.

Dragoon (CA): Convert three APR to type A drone racks (type B from Y175); convert four hellbores to four disruptors (range 30) with the same firing arcs; convert phaser–Gs to phaser–2s with the same firing arcs; convert six aft shuttle/fighter to three admin shuttles and two security stations (deleting one shuttle box entirely). If the ship was captured in an unrefitted state, the appropriate "K" refit and plus upgrades can be made one year after the Hydrans begin upgrading their remaining CAs. The "K" refit will only upgrade the two forward (FA only) phasers.

Picket (SR): Convert six fighter to six type A drone racks (type B from Y175); convert phaser–Gs to phaser–2s with the same firing arcs; convert six aft shuttle/fighter to three admin shuttles and two security stations (deleting one shuttle box entirely); install ability to control seeking weapons equal to double the sensor rating. If the ship was captured in an unrefitted state, the appropriate plus upgrade can be made one year after the Hydrans begin upgrading their CAs. The "K" refit would not be used on an unrefitted ship in Klingon service as they did not use that refit on survey ships.

Cheyenne (NCA): Convert fusion beams and hellbores to disruptors (range 30) with the same firing arcs; convert phaser–Gs to phaser–2s with the same firing arcs; delete two shuttle/fighter boxes (one from each side); convert two shuttle fighter boxes to security (one on each side); convert two shuttle/fighter boxes on one side to type A drone racks (type B from Y175). The ship retains two admin shuttles in one bay on the side of the ship opposite the drone racks. There are no "K" or "B" refits as the ship already includes their equivalents.

Mohawk (NCA): Convert fusion beams to disruptors (range 30) with the same firing arcs; convert phaser–Gs to phaser–2s with the same firing arcs; delete four shuttle/fighter boxes (two from each side); convert two shuttle fighter boxes to security (one on each side); convert three shuttle/fighter boxes on one side to type A drone racks (type B from Y175). The ship retains three admin shuttles in one bay on the side of the ship opposite the drone racks. There are no "K" or "B" refits as the ship already includes their equivalents.

Iroquois (NCA): This ship will be identical to the Mohawk if converted.

Pegasus (PFT): Convert phaser–Gs to phaser–2s with the same arcs; convert two APR to battery; convert existing batteries to security. There are no refits for this unit.

***Anarchist* (D7H):** As with any ship originally constructed by the Klingons and recaptured by them, it will be converted back to a standard ship or a variant of its class.

Apache (MCC): Convert fusion beams and hellbores to disruptors (range 30) with the same firing arcs; convert phaser–Gs to phaser–2s with the same firing arcs; convert two shuttle/fighter on one side to type A drone racks (type B from Y175); convert flag bridge and emergency bridge to security; convert two APRs to emergency bridge. Ship has two admin shuttles in a single bay. There are no "K" or "B" refits as the ship already includes their equivalents.

Comanche (MCC): This ship is identical to the Apache if converted to Klingon technology.

Mongol (CM): Convert fusion beams to disruptors (range 30) with the same firing arcs; convert phaser–Gs to phaser–2s with the same firing arcs; delete two shuttle/fighter boxes (one from each side); convert two shuttle fighter boxes to security (one on each side); convert two shuttle/fighter boxes on one side to type A drone racks (type B from Y175). The ship retains two admin shuttles in one bay on the side of the ship opposite the drone racks. There are no "K" or "B" refits as the ship already includes their equivalents.

Tartar (CM): This ship will be identical to the Mongol if converted.

Cossack (CVM): Convert phaser–Gs to phaser–2s with the same arcs; delete four fighter/shuttle boxes (two from each side) and install two security stations (one on each side); install ability to control seeking weapons equal to double the sensor rating. There are no "K" or "B" refits as the ship already includes their equivalents. The ship carries 16 fighters and two admin shuttles. The fighters will normally be the same as those carried by a D5V in the same time period, although in two squadrons of 8 fighters.

Baron (LCC): Convert hellbores and fusion beams to disruptors (range 30) with the same firing arcs; convert phaser–Gs to phaser–2s with the same firing arcs; convert one fighter/shuttle box on each side to security; convert two fighter/shuttle boxes on one side to type A drone racks (type B from Y175); delete two fighter/shuttle boxes; convert flag bridge to emergency bridge; convert emergency bridge to ADD (6 rounds prior to Y175, 12 rounds thereafter). The ship has two admin shuttles. There are no "K" or "B" refits since the ship would already have their equivalents at the time of capture.

Trooper (NVL): Convert phaser–Gs to phaser–2s; install two security stations (added boxes in this case), one between the auxiliary control and transporters, and the second below the tractors; install ability to control seeking weapons equal to double the sensor rating. The ship has a full squadron of 12 fighters (which will usually be the same type as carried by the F5V during the same year) and two admin shuttles. If the ship was captured in an unrefitted state, the appropriate "K" refit and plus upgrades can be made one year after the Hydrans begin upgrading their war cruisers. A "K" refit, if installed, will upgrade the FA phasers to phaser ones.

Aegis Horseman (CE): Convert all phaser–Gs to phaser–2s with the same firing arcs; add two security stations (added boxes in this case), one between the auxiliary control and transporters, and the second below the tractors; convert four fighter/shuttle boxes to 12 round ADDs; delete two fighter/shuttle boxes; install ability to control seeking weapons equal to double the sensor rating. The ship has two admin shuttles in two separate bays with ready racks. If the ship was captured in an unrefitted state, the appropriate "K" refit and plus upgrades can be made one year after the Hydrans begin upgrading their war cruisers. The "K" refit if installed will convert the two forward phaser twos to phaser ones.

New Mine Sweeper (NMS): Convert the phaser–Gs to phaser–2s; add two security stations (added boxes in this case), one between the auxiliary control and transporters, and the second between the mine racks; delete two fighter/shuttle boxes; convert two fighter shuttle boxes to type A drone racks (type B from Y175). The ship retains four shuttles of which two will be minesweeping shuttles. If the ship was captured in an unrefitted state, the appropriate plus upgrades can be made one year after the Hydrans begin upgrading their war cruisers. There is no "K" refit for this unit.

Chasseur (NSC): Convert the phaser–Gs to phaser-2s (with the same firing arcs as the converted weapons); add two security stations (added boxes in this case), one between the auxiliary control and transporters, and the second below the tractors; delete two fighter/shuttle boxes; convert two fighter shuttle boxes to type A drone racks (type B from Y175). The ship retains four admin shuttles. If the ship was captured in an unrefitted state, the appropriate plus upgrades can be made one year after the Hydrans begin upgrading their war cruisers. No "K" refit for this unit.

New PF Tender (NPFT): Convert phaser–Gs to phaser–2s (same arcs as converted weapons); convert emergency bridge to security; install a security box between the auxiliary control and transporters. There is no emergency bridge on this unit. If the ship was captured in an unrefitted state, the appropriate plus upgrades can be made one year after the Hydrans begin upgrading their war cruisers. There is no "K" refit for this unit.

Mule (LTT): Convert phaser–Gs to phaser–2s with the same arcs; convert one shuttle/fighter box on each side to security; delete two shuttle/fighter boxes. The ship has two admin shuttles. If the ship was captured in an unrefitted state, the appropriate plus upgrades can be made one year after the Hydrans begin upgrading their war cruisers. There is no "K" refit for this unit. The ship cannot use any Klingon Pod except as cargo.

Cataphract (NCOM): Convert phaser–Gs to phaser–2s with the same arcs; convert one shuttle/fighter box on each side to security; delete two shuttle/fighter boxes. The ship has three GAS shuttles and one admin shuttle. If the ship was captured in an unrefitted state, the appropriate plus upgrades can be made one year after the Hydrans begin upgrading their war cruisers. No "K" refit. Same Marine Force as the D5G.

Horseman (CL): Convert fusion beams to disruptors (range 30) same arcs as converted weapons; convert phaser–Gs to phaser–2s (same arcs as converted weapons); convert one fighter on each side to security; convert two shuttle/fighter boxes on one side to type A drone racks (type B from Y175); convert one fighter box to shuttle on one side. Conversion requires the deletion of one shuttle/fighter box from each shuttle/fighter bay. Ship has a total of two shuttles and two drone racks. If the ship was captured in an unrefitted state, the appropriate "K" refit and plus upgrades can be made one year after the Hydrans begin upgrading their CWs. "K" refit will only upgrade the two forward (FA only) phasers.

Traveler (CL): This ship will be identical to a Horseman with the exception of the retention of the two additional center APRs.

Heavy Lancer (LNH): Convert phaser–Gs to phaser–2s with the same arcs; convert fusion beams to disruptors (range 22) with the same arcs; convert two fighter to type A drone racks (type B from Y175); convert two fighters to security stations, retain the remaining two fighters and three admin shuttles. The "K" refit if applied to this ship will convert the three forward phaser twos to phaser ones. The option boxes on this ship will be retained as whatever systems they were at the time the ship was captured except that any hellbores would be converted to disruptors, and any phaser-Gs would be converted to phaser-2s.

Count (DDL): Convert phaser–Gs to phaser–2s with same arcs; convert fusion beams and hellbore to disruptors (range 22) with FA arcs; convert two lab to transporter; convert two shuttle/fighter to tractor; convert two shuttle/fighter to type-A drone racks (type B from Y175); convert original tractor and transporter to security. Ship has two admin shuttles in one bay. Phaser one armament is retained, no "K" refit, there is no plus upgrade for this unit since equivalent changes were incorporated in the design.

Earl (DDL): Convert phaser–Gs to phaser–2s with same arcs; convert fusion beams and hellbores to disruptors (range 22) with FA arcs; convert two lab to transporter; convert original tractor and transporter to security. Phaser one armament is retained, no "K" refit, there is no plus upgrade for this unit since equivalent changes were incorporated in the design.

Lancer (DD): Convert phaser–Gs to phaser–2s with the same arcs; convert fusion beams to disruptors (range 15) with the same arcs; convert two fighter to type A drone racks (type B from Y175); convert two lab to transporter; convert original transporter and admin shuttle to security stations; convert two fighter to admin shuttle. If the ship was captured in an unrefitted state, the appropriate "K" refit and plus upgrades can be made one year after the Hydrans begin upgrading their destroyers. The "K" refit if applied to this ship will convert the two forward phaser twos to phaser ones.

Knight (DD): This ship if converted is identical to the Lancer.

Scout Lancer (DDS): Convert phaser–Gs to phaser–2s with the same arcs; convert two fighters to type A drone racks (type B from Y175); convert two lab to transporter; convert original transporter and admin shuttle to security stations; convert two fighters to admin shuttles. If the ship was captured in an unrefitted state, the appropriate plus upgrade can be made one year after the Hydrans begin upgrading their destroyers. No "K" refit.

PF Tender Lancer (DDP): Convert phaser–Gs to phaser–2s with the same arcs; convert two fighter to security stations. The "K" refit is not applied to this ship.

Picador (MS): Convert phaser–Gs to phaser–2s with the same arcs; convert two shuttle to type A drone racks (type B from Y175); convert one tractor beam and one shuttle to security. The ship has two shuttles, both of which are usually minesweeping shuttles. If the ship was captured in an unrefitted state, the appropriate plus upgrades can be made one year after the Hydrans begin upgrading their destroyers.There is no "K" refit for this unit.

Aegis Lancer (DE): Convert aft phaser–Gs to phaser–2s with the same arcs; convert forward FX gatlings to 12 round ADDs; convert shuttle/fighter bay as follows: Two security stations, one on each side of the ship; and six admin shuttles (only two have ready racks for fighters). If the ship was captured in an unrefitted state, the appropriate plus upgrades can be made one year after the Hydrans begin upgrading their destroyers. There is no "K" refit for this unit.

LNG (Commando Lancer): Convert phaser–Gs to phaser–2s with the same arcs; convert each fighter box to security. The ship has two GAS shuttles, one HTS shuttle, and one admin shuttle. If the ship was captured in an unrefitted state, the appropriate plus upgrades can be made one year after the Hydrans begin upgrading their war cruisers. There is no "K" refit for this unit. Same Marine Force as F5G.

Uhlan (CV): Convert phaser–Gs to phaser–2s (same arcs as converted weapons); delete two Fighter boxes and install two security stations. Ship has 12 fighters and four admin shuttles; install ability to control seeking weapons equal to double the sensor rating. This ship would normally not carry first-line fighters (almost never Z-Ys) unless resupplying a front line carrier. If the ship was captured in an unrefitted state, the appropriate "K" refit and plus upgrades can be made one year after the Hydrans begin upgrading their destroyers. The "K" refit if installed would only affect the two FA phaser–2s.

Outrider (SR): Convert phaser–Gs to phaser–2s with the same arcs; convert shuttle/fighter bay as follows: two security stations, one on each side of the ship; and six admin shuttles. If the ship was captured in an unrefitted state, the appropriate plus upgrades can be made one year after the Hydrans begin upgrading their destroyers. There is no "K" refit for this unit.

Warrior (DDL): Convert phaser–Gs to phaser–2s with same arcs; convert fusion beams and hellbores to disruptors (range 22) with FA arcs; convert two lab to transporter; convert two shuttle/fighter to tractor; convert original tractor and transporter to security. Ship has two admin shuttles in one bay. Phaser–1 armament is retained, "K" refit if applied will convert remaining phaser–2s to phaser–1s, there is no plus upgrade for this unit since equivalent changes were incorporated in the design.

Buffalo Hunter (DWF): Convert phaser–Gs to phaser–2s with the same arcs; convert fusion beams to disruptors (range 15) with

the same arcs; convert two fighter to type A drone racks (type B from Y175); convert two APR to security stations, no "K" refit, there is no plus refit as equivalent changes were incorporated in the design.

Rhino Hunter (DWH): This ship if converted is identical to the Buffalo Hunter.

Lion Hunter (DWL): Convert phaser–Gs to phaser–2s with same arcs; convert fusion beams and hellbore to disruptors (range 22) with FA arcs; convert three APR to transporter; convert rear transporter to tractor; convert forward tractor and transporter to security stations; convert two shuttle/fighter to type-A drone racks (type B from Y175). Ship has two admin shuttles in one bay. Phaser–1 armament is retained, no "K" refit, there is no plus upgrade as equivalent changes were incorporated in the design.

Vampire Hunter (DWV): Convert phaser–Gs to phaser–2s with the same arcs; convert fusion beams B and C to disruptors (range 15) with the same arcs; convert three lab to two transporter and one lab, convert forward tractor to lab combined with remaining original lab; convert forward fusion beam (A) and rear transporter to security stations; convert forward transporter to tractor; no "K" refit, there is no plus upgrade for this unit.

Buffalo Scout (DWS): Convert phaser–Gs to phaser–2s with the same arcs; convert two fighter to type A drone racks (type B from Y175); convert two APR to security stations, no "K" refit, there is no plus upgrade as equivalent changes were in the design.

Antelope Hunters (DWE): Convert three FA phaser–Gs to 12 round ADD racks; convert 360° phaser–Gs to phaser–2s; convert labs to transporters; convert transporters to security stations. There is no "K" refit for this unit.

Demon Hunter (HDW): Convert phaser–Gs to phaser–2s with the same arcs; convert fusion beams to disruptors (range 15) with the same arcs; convert two fighters to type A drone racks (type B from Y175); convert two fighters to security stations, retain the remaining two fighters and two admin shuttles. There is no "K" refit for this ship. The option boxes on this ship will be retained as whatever systems they were at the time the ship was captured except that any hellbores would be converted to disruptors, and any phaser-Gs would be converted to phaser-2s.

Crusader (FFL): Convert labs to transporters; convert transporter to security; convert one hellbore and two fusion beams to three disruptors (range 22) with same arcs; convert 360° phaser–G to phaser–2. The "K" refit for this unit converts all five phaser–2s to phaser–1s.

Saracen (FFL): This ship is identical to the Crusader if converted to Klingon technology.

Hunter (FF): Convert 360° phaser–G to phaser–2; convert fusion beams to disruptors (range 15); convert labs to transporters; convert transporter to security. There is no "K" refit .

Cuirassier (FF): This unit is identical to the Hunter when converted with the exception that it retains the extra APR.

Hunter Scout (SC): Convert 360° phaser–G to phaser–2; convert APR to security. There is no "K" refit for this unit.

Scythian (CVE): Convert FX gatling phasers to disruptors (range 15); convert 360° phaser–G to phaser–2; convert labs to transporters; convert transporter to security. There is no "K" refit for this unit. The ship carries six fighters, usually Z-2s, but occasionally Z-Vs. This unit would never carry Z-Ys except to resupply a frontline carrier.

Aegis Hunter (FFE): Convert FX phasers to 12 round ADD racks; convert 360° phaser–G to phaser–2; convert labs to transporters; convert transporter to security. There is no "K" refit .

Commando Hunter (HNG): Convert phaser–G to phaser–2 with the same arcs; convert lab boxes to security. The ship has two GAS shuttles and one admin shuttle. There is no "K" refit. The Marine Force would be the same as an E4G.

Fast Carrier Resupply Ship (FCR): Convert 360° phaser–G to phaser–2; convert labs to transporters; convert transporter to security. There is no "K" refit for this unit.

Gendarme (Pol): Convert two fusion beams to two disruptors (range 10); convert two fighters to type A drone racks (type B from Y175); convert phaser–G to phaser–2 with same arc; convert three lab to two lab and one security. There is no "K" refit for this unit.

Inspector (Police Flagship): Convert two fighters to type A drone racks (type B from Y175); convert phaser–G to phaser–2 with same arc; convert four lab to two lab and one security. There is no "K" refit for this unit.

Caravan/Camel (Tug): Convert phaser–Gs to phaser–2s with the same arcs; convert three APR to tractor; convert emergency bridge to security; convert two aft tractor to one emergency bridge; convert two aft tractor to one security station; convert two shuttle/fighter to two type A drone racks (type B from Y175); convert two shuttle/fighter to admin shuttle; delete two shuttle/fighter. There is no "K" refit for this unit. The ship cannot use any Klingon pod except as cargo.

Pallets: Hydran pallets other than cargo cannot be converted into Klingon service unless captured with a tug, or captured after a tug has been captured, or captured previously and converted after a Hydran tug was captured. The term tug includes the Caravan and the Mule. Conversions for such pallets are as follows:

P–Cargo: No changes to this pallet.

P–Fighter Conveyer: No changes to this pallet.

P–Fire Support: Convert aux to security; convert hellbores to disruptors (range 40) retaining the firing arcs; convert the phaser–Gs to phaser–2s with the same arcs. There is no "K" refit.

P–Combat: Convert fusion beams and hellbores to disruptors (Range 30) with the same arcs; convert phaser–Gs to phaser–2s with the same arcs; convert aux con to security; convert emergency bridge to bridge; convert two fighter to shuttle; convert two fighter to type A drone racks (type B from Y175). A "K" refit if installed will upgrade the phaser twos to phaser ones.

P–Early Combat: This pallet is identical to the standard combat pallet.

P–Troop Transport: Delete two shuttle and install two security. The Marine Force would be the same as two Klingon P–T3s.

P–Self Defense: Convert phasers to phaser two with the same firing arcs. There is no "K" refit for this pallet.

P–Carrier: Convert phaser–Gs to phaser–2s with the same firing arcs; convert APRs to security; install ability to control seeking weapons equal to double the sensor rating. There is no "K" refit for this unit. Fighters would be the same as the CVT for a given year.

P–PF Tender: Convert phaser–Gs to phaser–2s with the same firing arcs; convert APRs to security. There is no "K" refit for this pallet.

P–Repair: No changes to this pallet.

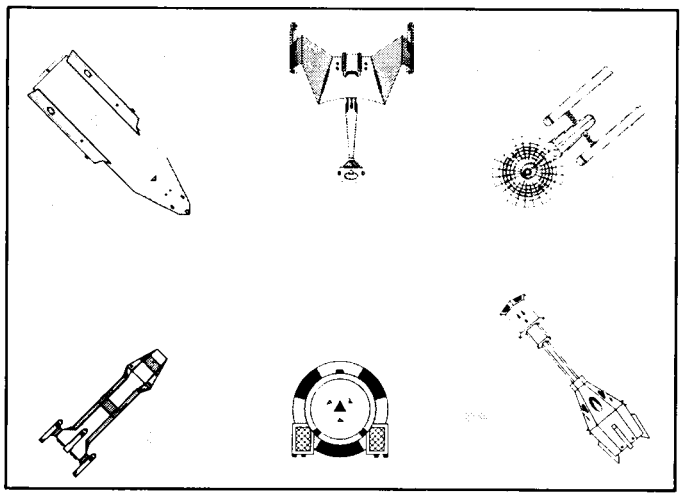
DESIGNER'S NOTES: This article was first written by Steve Cole more than 15 years ago, but it never found a place in the smaller Captain's Logs of that era.

In 1990, it was turned over to Steve Petrick, who continually updated it whenever new ships were printed, apparently never realizing that the assignment to "keep it ready just in case" was a joke. It never found a place in a Captain's Log because it was simply too big to print. When we began putting this issue together, there was the traditional moment of panic ("How are we going to fill all these pages?") and, just before reality set in as it always does ("How are we going to get all of this stuff into only 112 pages?"), Steve Petrick managed to sneak it onto the "page count" document (claiming it was only five pages).

As we moved forward in doing the issue, as some expected articles fell through, Steve steadily gathered up enough extra pages to fit the "real" article, even grabbing a couple of SSD pages when the web site project didn't use all it was allocated.

Whether there will ever be another such article is unclear. It is more than likely that some website somewhere will post most of these conversions soon enough.

(SL174.0) ASTEROID FIELD OF DEATH!



by Craig Limber, Calgary, Alberta, Canada

The Masters have devised yet another way to torment their toys. Each captain must attempt to score as much damage as possible while trying to navigate a field of barrier-like obstacles. The masters like it since aggressive action is required to win and having a ship destroyed does not eliminate it from the game.

(SL174.1) NUMBER OF PLAYERS: 2 to 18.

(SL174.2) INITIAL SET UP

TERRAIN: Asteroid Field (P3.11), or use the Asteroid Field Map from Scenario Book #2, surrounded by a Tournament Barrier (P17.0). See (SL174.45)

SETUP: Starting positions - Player #1 begins in hex 0101. Divide 144 by the number of players (round fractions to the nearest whole number). Place each player on the map the calculated distance in a clockwise direction. Each player may secretly move their ship along the edges up to two hexes in either direction. This information is recorded secretly during setup and revealed simultaneously before energy allocation of Turn #1. All ships begin with a heading at the player's option, speed max, WS–III.

YEAR: Players should select a year before setting up the scenario. This will define the availability of ships, refits, fighters, drone speeds, and other items. Y178 is assumed if no other year is selected.

(SL174.3) LENGTH OF SCENARIO: Play continues until a player has a score greater than 200 points at the end of any turn. If there is a tie in the score at this point then the other players' that have less than 200 points are eliminated and play is continued one turn at a time until the score is no longer a tie at the end of any turn.

(SL174.4) SPECIAL RULES

(SL174.41) MAP: The map is fixed; it does not float. It is surrounded by a Tournament Barrier (P17.0) and there is no way to disengage, not even by sublight evasion.

(SL174.42) SHUTTLES AND PFs: All shuttles and PFs have warp booster packs if the year selected allows them.

(SL174.421) If using the optional MRS shuttles, they may be purchased [up to the limits in (J8.5)] under (SL174.431).

(SL174.422) If fighters are used, one fighter in any single squadron of 8 to 12 fighters can be an EW fighter. If not using EW fighters, the EW fighter would be a standard fighter.

(SL174.423) There are no PFs in this scenario.

(SL174.43) COMMANDER'S OPTION ITEMS

(SL174.431) 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.

Optionally, if using Tournament ships the players may use only those Commander's Options provided to the ships under the Tournament rules.

(SL174.432) All drone speeds are available depending on the year selected for the scenario.

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.

If using Tournament ships and rules, drone speeds and upgrades are as defined in the Tournament rules.

(SL174.433) Prime Teams (G32.0) are not available in this scenario.

(SL174.44) REFITS are available depending on the year selected.

(SL174.45) TERRAIN: The interior of the map is an Asteroid Field where the asteroid hexes are a special form of tournament barrier (the asteroid map from Module S2 makes an excellent arena). In all ways except as specified below these interior barrier hexes behave exactly like the barrier on the perimeter of the playing area.

(SL174.451) Ships can maintain lock-on through the internal barrier areas.

(SL174.452) Units cannot fire through barrier hexes nor along the edge of a barrier hex.

(SL174.453) Ships can fire INTO barrier hexes (typically at seeking weapons) and shuttles/fighters can fire OUT of barrier hexes (including into another barrier hex).

(SL174.454) Seeking weapons may enter tournament barrier hexes, but drones take one point of damage per barrier hex entered and plasmas lose two points of warhead strength per barrier hex entered. Fighters and shuttles may enter a barrier hex but suffer one point of damage per barrier hex entered.

(SL174.455) If a ship is displaced into a barrier hex it takes five points of damage to the number one shield or forward PA panels (the number four shield or aft PA panels if it is moving in reverse) irrespective of their displacement direction. The ship is then placed in the nearest clear hex that is in a direct line to its starting, i.e., pre-displacement, hex. If there are two possible hexes a random roll is used to determine which hex the ship is placed in. In all other ways the ship is considered to have rammed a Tournament barrier even though after it is placed in a clear hex it may not be facing a barrier hex side.

(SL174.456) Web may not be cast into a hex adjacent to any barrier hex or into a barrier hex.

(SL174.46) SHIP SELECTION: The basic version of this scenario uses the Tournament Cruisers. If not using Tournament Cruisers see (SL174.48).

(SL174.461) Using four six-sided dice, each player rolls to determine their rank with the highest roll getting to choose his Tournament ship first.

(SL174.462) Once a ship has been chosen another player may not take that ship nor may it come back into the game once it has been destroyed or traded in (SL174.465) unless the available ships run out before the scenario is finished, in which case see (SL174.466).

(SL174.463) All units on the board besides those that belong to the player are considered the enemy and may be attacked without penalty.

(SL174.464) When a player's ship has been destroyed the player may select a cruiser from those that remain and rejoin the game at the start of the following turn.

(SL174.465) A player may elect to trade-in his ship at the end of a turn if it has less than 20 internals remaining not including damage control, sensors, scanners or excess damage. The player suffers a penalty to his score equal to the number of internals remaining.

(SL174.466) If all of the cruisers have been selected then the destroyed ships are "recycled", i.e., they form the selection pool for replacement ships.

(SL174.47) REJOINING THE GAME: When a player rejoins the game in a new ship the following procedure determines his starting position:

Starting with the player with the highest score who is rejoining the game (resolve ties with a die roll), the player selects his new ship and it is placed on an edge hex that is the farthest away from all current ships. If more than one hex qualifies the returning player may choose which one. The next returning player on that turn then selects his ship and starting hex using the above criteria.

(SL174.48) NON-TOURNAMENT SHIP SELECTION: If not using Tournament Cruisers, players should select a BPV and races in advance for their cruisers and prepare 18 ships before play. All selected ships go into the same selection pool and are drawn by the procedures in (SL174.46) above. Thus it is possible that a player may never play with a ship he placed into the pool.

(SL174.5) VICTORY CONDITIONS: Players receive points for damaging enemy units. Players receive:

one point for every internal scored on an enemy ship;

one point for crippling an enemy fighter/shuttle;

one point for destroying an enemy fighter/shuttle (which means that two points are awarded for destroying an uncrippled fighter/shuttle);

and 24 points for destroying an enemy ship.

If more than one player is eligible for scoring points through destroying/crippling a shuttle then a point is awarded to each participating player.

If more than one player scores internals on a ship during a phase in which it is destroyed then the 24 point bonus is divided equally among the players that scored the internals (round fractions down).

(SL174.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SL174.61) DEMOLITION DERBY: Rules as above but with no ship replacement and the last ship able to move under its own power wins (assuming no other ship is able to repair a movement capability).

(SL174.62) FLEET GAME. Each side starts with a race's CA and each time a player's ship has been destroyed it is replaced with a smaller vessel, e.g., CA - DD - FF. In this variant use Commander's options and refits to help balance the ships. To speed ship selection players may also select one of the pre-designed fleets described in various issues of Captain's Log and may bring on one ship at a time until his fleet has been used up and may bring the ships on in any order.

(SL174.63) While intended for cruisers, the scenario can be played faster by using smaller classes of ships, including PFs. It can be lengthened considerably by using dreadnoughts or even battleships.

(SL174.64) Use unescorted carriers with their fighter squadrons (This makes it hard on the Andromedans).

(SL174.65) A truly evil game can be had by all players taking Andromedan ships with full, i.e., non-Tournament, displacement rules.

(SL174.7) BALANCE: The scenario is designed to use Tournament ships and the tournament rules. If non-tournament ships are used the scenario can be balanced between players of different skill levels by one or more of the following:

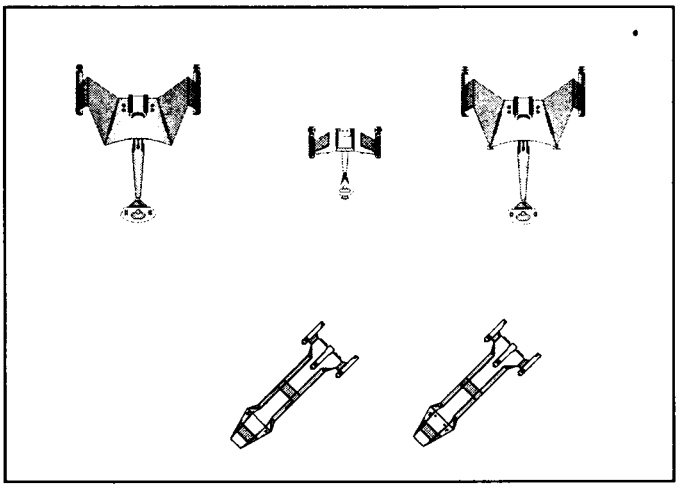
(SL174.71) Allow a less experienced player to use a larger ship.

(SL174.72) Allow a less experienced player to use Commander's Options but not more experienced players.

(SL174.8) TACTICS: Watch the way the game ebbs and flows and be prepared to scoot when it looks like you might get boxed in by two or more enemy ships. Take a ship with a good turn mode and keep an HET prepared. If you find yourself in trouble and think you are going to be destroyed, head for the player with the lowest score!

(SL174.X) DESIGNER'S NOTES: Special thanks goes to Gavin Joth, Trevor Murphy, Geoff Cann, Ron Zandbergen, Chris Spindler, Roger Leroux, Darin Hodder, and Darren Lester for helping me refine this scenario.

(SL175.0) DIPLOMATS, SCIENTISTS, AND WARRIORS



(Y170) *by John Sickels, Kansas*

In Y170, the Klingon D6E exploration cruiser *Investigator* returned from a long-duration mission in unexplored territory leased from the Lyrans. In addition to valuable scientific data, she carried an important passenger: Ambassador Coraixlita, representative of the Yitlians.

Investigator had made contact with the Yitlians towards the end of the outward leg of her voyage. They were a warrior race on the verge of developing warp drive. The Yitlians' star system was resource rich, the home planet in particular holding vast deposits of topaline, a rare mineral critical for the war effort. *Investigator's* commander, Captain Klent, was impressed with the warrior ethic of Yitlian culture, and made contact with the planet's leadership. The Yitlians, for their part, were awed by their first contact with an interstellar race, particularly one that regarded warfare in the same reverent way that they did.

Normally, the Klingons would simply conquer a race with inferior technology but extensive resources, eventually incorporating them into the Empire as a subject people. But Yitlia was a considerable distance from the Empire (with Lyran imperial space intervening between them). Being proud warriors, they would not be subdued without a full-scale invasion by ground forces, the cost of which would be very high, even with superior Klingon

technology. Simply pounding the planet to rubble from orbit would render the topaline mines unusable, perhaps permanently. The ongoing war against the Kzintis and Hydrans would prevent the allocation of the necessary assault force in any event, not to mention drawing Lyran attention to the system.

Klent decided that the development of a friendly trading relationship with the Yitlians would be more beneficial to the Empire than conquering them, at least in the short run. He invited an ambassador to return to Klingon space with him. Coraixlita, whose great-grandfather was a famous general instrumental in unifying Yitlian society after centuries of internecine war, was selected by his government to accompany the *Investigator* back to Klingon space, and negotiate a trade and friendship treaty with the Empire.

Informed by subspace radio, the Klingon diplomatic corps, in the Emperor's name, approved of Klent's approach to relations with the Yitlians. The D7N cruiser *Demagogue*, carrying High Commissioner Galtec, was dispatched to meet *Investigator* at the Klingon-Lyran border, pick up Ambassador Coraixlita, and carry him to Klinshai. An E4B was assigned to escort the *Demagogue*. The *Investigator*, carrying biologic and mineralogical samples destined for the central science ministry, and due for refit after her long research journey, would proceed to the nearest starbase for refit and to transfer her samples to another ship.

Things did not go entirely as planned, however. On the trip back from the Lyran Fars Star regions Ambassador Coraixlita became aware of the ongoing General War (at this time limited to a conflict between the Klingons and Lyrans against the Hydrans and Kzintis). He demanded to be shown evidence of Klingon military prowess against their foes before he met with the Klingon Emperor, saying there would be no treaty if the Klingons did not comply.

Facing this dilemma, Klent was ordered to divert the *Investigator* down through the Lyran Enemy's Blood Duchy (ostensibly to join Imperial forces in Hydran space as a scout), while the *Demagogue* circled around LDR space to link up with the *Investigator* in formerly Hydran space. (Coraixlita had been given the choice of which vanquished enemy to see so he would know the Empire was dealing honestly with him, and had chosen the Hydrans.) High Commissioner Galtec was eager to impress the Yitlians, and agreed to take the group to a site of a recent battle. To the delight of both the Yitlians and Commissioner Galtec, on the way to the battle site they encountered a Hydran force that had been cut off, and was desperately low on fuel.

The Klingon Captain commanding the *Demagogue* wanted to avoid contact with the Hydran force, which he considered to be slightly superior to his, but was overruled by Galtec, who wanted to impress the Yitlians with Klingon prowess in battle. He feared that retreating in the face of an allegedly beaten Hydran foe would make an unfavorable impression on Coraixlita.

The Hydrans were desperately short on fuel and trying to rendezvous with an Orion Pirate from whom they would purchase enough to rejoin the fleet. They were more concerned with simply surviving, as the Klingons were between them and where they had to go to meet with the pirates before their fuel ran out.

(SL175.1) NUMBER OF PLAYERS: 2; the Hydran player and the Klingon player.

(SL175.2) INITIAL SET UP

FEDERATION: Lord Bishop *Apocrypha* in 4214, Dragoon+ *Glorious* in 4216, both heading F, speed 16, WS–II.

KLINGON: D7N *Demagogue* in 1414, D6E *Investigator* in 1417, E4B *Adamant* in 1716, all heading B, speed 8, WS–II.

(SL175.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(SL175.4) SPECIAL RULES

(SL175.41) MAP: Use a floating map. The Hydran units can only disengage in direction E. The Klingon units can only disengage in directions B, C, or F. Units which disengage in unauthorized directions are considered destroyed.

(SL175.42) SHUTTLES AND PFs: No shuttles or PFs have warp booster packs.

(SL175.421) MRS: Only the *Demagogue* may purchase an MRS shuttle under (SL175.431).

(SL175.422) The Hydran ships have been out of supply for a while, and this is reflected in their available shuttles. Place eight fighter and ten shuttle counters in a cup (this represents the normal complements of fighters and shuttles for the two ships, including those in storage). The Hydran player than randomly draws nine of these counters, setting the other nine aside to be examined by the Klingon player after the scenario. The Hydran player may assign the nine counters drawn between his two ships as he sees fit except that neither ship may have more than three fighters. If more than six fighters are drawn, the extra fighters are lost, not replaced by admin shuttles. If seven or more admin shuttles are drawn, the extra shuttles may be placed in the fighter shuttle boxes on the ships. Note that the Klingon player will not know for sure what shuttles the Hydrans have until the scenario is over.

The *Demagogue* has one Z-2 fighter. There are no EWF fighters in this scenario.

(SL175.423) There are no PFs in this scenario.

(SL175.43) COMMANDER'S OPTION ITEMS

(SL175.431) The D7N and E4B can purchase additional or special equipment as Commander's Option Items (e.g., T-bombs, extra marines, etc.) up to 20% of their Combat BPV.

The D6E is returning from a long-duration exploration mission, and both Hydran ships are stragglers from the failed *Expedition* to Federation Space, all are low on supplies. These three ships can only purchase additional or special equipment up to 5% of their Combat BPVs. The Hydran ships can combine their Commander's Options and divide them between the two ships in any manner the Hydran player chooses, e.g., they could purchase three T-bombs and put all of them on one ship, or two on one ship and one on the other.

See (S3.2) for details and exceptions. Note that whatever is spent here counts in the Modified Victory Conditions as victory points for the enemy.

(SL175.432) All drones are "medium," i.e., speed–20.

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

The D6E is returning from a long-duration exploration mission, and may have expended some or all of its drones. Before the scenario, the Klingon player places 9 drone counters, numbered 1-9, in a cup. He draws one, then places it aside, face down, but where the Hydran player can inspect it after the scenario is over. The number on the counter is the number of drone spaces the D6E has available, except that number 9 is equal to zero drones.

(SL175.433) If players wish to use the optional rules for Prime Teams (G32.0), the D6E, D7N, and Lord Bishop each normally carry one such team. The Hydrans should be given 25 additional Commander's Option Points to distribute among his forces as desired or to purchase an additional Prime Team.

(SL175.44) REFITS: The Hydran Dragoon has the Plus refit and the Lord Bishop has the Fusion Holding refit. The Klingon E4 has the B refit. No other refits had been installed on these ships at the time of this action.

(SL175.45) OFFICERS (Optional): If using the Legendary Officer and/or Pilot Quality rules, the following personnel were present historically.

(SL175.451) The D6E has a Legendary Science Officer (G22.3).

(SL175.452) One Hydran fighter pilot is Ace Quality, two of the pilots are Poor Quality. All other pilots are Good.

(SL175.46) HYDRAN SUPPLY RESTRICTIONS: The Hydran ships have been cut off from supply for a considerable period. This is reflected as follows:

(SL175.461) The Hydrans are desperately low on fuel, and cannot disengage by acceleration. Any Hydran ship disengaging by sublight evasion is assumed to have been destroyed.

(SL175.462) The Hydran ships' damage control capabilities are restricted. The Hydran player places counters numbered 1-5 in a cup, drawing one for the Lord Bishop and, after examining it, places it face down where the Klingon player can examine after the scenario, together with the other counters from that drawing. The process is repeated for the Dragoon using a different set of counters. A 5 means the ship has no (D9.7) repair capability remaining, a 1-4 is the number of boxes the ship can repair under (D9.7). The ships may perform (D9.2) repairs normally, but may not perform any (D14.0) repairs.

(SL175.463) See other restrictions in (SL175.422). and (SL175.431).

(SL175.47) YITLIAN AMBASSADOR: Before the scenario begins, the Klingon player decides which of the two cruisers Ambassador Coraixlita is on. Historically, he was on the D6E, but he could have transferred to the D7N.

(SL175.471) Treat the ambassador like a Legendary Officer, per (G22.13). He begins the scenario on the bridge of whichever cruiser he is on, observing the battle. He must remain on the bridge as long as it is partially intact. If the bridge in which the ambassador is located is destroyed in combat, determine his status by (G22.134). If killed by a die roll of "1", see (SL175.54) below. If he survives, he must move to another non-security control box on that ship. Note that the ambassador does not function as a Legendary Officer in any other way. The Klingon player must announce any die rolls for the Ambassador before rolling them.

(SL175.472) If all non-security control stations are destroyed, or if the ship mutinies, the Yitlian Ambassador is considered to have been killed (even if the mutiny is suppressed).

(SL175.473) The Klingon player must provide a written record showing which ship the Yitlian Ambassador was actually on, and recording any forced movements. Note, the Klingon player may make records after the destruction of a bridge, aux, or emer, on either ship, including die rolls for the Ambassador to conceal his actual location. Obviously, however, if the Ambassador was "killed" on the D6E, and a roll is then made for him on the D7N, it will be obvious that he was not on the D6E at all.

(SL175.5) VICTORY CONDITIONS: Use the Modified Victory Conditions (S2.201) with the following modifications:

(SL175.51) The Hydrans receive a 5-point bonus for each "cargo" box on the D6E that is destroyed. This represents the loss of the botanical and mineralogical samples from discoveries by the *Investigator* stored in those boxes.

(SL175.52) The Hydrans receive a 25-point bonus if any Klingon ship disengages earlier than the end of Turn #3. This represents the diplomatic embarrassment the Klingons would suffer in their relations with the Yitlians if they retreat too soon in the face of battle.

(SL175.53) The Hydrans receive a 50-point bonus if the Klingon force disengages without having scored internal damage on both Hydran vessels. This represents the fact that the Yitlians will not negotiate with the Klingons if the Klingons demonstrate cowardice.

(SL175.54) The Hydrans receive a 50-point bonus if the Yitlian Ambassador is killed.

(SL175.55) Victory point bonuses listed in (SL175.52), (SL175.53), and (SL175.54) are not cumulative. If the Ambassador is killed, the Hydrans do not get the 25-point bonus if the Klingons disengage early.

(SL175.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SL175.61) Replace the Klingon ships with a Lyran CA, Lyran survey cruiser (no pallet or pods), and Lyran FF+.

(SL175.62) Replace the Hydran force with a Kzinti raiding group consisting of a BC, CL+, and FF+, but adjust their available drones by applying the D6E procedure in (SL175.432) to each drone rack.

(SL175.63) For a smaller and faster battle, replace the D7N with a D5N, the D6E with a D5S, and delete the E4B. Replace the Hydran ships with a Baron and a Traveler+.

(SL175.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

(SL175.71) Change the D7N to a D7C.

(SL175.72) Replace the E4B with an F5B.

(SL175.73) Delete or add an E4B.

(SL175.8) TACTICS

HYDRAN: You have the firepower to destroy the entire Klingon force, but you may not have the staying power or support systems (i.e., fighters) you need to do so. Press the attack hard and do not give the Klingons any respite to make their own repairs. Be grateful that at least your hellbores are not as badly affected by EW as other weapons would be.

KLINGON: You have a dilemma as the Hydrans are clearly superior to you in firepower, especially up close, and you have to get up close to satisfy the "diplomats". Worse, you only have enough real firepower to score internal damage on one enemy ship at a time. The only real advantage you have is in the realm of electronic warfare provided by the D6E, but even that is at the expense of its own weapons. Worse, up close it will not do you too much good from hits by hellbores. The best way to protect all of your ships is to use both of your channels to hit the Hydrans with OEW, but doing so can drastically slow the D6E, and it is itself extremely vulnerable to hellbore fire and has those valuable cargo boxes.

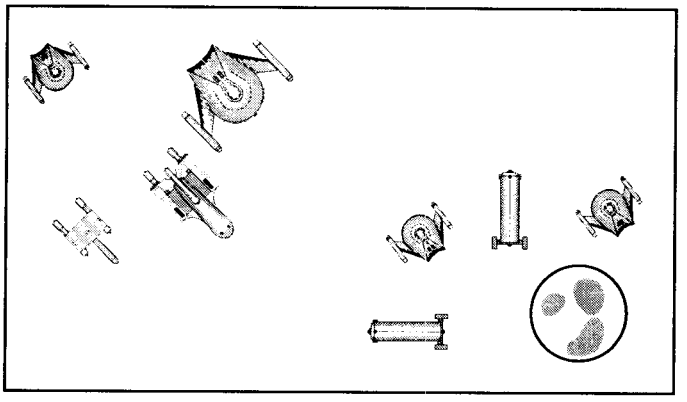
Ultimately, you need to get in, do some damage, and then after Turn #3 disengage as quickly as you can.

HISTORICAL OUTCOME: A short vicious clash left the *Investigator* badly damaged and barely limping out of the area, her cargo decks reduced to ruin. The *Demagogue* disengaged with light damage and the *Adamant* was forced to disengage by sublight.

The greatest disaster for the Klingons may have been the death of ambassador Coraixlita on the *Investigator's* bridge in a Hydran hit-and-run raid which also killed Captain Klent. Coraixlita's death seriously hindered negotiations with the Yitlian's, and may have prevented the Klingons from gaining access to the Topaline mines until Y180, by which time it was too late to influence the course of the General War.

Both Hydran ships sustained light damage and, after the Klingon ships disengaged, continued on to their rendezvous near the LDR border. Unfortunately for them, all they found waiting there was a Lyran task force, a discovery that neither ship survived. The Orions had decided that the Kingdom was doomed, and had sold them out.

(SL176.0) PATRIOT OR TRAITOR?



(Y176) *by David Kass, California*

By their nature, Romulan politics are tension filled. In Y176, the tension in one province of the ISC frontier Prefecture actually erupted into battle, an unusual and extermely rare occurrence within the Romulan Star Empire. The Imperial Prefect was particularly indecisive and indifferent. Furthermore, he spent all his time on Remus. This increased the natural scheming between the civil administration and military command at all levels in the prefecture. Both the Civil and the Military Prefects hoped to become the Imperial Prefect and were always looking for ways to discredit one another.

The Governor General, Tiburus, and Vice Admiral, Darvisar, of the Asturmars province were particularly ambitious Romulans. Both assumed (correctly) that any advantage they could give their respective Prefects would be well rewarded (and they both hoped to ascend to Prefect when their superior became the Imperial Prefect). Deciding to secure his position, Vice Admiral Darvisar declared Martial Law in the province, claiming that this disbanded the civilian government. He accused Governor General Tiburus of colluding with Orion pirates. Tiburus countered by accusing the Admiral of plotting treacherously to overthrow his superior. Both accusations were true (although Darvisar had not actually taken any action).

As accusations and counter-accusations flew, Vice Admiral Darvisar decided to resolve the situation by arresting Governor General Tiburus. He reasoned that between the proof of the Governor's Orion connections and the removal of the Governor, the situation would resolve itself satisfactorily (at least from his point of view). Tiburus' informants told him of the secret arrest warrant with his name, and he decided it was time to take steps to protect himself. While not having any true warships, he did command the quite impressive defense systems of the province's capital, as well as the police. To insure their loyalty, he had both SNP assigned to the planet's BATS brought down to the planet for maintenance (and a clandestine change of captains). He assembled a "convoy" of as many armed ships as he could and sent them to the planet. His trump in the upcoming confrontation was an Orion smuggler/mercenary ship hidden on the surface.

Realizing the Governor would not surrender without a fight, Vice Admiral Darvisar assembled a fleet to make the arrest. Unfortunately, the murky situation left him with relatively few captains whose loyalty was unquestionable.

(SL176.1) NUMBER OF PLAYERS: 2 (Both Romulans); Governor General Tiburus and Vice Admiral Darvisar.

(SL176.2) INITIAL SET UP: See (SL176.45) for the order and initial locations.

TERRAIN: Class M planet (P2.21) Asturmars, in hex 2215.
Minefield (M6.0) around Asturmars (see SL176.451).

GOVERNOR GENERAL: On Asturmars' surface:
GROUND BASES; *Asturmar Defense Regiment*; 9xGBDP, 3xFGB-S (each with 6xG-SF fighters 99th Defense Squadron *Harriers*), 3xGWS, 3xGMG, 5xGSA, 1xGMS, 1xGPS [see (SL176.452)], WS–II.
SHIPS; 2xSNPR *Cetus* and *Aries*, [see (SL176.4523), 1xOrion *Demolition* [hidden, see (SL176.46)], WS–II.
IN ORBIT (P8.0) 5xPlasma-F DefSats. 3 in radius one orbit (clockwise), 2 in radius two orbit (counter clockwise); see (SL176.4526).
ComPlat with two Cargo Modules in radius one orbit (clockwise), initial facing and rotation rate at the Governor General's option, WS–II; see (SL176.4526).
SHIPS: 2x SNPR, *Squalus* and *Leonis*, within 3 hexes of hex 2215, heading at the Governor General's option, speed 4, WS–II
"Convoy": 1xL-Q (Romulan) *Hidden Thrust*, 1xS-Q (Romulan) *Masked Fury*, 2xF-AS Phaser *Jolly Janel* and *Hareq*, 1xF-AS Plasma *Holmok*, 1xF-AL Plasma *Lugger*, 1xFT (Ph-2 in opt mount) *Tarin's Pride*, all within 3 hexes of 2215, initial facing at the Governor General's option, speed 0, WS–II.

VICE ADMIRAL: BATS+ with cloak *Shield of Asturmar*, PAM, 2xHBM (each 6xG-SF 79th Squadron *Shrikes*), in radius 3 orbit (P8.0), initial facing and rotation rate at the Vice Admiral's option, WS–III.
SNAR *Pavo* within two hexes of BATS, initial heading at the Vice Admiral's option, speed 4, WS–II; this unit may begin the scenario cloaked at the Vice Admiral's option.
"Arrest Force": SPL+ *Harrower*, WER *Kraken*, SNB *Volantis*, SKL *Centurion Rogallus*, SKA *Stilleto*, SEA *Speedy*, set up within three hexes of each other along any map edge, heading at the Vice Admiral's option, speed max, WS–III; see (SL176.48).

(SL176.3) LENGTH OF SCENARIO: The scenario continues until all units on one side have been destroyed, captured, surrendered, called truce, or have disengaged.

(SL176.4) SPECIAL RULES
(SL176.41) MAP: The map is fixed; it does not float. Any unit leaving the map has disengaged and cannot return. All units can disengage in any desired direction, but must be outside the minefield (SL176.451) unless performing a sublight disengagement.
(SL176.42) SHUTTLES AND PFs: No shuttles or PFs have warp booster packs.
(SL176.421) MRS shuttles may be purchased [up to the limits in (J8.5)] under (SL176.431).
(SL176.422) If using EW fighters, one of the G-SFs on the BATS can be a G-SFE. If not using EW fighters, it is a standard G-SF.
(SL176.423) There are no PFs in this scenario.
(SL176.43) COMMANDER'S OPTION ITEMS
(SL176.431) 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.
(SL176.432) 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 selected for the variation.

Each drone-armed ship in a variation where they appear 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.

(SL176.433) Players may add a Prime Team to either (or both) side(s), perhaps as a balance factor.

(SL176.44) REFITS as specified in (SL176.2) above (note all the Snipes and the WE have the phaser refit). Any ship replacing the SPL under (SL176.48) will have the '+' refit if applicable. The Orion ship (SL176.46) has the cloak refit whatever it is. The BATS has the Y170, Y175, and cloak refits.

(SL176.45) SETUP ORDER: The following rules are performed in the order listed here; start by placing the planet in 2215.

(SL176.451) There is a minefield around the planet. It is in a belt at a radius of 6 to 11 hexes from 2215. There are two safe passages. To create these, no mines can be placed in hexes numbered xx14, xx15, or xx16. Each player places 18 large explosive mines and 42 small explosive mines in that order. Players take turns placing mines. The Governor starts in sector 1 and the Admiral in sector 4 (with respect to the planet). Each mine must be in the next sector clockwise from the previous one placed by that player. No mine may be placed in the same hex as a previously placed mine.

(SL176.4511) All large mines are set for automatic triggering with a one hex detection radius. They will detonate on the first size class 4 or larger target.

(SL176.4512) All small mines are set for automatic triggering with a one hex detection radius. They will detonate on the first target of any size class detected.

(SL176.452) The Governor sets up his static and on-planet forces.

(SL176.4521) No more than three (3) GBDP can be on any hex side. No more than 2 FGB-S can be on any hex side. No more than one GMG can be on any hex side. There must be a GSA or GMS on each hex side. The three GWS must either be on sides A, C, E or on sides B, D, F.

(SL176.4522) The Governor may put up to two power grids on different sides of the planet.

(SL176.4523) There are two SNPR landed on the planet. Each must be on a different hex side that contains one of the FGB-S.

(SL176.4524) The Governor selects the Orion ship [see (SL176.46)] and hex side it is on (writing the information on the ship's SSD). He then places the SSD and counter upside down to the side (to be revealed when the ship enters play).

(SL176.4525) The ComPlat is placed in any hex adjacent to the planet, with any desired facing and rotation rate.

(SL176.4526) If the ComPlat is in hexes 2316, 2116, or 2214, the three one hex orbit DefSats are placed in hexes 2315, 2216, and 2115. Otherwise, they are placed in hexes 2316, 2116, and 2214. The two 2 hex orbit defsats may be placed in any pair of hexes 180 degrees apart around their orbit.

(SL176.4527) The Governor selects his initial location in secret at this time [see (SL176.49)].

(SL176.453) The Admiral places the BATS in any hex of its three hex orbit except for 2212, 2514, 2517, 2218, 1917, or 1914. It can have any desired facing and rotation rate. The SNAR is placed within 3 hexes of the BATS with any desired heading.

(SL176.454) The Governor places the two SNPR in space and all ships in the "convoy" within 3 hexes of the planet. They cannot be in hexes adjacent to the BATS or SNAR. They can have any desired heading.

(SL176.455) The Admiral places his "arrest force" in any four adjacent edge hexes. They can have any desired heading. The ships selected (SL176.48) are revealed at this point.

(SL176.456) Both sides know the location of all units except for the Orion ship. This includes those behind the planet, all the mines in the minefield, and the DefSats. Both sides helped build the system's defenses and know where they are. Note that their agents have managed to sabotage all the non-automatic mines controlled by the other side (and thus they are not set up).

(SL176.46) GOVERNOR'S ORION: As part of his smuggling operation, there is a Cirentus-Ta Orion mercenary hidden (D20.0) on the planet.

(SL176.461) The Governor secretly selects the type of ship from the following list:

BR (+100)
MR (+75)
DBR (+50)
CR+ (+50)
DW (+20)
LR+ (+0)
SLV (-15)
OFT (-30)

The number after each ship is the bonus or penalty used in (SL176.462).

(SL176.462) If any of the Admiral's units manage to achieve a lock-on to the Orion (even momentarily, e.g., due to a "flashcube") he scores the bonus for the ship chosen as VP. The ships with a negative bonus are subtracted from the Admiral's VPs. This is also subtracted if the Orion successfully disengages by distance or off the map. Note that if the ship is never revealed, the bonus (or penalty) is not received.

(SL176.463) The Orion has a cloak. The LR+ and CR+ have the '+' refit as indicated. All of the ship's option mounts must be Romulan.

(SL176.464) The ship starts out the game hidden (D20.0). It is actually hidden inside a wharehouse and cannot be spotted with (D20.23).

(SL176.47) SURRENDER. Any unit (except for Orion ships) may surrender at any point. At that point the following effects occur:

(SL176.471) Any Commander (SL176.49) on that unit is treated as captured. The surrendered ship is not required to drop a shield that may be hit by an unguided seeking weapon.

(SL176.472) No weapons can be launched or fired at the unit. Control of any seeking weapons targeted on the unit must be immediately dropped and everyone is informed that they are targeted on the unit (as well as all associated information as if the weapon had been successfully identified by a lab). If any self-guiding seeking weapons cause internal damage to a surrendered unit, the side that launched the weapon suffers a 3 VP penalty per internal.

(SL176.473) The surrendered unit must drop tracking to all seeking weapons it is controlling and must inform all players of all relevant information as if the weapon had been successfully identified by a lab. Control of these weapons cannot be transferred to any other unit, but self-guiding weapons will acquire their own tracking, if possible. It must drop all tractor links (except to seeking weapons targeted on it).

(SL176.474) A surrendered unit may only fire at seeking weapons known to be targeted on it. It may launch a WW if targeted by seeking weapons (and one is available).

(SL176.475) Surrendered ships are treated as destroyed units for victory conditions. If enemy boarding parties are on board at the time of surrender, the unit is instead treated as if it were captured.

(SL176.476) Surrendered ships keep shields active (as well as life support) and plot a course to leave the map (via the nearest opening in the minefield). They can take no action not otherwise allowed by (SL176.47). They will avoid anything that might cause them damage—including transported and placed mines. If no exit is possible (due to the safe passages having been mined), they will attempt to get as far as possible from any units still fighting.

(SL176.476) A carrier that surrenders does not require any of its fighters already in flight to surrender (nor are manned shuttles of other units required to surrender). Fighters (or

shuttles) on a carrier (or ship) when it surrenders automatically surrender at the same time. A carrier that has surrendered cannot rearm, service or even lend EW to its fighters. A surrendered unit is allowed to have surrendered shuttles (and fighters) land on it.

(SL176.48) VICE ADMIRAL'S FLEET: Being the province admiral gives Darvisar the ability to include desired ships in the fleet.

(SL176.481) The SPL+ and SKL may be exchanged for any other SparrowHawk and SkyHawk, except for the SPE or SKC (i.e., PF tenders). The resulting fleet must be legal under (S8.0). If necessary, the SKA and/or SEA may be converted to escorts (with full AEGIS), but the SNB is deleted from the fleet in those cases.

(SL176.482) If a ship subject to shock is taken, see the special victory condition rules (SL176.51).

(SL176.49) COMMANDERS: While neither Vice Admiral Darvisar, nor Governor General Tiburus, are Legendary Officers in any way, their locations are tracked using (G22.13). Both sides must track the exact location of their commanding officers with a secret written record to be revealed at the end of the game.

(SL176.491) If disabled a second time (G22.134), they are instead killed.

(SL176.492) Vice Admiral Darvisar starts in one of the flag bridges of the SPL+ (or a flag or bridge box of whatever ship replaces it). He must remain in a control space at all times and may only move if the last box of the group he is in is destroyed (and he survives). If there are more control spaces on the ship he is currently occupying, he cannot leave the ship. If there are no more control spaces, he must transport to the largest ship (by size class and then movement cost) within transporter range that has control spaces.

(SL176.493) Governor General Tiburus starts in any ground base or on any of the ships landed on the planet. He may be in any box of the desired unit. He can change units (by transporter or shuttle) as desired, but cannot move a unit unless the last box of the group he is located in is destroyed. He must leave any Ground Base that is destroyed and move to an undestroyed unit of his forces. Upon arriving in a new unit he must record his location.

(SL176.494) Collecting 20 points of scientific information (G4.1) about a unit reveals the location of the commander, if on the unit (if not, then that is revealed instead). Note that a given lab can only collect information about one target per turn.

(SL176.495) Either commander can be arrested (or liberated if previously arrested) by a hit-and-run raid for that purpose. The commander's location (unit and box) must be known and is the target. If a BP is assigned as a bodyguard, the commander is considered to be a guarded target. Guards assigned to the box the commander is in have no effect. A "system destroyed, boarding party returns" result is a successful arrest. If both are destroyed, any guards are killed and the commander must roll a die to see if he is wounded and/or captured (phasers are set to stun to avoid killing the target). On a 1, the commander is wounded and captured, on a 2 or 3, he is wounded, but not captured. On a 6 he is captured (transported back stunned).

(SL176.496) Capturing the ship a commander is on automatically arrests (or liberates) him.

(SL176.497) If using (D21.0) a commander on a destroyed ship may attempt to escape (and will be in the first crew unit to escape but any bodyguards are left behind). If not able to escape or if (D21.0) is not used, the commander is killed when the ship he is on is destroyed.

(SL176.498) Being arrested (or liberated) has no effect on any units on either side of the battle.

(SL176.4X) DESTRUCTION: Even though the Romulans are opposed to each other, they are operating under restrictions imposed by the Empire. Needless destruction of combat forces needed in the quest for Galactic Domination will not be tolerated and would bring the wrath of the Praetor down on both houses, possibly leading to their extinction. Note, Orions, even if they include Romulans, are NOT Romulans and this rule and its does not apply to them.

(SL176.4X1) No Romulan unit may initiate self-destruction, even if about to be captured by the opposing side.

(SL176.4X2) Any Romulan unit that has been crippled (S2.4) beyond any hope of repair [including by EDR (D14.0), but not including (G17.0) repairs] to an uncrippled state must immediately disengage by leaving the map if possible, or declare truce if unable to disengage by leaving the map.

(SL176.4X3) Romulan units which declare truce are out of the scenario for all purposes, i.e., they cannot fire, move, be fired on, be tractored, boarded, etc., etc.

(SL176.4X4) Ground bases, DefSats, Freighters including Q-ships, fighters, and shuttles are NOT included in the term "unit" for purposes of this rule, but if any of these units declares truce, it is under the provisions of the truce rules.

(SL176.5) VICTORY CONDITIONS: Use the Modified Victory Conditions (S2.201) with the following additions.

(SL176.51) SHOCK: In order to account for the additional maintenance required by shock, a ship that accumulates any SEPs during the scenario is treated as follows: At the end of the scenario, before calculating the VP earned from the ship, score a final volley of internal damage equal to twice the maximum number of SEPs the ship ever had. Ignore phaser directionality when scoring the damage. Once this damage is scored, determine how many victory points the opponent receives for the ship. This damage is only for determining the opponent's VPs, it is not actual damage (and thus if it destroys a ship containing a commander, he is not killed).

(SL176.52) COMMANDERS: If a side's commander (Governor Tiburus or Admiral Darvisar) is killed, that side can score no better than a marginal victory (honor for his House and family).

(SL176.53) If Governor General Tiburus is arrested (and not freed), Vice Admiral Darvisar scores a 100 VP bonus. The Vice Admiral may declare a blockade if the Governor is still on Asturmars and has no mobile units (excluding the Orion ship, if still hidden, and admin shuttles) on the map. This automatically captures the Governor.

(SL176.54) See (SL176.462) for a bonus due to the Orion ship chosen.

(SL176.55) PLANETARY DAMAGE: For every 25 points of devastation scored on the planet (or fraction there of), reduce BOTH players level of victory by one category due to Imperial Displeasure. If a Victory is converted into a loss by this, it was a Phyrric Victory that cost the player's House more politically than was gained. For example; if a player scored a marginal victory, but there were 30 points of devastation (due to plasma targets going behind the planet) his victory is reduced by two levels to a marginal defeat and, while he did better than his opponent, it is Phyrric victory.

(SL176.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SL176.61) Have a Klingon ISF commander help a subject race rebel (he must be captured so the extent of the treachery can be determined). Replace the Governor's SNPRs with G2s, the plasma-armed freighters with disruptor-armed ones, and the fighters with Z-Vs (keep the Orion the same). Replace the Admiral's SNAR with an F5B, the BATS' fighters with Z-Vs and the "arrest fleet" is 1xD5L, 1xD6M, 1xF6, 1xF5L, 1xF5B, and 1xF5DB. Obviously in this variation all four of the G2s will have to be in space since G2s cannot land on planets.

(SL176.62) Have the dispute be between a Planetary Governor and the local Commodore. Give the Governor 4xGBDP, 2xFGB-S, 2xGWS, 1xGMG, 3xGSA, 3xDefSat, 1xSNPR and the Orion (add 30 VP to all bonuses) on the planet. Have 1xSNPR escorting 1xS-Q, 1xFA-S (phaser) and 1xFA-L (plasma) in orbit. Change the BATS+ to a BS+ (and remove the HBMs and G-IIs), keep the SNAR, and only have the SPL+, SKA, and SEA arrive for the arrest. Only give each player 9 large and 21 small mines.
(SL176.63) Have reinforcements arrive for each side. The pirates send a force to free the governor. If the governor is arrested or the Orion is destroyed, 1xBR, 1xDBR, 2xLR+ arrive three turns later, any map edge, WS-III, speed max. If the BATS or any of the Admiral's Size Class 3 ships are destroyed or captured, or if the Admiral is killed, Military reinforcements 1xSPA, 1xSKB (4xG-SF, 4xG-II), 1xSKEA and 1xSEC, arrive to "put the pesky civilians in their place" three turns later.
(SL176.64) Give Admiral Darvisar a "Kestrel" squadron of 1xK7RB, 1xKDR, 1xK5L, 1xK5B, and 2xK4B instead of his mixed "Hawk" and "Eagle" squadron.

(SL176.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:
(SL176.71) Convert one or more of the SNPR to SNAR (or even SNB).
(SL176.72) Add or remove one (or more) SNPR in space.
(SL176.73) Replace the WER with a SNA or a KE.
(SL176.74) Replace the SPL+ with a NHK or RHK.
(SL176.75) Waive the (SL176.462) bonus (or reduce it by 50 VP).
(SL176.76) Allow the BATS to also start cloaked. Or have the BATS opening fire on the Governor's force be unexpected and they cannot react until Impulse #8 of Turn #1.

(SL176.8) TACTICS

BOTH: The first few impulses of the first turn will be bloody. Be sure to study the rules for moving through an atmosphere (and its effects on combat and plasma torpedoes).

GOVERNOR: While you have lots of units, they are all small. Watching the Admiral disable them rapidly is going to be worrisome (especially since he can tractor them and use the mines to cripple them). Use the convoy to buy enough time to get your units off the surface. Unfortunately, you are probably going to have to get off the map to avoid being captured by blockade, and the Orion is your best bet.

ADMIRAL: You have the only real ships here (except maybe for the Orion; watch out for it taking off when you are out of plasma), but he has lots of junk to swarm you with. The BATS is going to be the key to your victory. It will probably be wrecked, but the question is whether or not you can kill enough with it before then. Your worst nightmare is to see it captured—he does have all those marines sitting in the GMGs. Most of your plasma is probably best used as shotguns since few of his units have large shields (or any serious internals other than cargo).

(SL176.X) DESIGNER'S NOTES: This scenario was inspired by the article on Romulan politics in Captain's Log #14. The Governor needed to be on a planet to have any hope of surviving (behind its fixed defenses), but instead of being a standard planetary assault, the other side controls the orbiting BATS. The close proximity of the initial forces allows the scenario to start off with a bang. While a slugfest, both sides have to decide when to go for broke and when to keep some reserves. The minefield prevents the Admiral's ships from sailing up to the planet, protected by the BATS' guns, and just killing everything in sight. Given the tactical situation facing the Admiral, the plasma-R torpedoes are less useful than they usually are (although they do make good shotguns).

HISTORICAL OUTCOME: The battle started with a bang. The space around the planet became lethal as it was filled with plasma, phaser shots and explosions. The BATS tried to kill the ground bases with plasma-F torpedoes and phaser-4 fire. Meanwhile, it absorbed a lot of damage in return from the convoy and ground bases. The fleet reached the outer edge of the minefield and salvoed its plasmas across it, crippling most of the convoy.

Sensing a chance, the Governor tried to escape in the hidden Orion War Destroyer heading out the opposite side of the minefield from the approaching fleet. The SNAR managed to locate the Governor on the pirate ship and, assisted by the remains of the BATS, managed to arrest him. Before the SNAR could get away, elements of the ground troops loyal to the governor captured it, liberating him.

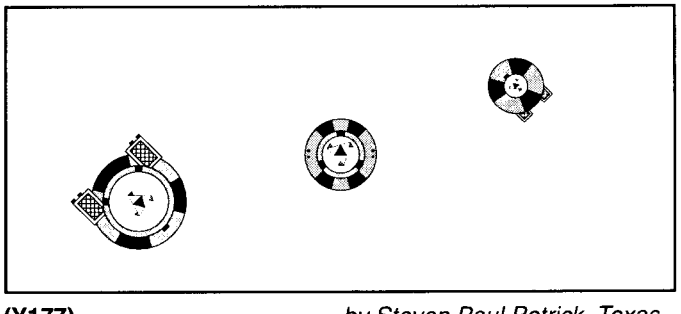
Heady with their victory, Governor Tiburus led the ground troops in an attempt to capture the BATS, they were slowed long enough for Admiral Darvisar to send in reinforcements. Governor Tiburus was killed in the fighting on the BATS. Meanwhile, the Orion managed to make his escape. With nothing to fight for, sanity returned and a cease-fire was agreed to.

Without evidence (the Governor was dead and the tapes of the escaping Orion corrupted by agents, possibly a Praetorian team, of the Governor's house), Vice Admiral Darvisar found himself in the unpleasant position of explaining why he had wrecked the colony's defenses. The Court of Inquiry found him guilty of gross incompetence. While it agreed that there was probable evidence that Tiburus was involved with the Orions, this did not justify the crippling of four Imperial starships and a BATS and the destruction of half of Asturmars' defenses and several freighters. Especially not with every resource needed in the war with the Federation and Gorn Confederation. Furthermore, the loss of the ships in the province for repairs allowed the ISC to occupy two systems.

To top off the disaster for Admiral Darvisar, the Military Prefect branded him a rogue officer (in attempting to distance himself from the fiasco). At the same time his House disowned him and even hired an assassin to remove the embarrassment of his name.

With the situation looking hopeless, Darvisar managed to escape in a Free Trader before being formally arrested. A renegade with a price on his head, he eventually joined the Orion Pirates and had a successful career preying on ISC freighters.

(SL177.0) EMERGENCY BASE REMOVAL



(Y177) *by Steven Paul Petrick, Texas*

An Andromedan Satellite Base has been discovered deep inside the territory of your race. The local commander has ordered you to destroy it. Unfortunately, there are few available assets. Worse, long-range scans indicate the base is defended by an Exploiter and a Python. More Andromedans could appear at the base at any time.

(SL177.1) NUMBER OF PLAYERS: 2; the Galactic player and the Andromedan player.

(SL177.2) INITIAL SET UP
GALACTIC: Select a force totaling no more than 600 BPV including

1	2	3
4	5	6
7	8	9

Commander's Options. No more than one ship can be size class-3, and no size class-2 ships can be used. Enter the map from any direction with any heading, speed max. See (SL177.46) for additional restrictions.

ANDROMEAN: SatBase in hex 2215 of Map #5, initial facing and rotation rate at the Andromedan player's option, WS–III. Exploiter and Python in any hex(es) of Map #5, initial heading at the Andro Player's option, speed max, WS–III.

YEAR: Players should select a year before setting up the scenario. This will define the availability of ships and other items. Y177 is assumed if no other year is selected.

(SL177.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(SL177.4) SPECIAL RULES

(SL177.41) MAP: This scenario uses nine mapsheets arranged three across by three deep. These maps are fixed; they do not float. Any unit leaving the maps has disengaged and cannot return. All units can disengage in any direction.

(SL177.42) SHUTTLES AND PFs: All shuttles and PFs have warp booster packs if the year selected allows them.

(SL177.421) MRS shuttles may be purchased [up to the limits in (J8.5)] under (SL177.431).

(SL177.422) If fighters are used, one fighter in any single squadron of 8 to 12 fighters can be an EW fighter. If not using EW fighters, the EW fighter would be a standard fighter.

(SL177.423) There are no PFs in this scenario.

(SL177.43) COMMANDER'S OPTION ITEMS

(SL177.431) 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.

Andromedans: see (SL177.45).

The Galactic player may purchase any allowed Commander's Options, but the cost of these is included in his total BPV which cannot exceed 600.

(SL177.432) All drone speeds are available based on the year selected for the scenario.

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. Note that drone costs are included in the total BPV available to the Galactic player.

(SL177.433) Prime Teams (G32.0) are not available in this scenario.

(SL177.44) REFITS are available depending on the year selected. Note that the cost of any refits is included in the total BPV available to the Galactic player to purchase his forces.

(SL177.45) ANDROMEDAN OPTIONS: The Andromedans have 76 BPV that can be spent for Commander's Option items and/or for a minefield. The Andromedan player can purchase one standard package of mines (M6.32) as a base for 50 BPV (M6.33), and can use Trans-Captor Mines (M11.0) as its three allowed Large Captor Mines. The Andromedan player can then use the remaining 26 BPV for other Commander's Options, including purchasing additional mines (M6.31) for its minefield. The Andromedan player is not limited to these options and can spend the 76 BPV in any manner he chooses, including purchasing a Viper Satellite Ship (60 BPV) to add to his force.

(SL177.46) GALACTIC RESTRICTIONS: The Galactic Player may not purchase any Tugs, LTTs, monitors, maulers, SFG ships, or any ship subject to shock.

Any Carrier purchased must have its full complement of fighters, and all of its authorized escorts, for the year selected.

Independent fighter squadrons can be purchased, but their costs must include an Auxiliary carrier(s) able to operate them. Auxiliary carriers may be left off map. No more than three total fighter squadrons may appear in this scenario, not including fighters carried by Hydran hybrid ships.

PFs and Interceptors cannot be used in this scenario.

(SL177.5) VICTORY CONDITIONS: If the Galactic Player destroys the Satellite Base, he wins irrespective of any losses.

If, after Turn #10, three turns pass with no internal damage on the Satellite Base, the scenario is deemed over and the Andromedan player has won. Example: The Galactic player scores one point of internal damage on the Satellite Base on Turn #12. He scores no internal damage on the Satellite Base during Turns #13-#15, the scenario ends at that point with an Andro victory.

(SL177.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SL177.61) Use one of the Battle Forces in the Battle Force 600 article in Captain's Log #19.

(SL177.62) For a more intense game, have each player place five counters (#1-#5) in cup (one cup each). At the start of each Turn, Except Turn #1, after Energy Allocation each player draws one of his counters and both simultaneously reveal them. If both counters are the same number, an Andromedan Intruder carrying three Cobras will arrive on the map in five turns, e.g., if the counters match on Turn #4 the Intruder will arrive at the start of Turn #9. On the turn that the two counters matched, the Andromedan player must select one of his two ships (the Exploiter or the Python) and announce that that ship will no longer be able to use its Displacement Device.

(SL177.63) For a smaller and more intense battle, allow the Galactic player only 400 BPV to purchase his forces and delete the Python and 26 points of Commander's Options from the Andromedan forces.

(SL177.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

(SL177.71) Increase or decrease the BPV available to the Galactic Player to purchase his forces.

(SL177.72) Replace the Python with an Exploiter, or the Exploiter with a Python.

WE NEED PLAYTEST REPORTS on these and other scenarios. Some are posted to our web site and the BBS, others can be found in Module P6 and in Star Fleet Times. It is amazing, sometimes, how few playtest reports we get and how many reports people assume we get. Many who actually do the test never write the report, assuming that we will get plenty of reports anyway. We never get as many reports as we want, and our Battle Labs are constantly overwhelmed with requests from ADB for quick tests of this or that ship, scenario, or rule. So playtest ... and report!

VICTORY AT ORIGINS PATROL 98

By Andrew Dederer

For many years, the Hydran has had a reputation as a weak tourney cruiser. There have been exceptions, Eric Hyman nearly won Captain's three times in four years (of course he never quite won), and Sandy Hemenway won the first on-line tourney in the TLM. However 1998 was different. Four Hydrans made the Patrol Finals (placing 1st, 2nd and tied for 3rd and 5th). Another Hydran made it to the quarters in Captain's. That is five aces in one ship in one year! Only the Romulans (with two ships) tied that score.

I am fortunate to have a good group to practice with. The regular members of the Columbus SFB group include myself, four-time ace Steve Hecker, Lyran Ace Raymond Swartz, and three-time Ace Steve Dickson. We meet almost every week, and are sometimes joined by four-time Ace Scott Hickie and several aces from the Newark Ohio group. Dickson introduced us to a training bout he dubbed "The Toilet Bowl". You choose two or three ships that your opponent must pick one from, while he does the same to you. This forces us to learn unfamiliar ships. We also play a free-for-all on a "Black Hole Mania" map, which forces the action.

PATROL #1: 4 Turns
"Orion Dance"
Opponent: Orion (2x Phot, 1x HB, 2x Ph-1)

This is one of the most heavily-armed Orions possible, but it requires tons of power to rearm, and does not take damage well at all. I decided to delay matters even though this would let him finish arming his photons. I armed all the fusion beams and hellbores at standard levels, put four points reinforcement on shield #6 and moved speed 14, increasing to 20 (on Impulse #17), then 26 (on Impulse #28) [for a total of 18 points of power]. Then I waited to see how much he would double.

As soon as he announced both engines were doubled I headed for the corner, I figured this would let me hold the fusion beams next turn while he would be down four net power, nearly balancing any efficiency he would get from holding his photons. He ran a mixed 26/31 plot and came to about range 10. I kicked out the fighters late in the turn so they would be ready if he came in. Neither of us fired anything.

Turn #2 I held all fusions, overloaded one hellbore, and plotted speed 14 until Impulse #5 (to get turned toward him), then speed 25 on Impulses #6-#17, down to 20 for Impulses #18-#27 and speed 26 for the rest of the turn [total 23 points of power]. He doubled one engine, turned and ran to the other side of the board. I used batteries to pull the fighters back in and followed ending near the middle of the map at range 12 or so and having to eject one hellbore, which was annoying but hardly fatal. Besides he was down three engine boxes and the battle had not even started.

Turn #3 I did not overload anything, but kept holding the fusion beams, refilled my batteries, put three points on shield #1, and went speed 14 until Impulse #10 (to stay with the fighters I intended to launch until they were ready), speed 25 until Impulse #18 (to fight) and speed 20 the rest of the turn (to conserve power). He doubled everything and went speed 26 or so. I kicked out the fighters and started towards him on the oblique. I meant to go past at range six then turn towards him, forcing him to turn into me if he wanted a good shot. Unfortunately I miscounted and gave him range four on my #5 shield. I considered HETing, but decided against it since I wanted a rear shield shot anyway and I had a hellbore to give up if necessary. Luck was with me and one photon and the hellbore missed, giving me only four internals (two hull, L warp, and a phaser). Next impulse I turned into him and fired all four phaser-1s, two fusions, and the LS gattling at range three followed by a standard hellbore (my batteries had gone for reinforcement). I got six internals, the first of which was a hellbore! Rather than run away, he continued to try to get around to my down shield with his rear phasers, eventually he got two hull and a phaser with his RS phaser-1 but the phaser-3s all missed (most at 4-8). Meantime my fighters reached range three where he slapped tractors on them. They scratched his #1 shield then HETed away, breaking the tractors and threatening to come back. He finally sped away toward the middle of the map while I began a clockwise turn in the NW corner.

By Turn #4 I was pretty sure I had him. I set speed 14 the whole turn, held the RF/R fusion beams, recharged the phasers and batteries, repaired two boxes on #5 shield, and repaired the two destroyed phaser-1s as phaser-3s (instant padding). I intended to get turned around and head for the middle of the map ready to corner him next turn. My fighters were behind him at about range four and I intended to keep him busy if he slowed down or cloaked. As it is he went speed 19/26 (I might be a little off here) and circled the middle of the map clockwise. My fighters stayed off his rear hex row and stayed inside the circle. I was shocked when I realized he meant to make a battle pass on this turn. His tight turn let my fighters get to range two on his #3 shield (by changing speed to move two impulses in a row). Their fire knocked off a photon and some phasers, his return fire crippled one stinger and put six points on the other. When he reached range six I overloaded my ready hellbore with batteries and fired (I thought he might be playing range five phaser-games) it hit and did more internals. He continued to range one on my #2 shield with his #1 shield but resigned when I fired three phaser-1s two fusion beams (1 overloaded with batteries) and a gattling on Impulse #32, while he only reduced #2 to six boxes. I would have two phaser-3s and an overloaded hellbore on Impulse #1 and two fusion beams and a gattling on #2 and he only had about 30 internals remaining.

CAPTAIN'S ROUND #1: 4 Turns
"Romulan Shuffle"
Opponent: Goeff Clarke (Ace) Romulan FH

A couple of hours later I decided to get started in the Captain's tourney. Since I did not have an Ace card I knew I would probably be facing an ace. As it turned out I realized quickly just who I was facing, a semi-finalist from 94, (See Captain's Log#17). On the other hand, while I do not face many plasma ships (no one in our group much likes them [they take too long]), I think the Hydran is a very good plasma killer. I loaded standard hellbores, held two wild weasels, put two points into tractors, five points on my #1 shield, and went speed 14 increasing to speed 25 (on Impulse #17), then speed 26 (on Impulse #28). Goeff started at speed 26, ran straight down the map, then changed to speed 13 at mid-turn. I was a bit perplexed but decided to close in first launching my fighters and tractoring them in my hex. At range eight he launched two plasma-S torpedoes and fired all his phaser-1s at one fighter, killing it. I turned into him firing six phaser-3s at each plasma torpedo and ate them on my #1 shield. Both were fake, which did not surprise me too much, but made me check the situation. I was at range five headed right for the TFH on a slight oblique, there were plenty of impulses left in the turn, and I moved on all of them. But I wanted to avoid being 1: anchored (especially since he had about ten points of unknown power) or 2: letting him get off torpedoes that would hit on Impulse #1 before I could weasel. With this in mind I decided to drop the fighter and shoot at range four, firing the hellbores next impulse, then HET out of range three. My fire met nine points of allocated reinforcement and his batteries so I did not quite take down his #6 shield. I HETed off at an angle to make it hard for him to Mizia if he decided to bolt. He did not, he used his left plasma-F torpedo to kill my stinger and turned to follow me, ending the turn at range seven.

Originally I planned to run on Turn #2 but when I started doing the math it just did not seem doable. So I switched plans, speed zero (four warp and one impulse TAC) two fusion beams

loaded, all phasers recharged, batteries recharged, start two more wild weasels, five points to tractors. Goeff circled me at range five launching both plasma-S torpedoes one at a time (which I weaseled) and a plasma-F torpedo that I fired the right side phaser-G at and took on my #2 shield along with his phaser fire. My return fire reduced his #3 shield to three boxes while I accelerated to speed 10 on Impulse #28 (unfortunately moving direction A with Goeff in direction C).

Turn #3 I went speed 9 the whole turn, recharged batteries and phasers, finished both weasels, held both fusion beams and overloaded both hellbores. Goeff cloaked out at speed 13 dropping to speed 7 or so. I followed burning batteries to gain a hex on Impulse #28. On Impulse #32 I was still at range three, but I had to use my overloaded hellbores or lose them so I took the shot (I was planning to fire them if he cloaked, but I thought I would get range one). Luck was with me, both hit, doing full and half damage (33 points). He lost two shields down and about a dozen internals none serious.

Turn #4 I recharged everything, armed the other two fusion beams, repaired two boxes on my #6 shield and went speed 14 the whole turn (I could bump that to speed 19 at any time with my batteries). I planned to run over the top of him and fire phaser-1s if he gave me either of his down shields, then pull out and circle round for the next turn. To my surprise, Goeff came out of cloak on Impulse #1 going speed 12. I reached range zero the impulse after he faded in and blasted him with two overloaded and two standard fusion beams, and all my phasers. His phasers scratched me and he hit me with a plasma-F torpedo after I tractored him. Then I slipped us into the barrier, breaking the tractor but leaving us at range zero for the next turn at this point he resigned. He later told me he had had designs of using fast-loads on me, but had not calculated it properly.

PATROL #2: 4 Turns
"Comes a Lyran"

After my first two fights on Thursday I took the rest of the day to browse the convention and take care of business in town (I live in Dublin ten miles north of the Con). After I arrived Friday I decided to start with Patrol again and drew a Lyran. I have only lost to this ship once in a tournament, but that was memorable. First round of Captains 96, I lost to John Hanna when I rolled a 12 at range one. My plot was the same as against the Orion, everything loaded, four reinforcement on shield #6, speed plot 14, 20, 26. My opponent went speed 14/26, slipped and then turned toward me, I slipped right to keep the range open. At the end of the turn we were at range six (just the range I wanted), with his #1 shield facing my #6 shield (just what I wanted except that he had me center-lined). With his ESGs on the way up (announced on Impulse #32). I planned to take his alpha then run him down, then things went to Hades in a handbasket.

He fired (no surprise) and did 47 points of damage!!! Even burning batteries I took eight internals. Fortunately he hit four hull an Aux, two warp and only one phaser. The warp hurt but it could have been worse. Turn #2's allocation took a bit of adjusting, I held fusion beams, overloaded one hellbore, recharged the batteries and went speed 26, downshifting to speed 25 (on Impulse #6), to speed 14 (on Impulse #17), then to speed 9 (on #26).

Impulse #1 I launched fighters and he canceled ESGs.

Impulse #2 I turned toward him and he HETed away at speed 26. This did not surprise me, although canceling the ESGs did. I followed right behind with the fighters trailing, gaining one hex on Impulse #6 (range five).

Impulse #8 I fired four phaser-1s and the fighters' fusion beams and phaser-Gs at his #4 shield, reducing it to one box. I did not fire my ship's fusion beams for two reasons, first the damage would not have been that great (the fighters did not do much themselves), second I wanted something to keep him away when I slowed down.

I stayed after him until just before I slowed to speed 14 when I fired two overloaded hellbores that both hit doing 18 internals (including a torpedo an ESG and three phasers). Now that we had both taken internals I figured he would line up for a pass on Turn #3, instead he raised the remaining ESG and headed back toward me. I slipped away letting my fighters close first (they were inside his ESG when it went up) he fired phaser-1s as phaser-3s at the fighters crippling one while they dented his #5 shield. Unfortunately for him those phasers would not cycle until Impulse #5 and I got my shuttles out before his ESGs hit, two were destroyed and the other two and my ship took one hit each. We ended the turn at range three.

Turn #3 I recharged phasers and one hellbore, overloaded all fusion beams (three points each), put five reinforcement on shield #2 (the facing one), put four warp and one impulse into the batteries (for Tacs), and plotted speed 18, slowing to 9 (on Impulse #4), 4 (on on Impulse #14), then 0 (on Impulse #24), a total five moves. I planned to move on Impulse #3 announce Emergency Deceleration, decelerate to 9 on Impulse #4 (so my turn mode would be satisfied) then move to follow and blast him (as Emergency Deceleration took effect). Then my Tacs would set me up to finish him. He started at speed 0, when I announced Emergency Deceleration he announced speed 9 in reverse on Impulse #4 until I asked if he had allocated for a quick reverse (he had not). So I centerlined him at range one and fired just as he did. He did 15 internals himself (including a hellbore, a fusion beam, and two phasers), but he was in much worse shape. I Taced my shield #2 to him and grabbed him with a tractor (battery) when he announced speed 9 reverse on Impulse #9.

He resigned Impulse #1 of Turn #4 when I hit him with an overloaded hellbore and he could not crack my shield.

CAPTAIN'S ROUND #2: 3 Turns
"The Peacekeeper"
Opponent: Eric Muller, ISC

I was feeling pretty good now so I took a Captain's game match right after reporting my victory over the Lyran. My opponent was an ISC "love boat" which made me mutter something about another plasma ship. Actually, although I have never faced the ISC with a Hydran under tournament conditions, I felt pretty good about this fight. This is a duel of opposites, the Hydran really wants to close, the ISC to dance, but the Hydran must respect the ISC's phaser suite, it is nasty and durable. I loaded standard hellbores, held two weasels, charged the tractors, and put three points each on shields #1 and #2. My plot was speed 14 changing to 25 (on Impulse #18), then 26 (on Impulse #28) (total 20 points of power). Eric came right down the map at speed 17 slipping in slightly. I headed straight up the map until my speed change then turned left to come across his nose. He started firing the PPD at range 15 and hit with all four pulses chewing up shield #2, while I kicked out the fighters on Impulse #21 and tractored them in my ship's hex. He sped up to 31 and turned left himself, while I slipped right then turned right trying to work in behind him. He scratched my #1 shield with phasers and launched his RP plasma G torpedo followed by his RR plasma F torpedo, both at my ship (I IDed them). Only the plasma G would reach me before the turn ended so I fired the fighters' phaser-Gs at it and took it on my #2 shield; it was pseudo. The turn ended with me near map center, chasing him into the NE corner at about range seven or so.

Turn #2 I powered tractors, held weasels and went speed 20 the whole turn with overloaded hellbores. I planned to pin Eric in the corner, taking plasma on several shields, blast him with hellbores and set up a fusion overrun on Turn #3. He started at speed 31 and began launching plasma as quickly as he could bring them to bear.

I took his Turn #1 plasma F on my shield #1 after blasting it with the ship's phaser-Gs.

He then launched his LR plasma F torpedo which I took on my #2 shield at 15 points. Next came an LP plasma G torpedo, I let it hit my full strength #6, feeling it was probably his second pseudo, it was. My fighters chewed up the real plasma-G from that launcher as I took it on my #1 shield. By this time he had dropped to speed 17 and announced emergency deceleration one hex out of the NE corner. I counted the hexes, I would end the turn at range one as it stood. He kicked out his last plasma G as I closed. At this point I asked for a couple of minutes to take stock. Right then I still had both hellbores and all five phaser-1s plus my batteries, I had six boxes left on my shield #2, just over half on shield #1, and a full strength shield #6. If I did not slip out at all I would end the turn at range one. I could release the fighters at range six and they would still reach range two.

The question was how to take his last torpedo. If I took it as is it would just about take out my shield #1 leaving me little to face his phasers on Impulse #32. I could not slip toward him since my #2 shield could not take the damage. If I slipped out, I would not reach range zero (I planned to jump to speed 26 using my batteries). If I fired my phasers at the torpedo, I would have very little to set up my hellbores, which I had to fire this turn. Finally I decided that I would win the fight next turn not this one, which meant set up the attack. So I fired the phasers-1s (before Impulse #25) at his torpedo and took it for about seven points of damage on my shield #1. I kept my shield #6 to him as long as possible. I fired one hellbore direct-fire at his #1 shield at range one, both to weaken his shield and to pad against internals, he kept it towards me.

He held his fire until Impulse #32 when I center-lined him at range zero and kicked out two shuttles with the fighters two hexes behind. He fired four phaser-1s at the stingers (killing them), four phaser-3s at the (manned) shuttles (killing them), and two phaser-3s and two phaser-1s at me, downing my shield #1 and doing five internals). I used two of my three remaining batteries to charge one fusion beam which I fired along with the other hellbore (enveloping). Doing 13 or so internals to him (and one hull to me). The next turn looked to be really short.

Turn #3 I charged my remaining phasers, both hellbores, and the batteries, held one weasel, plotted five tacs, and overloaded all three fusion beams. I also repaired the two destroyed phasers as phaser-3. He did not move either, and I used up my batteries trying to tractor him. He avoided the anchor and kicked out a weasel which lessened the damage he took, but he still took about 71 internals. Since I could tac a fresh #6 shield around on Impulse #2 and I would have two hellbores ready next turn, while he could not have plasma ready until Turn #5, he resigned.

CAPTAIN'S ROUND #3: 4 Turns
"The Peacekeepers Strike Back"
Opponent: Greg Dieckhaus (Ace), ISC

After two frantic back-to-back wins, I decided to take an hour off. As soon as I returned I found myself in a battle with a familiar-sounding opponent. Turned out, Greg had won CapCon in Springfield IL about ten years ago when I was judging it.

My plot was exactly the same as the last ISC, except I split the reinforcement with four on shield #2 and two on shield #1. I went forward and turned across his nose. Greg came at me at speed 26/30, firing the PPD at range ten and kicking out two enveloped plasma-Gs. I made a simple mistake which made sure my next move lost it for me. I kicked out the fighters late and did not tractor them. As a result when I waded through his plasmas, I did not get close enough, and lost too much of my shields doing it. With the fighters along they would have absorbed his phaser-1s or helped carve up his torpedoes. Instead I had to hide my shield #1 too long, preventing me from getting inside range three.

At this point I was rather peeved with myself, and slightly desperate. In fact the only thing that gave me hope was that Greg still seemed worried, I later learned he had burned his batteries in allocation on Turn #1 (I was not tracking power that closely). At any rate, I overloaded the hellbores, dropped the weasels, put three points into phasers, refilled the batteries, and went speed 26, dropping to 14 on Impulse #5. Greg ran into the NW corner, while my hellbores ripped down his dented shield and did some damage (power and a plasma-F). I followed, then ran to the top center. My fighters trailed me, but could not catch my ship.

Turn #3 I went speed 14 the whole turn and reloaded everything. I also re-started two weasels, put two reinforcement on my #3 shield and four reinforcement on my #6 shield to stop his PPD, and repaired four boxes on my #1 shield (two with CDR). Greg chased me rather slowly killing my fighters with phasers. I spent the last half of the turn getting turned around ending up at range eight off my relatively intact #6 shield. I kept waiting for the PPD, but Greg had just started recharging it this turn. (He had dropped it on Turn #2 to help him run).

Turn #4 I was ready for desperate measures. I overloaded the hellbores, loaded the left-side fusions, finished the weasels, contingently allocated a point of warp toward an HET, and four warp and one impulse in the batteries. My speed was 26 through Imp #8 then 14. Greg's #5 shield was down so I planned to volley off hellbores on Impulses #1 and #2 hoping for good Mizia effects then run past him trying to put phasers or fusion beams through the down shield. If I could kill enough weapons I might survive long enough to kill him with the hellbores, but with the condition my shields were in, this was my last chance. Greg went speed 0 with tacs and, after missing with the first hellbore and killing no important weapons with the second, I resigned. I had 44 total shield boxes left and I would take at least two more PPD bursts plus a full load of torpedoes if I wanted to close with him again.

PATROL #3: 11 Turns
"The Romulans Return"
Opponent: Bill Schoeller (Fleet Captain) KR

I took a short break after being bounced out of Captain's. After the initial Patrol seeds were posted 2-0 was in, but just barely. So I got another opponent. After I had taken my seat, Steve Hecker warned me that this was the same KR that had bounced him out of Captain's. That is when I realized I was facing a fleet captain. On the bright side at least he was flying the KR which is a much easier fight for the Hydran than the Fed he usually flew.

I used the exact same allocation as against the other Romulan. Bill came down the center of the map at a good clip, while I crossed his T. He fired three phasers at one fighter and two at the other, doing six and five points of damage. I sucked in the heavily damaged one and he kicked out a plasma-S and a plasma-F torpedoes from the right launchers. I checked the closure and saw I could end the turn with those torpedpes at range two and still keep facing him so I closed. I scratched his #6 shield down to seven boxes (one hellbore hit) with the phaser ones and fighter fusion beams. Impulse #32 he kicked out an enveloped plasma S torpedo from the left launcher.

I'd maneuvered Turn #1 to set up a weasel using a 4/14 movement split on Turn #2 and the enveloped torpedo was icing on the cake. I recharged everything and started two more weasels.

Impulse #1 I used my second tractor to recover the 2nd Stinger (the other I had used for the other fighter last turn) and kicked out a weasel. I took very little collateral since I had put seven reinforcement on my #5 shield. Bill circled around and launched the other plasma S torpedo enveloped which I hit with all my phasers (four of the phaser-1s as phaser-3s), chewing it up pretty thoroughly. I continued chasing Bill toward the left center of the map ending at about range seven.

Turn #3 I put five points of power into phasers, overloaded the hellbores, and went speed 14, changing to 20 (on Impulse #7), then back to 14 (on Impulse #17). I also started repairing the second fighter (both had one charge at least each). I managed a

range six shot at Bill with the hellbores, one of which missed, the other hit eight reinforcement and left his #6 shield at three boxes. I was rather depressed now, although I managed to take the plasma F torpedo he launched on a rear shield.

Turn #4 I finished filling the phaser capacitors, held the three weasels and went speed 25 the whole turn. I blasted Bill's #3 shield with my phaser ones, then spun away as he launched two plasma F torpedoes (one a fastload). Bill followed at about speed 19, then fired his phaser-1s on Impulse #16 at my #5 shield. I immediately launched the Stingers, angled out in front of me. This put Bill in a major bind (worse than I knew, his capacitors were empty, which I was not sure of). He headed toward the Stingers and grabbed one at range three before it could fire, meanwhile launching an enveloped plasma S torpedo, which would not catch me this turn. One Stinger HETed out of the tractor while the other HETed back as its fire control came up, gaining a shot at Bill's three-box #6 shield at range two. The instant before it impacted the enveloped plasma S torpedo. I was shocked, but I have to admit it worked. However it also meant Bill was empty and would be for a while. I started to circle back, ending the turn at about range seven.

Turn #5 I overloaded one hellbore and refilled my now empty phasers. I went speed 26, changing to speed 20 (on Impulse #6), and 14 (on Impulse #17). Bill went speed 0, killed the remaining Stinger with phaser-1s, and cloaked out. I proceeded to range one and gave him two overloaded hellbores (the "depth charge attack"). Only one hit but it did full damage, including two warp and two phasers but no torpedoes. I flew by Bill and headed for the bottom of the map.

Turn #6 I held everything as is, except for only two weasels, went speed 26, dropping to speed 25 (on Impulse #6), then 14 (on Impulse #18), and repaired two boxes on my #3 shield. I headed for the bottom of the map, turning around starting about Impulse #17. Bill uncloaked, taced and accelerated to speed 10. At turn's end I was just about turned toward him and at about range ten. I burned batteries to limit phaser damage to my #3 shield which was looking real weak.

Turn #7 I overloaded one hellbore, refilled the batteries, and went speed 14, accelerating to speed 25 (on Impulse #8), then down to 20 (on Impulse #17). Bill went speed 4, which was not much of a surprise. As I hit range eight he kicked out a plasma S and a plasma F torpedo, and a weasel (the "chuck and duck" tactic). At this point I made a bad miscalculation, I thought I could get turned away before the torpedoes reached me. With this in mind I decided to overload both hellbores and hope for the best. Only one hit (about as much as could be expected), and it wrecked more phaser-3s, another two warp, and most of his hull, but no torpedoes. I then tried to get turned away, but saw that I had just miscounted, and now I could not HET so I ate the torpedoes at range ten on my #3 shield. Fortunately the plasma S was a pseudo, and Bill's attempts to Mizia me (with a phaser-1 and a plasma F bolt at range ten) did only one more internal. However the seven internals I did take included two warp and a hellbore! I continued to run, with Bill speeding up to 14 to chase me, launching another enveloped plasma S torpedo on Impulse #32.

Turn #8 I went speed 0 with 5 tacs, loaded all my fusion beams and phasers, started a third weasel, put one point into tractor, and refilled my batteries. I also repaired two boxes on my #3 shield and started repairing the hellbore (not something I would normally do, but the game seemed likely to last a long time). Bill followed his enveloped plasma at speed 10. I weaseled off the first enveloped torpedo, then the other. Bill knocked down my #6 shield with his phaser hose, while I blasted his #4 shield after going up to speed 10 late in the turn. We ended with his three box #4 shield facing my wrecked #6 shield at range six.

Turn #9 I was really desperate, I HAD to kill his torpedoes! I had just one weasel left, while Bill still had 37 power and all his phaser-1s and torpedoes (he had fixed a phaser-3 and two AWR). I paid for one Tac, then jumped to speed 10 with the hellbore overloaded, I charged the phaser-1s even though they would not be ready until Impulse #8. I also fixed one box on my #6 shield. Bill went 10 or so.

Impulse #1 I taced to center-line him and gave him all four fusion beams, rolling three 1s and a 3!! My joy at the heavy damage was tempered by the fact that my internals did not include a torpedo. Bill kept staying away and I fired the hellbore right before his phasers recycled, it hit and did ten more internals (he had reinforced most of his shields but the fusion shot surprised him). Again I hit no torpedos, although I finally hit a phaser-1. Bill started turning left and I slipped then turned to follow. I fired my phaser-1s Impulse #25 at his #5 shield (one of his few good shields), so they could recycle by Impulse #1. Bill finished his turn and we ended at range two off my #2 shield (which he fired phasers into) and his #1 shield. He kicked out two shuttles.

At this point I was rather depressed and pessimistic. I had done over 40 internals (in four volleys) and not hit a single torpedo. I was just about ready to quit, but Bill encouraged me to play it out, telling me he thought I had it won. Bill was in the final round of Captain's, this was just practice for him (only Fleet Captains, play five-hour marathons for fun). I recharged everything, allocated five tacs, held my last weasel and put all the rest of my power (13) into tractor (more than I needed, I had lost track of which torpedoes he had fired. I should have used about three and put the rest into reinforcing my #1 shield).

Impulse #1 I blasted him with phaser-1s (the phaser-G had fired Impulse #32). I got more internals, including two torpedoes (a turn too late). We taced Impulse #2, with me bringing around shield #1 and he shield #2. I fired the LS phaser-G at his shuttles killing one (manned) and leaving the other with one hit. Finally Bill launched a plasma F torpedo which I took on my shield #1 for about eight internals. Then he launched another plasma F torpedo that I weaseled (a mistake, I should have taken it, but I was counting on him having no heavy torpedoes). Bill slipped around me, and waited until he had flown over to launch the enveloped plasma S torpedo out of his left launcher. This did about 38 internals, but Bill's luck turned as bad as mine, he could not kill my last hellbore or phasers (like an idiot, I marked off my phaser-Gs first). After that blast, I grabbed Bill in a tractor to keep him at range one (he was not going anywhere, he only had four moves plotted, track power!). Then the crippled suicide shuttle hit me. When the smoke cleared, I had a hellbore, two fusion beams two phaser-1s (I should have saved the phaser-Gs), and 19 power. I also had no shields. Bill did not look much better, he was down to 24 power, had three down shields, and no phasers left. His #5 shield was facing me, and it had perhaps six boxes left.

Turn #11 was simple, power fire control and both phasers, and overload everything. The two points I saved from not charging shields went to tractor, hoping to pull Bill into range zero, but he broke that. Impulse #1 I fired, met 11 reinforcement and left Bill with two excess damage and nothing else. Bill did his two tacs and hit me with a standard plasma S torpedo (he had calculated that the power to load an enveloped torpedo would get him killed, he was right, now you know why he is a Fleet Captain). After the smoke cleared I had one center warp, one bridge, three flag, one emergency bridge, and a transporter. At turn's end, I got my hellbore back. Since I had three CDR left, the game was mine. Bill had 16 shield boxes left (all on his #2 shield), a bridge, an emergency bridge and a forward hull (he had missed the hull and emergency bridge in the boom, oops.) plus a phaser-3 he fixed that turn. We carried the SSDs over for the report and got a shocked look from the judges "we have got a hanger queen".

This last match began around 7:30 P.M. and ended past midnight. I thanked Bill for an incredible match and promised to never ever give up until the bitter end. Bill finished third in Captain's the next day. I resolved that I would at least get an ace card, I mean how could I beat a Fleet Captain and not have an ace card?

PATROL FINALS ROUND #1: 3 Turns
"Orion Hydran"
Orion (2x HB, 3xPh-1)

After getting home around 2 a.m. I showed up bright and early for the Patrol Finals. Fortunately I was in an opposite bracket from the Steves (both Dickson and Hecker made the finals, unfortunately they both lost in the first round). Looking at the tree I saw that four! Hydrans had made the finals, and were cluttering up the brackets. I also saw that my first opponent would be an Orion and that a Kzinti and KR were waiting in the next bracket. The Orion I faced was more balanced than the first, he commented that he "was a better Hydran than the Hydran", which is true, if you consider the Hydran a hellbore boat. On the other hand I had the bigger ship, and better close-in firepower (plus fighters) and he had not taken any padding (one drone rack can really save your day).

I used my familiar 14/20/26 plot, loaded everything and put four reinforcement on my #6 shield. After a moment's thought, I ran for my corner even though he only doubled one engine. Neither of us fired on Turn #1. I kicked the fighters out Impulse #29.

Turn #2 I prepared to fight or chase him if he ran away. I held the fusion beams, standard loaded the hellbores, put six reinforcement on my #6 shield and went speed 20, changing to 25 (on Impulse #6), and 14 (on Impulse #18). As my opponent closed, I turned to put him on the oblique. He only doubled one engine and headed in. We exchanged fire at range four. His fire did only six internals (he was surprised to find eight reinforcement) one warp, four hull and the LS phaser-G (I WANTED him to come closer). My fire did about ten internals despite having only one overload. I got one of his hellbores. He continued past while I worked to fulfill my turn mode. He tried to set up Mizias for his remaining phasers, but I would not give him closer than range four. Meanwhile the fighters dropped to speed 12 to reach range two. He turned toward the map bottom to give the fighters his #5 shield, which they dropped and did another 15 or so internals, including his second hellbore. He then HETed back toward my ship, giving his remaining phaser-1 and two phaser-3s shots at range zero on my down shield, but also letting my RS phaser-G and fusion beams blow down his #4 shield. This left him with 18 warp, and four or five phasers. He continued to chase me as I turned southwest to plant my down shield against the barrier (I had lost two more phasers, two warp, a fusion beam, and a hellbore to his last pass). He swung around and chased me, letting the Stingers HET to range zero on Impulse #32, he tractored one of them with his remaining tractor.

Turn #3 I refilled everything, put two points of reinforcement on my #4 shield, repaired the phaser-1s as phaser-3s, repaired two boxes on my #6 shield, and went speed 14 the whole turn. He doubled everything and went speed 19. He rotated the tractored Stinger to range one facing away from him and killed both with phasers. The other Stinger knocked down his #3 shield and did more internals as it died. He then tried to circle me to get at my down shield, but found it impossible. He resigned after taking 12 more internals from my 360° phaser-1 and two of the four shuttles I kicked out. I had planned to HET on Impulse #32, setting up an Impulse #1 hellbore shot against four! down shields.

PATROL FINALS ROUND #2: 4 Turns
"A New Kind of Cat"
Opponent: Peter Bakija, Kzinti

Since my first battle took about 80 minutes I had a rather long wait for my next opponent, in fact I was told to report back at 1:00. I returned in a happy mood, I mean I finally had an ace card, the rest was just for fun. Finally the other first round battle ended with the Kzinti victorious. After he wandered over I asked if he wanted 30 minutes rest, he declined, wanting to get it over with as well. We had faced each other two years earlier in patrol in the same ships and he had won when he anchored me with my fighters still on board. As I was setting up the map Peter smacked down a 6" King Ghidra (three-headed critter from Destroy All Monsters) figure to watch over the board.

I had a special anti-Kzinti plan already prepared, so Energy Allocation went quickly. Load hellbores, and LS fusion beams, hold two suicide shuttles, start two wild weasels, two points to tractors. I would start at speed 14, accelerating to speed 25 (on Impulse #18), then speed 26 (on Impulse #26). This is a rather aggressive plot, but it does work. The Kzinti is just about as weak as the Hydran at range four so I could forgo reinforcement.

He went 14/26 himself turning right then swinging around once he had room with scatter pack drones and rack drones widely separated. About mid-turn I decided I had to turn left because continuing straight would make it hard to keep him in arc and might tempt him to try a suicide anchor (since his drones were behind him). However returning to the oblique did put my fusion beams out of arc. We ended at about range 11, with the scatter pack drones at range two and the rack drones behind him at about range six.

Normally in this position I would consider weaseling and charging fusion beams and tractors doing a 4/14 split. However that is what I had done the last time we had fought, and more importantly I wanted to get the fight over with. So instead I overloaded one hellbore, held a single fusion beam (quite a waste, I should have put it in tractor), charged tractors and held all four shuttles. My plot was speed 26, reducing to speed 25 (on Impulse #6), then 14 (on Impulse #17). I realized this meant I would probably emergency decelerate at some point, but that was OK.

Impulse #1 out went the fighters (I do not make the same mistake twice). I then whipped around the scatter pack drones and charged between his ship and his Turn #1 rack drones. At range one I tractored two of them and killed the others with my LS phaser-G. He turned down towards me and we passed at range four on the oblique with his turn mode unsatisfied. He launched four fast drones and I fired. My phasers did about 20 to his #2 shield but both overloaded hellbores missed!! This really depressed me, but I resolved to stick it out.

Next impulse, he HETed in and fired three overloaded disruptors and four phaser-1s at my #3 shield. All the disruptors hit and he did 12 internals (I did not commit my two batteries, because I wanted to save them for Tacs or negative tractor). Fortunately he hit one phaser, one warp, seven hull, one aux, one bridge, and one transporter. I now announced emergency deceleration and began angling to avoid a Mizia. He reached range two next impulse, but on a new shield while my RS phaser-G took down his #2 shield and did two internals (including a disruptor). Now I chucked out my suicides to keep him from slipping toward me and checked on my fighters.

The impulse before the fighters could fire they reached range two and changed speed. I managed to place them in the "blind spot" on the spine between shields #6 and #1. In this position only two phaser-3s can bear. He tractored one Stinger (which did not bother me, it was at range two) and fired two phaser threes at the other, crippling it (a 33% chance). By now I was convinced this was not my day, fortunately the five phaser-3s and two fusion beams did 30 points due to some hot dice. Now I felt much better, there are few things worse than having both front flank shields down. He circled round and ended the turn at range three off my #6 shield. I had used one Tac and taken no collateral damage.

Now I had to survive and get my hellbores recharged. I went speed 0 with five tacs, charged all four fusion beams, filled the phasers and batteries, charged the tractors and put three reinforcement on shield #1. I also repaired the phaser as a phase-2. He surprised me by firing on Impulse #1 at my shield #6 doing 38 points (three hull in) as all three disruptors hit again. He then swung

around and headed away, avoiding showing me his down #2 shield. I killed a shuttle he launched with two phaser-1s before it reached a down shield. The turn ended with him heading away at range ten or so, but approaching the map top.

Turn #3 I held fusion beams, recharged phasers and batteries, put two toward weasels (I had tractored in one of my suicide shuttles last turn), put four reinforcement on my #1 shield, standard hellbores, and went speed 10 the whole turn. He headed away at speed 14 skirting the board edge. I turned right to pin him against the map edge and he did his second HET to try to hit my down #6 shield (at range 11). He later told me he felt trapped and saw this as his best way out (try losing #2 and #6 shield sometimes, it is NOT fun trust me). He rolled a five and resigned.

PATROL SEMI-FNAL: 3 Turns
"Hydran Civil War"
Opponent: Mark Loughman, Hydran

The fight with the Kzinti took just over an hour (I told you we were being aggressive). After I reported, I found that the other bracket was completed, and that my next opponent was Mark Loughman in a Hydran!! Mark is a very experienced player from the Newark, Ohio group, the other solid group in the Columbus area. On the other hand, he had just taken up the Hydran, while he knew I had flown it for four years. I had never seen a Hydran civil war, but what I had seen of the Kzinti ones made me leery. I offered Mark his choice of coin-toss or rock-scissors-paper to decide, but he decided he wanted to play it out. I agreed, thinking it would not take long, one way or the other.

I charged all fusion beams and overloaded one hellbore, charged one tractor, and used my standard 14-20-26 plot. Mark went 14/26 himself. As we neared map center we both launched fighters and turned left. As soon as his fighters could they fired fusions and ph-Gs at range eight doing 11 points to my #2 shield. This did not bother me as my turn mode would be satisfied before Mark reached range five. I turned right back up the map and fired my fighters' fusion beams into Mark's #2 shield doing 7 points. I was also just about at the edge of Mark's FA arc, meaning he had to give me his #2 shield at range four, turn toward me and my fighters (with phaser-Gs left), or turn away. He turned away and I hit his shield #3 at range 5 with my phaser-1s. Two impulses later I center-lined him and fired all four fusion beams and both hellbores overloaded at range six. I also fired my LS phaser-G at his Stingers at range two, but I ignored the four shuttles he had kicked out. Both of my hellbores hit and Mark took two volleys of 6 and 19. I then turned left again and blasted his Stingers with my other phaser-G, killing one and leaving the other with one point remaining. As I left, Mark scratched my shield #2 with his fusion beams.

Turn #2 I planned to get clear and rearm. I refilled my batteries (thee points), put four points into phasers, charged both hellbores, and went speed 26, dropping to 25 (on Impulse #66), and 20 (on Impulse #17). I ran for the bottom left corner, kicking out two admin shuttles. Mark HETed at speed 14 and shot his remaining hellbore at me, further denting my #2 shield. He then started a rather slow pursuit, killing my fighters, while they killed two of his admins (both were suicide shuttles). Around Impulse #18 I began a counter-clockwise turn to re-engage off my #6 shield. I ended the turn between Mark and his shuttles, at range six.

Turn #3 I filled my phasers, overloaded one hellbore, charged the left side fusion beams, and went speed 20 the whole turn. Mark went speed 0 with Tacs. His shuttles further dented my #2 shield, while he fired his remaining weapons at range two center-lined. He managed 11 internals through my #6 shield including two warp, six hull, one bridge, one phaser, and one hellbore (which I had overloaded out of battery and fired, hitting heavy reinforcement on his fixed #3). Next impulse I turned toward him, and he resigned since my next shot would probably leave him weaponless, if not quite kill him.

PATROL FINAL: 2 Turns
"The Last Hydrans"
Opponent: Brett Hutter, Hydran

The whole civil war with Mark took about 80 minutes, meaning I was well ahead of the other bracket (one first round fight was just winding up). Since I was very tired, I went home myself at about 3:30. I left my phone number with the judges. They called at about 6:20 that night (more or less waking me up), and told me to report at 9:00 sharp Sunday morning, and that I would be facing a Kzinti or Hydran. I decided not to worry which and spent the evening trying not to think about SFB.

I arrived early Sunday morning and heard that the Kzinti was winning, so I began thinking out my Energy Allocation. In a surprise upset, however, the Hydran won, putting me in my second straight civil war. The Captain's final had run Saturday night, which meant that it was just me, Brett, and the judges that morning.

I decided to change my Energy Allocation slightly from my last Hydran versus Hydran fight. I used the same speed plot, but did not overload a hellbore. I used the extra power to charge the other tractor and hold two suicide shuttles. Brett ran for his near corner at speed 16 with a late increase turning back toward me, while I slipped over a bit and turned to face him on Impulse #32 about range 11. We both launched fighters on Impulse #31.

Turn #2: Brett was in the corner, about five hexes from either edge. He had no place to run to that did not involve getting close. With that in mind I held fusion beams and suicide shuttles, and overloaded both hellbores. That left 18 for movement. I went speed 28 until Impulse #4 for two reasons: first to get in three quick moves to meet my turn mode, and also to give Brett the impression that I was rushing in at him. I changed speed to 20 for Impulses #5 through #16 to allow me to maneuver. I figured on slipping out and then cutting across Brett's #1 shield or hooking behind him. I went 14 the remainder of the turn to ensure I could keep his Stingers off me, if I did not get too close before leaving.

Brett went speed 31 and charged. I slipped out to the right to set up an oblique and help my Stingers keep up. Just before my Stingers came on line, Brett crippled both of them with two ph-1s each. This did not bother me much since it meant I definitely had firepower superiority to Brett's ship.

I started slipping back towards Brett, aiming for a range four pass. To my surprise, Brett slipped towards me as well, we reached range two on our #6 shields on Impulse #7 with our turn modes fulfilled. We both launched shuttles at each other (speed four) and fired. Brett had only one overloaded hellbore and a standard to go with his one phaser-G, one phaser-1, two ship fusion beams, and four fighter fusion beams (range six). He managed ten internals, including two warp and one phaser. My return fire did about 25 internals in two volleys even though one of my hellbores missed! I got three or four phasers, and a hellbore.

Next impulse I turned away, to ensure his fighters could not catch me. Brett was a little desperate and turned to follow me, running right into my suicide shuttles (he hoped at least one was a fake, I never mix them). The eight additional internals got another couple phasers and the last of his hull.

We played a couple more impulses, but Brett resigned when he saw that he was going to take my RS phaser-G (and maybe the fusion beams too) on his down shield #6. (He wanted to hit me with his real suicide shuttle when he turned in, but without any hull they would have been destroyed in the bays.)

FRUITS OF VICTORY

An hour or so later I gave a brief description of the battle at the awards meeting, although the patch would have to be mailed to me. Then I went home, contemplating taking up the Klingon TC full-time. Again deepest thanks to all my opponents for exciting and controversy-free games.

TERM PAPERS

TRACTOR SLINGSHOT

— Fleet Captain Sandy S. Hemenway, USS North Carolina

While the rulebook specifically says one cannot move two hexes in a single impulse, there is one legal way to do it. On Impulse #31 of any turn, have one friendly ship tractor another, assuming they are both moving, BOTH will be scheduled to move on Impulse #32 (regardless of psuedo-speed, since every speed moves on Impulse #32). Move them both in the same direction. By (G7.36C3), one ship will move both ships on Impulse #32, and the other will move both ships on Impulse #1. However, by (G7.7) you can also rotate one of the ships (depending on size class). In this manner, one of the two ships will move two hexes during Impulse #1 (when normally it could not move at all).

This tactic can be used by any race for a number of tactical reasons, but is a choice tactic for avoiding plasma, as a player can slingshot a ship through a hex of plasma and out the other side on Impulse #1 (G7.76). Since the plasma will not move if it HETs on Impulse #1, the target ship will still be at range one, and can run (or weasel). Make sure you have identified the target of the plasma before using the slingshot, or it may backfire on you.

Rated as the Best General Paper in this issue of the Log.

KEEP THOSE HANGARS FULL

— Ensign Stan Leghorn, USS Pennsylvania

When configuring Andromedan Hangars, do not overlook the advantages that small Satellite Ships have to offer. Even a lowly cargo sled can absorb released energy into its power absorber panels, protecting you from shuttle hits and power absorber collapse. In addition, two small Energy Modules allow more flexibility than one large or medium Energy Module. For example, if your opponent fills your panels on Impulse #24, you will not be able to recover the module until after his weapons (at least phasers) have recharged. With two Energy Modules, the loss of one will not stop you from clearing your panels a second time, something he may not be prepared to handle.

JINDARIAN SHIELD TACTICS

— Cadet Raymond Ford, USS Texas

The minimal shields of the asteroid ships should be kept down for the first few turns of most games. The five points of damage the shields will absorb early on is not worth sacrificing the advantage they will provide later. Because Jindarian armor is so tough, your opponent will have to hammer at a single shield arc of your ship for a turn or two before he has a chance to inflict damage to your ship's systems. After your opponent's initial attack, and as he prepares to break through the armor, raise the shields and put up as much reinforcement as possible on your vulnerable shield arc. Your opponent will either realize what you have done and attack another (fully armored) shield arc or press his attack against a foe that is stronger than he anticipated. In any case, this tactic will buy at least one extra turn to hit your opponent with your phasers and WRGs.

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 the most susceptible to this are those with a single area connecting to all engines and only a single access line to it.

The three above papers were tied for 2nd Place.

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.

CONSIDER POWER CURVES TOO

— LT Commander Eric Nussberger, USS Texas

When selecting ships in your fleet, look at more than the weapons and shields they carry. Few inexperienced players consider a ship's power curve when selecting their vessels. One effective way to estimate a ship's power curve is the "Best Available Speed" (BAS) method. Take the total generated power and subtract "house-keeping" costs (shields, life support, and fire control), and the arming cost for all phasers. Then subtract the average per turn arming cost for each heavy weapon. For example, a plasma S costs 2/2/4 to arm for an average of 2.67. Remember that fusions and ESGs have cool down periods. Take the remaining power and apply it all to speed. This is the ship's BAS. Try to select ships with compatible BASs in your fleet, or you'll find one of the ships lagging behind. Also beware refits that add weapons without adding power, as this hurts the power curve.

ORION NON-VIOLENT COMBAT

— Lieutenant JG Russ Bullman, USS Illinois

Orions face a tough decision with Non-Violent Combat. They want to use it to capture 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 it, 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.

BLUNTING THE MIZIA EFFECT

— Fleet Captain Mark Schultz, USS Pennsylvania

Because of the advantages of doing multiple small volleys instead of one large volley, fleets will often divide their firepower over several consecutive impulses. The simplest method of avoiding this is to keep speed up and make sure that the turn mode has been fulfilled when fire is expected. This allows a new shield to be presented after the first firing impulse. Note that reserve power speed changes can be used if speed is slow and movement normally would not take place for several impulses. Two weapons which cannot be dealt with in this fashion are hellbores and PPDs. In these cases (and in cases where the ability to turn cannot be guaranteed), save scout EW (and MRS, and EW drone) capability, and try to be ready to begin erratic maneuvers if possible, and use these only after the first firing. This forces the shooter to either change targets, fire all weapons at once, or take the ECM shift.

RIGGING THE SCATTERPACK SHELL GAME

— Lieutenant JG Scott Stanford, USS California

Instead of using (J2.226) or (FD7.45) to create a decoy for your real scatter pack, load a single drone onto the shuttle, making it a true (if weak) second scatter pack. If destroyed, it will not be identified as a normal unarmed shuttle under (J2.152) but as a scatter pack, and the number of drones is not revealed. If your opponent ignores your full (or five space) scatter pack, believing it to be the decoy, he will be unpleasantly surprised. If he kills the loaded scatter pack, at least you will get one drone on the map. Otherwise he has to commit the firepower to knock down two (or more shuttles).

CAUTION IN MINESWEEPING

— Captain Steven Petrick, USS Texas

If you have a drone armed minesweeper, one method of clearing mines is to launch a drone at it after you have tractored it. This procedure MUST be considered very carefully, since you have no idea what the mine is set for, and it could be set for drones causing it to be detonated by the drone you have launched. Before entering the boundary of a minefield, launch a drone or two down your intended clearance path to try to detonate any mines set for drones. If you must use a drone to sweep a mine while inside the field, try to time the interval such that you can launch the drone, then release the tractor and back up (this takes some forethought).

DEALING WITH ECM DRONES

— Cadet Robert Chverchko, USS Pennsylvania

Many times you will find a fleet of ships dependant on a load of ECM drones chugging along providing support. This is especially true of Klingons who absolutely love the things. Also working against inexperienced players in particular is the nasty habit of stacking all their ships together.

Here is a potential solution, time your next drone swarm to hit them just as you are reaching firing position. Now for the trick, slip some starfish drones into the swarm targeted on his ECM drones. When the starfish reach range three they will engage the enemy ECM drones, while the enemy's ADD's fire back at the now empty bus vehicle (if they did not lab it).

If you launched two to three starfish in the wave and get average results, you will deprive four to six ships (at random) of their ECM crutch. Now you should have a clean shot at one of them. This can easily be the difference between crippling that annoying D5 and popping it for explosion damage to his entire fleet (and taking out all his other ECM drones).

This trick works best for a Federation force with lots of photons and moderate drone support.

MAULER OPTIONS

— Ensign Marton Carungay, USS California

Ships equipped with maulers usually play an important role in large fleet actions or base assaults. These battles tend to be lengthy operations and a player must be careful not to commit his mauler-armed ships prematurely mainly due to shock effect considerations. Early during the battle, look for opportunities to use the mauler ship as a powerful support unit. Rule (D23.242) allows a mauler to use up to 1/3rd of its total battery energy (within the last 31 impulses) before being subjected to a shock die roll. Knowing this, your maulers can be used to cripple fighters or pick off drones every turn without ever having to roll for shock effects. Finally, before your fleet's final assault begins, fully recharge the mauler's batteries. Then send in your 'heavy artillery' to flatten the enemy.

SATAN'S SCATTERPACK SQUARED

— Cadet Mike Calhoon, USS California

As good as Sandy Hemenway's 6-6-6 scatter pack (Captain's Log #17) can be at ESG/phaser busting during drone speed transitional periods (Y165-Y166, Y178-179) and during the early drone year periods (Y77-Y165), there is another option.

An even viler drone to include in a six drone scatter pack is a one-space drone with the fastest possible motor, extended endurance (optional), ATG (optional), and a half-space of external armor. Such a drone has the same speed as the "slower" drones in its stack and is camouflaged by them. Although this drone can be expensive, and does count against your limited drone percentages, if enough of these drones are included in stacks of drones they create additional complications for drone defenses, and if not identified in a stack will give the enemy target a very rude surprise. Usually only Kzintis and carrier groups will have enough drone spaces to include a "large" number of these surprises in their drone racks/scatter packs. *Watch out for T-bombs taking out an entire stack of drones.*

QUICKEST MINES

— Ensign Richard Van Alstyne, USS New Jersey

This most awesome tactic is reserved for Andromedans, but others can read it and weep.

The current use of a T-bomb is to either transport it or drop it out the hatch. The problem is time. If you use a transporter to place a T-bomb, say on Impulse #13, it will become active two impulses later, on Impulse #15, and it can be set off on Impulse #16. If you just drop the T-bomb out the hatch, say again on Impulse #13, even at the best speed, it will be Impulse #15 before you are out of range, and again it can be set off on Impulse #16. Either way, the T-bomb requires three impulses to take effect.

Now, here is how you Andromedans can lay a T-bomb and have it go off one impulse earlier. Here is how it works. On Impulse #13 you drop the T-bomb and displace two hexes away. On Impulse #14, since you are at least two hexes away, the T-bomb becomes active. And on Impulse #15 the T-bomb can go boom. One impulse sooner than normal. This tactic also works great if you are in the same hex as the enemy, or one they cannot avoid two impulses later. If you are in the same hex as an enemy unit, or units, and they do not move on the next impulse, drop a T-bomb in the same hex as yourself and them and displace away. This allows you to avoid the restriction on placing a T-bomb, with a transporter, in the same hex as another ship. On the next impulse, when you are out of range and while they are in the same hex as the T-bomb because they could not move, the T-bomb will arm. Then on the next impulse, when they can move, the T-bomb will go off because they are still in the T-bomb's detection radius.

FEDERATION G-RACKS

— Lieutenant SG Geof Pinello, USS New York

Federation captains on the Klingon/Kzinti borders should consider carrying mixed loads in their G-racks. One option would be two type-I and four ADD. On the first two turns, situation permitting, the type-Is could be replaced by ADDs, providing an 8-shot ADD and a four drone scatterpack. After the double reload refit, the scatterpack could be loaded with 6 type-Is if desired.

Another option is to add dogfight drones, which offer: 1) a half-space, sure hit on incoming drones (assuming no enemy fire on them) if left in the rack. 2) a (weak) scatterpack with 5 or 6 drones, which might enable a type-I to get through. This option is only valid before double reloads are available. 3) the "ADD" launcher and a shatter-pack for the ultimate defense.

OFFENSIVE EW AND MINES

— Lieutenant JG Gary T. Langtimm, USS Idaho

Do not underrate the usefulness of Offensive Electronic Warfare in the preservation of your minefields from sweeping. Tractors require a positive lock-on to the mine, and weapons fire degraded by the application of Offensive Electronic Warfare can cause (M8.42) incomplete destruction, and thus detonation, of the mine. Keep in mind that Offensive Electronic Warfare is Cumulative with (M8.12) and makes it even harder for a non-minesweeper to work through your minefield.

GETTING THE MOST OUT OF YOUR MARINES

— Cadet Howard Berkey, USS Oregon

Two systems that are rarely guarded are the sensor and scanner tracks. In a tournament battle, a hit-and-run raid on an already damaged sensor track could make the difference if your opponent fails his lock-on roll even once.

THE THOLIAN HACK AND SLASH

— Ensign Kevin McGroarty, USS Illinois

Some opponents like to sit around and TAC against the Tholian. If they do this punish them with the Tholian hack and slash. Ideally you will lay a two hex web on your TACing friend on Impulse #12. One hex will be on his ship and the other will be on whatever hexrow you want to advance down. Ride towards your trapped opponent down the hexrow protected by your web and on Impulse #32 fire all of your phasers. After direct-fire on Impulse #32 your web goes down, letting you hit with your overloaded disruptors (or photons or particle cannons) through the newly downed shield on Impulse #1 of the next turn.

However life is rarely ideal. In case of not wanting to wait until Impulse #12 to web your opponent (for whatever reason). Web him up the same way as it will spare you some seeking weapons problems and the possibility of your opponent speeding up and moving away. You can then give your opponent an unanswered phaser volley through your web. Or, if your opponent only has one tac available (and cannot blow your doors off in one volley), fire your phasers then advance next to him/her to deliver your heavy weapons. If your opponent tacs, take the shot and sideslip to the down shield again.

CRACKING THE SHIELDLESS

— Ensign 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).

COME INTO THE WEB SAID THE FLY TO THE SPIDER

— Cadet L. J. P. LeBlanc, HMCS New Brunswick

Tholians like to use their web to "dance" around to a bad position for you. Fall into his trap if you are a Kzint. Launch your drones so they eventually get caught in the web (4+4 if over a turn break, 6+4 if not). Hopefully he will ignore the drones. Go slow and get on the side of the web the drones are not on. Stay next to the web as you move. Arm standards and power the tractor beam. The drones on one side of the web and you on the other will keep the Tholian close to it or in it. If he is in it or comes to your side tractor him. Hold him until the web goes away and the drones hit. Make sure to guard the tractor beam.

FEDERATION PHOTON WARP SOLUTION

— Lieutenant JG Troy Feickert, USS Nebraska

With Federation ships, some have a surplus of warp power, while some have a definite lack. The solution to this problem is to have the surplus ship tow the deficient ship into battle. For example, take a Federation NCD and a DD. In two turns the combined unit can move up to 42 hexes (NCD warp = 24, movement cost = 7/6, movement = 20 plus one impulse engine), and the DD can have 64 points of photons loaded.

WEB WAVE

— Admiral (RTD) 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.

THE FIRST SHOT

— LT Commander Joseph W. Hatfield, HMCS New Brunswick

In many duels and fleet actions where opposing forces start at opposite ends of the map, a sound tactic for photon-armed forces would be to fire a proximity load as soon as possible. You then have about two turns to cover the distance as you see fit, re-arming your photons accordingly. You may even have scored significant damage in the first salvo. You should not waste valuable time and tactics by holding onto overloads while being pounded on at ranges of nine or better.

SPLITTING THE REINFORCEMENT

— Ensign Mike Aprahamin, USS California

If you are operating a Klingon ship with FH disruptor arcs and anticipate that your opponent will heavily reinforce his facing shields, hold your fire until you can reach the hex spine where the shield you are facing connects with the following shield. This works best if you are originally coming in head-to-head as your opponent may not realize that by turning you can find that hex spine as you move away.

HIDDEN PLASMA POWER CONTINUED

— Ensign Richard K. Glover, USS North Carolina

Shields: For added deception, put specific reinforcement on your facing shield in equal amount as you have batteries. This "shows" that you have burned your batteries if he shoots that shield. The hardest part is to decide whether to actually use your batteries if he seriously damages that shield.

Tractors: Tractors are almost always useful, but Johnathan's counter-point is valid: You have already shot something, so maybe you are not really going to go for an anchor.

Shuttles: Six power is enough to start full-arming two suicide shuttles, a nasty surprise if you are already holding two. Of course, you will need at least two power for two more turns, but if you think you can manage that, having four suicide shuttles instead of two can mean 36 points of extra damage. Even if you cannot fully complete them, an 8-point suicide shuttle blows up the same as an 18-pointer (J2.152), so send them out first as lab and phaser-bait. When they blow up as suicide shuttles, your enemy _may_ be convinced that the last two out are manned shuttles, and he is likely to be low on phasers anyway.

NEW KIND OF WEB ANCHOR

— Cadet Dave Washburn, USS Virginia

A Tholian with a snare can make a Lyran's life miserable with proper timing. ESGs do not extend into web hexes with a strength of one or more. If a Tholian thinks he will be overrun by the Lyran toward the beginning of the next turn, it is possible to use what I call a new kind of Web Anchor.

The Tholian only has to arrange to be at a range of seven or more to the Lyran at the end of the turn and have his slip mode fulfilled in order for this to work (which means that the Tholian may turn on the last impulse). During the Direct Fire Step of the last impulse of the turn, the Tholian casts a snare in one of his forward flank hexes (one which is at least seven hexes away from the Lyran ship). The web will solidify on Impulse #4 of the next turn after direct fire resolution with a strength of ten. On the following turn, the Tholian plots a speed of fifteen (or less), and slips into the web hex. At some point before the Tholian moves next (that is, the impulse before), the Tholian declares that he is foregoing his ability to pass through his own web. This causes him to be caught in his web (with no breakdown roll due to the web's strength of 10). And it gives him immunity from Lyran ESGs for the next half-turn or so! This also gives the Tholian the ability to maneuver in some interesting ways. For example, the Tholian may make turns while trapped in web so his turn mode is effectively shortened when he tries to set up to pursue the fleeing Lyran, and with a well-timed speed change and announcement that he will no longer forego the ability to pass through his own web, he can catch the Lyran napping (but remember that there is an eight impulse minimum delay between announcements of passage status). Allocating a few points for tractors should be considered to prevent your Lyran enemy from trying to "pull" you out of the web and into his ESGs (G10.563). Or at least keep him from using your ship as an anchor until the snare dissipates, or until he can launch suicide shuttles, or to keep him from forcing you to stay in the web when you would rather maneuver.

TRACKING ANDROMEDAN POWER

— Captain Ken Burnside, USS Wisconsin

Tracking an Andromedan's Energy Allocation can be an incredibly difficult task, due to the vast amounts of reserve power available. The first things to track are systems that require specific power sources, such as displacement devices, HETs, EM and movement. These will almost always be allocated from non-battery sources if used at the start of a turn. Next is life support, PA panels and fire control. These systems will almost always be operated from batteries for some or all of their power. The final thing to track is weapon arming, and panel reinforcement, which are typically armed with battery power in mid-turn. With practice, you can get a feel for how much battery power has to be burned for the expenditures you have seen. The best practice in this, by the way, is to play the Andromedan ship in question a few times yourself. One key fact to remember when engaging an Andromedan is that turning off a PA panel to dump power into the batteries is illegal if there is more power in the panel to be dumped than the batteries can hold. Certain signs can tell you when an Andromedan is clearing out his batteries for a dump, such as erratic maneuvering, excessive speed, and long-range phaser shots at innocuous bits of space debris. When you see this, you have two choices: You can prevent the transfer, by filling the facing bank with more power, which may push him over the threshold, or waiting until his facing bank is full from transferred power to get some "free" internals. Disruptors are particularly good for this role. This once again illustrates that the PA panel dump is a desperate move.

POWER ABSORBER PARLOR TRICK

— Fleet Captain Christopher Lee Larsen, HMCS Ontario

After taking a point of degradation, an Andromedan should immediately assign four points of CDR towards repairing that same panel. Later, when you take internals through that bank you can select the same panel as your "drone" hit, and next turn assign the fifth repair point to it. Since its destruction does not affect any of the previous repair points, your panel will be back up in a single turn and its degradation will be completely cleared.

Obviously, if you expect to take a panel hit on your next battle pass you can allocate repairs to complete it, and thus repair the panel in the same turn it was destroyed.

ECM RAM

— Ensign Sebastian Chedol, HNLMS Holland

Take a Klingon or Kzinti ship and load a scatterpack with six type-I-ECM drones with ATG; extended range is optional. Yes, six ECM drones. Target the drones on your own ship. The enemy is unlikely to shoot them down because to kill them all would cost too much firepower. The key use here is against a Lyran. The six drones will help to absorb the shock of an impacting ESG and, if you manage to throw out more junk (like a shuttle and some more ship-launched drone), all six ECM drones are likely to survive. Even if all six drones are down to a single damage point the Lyran would need six phasers to kill them all and you would still be benefiting from three points of lent ECM. The only fear to such a crazy tactic is a nasty T-bomb, but if the Lyran can place a T-bomb to hit your ECM drone stack, you can probably fire through the down shield too. Note that this cannot be done with type-IIIECM drones since they cannot be placed in scatterpacks (FD7.12). Also note that this will use up your supply of special drones very quickly, and the Lyran could just wait you out.

THIRD DOWN HAND-OFF

— Cadet David Greenbaum, USS New York

Prior to the introduction of warp booster packs, fighters - particularly those used for direct-fire enhancement, like Stingers and A-10s, are just not fast enough in a fleet engagement to take advantage of firing opportunities or to remain under the protective umbrella of their associated fleet.

Usually ships power tractors and drag the fighters into range at higher fleet speeds. But what happens when your NVS gets mauled by the Klingon range-15 disruptor volley? Do you really want the damaged ship to take the fighters in for the kill? Remember to power the tractors on all of your ships, and use the tractors of ships not dragging anything to take the fighters further in - getting the football closer to line with the fresh runner, rather than the quarterback with the ruptured Achille's tendon.

SAVE THOSE PHASERS

— Lieutenant JG Marc Elwinger, USS Florida

I will describe this as a disruptor tactic but it can apply to other weapons. At medium-long range, firing an alpha strike usually does not cause much effect. Instead, examine the impulse chart and identify when the target does not move. Fire your disruptors as a narrow salvo.

If they hit then on the next impulse (when he does not move) fire phasers as separate shots. If the narrow salvo misses, save the phasers as they cannot hurt him separately. The disruptors (which cannot be saved) should take down any reinforcement, and do some shield damage and any phasers that hit will be doing effective damage. If the disruptors miss then the phasers, which can be held, are not wasted.

BEWARE FRACTIONAL ACCOUNTING

— Cadet Benjamin Moldovan, USS Ohio

Fractional Accounting is nice. It is useful. It is listed as one of the major rules whereby if you use it, and your opponent does not you will probably win. Still, do not be too quick to fill those batteries with a fraction of a point if you have a relatively small battery capacity. That last full point of power you do not have in your batteries may cause you to lose that crucial tractor auction, and hence, the match. Better to use a contingent allocation and fill those batteries — at least against some opponents.

ANTI-ESG DRONES

— Lieutenant JG Jeffery Wong, USS California

Type-VI drones are very effective in downing ESGs. Each takes three points of damage to kill, so they will absorb a lot of phaser fire power, or ESG power. They are best employed from shatter packs, preferably from a direction which will force the enemy to lower a shield you can hit if they want to use a T-bomb to preserve their sphere. Try to time your normal drones to arrive right after the type-VIs so that the sphere will be down and he will have to contend both standard drones, and surviving type-VIs.

CAPTURED TRACTORS

— Ensign Jeffery C. Glass, USS New York

In a fleet action go ahead and capture an enemy destroyer or light cruiser (if you can). Why bother? Well remember, tractor beams are one of the few systems on a captured ship you can use! Either your opponent must destroy his own ship, or it can tie up one or two (with skill or luck) ships! Frigates tend to be too small for this.

LYRAN MINESWEEPER FLEETS

— Ensign Bill Gary, USS Virginia

Lyrans usually do not have much trouble with mines. The optimum solution is to send a stack of ships through the field, with each ship raising its ESGs for only a single hex of movement. The ESGs will be set at radius one, so that none of the mines (except captors) will be triggered by the movement of the ships, but all mines in the corridor will be contacted. Ships with at least two ESGs are preferred, but ships with four ESG are even better (but regrettably too rare). Unlike other races, Lyrans never have to worry about a command detonated mine laying in wait in a supposedly secure corridor for an unsuspecting ship to come through the gap (except for some captor mines on the flanks of the gap), and only the ship which has its ESGs currently active will take any damage from the explosive mines its ESGs contact, and rarely will this damage be severe. Note that excess power should be placed into ECM to reduce the effect of any triggered captor mines, and the rest into general shield reinforcement (since you must protect three shield arcs) to further reduce any feedback from detonated mines. Selected ships which will not activate ESGs while moving down the corridor can load and fire direct-fire weapons normally to provide defenses from any fighters, ships, or seeking weapons which seek to interfere with the breach attempt.

FIGHTER MINE ESCORT

— Cadet Sandy Goh, HMS England

A ship with active fire control will automatically detect an active automatic mine at one hex range (if it rolls equal to or less than its sensor rating). This is really useful for the Hydrans since it means that if the fighters follow the ships in, they should be spared from accidentally hitting a hidden T-bomb some bright spark decided to roll out of the shuttle bay.

PSEUDO COMMAND-CONTROLLED MINES

— Lieutenant SG Scott Mercer, USS California

Bases can use their command-controlled drone captor mines to detonate other mines on command by ingenious use of chain-controlled mines. The minefield should be set up with three small mines in alternate adjacent hexes to the command-controlled drone captor. Those three small explosive mines are chained to three other mines, usually NSMs with their detonators disabled, making them impossible to detect. When the minefield controller wants one of those NSMs to detonate, he commands the drone captor to launch in the direction of the small explosive mine (set to detonate on drones only) and when the small mine explodes, so does the mine you really want to explode.

The tricky part of this tactic is the timing between the drone launch and its movement towards the trigger mine. With fast drones and the trigger mines being one hex away (they can be further) the mines will detonate the impulse after launch. With medium or slow speed drones, there could be a delay in detonation, with the target of the chain-controlled mine moving out of that mine's radius. Why use this? Well, the standard minefield package (M6.2) does not allow for command-controlled explosive mines. Therefore, a standard minefield cannot have any of the deadly command-controlled NSMs with disabled detonators. (Deadly because they are undetectable) However, the package allows for eleven chain or deadman mines, which with this tactic, shall make minesweeping much more dangerous again.

SIDE–SLIPPING

— Fleet Captain Sandy S. Hemenway, USS North Carolina

Oftentimes, you will examine a board position only to see that if you could slip twice in a row, you would get that optimal firing chance - (or perhaps keep that down shield away from an approaching enemy). Well, if you have got two or more ships together, now you CAN slip on consecutive impulses, which may really louse up your opponent's day. All you need is two ships, one point of tractor energy, and for both ships to be slip eligible.

Calculate what their pseudo-speeds will be if a tractor link is established. Then examine the movement chart to determine when the two ships will move on the same impulse, or on consecutive impulses (at the pseudo-speeds). Establish the tractor the impulse before they will get to move. Whichever moves first slips in the desired direction. The next impulse, the second unit slips that way too. In addition, by releasing the tractor long enough for both units to move one hex forward, the tractor can be re-established, (in the other direction, of course), and the maneuver can be repeated, netting up to FOUR (4) slips in five impulses. Of course, speeds and movement costs will play a major role in determining when this is feasible, but with same size units moving at speeds of twenty or more it should be relatively easy to set up, as long as you have kept your slip-modes open. This tactic should prove very useful against stationary targets, like bases, or weasel users, allowing you to approach obliquely and remain out of the deadly hex-spine arcs, while also keeping your turn mode open.

TRACKING THE WEASEL

— Fleet Captain Christopher Lee Larsen, HMCS Canada

When launching a weasel and you have to make a choice between launching early or late, always choose the insignificant collateral damage (on the shield of your choice). Launch just before impact so the enemy cannot board your shuttle or drop tracking on his drones leaving you trapped; both precede shuttle launch on a given impulse. Even a lot of collateral damage is preferable to a prone position or instant death.

MANEUVER TERM PAPERS

10 AND 21

— Lieutenant JG Tim Ray, USS New Mexico

Many fights devolve to the knife fight stage: extreme close range and low-speed maneuvering characterized by tractor auctions, shield reinforcement, and sweating captains. All tournament cruisers (save the Andromedan) are capable of launching suicide shuttles, but what is the best time to do it? Just remember: 10 and 21.

There are several favorable impulses to launch suicide shuttles when you are one hex away from the enemy. The criteria for choosing a launch impulse is simple:

1.) Pick an impulse before an impulse when your enemy does not move, but the shuttle will. If the enemy is tractored, be sure to check when his pseudo-speed moves as well as your own.

2.) Pick a speed such that if the shuttle is crippled, it will still move on the next impulse. Please see the following chart.

SHUTTLE SPEED	LAUNCH IMPULSE
2	15
3	10, 21
4	7, 15, 23
5	6, 12, 19, 25
6	5, **10**, 15, **21**, 26

Careful study of the Impulse Chart reveals that the magic impulses are #10 and #21 for speed six (if crippled, speed three also moves on Impulses #11 and #22). The magic impulses appear in boldface on the chart. Launching at speed five or four or speed three is only advisable if you are sure the enemy cannot cripple the shuttle. For tractor and low speed situations, remember that odd speeds below 16 do not move on Impulse #16. Note that Impulse #31 is not included in the above list. That is because since everything moves on Impulse #32, unless your angle of attack is just right (straight ahead and the enemy cannot turn or sideslip) the shuttle will miss.

You can go a long way towards insuring a hit with a suicide shuttle if you launch a dummy or two before you pop the real one on him. Such dummy launches should adhere closely to the above principle, to maintain the deception. If he wastes weapons on a dummy, it only gives you more opportunities to launch later in the turn, since every weapon he fires at a dummy suicide shuttle makes it less likely that he can cripple the real one (or two if you have two bays).

Conversely, if you find yourself in a knife fight and suspect the enemy will launch a suicide shuttle at you, pay attention to Impulses #10 and #21. Unplotted speed changes and tactical maneuvers, as well as tractor beams (always in short supply) are the best means of countering the suicide shuttle. Note that an unplotted speed change would have to be announced on Impulse #9 or #20 to counter the shuttle launch.

Using an MRS shuttle, with a maximum speed of eight, for your suicide shuttle missions is expensive but gives you even more launch windows.

Shuttles with warp booster packs are really flexible in the suicide shuttle role, but are really prone to getting killed outright (just three damage points, or four for an MRS). They do give the most options of all, with a top speed of 12 (sixteen for the MRS version).

This Term Paper was rated best overall for CL19.

WHIRLING DIVERSION

— Fleet Captain Sandy S. Hemenway, USS North Carolina

Rule (C6.35) used to say that "A ship may use HETs on the same (impulse) as TACs, but there is no reason to do so". WRONG! A wonderfully evil move you can pull, if you are TACing and your opponent is moving, is to HET, which by Order of Precedence comes prior to any unit which is moving (because speed zero is the slowest speed). Your opponent, now 'sure' of where your down shield is, will move to get onto that down shield. THEN, you TAC, since all tactical maneuvers take place AFTER all other movement. Suddenly, your opponent has committed to the wrong shield. Also, since you are speed zero, you could possibly use reserve warp to move in either direction (assuming you have been stopped for at least eight impulses), and may even be able to get onto your moving enemy's down shield. *This will, however, use a lot of power.*

MID-TURN SPEED CHANGES: FORCE AND FRAUD

— Ensign Mike Mendick, USS Indiana

It has been said that force and fraud are in war the two cardinal virtues. It can also be said of mid-turn speed changes.

Most players use mid-turn speed changes to "force" a situation, i.e., gain some distance from plasma torpedoes, obtain a firing situation impossible to obtain without high speed, etc. Never overlook using mid-turn speed changes purely for fraud. Especially using common warning speeds (given the current game conditions), and the fact that you only have to go that speed for the first three impulses of a turn, lots of opportunities for deception exist. Example, if you start a turn at speed 9, your opponent will likely assume that is so you can drop to speed 4 and weasel, and take action based on that. Then, on Impulse #4, accelerate to speed 19 and perhaps catch your enemy flatfooted. Another example is to start at speed 28, but on Impulse #4 drop to speed 14 (plenty of energy to overload and recharge, only one more movement point than going speed 14 all turn, but for the first few impulses your enemy will think you are planning rapid movement).

COUNTERPOINT TO FORCE AND FRAUD

— Cadet Eric Strandberg, USS Washington

Any player will already be somewhat locked into a course of action by his Energy Allocation for the turn, as far as the speed change on Impulse #3 or #4. It would seem much more beneficial to play this trick at the end of the turn, with a rapid move and a deceleration, or a slow move and an acceleration on Impulse #27 or #28. This will make him make a decision for the next turn, and possibly bluff him, i.e., accelerate on Impulse #28, making him possibly forgo an overload to set up for a chase, or decelerate making him overload and drop his speed. Thereby manipulating the tactical situation to your advantage. This is where the deception truly lies.

THE DRONE OVERRUN

— Lieutenant SG Andrew Dederer, USS Illinois

Fast drone heavy ships (the Kzinti MDC is ideal) can achieve an incredible amount of damage by flying all the way into an enemy ship's hex before launching drones. Double space drones (and type-VI in the ADD racks if any) is the norm for this type of ship. Going directly into the enemy's hex negates many of his defensive options, and drone ships need so little power for weapons that they can frequently tractor their victims while moving at high speeds. With fast drones, swamp the enemy with an initial wave launched on a previous turn then bury him. Not even ESGs or gatlings will stand up to this kind of attack, especially if you include a few armor modules.

FINNESSING THE SHIELD BOUNDARY

— Ensign Ken Rotar, USS Wisconsin

When your ships are positioned on a shield boundary at the end of the turn, care should be put into what speed to go, as the shield boundary determination for Impulse #1 will be set by (D3.41), and take into account the Order of Precedence of (C1.313).

First, determine if it is advantageous for you to move first, or for your opponent to move first. If you have a worse turn mode than your opponent and need to move first, 16 is the wonder speed. You will move on Impulse #2 (an important consideration) and will move first. This is particularly useful against the Orion TBR, which rarely drops below speed 19 in any case, and is one of the few circumstances where its turn mode is a disadvantage. If you need to move last, plot a speed of 15, as that speed does not move on Impulse #2, but still lets you do a speed change up to 30 if needed.

Andros, with the ability to displace, and their large reserve warp capabilities, can make the most of this trick, as the risks of plotting speed 15 or 16 at range two are somewhat ameliorated.

EVADING PLASMAS

— Fleet Captain Christopher Lee Larsen, HMCS Ontario

Watch very carefully when your opponent moves a self-guided seeking weapon to range three from your ship when you are headed towards it. Most experienced plasma players will avoid moving their torpedo onto the hex row directly off your shields for various reasons, but should they sideslip a weapon into range three with your ship (a bit of skillful maneuver will help on your part) you will be able to fly right past it at speed 31. Next impulse move your ship ahead to put the weapon on one of your shield boundaries. Since it just slipped, it can only move forward or turn into one of the two hexes to make range one. Next impulse move into the other hex that the plasma did not move into, the weapon must burn its HET if it wants to face your ship, but you will have gotten past it. If it does burn its HET, you may be able to use your own HET to again move past it, and since it has used its one HET, it will not be able to HET again to chase you.

Alternatively, if you are pursued by a plasma at range three a HET of your own can set up this situation, which also exists just after the plasma was launched. This is especially useful for Andromedans.

Plasma ships should not launch or sideslip their torpedoes when they are within three hexes of a fast moving ship.

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 a turning circle of five), and 24 to turn 180° at speed 12 (its best with a 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.

DELAYED MOVEMENT

— Lieutenant JG Kevin B. Deitle, USS Pennsylvania

In some cases you may find yourself approaching the enemy too quickly, but you do not want to turn aside. In order to slow your approach, adopt side-slips, slipping first to the right, and then to the left when next able to slip, and then repeating the process. The result is that every four hexes of movement results in only three actual hexes of forward movement.

THE ODDS ARE EVEN

— Lieutenant JG Richard Glover, USS California

Most tactics tell you to choose the highest speed of one of your turn mode ranges. But if you are in need of turning and running away from a target (usually plasma torpedoes) even turn modes do just as well as the odd turn modes 1 below them. For example: Turn mode C has a turn mode of 3 at speeds 10 through 14 and a turn mode of 4 at speeds 15 through 20, where the unit can turn just as "tight" (quickest possible turn in one direction) at speeds 10 through 20. A turn mode of 3 could: Turn, Sideslip, Go straight, Turn, Go straight. A turn mode of 4 could: Turn, Sideslip, Go straight, Sideslip, Turn. Both trace along in the same hexes, thus accomplishing the same job. The only difference would be that the higher turn mode of 4 means that the unit will be moving faster; therefore, doing a better job than the turn mode of 3.

MANEUVER TRICKS

— LT Commander 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 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 trying to stay close. Instead, 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.

BRAKING INTO THE TURN

— Cadet John de Michele, USS Washington

When choosing speeds for a mid-turn change, study the Impulse Movement Chart. Several speed pairs (15 and 16 on Impulses #17—#32, 11 and 12 on Impulses #25—#32, etc.) move the same number of hexes on the same impulses. This becomes important when you look at the turn mode of the ship you are flying. Ships with a turn mode of 'B' (Klingon D7, etc.), for example, have a turn mode of four at speed 16, but only have a turn mode of three at speed 15. Choosing the lower speed allows you to 'brake' into the turn for only a slight loss in speed and no loss in movement. By doing this, you can squeeze the most out of your turn mode. This is also a bonus in situations where having a better turn mode is more important than the extra point of movement.

MANEUVER 101

— Ensign Larry Ramey, USS Virginia

Aces understand the engagement starts at about range 16. There is a VERY subtle bit of maneuvering that goes on to ensure the angles are correct for engagement.

Klingons, Archeo-Tholians, Orions, and Andros like to turn a lot at range. These will engage in early turns in an attempt to force a turn by the (assumedly) less maneuverable opponent. Hydrans, Feds, and the ISC will generally only make one turn on the engagement, otherwise they will find weapons are out of arc or (ISC) they are getting MUCH closer than they wish. Less-maneuverable ships sideslip a lot to counter their lack of turning ability. In a fleet, it is the least maneuverable ship that restricts everyone, which explains why people like the C7 more than the C8K.

PLASMA TORPEDO TERM PAPERS

ANOTHER PSEUDO PLASMA F

— Cadet Mark Hall, USS Texas

The pseudo torpedo from a plasma-G launcher will also simulate a two turn plasma-F torpedo, at least for five impulses. On the second turn of (re)arming your plasma-G the last thing your enemy will expect is a plasma-G pseudo torpedo. It could keep him away long enough to envelop or shotgun the real one, and if it does not work you can still launch a real two-turn plasma-F torpedo. This will make anyone trying for a close approach on your plasma-G armed ship think twice, but be sure to switch the tactic on occasion to keep them guessing.

Rated the Best Plasma Paper in this issue.

MORE PLASMA TACTICS

— Cadet Matt Maerli, USS Missouri

This works best in cruiser duels or tournament. When flying a plasma race, there are two major rules I follow in plasma launch.

First, never launch more than one plasma per impulse. The only exception to this rule is when performing an anchor and the opponent can turn a fresh shield against your plasma within the next few impulses.

What does this do for you? First, it forces you to pace yourself and not "blow your wad" only to have the torps run out by the enemy, and you without your "heavies" for three turns. If I am against a race that wants to close with me, I will launch a plasma-S torpedo (usually enveloping, sometimes not, and sometimes fake) around range 15-17, daring them to close. If they continue the approach, I will launch a plasma-F around range 10-12. True, chances are they will not hit the same shield, but chances are they will at least do serious damage to two adjacent shields. By the time they are within optimal overload range (five at most) they have had a 60° arc cleaned off their shields. The final two torpedoes let go at the owner's discretion. Depending on my opponent, I usually let go of a pseudo plasma-S around range 8-9. At average combat speeds, and assuming the opponent is intent on closing and using all phasers to shoot you, this tactic is almost as good as an anchor. I have not yet met an opponent who will close through this, and the advantage is that you still have half your torpedo load.

The second rule I use is that plasma torpedoes are not my main damage-causing weapon. I try to empty at least 75% of my phaser capacitor every turn, and use the plasmas to keep my opponent from closing (see above). If the opponent insists on closing, then BONUS! The plasmas will cause significant damage and the effect will be similar to an anchor (without the need to waste power on tractors!).

Note that these are fairly new tactics for me, and I have been successfully using them recently in the ISC (substitute plasma-S torpedoes for plasma-G torpedoes in tactics), using the PPD as a two-turn phaser. Also note that these tactics are null and void against another plasma chucker.

MAKE HIM PAY

— Lt Commander Steven Rushing, USS North Carolina

It is not uncommon, in tournament or standard games, for plasma ballets, especially between two plasma ships, in which one or both sides use passive fire control while launching plasma from beyond range five as a power saving trick.

When your enemy decides to forego fire control for that point of power, be sure and make him pay for it by using as many of the advantages his passive fire control gives you as you can.

One of the biggest is the loss of tracking of individual seeking weapons (F2.6). A ship without lock-on cannot keep seeking weapons in the same hex distinct outside five hexes range (F2.66). So a pseudo-torpedo from a reloading launcher and a real torpedo from a loaded launcher get indistinguishable right after launch. Even though he knows the one from launcher X "has to be pseudo", he cannot tell which was which after launch. No more waiting for that launcher to be rearmed before the pseudo is useful.

Other useful restrictions include the inability to detect shield status (possibly allowing you to drop to minimum shields while he rearms without him knowing or to lower shields in anticipation of T-bomb use), reduced ability to detect mines, etc.

Of course, all these should be kept in mind against cloakers.

SURPRISE A'LA GORN

— Cadet Carl-Magnus Carlsson, HSwMS Sweden

Watch out for Gorn anchor attempts on his second turn of rearming the heavy plasma torpedoes! He can easily run through whatever you send in his way since you probably will be unprepared (no overloads) for his charge. He can then tractor you, with energy allocated in EA, fast load the heavy torpedoes as type-F plasma torpedoes (using reserve power) and force feed you 80 points of plasma, plus phasers and a suicide shuttle or two. His batteries are so well protected by his Center Hull that he can easily do this. In fact the need for only four (4) batteries means he actually can afford to take a battery hit (!). (A hit on a battery drained for the anchor probably.)

Romulans can use this tactic also, but will have to be prepared to lose batteries on the way in. The solution to this is to calculate how much damage the enemy can dish out at each range between 1-5. When you risk taking so much damage that you will lose two batteries you should fast load one torpedo and launch it. When you risk losing four batteries you should launch the second one. Of course, you have nothing to worry about, and no reason to launch, if the enemy is not pointing his weapons at you.

The problem for the Romulans is that they risk ending up in a situation where they have launched fast loaded torpedoes before the enemy is tractored. The Gorns have no such worries.

WE DO NOT NEED FIRE CONTROL

— Lieutenant JG Matthew T. Kempe, USS Minnesota

When flying plasma-armed ships, especially Romulan, think before you put power into fire control. You can launch plasmas without active fire control (D19.221). For Romulans this is something to remember. If you start the turn cloaked you will not have active fire control, and if you do not have many phasers and/or do not have much power (like the Eagle series) you might want to save the point for something else. There are some limitations when you are under passive fire control, but it is worth it if you can finish that down-loaded plasma-S as a plasma-R.

PLASMA POWER CURVES

— Lieutenant JG Richard K. Glover, USS North Carolina

Instead of launching an enveloping plasma torpedo when it is expected, consider hiding the power difference (shields, tractors, shuttles), and launching a standard torpedo late in the turn. When coupled with a late-turn speed change, you reveal your entire power curve (except for the hidden power), showing your enemy that you have the power for an enveloping plasma torpedo. Such a plot can help sell your just-launched torpedo as a pseudo, and there is very little that is more rewarding than to see an enemy eat a real torpedo that he thought was fake.

TOURNAMENT TERM PAPERS

ROCK POWER

— LT Commander Steven Rushing, USS North Carolina

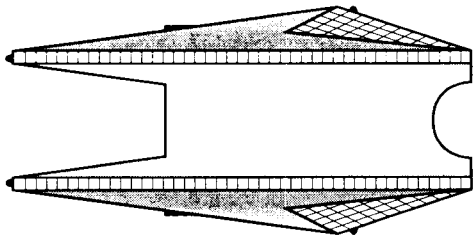
The Tholian Tournament Cruisers both have to be concerned with power due to the power cost of the web caster. Some web tactics to keep this in mind are:

Do not plan on catching his ship. This is the hardest thing to do unless your enemy is most cooperative. Even if you do snag him, odds are the effect is minimal. Snagging the intelligent enemy requires a wide web three to four hexes and a strong one so that is the most power consuming and least effective use of the web caster. The five power per turn lost will seriously impact your power curve.

Use "light" webs or the web fist every turn with two to three power in. For purposes of catching seeking weapons, creating a de facto shield, and influencing your enemy's movement a two to three point web caster charge will usually suffice. If you line them up, a one point web charge will catch plasma torpedoes in a strength ten one hex web. There is never any reason to go beyond a strength 16 web (unless fighting Seltorians) and rarely a reason for going beyond seven to ten. Similarly the web fist has a decent combat value as a heavy disruptor out to range ten. Two points is a sufficient load for this latter use.

So allocate two to three power to the web caster every turn and fire it in some mode every turn. Get lots of use out of it and do not get hooked into that paying five every turn rut.

Rated the Best Tournament Term Paper in this issue.



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 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 10 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.

TOURNAMENT FLEXIBLE SPLIT

— Lieutenant SG Andrew Dederer, USS Ohio

A frequent tactic when faced with a large number of seeking weapons at a turn break is a 4-14 split timed to four impulses after impact to let you launch a WW and still pursue.

Unfortunately, some players will drop drone tracking or use unusual movement of seeking weapons to prevent the destruction of your weasel. This leaves you forced to void your own weasel, losing its protection for the four impulses it takes to raise fire control. Meanwhile your opponent closes in to range four or so and zaps you. Or else you emergency decelerate and get in more trouble.

A better plot is 4-14 changing on Impulse #19 (announced on Impulse #18). As soon as the coast is clear you can always burn your five batteries to go up to 14 (the plot uses nine power 9+5 =14). While this may cost you some flexibility this turn and dent your power curve the next, your reduced movement should help balance recharging the batteries the next turn. You can even use an intermediate speed change between Impulses #3 and #10 to move on a critical impulse, without making an illegal plot.

So let your opponent think you can read his mind, even better hope he tries to cross you up.

TOP TEN WAYS TO LOSE TO THE KRAIT

— Fleet Captain Christopher Lee Larsen, HMCS Ontario

1.) *Break off combat to take a rest.* The Andromedan will move off and repair his ship ten times faster than you can repair yours.

2.) *Let him get to range three.* You cannot withstand 54-point volleys of damage. Two 20-point volleys of internals will make you incapable of penetrating his panels ever again.

3.) *Count on him making an attack pass when his tractor-repulsors are armed.* If you overload and reinforce he may just move off and make repairs that turn.

4.) *Try to run him out of power.* It will take seven turns, by which time you will be dead.

5.) *Play the Degradation Game.* You are actually helping him; he can only absorb and dissipate so much power per turn, but he can use continuous damage repair to fix all the degradation on the most degraded panel, i.e., clearing an extra point or two because of your extra degradation.

6.) *Let him dump his panels.* Keep an armed weapon pointed at him at all times and stay within eight hexes range. Do not follow him into a corner, wait for him to come out to you, he will.

7.) *Try to load all of your weapons.* Arm the phasers and try for range five shots on his tail. Six phaser-1s will put 21 points of damage into his rear every turn, but he can only clear six points. Three turns of that will penetrate and just one torpedo hit means he can no longer penetrate your shields.

8.) *Bolt your plasmas.* Plasma boats should use enveloping plasma torpedoes to keep the Andromedan out of range three, and use phasers to hammer on his rear panels every turn (see #7 above). Bolting tactics only work when all the bolts hit (20% chance). Keep one bolt ready at all times in case he tries to dump his panels, plasma-F torpedoes are good for this.

9.) *Reinforce your shields at the expense of speed or arming weapons.* Reinforcement is a one for one damage to power ratio while phasers are at least two for one as long as you stay within eight hexes range. Do not let the Andromedan get away, he will risk four to five internals at nine hexes range to completely dump his panels, so make sure you have standard disruptors ready while he is outside of eight hexes range.

10.) *Try to penetrate his forward panels.* Only the Federation has that kind of firepower.

THE DEPARTMENT of STRATEGIC STUDIES

Next Up: Advanced Operations

The Board of Directors has decided that the next product for the *Federation & Empire* game system will be Advanced Operations. This will appear sometime in the fall of 2000; there simply wasn't time to get it into the Spring schedule.

Advanced Operations is needed to "open the door" for later F&E products including AndroWar, ISC War, and Civil Wars. Without its key rules sections, we would not be able to present those products in their completed form. The EcoWar module may appear sometime between the three "war" modules, and we might or might not combine two of the "war" modules into one.

While details remain somewhat unclear, we already know that Advanced Operations *will* include:

X-Ships and Independent PF Flotillas (the core of AdvOps)
Raids (see Module P6) and Battle Groups
Admirals and at least some of the R5 and R6 ships
Bases without fighters, special base modules
A huge seven-sector scenario set in Y180 to showcase the rules on PFs and X-ships

Now, there are some considerations on what *else* might be included. If we don't have some stuff that could be used during any year, those concentrating on Y168-175 won't find much to do. So we will have some of that (in the raids and ships). Fast carrier resupply ships are a popular choice, as are police ships. One of the new rules presented in this issue (Off-Map raids) could prove to be a major element of the early General War years part of Advanced Operations.

There is also some need to pump more money into the game, and since the most popular answer (adding planets) is impossible, we may look into some rules that would have otherwise gone into EcoWar. One suggestion is to add the survey cruisers, another is to add the Corps of Engineers (with their free base upgrades), another is to just give everyone some extra money (like free fighters). Two rules presented in this issue (trading with the WYN cluster and Economic Convoys) are, basically, ways to provide free money while providing some tactical problems.

One Annex everyone wants is a specific date each ship type can be built and the ways you can build it.

BATTLE GROUPS

One useful rule that has been around in playtest for several years (although only the few hundred readers of *Star Fleet Times* have seen it) is the "Battle Group". There have been a few updates to this rule, and a new version is presented here for playtest.

Each race is provided with a counter (or a few of them) marked simply "BG" (for "Battle Group"). When you form a battle force, you can include one Battle Group marker. The BG marker can include six ships, but counts as only five command slots. Three of the ships must be war cruisers or variants of war cruisers. The other three have to be war destroyers, destroyers, or frigates, known to SFB players as "size-4 units". (Scouts, carriers, escorts, and maulers cannot be used in Battle Groups.) The BG marker is purely an administrative convenience; the ships are not formally "grouped" and could be used for various other missions within the rules. The main purpose of the BG system is to allow you to get more of those little low-compot ships into the battle force. Here's a twist: one standard CW becomes an 8-point CWL for the duration of the battle round (and is repaired as a 7-point CW after it's over; consider it a bonus).

Recent Rules & Rulings

Here are the latest rulings, rules clarifications, and additional rules from the F&E staff and judges.

(302.61) DAMAGE ALLOCATION: When the enemy has enough points left to cripple your smallest unit (or kill your smallest cripple) you have to give him *something* and you can give him *anything*, even crippling the B10 to satisfy a single damage point. (Anyone know two cases where this would actually make sense? We do.) This is the way the rulebook has always read, and despite some contrary rulings by various judges it still reads exactly that way. (No judge can overturn a printed rule unless there is a conflict with another printed rule. The fact that operating under the rule produces a really whacko result is not enough reason for the judge to change the rule.) There are, however, certain limits on the generation of "minus points", and the common tactic of crippling an entire carrier group to generate huge amounts of points has not been legal (despite a published Tactics Note advising this) since a ruling issued in 1992. (Unfortunately, this was never formally published anywhere, causing no end of confusion.) Here it is now:

No multi-ship group can be damaged or destroyed if this produces minus points. Instead, the group must take a CEDS step or (if using Carrier War) must be broken up and the individual ships given up one at a time. (The unbreakable and un-CEDSable groups such as the Tholian CPC and the Romulan FE can be given up as a single unit, even if this produces "minus points").

No uncrippled unit can be destroyed if merely crippling it would produce any "minus" points.

If a carrier or PFT is voluntarily crippled, then any fighters and/of PFs lost due to the reduced capacity do not generate minus points. The owning player could give these up first and could of course transfer them to another carrier/PFT with room for them.

Various proposals and rulings and theories that you cannot give up any unit unless the enemy has "half of the required points" are contradictory to the published rules and void.

(302.7) RETREAT: Retreating ships cannot base the supply status of possible retreat hexes on a supply source in the hex they are leaving. Available hexes for a retreat are judged at the time the retreat is conducted. Ships which withdrew before combat (302.1) are set aside and retreat with the survivors of the main force. The rule says the defender retreats first (if both retreat).

(313.33) BASE EW: The changes in Advanced Missions 1999 have no effect on Federation & Empire (at least until Y178).

(308.25) Plus and minus points during the Approach Battle to a multi-system hex are divided equally between the systems. Points from all systems are added to the pursuit battle.

(401.5) Allied ships still in supply cannot be adopted (original rule).

(410.34) Bases on partial grids must pay for repairs if they can from their own resources; any cost over that amount is taken from the general treasury (which pays double the cost of the repair, since it must bribe Orion pirates to smuggle in the money).

Rejected Requests for Rules Changes: The Kzintis want a tug without giving up a cruiser. The Hydrans want their carrier costs lowered. There have always been many requests to change the cost of production or conversion of specific units, and we continue to examine these on a case-by-case basis.

(697.0) The Second Federation-Klingon War

(Y156) *By Stan Taylor*

In Y156 the Klingon Empire attacked the Federation. Exactly why remains something of a mystery.

Perhaps the Klingons had reason to believe that Y156 might be a decisive moment to attack the Federation. The earlier brief First Federation-Klingon War (Y110-Y111) had ended inconclusively and left none of the underlying issues that caused it resolved. In its first war with the Federation the Empire had engaged an enemy that had been at peace for nearly 18 years. The Empire on the other hand had suffered a recent defeat against the Kzintis in a four-year war that ended in Y106.

By Y156 the Empire had seen 15 years of peace (at least from the Empire's standpoint), but the Federation had been involved in a clash with the Romulans (Y154-Y155). While the Romulan clash did not cause serious loss to the Federation's star fleet, it did lead to the redeployment of some forces from the *Third* (Klingon Border) and *Home* (Strategic Reserve) *Fleets* to the Romulan border, creating a "window of opportunity". Perhaps this was reinforced by the earlier failure of the Federation to react forcefully to a Kzinti raid in Y145, despite having defeated them in a six-year war less than three years earlier. Perhaps the Empire believed the Federation simply no longer had the will to fight?

Perhaps a local Klingon commander triggered the war with an unauthorized attack, forcing the Empire to back him up?

Perhaps the Empire initiated the campaign in a simple effort to strengthen its Eastern border and provide more strategic depth for the defense of the Empire's core worlds?

Only the Klingons, and perhaps the Organians who intervened to end the conflict for reasons of their own, really know.

(697.1) GENERAL SCENARIO RULES:

(697.11) NUMBER OF PLAYERS: 2; Federation Player and the Klingon Player.
(697.12) FIGHTERS: Neither side has fighters on any of their ships, bases, monitors, or PDUs.
(697.13) ECONOMICS: Neither side was prepared for war.

Both sides are considered to be at war for overbuilds, conversions and accumulating EP.

Income collection: each turn, the races receive:

Race:	Klingons	Federation
Economy:	71 EP	107 EP

Neither side may make use of survey ships (on OR off map), or deficit spending. Do not use Orion Pirates.
(697.14) TUGS: Battle pods cannot increase a tug's command rating. Tugs may perform only the following missions: A, D, F, J, K, M, and N. Lost pods can be replaced, new pods in excess of the starting numbers cannot be built.
(697.15) BASES: All BATS are battle stations with a combat factor of 12 and no fighters. Mobile bases are available, but in this time period they take two turns to set up and the scenario is not long enough to set one up.
(697.16) SUPPLY: Supply range is four hexes, not six. Each race may operate no more than one convoy and one tug serving as a supply point. Supply may not be drawn from captured planets.
(697.17) DRONE BOMBARDMENT: Only the Klingons may build drone ships or conduct drone bombardment. Drone bombardment may be used only in battles involving a Federation base, PDU, convoy, or FRD (due to slow drone speeds).
(697.18) MAP AREA USED: Both sides can only move in their own territories and the neutral zone between the Federation and Klingon Empire. They cannot enter neutral zone hexes between the Federation and Kzinti space, nor between either race and Tholian space. All other areas are off limits and unavailable for movement. In addition, neither side may enter the setup area of an enemy fleet that is not represented in the game: Federation units cannot enter the set up areas (703.0) of the Klingon *Northern Fleet*, *Northern Reserve Fleet*, *Southern Reserve Fleet*, or *Tholian Border Harrassment Squadron*. Klingon units cannot enter the set up areas (702.0) of the Federation *Fourth Fleet* or *Seventh Fleet*. Forces listed as available or which have been released may move anywhere in their race's territory or into areas of the opposing race not proscribed above.
(697.19) EARLY DNS: Early DNs were operating in this period. They are represented in the Game by C7 (Klingon) and BC (Federation) counters. They have a production cost of 10 points and a command rating of 10.

(697.2) TIME TABLES FOR THE SCENARIO

Klingons setup first and move first. The scenario begins with the Klingon portion of Turn #1 and ends after the Federation portion of Turn #2. The neutral planet in hex 1910 is defended by a defense regiment.

TURN #1, SPRING Y156
HISTORICAL: Klingons invade Federation space.
KLINGON UNITS AVAILABLE: *Eastern Fleet*, all new production. *Home Fleet* is released if Federation units enter Klingon territory. (It is not released when Fed forces enter the Neutral Zone.) Klingon forces may enter Federation territory and attack Federation units. A portion of the *Home Fleet* may be placed in reserve.

FEDERATION FORCES AVAILABLE: *3rd Fleet*, all new production. *Home Fleet* is released if Klingon units enter Federation territory. (It is not released when Klingon forces enter the Neutral Zone.) Upon setup, a portion of the *3rd Fleet* may be placed in reserve. During the Klingon turn, Federation forces may react normally, including into the neutral zone but may not react in Klingon territory. During the Federation turn, Federation forces may enter Klingon territory and attack Klingon units.

TURN #2, FALL Y156
HISTORICAL: The Organians intervened and ended the war.
KLINGON: Same as Turn #1.
FEDERATION: Forces available: same as Turn #1. Federation forces may move into Klingon territory at any time.

(697.3) FLEET DEPLOYMENTS

AVAILABLE FORCES:
KLINGON: East Fleet: 1xD7C, 3xD7, 3xD6, 1xD6G, 2xF5Q, 6xE4, 1xF5S, 1xTGA, 1xD6D. Deploy within two hexes of the Federation Neutral zone (not 1707-1708).

Home Fleet: 2xC7 (EDN), 1xD7C, 2xD7, 1xD6, 1xF5Q, 6xE4, 2xF5S, 1xTGB, 1xD6D, 1xRESV. Deploy within two hexes of 1411.

Other: 1 set of battle pods, 2xTpod, 2 repair ships, 1xMonitor.

FEDERATION: 3rd Fleet: 1xCC, 1xCA, 3xCL, 1xCMC, 3xDD, 6xFF, 1xSC, 1xTG, 1xFRD, 1xRESV. Deploy within four hexes of Klingon neutral zone, but not in *Seventh* or *Fourth Fleet* areas.

Home Fleet: 2x BC (EDN), 1xCC, 2xCA, 3xCL, 1xCMC, 2xDD, 3xFF, 1xSC, 2xTG, 1xFRD, 1xFTL, 1xFTS. Deploy in 2908.

Other: 2 heavy battle pods, 1 light battle pod, 1xTpod, 2 repair ships, 2xMonitor.

Continued on page 78 ...

TOTAL WAR PREVIEW: WYNs, TRADE,

The following new rules are under consideration for use in Advanced Operations. Two provide money; on is for combat. All provide new tactical dimensions to the overall game system.

(4C.0) COMMERCIAL CONVOYS

The various races in F&E trade with their allies in both peacetime and wartime. Trade (in effect) increases the wealth of both races involved, since each is able to obtain things from the other at costs lower than it can produce them itself. (If the Federation sends the Gorns a squadron's worth of warp booster packs which it can build for 60 million credits but which the Gorns cannot build for themselves for less than 80 million credits, and the Gorns in return send the Federation a set of plasma torpedo launchers which cost them 60 million credits but which the Federation cannot build for less than 80 million credits, then both nations are about 18 million credits ahead after paying the shipping costs). This trade is reflected in F&E by Commercial Convoys (Com-Convoys). In peacetime, the value of these convoys is absorbed by the civilian economy, but in wartime it goes directly into the racial treasury.

(4C.11) The Alliance has two Com-Convoys , one of which travels between the Federation and the Kzintis, the other of which travels between the Federation and the Gorns.
(4C.12) The Coalition has two Com-Convoys, one of which travels between the Klingons and the Romulans, the other of which travels between the Klingons and the Lyrans.
(4C.13) Races (or alliances) cannot build additional Com-Convoys beyond those allocated by this rule, but can replace destroyed Com-Convoys (at no cost).
(4C.14) OPTIONAL: The Alliance has a third Com-Convoy that travels between the Gorns and Kzintis, and the Coalition has a third one that travels between the Lyrans and the Romulans.
(4C.15) FREE CAMPAIGN: In the case of a free campaign, allow any two allied races to operate a single Com-Convoy between them, up to a maximum of two Com-Convoys per alliance (three if both alliances agree).

(4C.21) Each Com-Convoy is a counter which moves on the map at the speed of a convoy (3 hexes per operational movement phase). Com-Convoys cannot use Strategic Movement.
(4C.22) Movement between adjacent off-map areas takes an entire turn (Gorn to Fed, then Fed to Kzinti = 2 turns). This is regarded as Operational Movement and does not count against the Strategic Movement capacity of any race.
(4C.23) Com-Convoys have no attack factor and have a defense factor of 10. They can be attacked and crippled or destroyed. If crippled, the convoy does not move on the owner's next turn; it remains in place and is uncrippled for no cost. If destroyed, it is returned to the map at the original starting location (e.g., any Fed supply node) at the start of the owner's next turn.

(4C.3) Com-Convoys do not cost anything to build, or to replace if destroyed by enemy forces. Com-Convoys cannot carry anything (other than the trade goods which do not really appear in the game system). You do not have to load them with EPs before they begin their travels. Com-Convoys cannot provide supplies to fleet forces as regular convoys could.

(4C.4) Each Com-Convoy can operate if either trading partner is at war, but only a partner at war gets the EPs. Com-Convoys are not affected by the Economic Exhaustion of either trading partner.
(4C.41) The Coalition will place their first Com-Convoy on the map at any Klingon supply node on Turn #1 and it may then begin movement to the Lyrans. When the Romulans or Klingons enter the war, a Com-Convoy is placed on any Romulan supply node and begins movement toward a Klingon supply node. (The optional third Com-Convoy would be placed on a Lyran supply node on Turn #1 and begin movement toward the Romulans.)
(4C.42) The Alliance will place the Fed-Kzinti Com-Convoy on any Fed main-grid supply node on the turn that eithers enters the war (even limited war); it will begin movement to the Kzintis. On the turn when the Feds or Gorns enter the war, the Alliance places its second Com-Convoy on any Gorn supply node from which it begins its movement toward the Feds. The optional third Alliance Com-Convoy would be placed on any Kzinti supply node and begin its movement toward the Gorns when either enters the war.

(4C.51) A Com-Convoy only moves by Operational Movement. Its goal is to reach a supply node of the other race (from the one it just left) of the two races it travels between. It can only be place on or move between supply nodes of the *main supply grids.* Upon arrival at a supply nodeof the second race, the Com-Convoy must stop; the "receiving" race immediately receives 10 EPs to represent the trade. On the next turn, the Com-Convoy reverses its direction and heads back toward the other race. Com-Convoys can enter Neutral Zone hexes but cannot enter the territory of a neutral race, or a hex containing enemy warships.
(4C.52) A Commercial Convoy can only deliver EPs to a supply node that is on the map, unless the receiving race has no supply nodes on the map in which case it can receive the EPs at an off-map node. (For purposes of Commercial Convoys, only planets and bases count as Supply Nodes; tugs and convoys do not.)
(4C.53) A given Com-Convoy is linked to the two designated races and cannot deliver EPs to any other race. If it sets out from one race, e.g., the Gorns, fails to reach the second, e.g, the Federation, and later returns to a Gorn supply node, there is no EP gain for either. It must move at least 3 hexes between "deliveries".

(4W.0) WYN STAR CLUSTER (Basic)

These basic rules define trade with the WYN Star Cluster, but do not provide it with military forces (i.e., counters), nor do they allow the Cluster to produce ships or be invaded. These matters will be covered in Advanced Rules in Civil Wars.

Under these Basic WYN Cluster Rules, there are only two ways that ships can enter the WYN Cluster:

1. A unit carrying EPs can enter the Cluster for trade.
2. A unit not carrying EPs (even if it can, unless it is there to pick up EPs) is interned, and is then confiscated by the WYN government and added to their naval forces. In this case, however, the losing race might be credited with a purchase by the WYNs.

In either case, ships can only enter the WYN Cluster by Operational or Retreat movement and can only leave by Operational Movement; they cannot enter or leave by Strategic, Reserve, or Reaction Movement. Ships carrying EPs cannot use Retrograde.

(4W.1) TRADE WITH THE WYN CLUSTER

(4W.11) TRADE RIGHTS: The Lyrans, Klingons, and Kzintis have a "trade right" with the WYN Star Cluster. (The Cluster is incredibly rich, but has no shipyard of its own. It produces sub-assemblies which all three neighboring races buy.)

The Kzintis have the right to send 6 EPs to the WYN Star Cluster each turn; the Lyrans and Klingons each have the right to send 4 EPs into the WYN Star Cluster. If a given race does not use its trade rights on a given turn, they accumulate for use in later turns. For example, if the Kzintis were cut off from and unable to trade with the Cluster from Turns #3 through #10, they would have eight turns of trade rights (i.e., the right to send 48EPs) into the Cluster on Turn #10 (assuming they had used the Turn #1 and Turn #2 rights). Races cannot buy, sell, trade, or exchange WYN trade rights.

AND OFF-MAP RAIDS

(4W.12) OTHER RACES have no accumlating trade rights but could send 4 EPs into the WYN Cluster on any turn when they can send a ship able to carry EPs into it. Note, however, that the journey would be long and dangerous, and that since Operational Movement must be used to enter and leave the Cluster, even a ship using Strategic Movement would take three turns to make it.
(4W.13) HOW TRADE IS CONDUCTED: A race wishing to trade with the WYN cluster sends EPs into the Cluster hex by Operational Movement. They must be carried by a tug, convoy, or other unit able to carry EPs. (Commercial Convoys cannot be used.) Once the unit delivers the EPs, it may continue movement out of the WYN Cluster or remain there (not interned) until the owning player's Operational Movement phase of any subsequent turn.
(4W.131) For every EP delivered to the WYN Cluster, the delivering player is credited at a "bank account" inside the WYN cluster with an amount equal to 150% of the EPs delivered. Should a tug deliver six EPs, for example, the owning race would be credited with 9 EPs. Note that the race's account is not credited until the end of the entire turn on which the EPs sent to the WYNs arrive, so they cannot be withdrawn until the next turn (or later). Economic Points on deposit in the WYN Cluster Bank draw no interest and pay no bank charges.
(4W.132) EPs deposited in the Race's account in the WYN Cluster Bank cannot be transferred to any other race. They can be withdrawn by a tug or convoy or other unit able to carry EPs leaving the Cluster by Operational Movement, or they can be spent by the owning player to repair a crippled ship inside the Cluster. (Note that only ships able to carry EPs could be inside the Cluster without being confiscated.) The WYN Cluster is presumed to have a repair facility able to conduct an unlimited number of repairs of this type each turn. (Convoys can carry 20 EPs.)

(4W.2) SELLING WARSHIPS TO THE WYN CLUSTER

Each turn, the Klingons, Lyrans, and Kzintis may each sell one warship to the WYN Star Cluster. No other race may sell ships to the WYNs. (Orions will have a special rule later.)
(4W.21) To sell a warship to the WYNs, it must enter the Cluster by operational movement. (Ships entering by Retreat/Retrograde Movement are confiscated without compensation.)
(4W.22) No ship larger then 5 combat points (including fighters and/or PFs) can be sold to the WYNs. Any larger ship would be confiscated without compensation. [It should be noted that, under the Advanced Rules, there could theoretically be a time that outright giving the WYNs a dozen cruisers might actually make sense.]
(4W.23) Upon delivery of the ship, the WYNs will pay to the race selling the ship an amount of EPs equal to double the original construction cost of the ship if it is uncrippled and to the original construction cost if it is crippled. The "original construction cost" is defined as the lowest cost for which a unit of that type could be built by any of the various methods, not necessarily the cost of that specific ship. (I.e., you cannot overbuild a 5-point frigate just to get more from the WYNs when it is delivered. To the WYNs, it is a new ship and they do not care how it came to be built.)

(3R.0) RAIDS INTO OFF-MAP AREAS

Within the limits of the following rules, it is possible to send ships into enemy off-map areas to attack various targets there. These rules form an exception to many other rules, not least (207.21) prohibiting ships from entering an enemy off-map area.

(3R.1) STEP 1: ASSEMBLING A RAIDING FORCE

The attacking player must designate a single stack of ships (all within the same hex) as the Raiding Force. (This could be done at a point within Operational Movement when the force has been assembled, but using up movement points before launching the raid reduces the chances of its success.) The Raiding Force can include any number of ships, but cannot include "slow" units (e.g., monitors, SAFs, convoys, etc.). Each raid costs 3EP.
(3R.11) No more than one Raiding Force per "alliance" can be sent into any given off-map area. (Note that two forces could conduct such raids only in a non-historical free campaign.)
(3R.12) The Raiding Force is limited in size. It can include the flagship, whatever the flagship can control, plus a free scout, three drone bombardment ships, and (if used) a command point ship. It can also include three more ships above the command limits.

(3R.2) STEP 2: DECLARING AN OBJECTIVE

The attacking player then declares the objective of the raid. This must be one of the following:

1. Any enemy ship in the off-map area, including FRDs, convoys, bases, etc; SRs cannot be picked. [Note, if you are just trying to destroy a bunch of ships, pick any ship as the objective.]
2. Any enemy planet or base in the off-map area including the enemy "off-map capital". See special rule on this below.
3. The accumulated total of enemy "survey points".

(3R.3) STEP 3: LAUNCH THE RAID

The Raiding Force moves off of the map into the enemy off-map area by Operational Movement. Note how many movement points the Raiding Force has left after entering the off-map area; this will be the lowest number for any of the units in the Raiding Force. (The Raiding Force must also be in supply, so if the nearest supply node is farther from the map edge than the point the Raiding Foce began moving from, the Raiding Force must count its expending movement points from that Node.)

On-Map forces of the Defending player may react into the Off-Map area if they are adjacent to it, or can reach it by Reserve Movement. Such forces are then added to the Off-Map force pool, one-third of which (3R.5) could immediately oppose the raid.

Enemy units in the Off-Map area do not block retreats there. Units can retrograde out of the Off-Map area.

(3R.4) STEP 4: DETERMINE IF OBJECTIVE WAS REACHED

The Raiding player rolls one die. If the result is a 6 (or more) the objective was reached; if it was 1-5, the objective was not reached. This die-roll is subject to numerous modifiers:

Each remaining movement point in the Raiding Force	= +1
Objective is a planet or base	= –2
Objective is off-map capital planet	= –3
Objective is survey points total	= –4
Objective is an uncrippled warship	= –3
Objective is a convoy or FRD or crippled ship	= –1
Each previous raid on that specific target	= +1

If the objective was reached, it must be included in the defending battle force (subject to approach battles). If the objective was not reached, it cannot be included in the Defending Battle Force.

(3R.5) STEP 5: DEFENDER REACTION

The Defending player divides all of his warships (other than the objective or SRs) into three equal groups. This division must be made by class (e.g., three DWs, one goes to each force). Remaining ships are then divided by combat power (e.g., largest ship to Group 1, second largest to Group 2, third largest to Group 3, then start over). Carrier Groups are temporarily broken down into their constituent ships, but as each class is divided between the groups, the owning/defending player must make every effort to send all ships of the original carrier group to the same group. The Defending player then rolls a die to determine which of the three groups are included in the initial forces pool. A die roll of 1-2 indicates the first force, 3-4 the second, and 5-6 the third. The Defending player then designates one of the other groups as "the near group" and the other as "the far group" (including all SRs).

(3R.6) STEP 6: RESOLVE COMBAT

The two players then deploy their force pools. For the Raiding/Attacking player, this is the Raiding Force. For the Defending/Off-Map player, this is the group (1/3 of his total forces) which was selected by die roll. Each player then forms a battle force from his available force pool and they fight one combat round. This could be an approach battle if the target is a base, planet, FRD, or convoy. The Raiding Force must include at least half of its ships; the Defender need not include any ships in his Battle Force.

After each combat round, the Attacking/Raiding player has the option to retreat. If he does not take it, another combat round is fought. For this round, however, the Defending player may add to his force pool three ships from "the near group". These must be the smallest ship in that group (defined by attack factor), the largest ship in that group (defined by defense factor), and one other ship of his choice. (A three-ship carrier group could be selected and would automatically meet the requirements. One X-ship or Fast Cruiser/Light DN could also be moved.) This continues until the Near Group is out of ships or the Attacker retreats. If the Near Group is exhausted and the Attacker stubbornly refuses to retreat, the procedure continues but the Defender may call in only one ship from the Far Group each round until it is exhausted; after which play continues as before with no further defending reinforcements. (None of these ships has to be in the Battle Force.)

Should the Attacker ever decide to retreat, there will be a pursuit battle. Should the Attacker destroy the objective and all enemy units committed to the Battle Force, he must retreat and there is no pursuit battle. The retreat is to a map edge hex adjacent to the Off-Map area (forming an exception to the usual retreat rules requiring retreat to a supply point).

(3R.7) SPECIAL RULE: ATTACKING PLANETS AND BASES

The Defending/Off-Map player must number (and/or name) all of his off-map planets, and number all of his bases. One starbase must be co-located with one of the major planets; this forms the Off-Map Regional Capital (which could be the national capital if the on-map capital was captured or abandoned). The other bases and planets are not co-located. If new bases are built, they can be co-located with any planet that does not have a co-located base but do not have to be. (The Federation Off-Map Regional Capital has no planet and does not need one.)

All major off-map planets are presumed to have four defense battalions (a brigade); all minor off-map planets are presumed to have two battalions (a regiment). The Off-Map Regional Capital does not get extra battalions. The owning player of the off-map area could build extra defense battalions under the usual rules.

If the Off-Map Regional Capital is devastated and then becomes the National Capital, the time-delay to build a new shipyard there does not start until it recovers from devastation. If the Off-Map Regional Capital is devastated, the shipyard there (or any turns accumulated toward building it) are destroyed, and the time to build a new shipyard does not begin until the planet recovers from devastation. Another planet in the off-map area cannot be designated as the new capital (the Feds could pick any SB).

(3R.8) SPECIAL RULE: ATTACKING SURVEY POINTS

If the objective of the raid was the accumulated total of Survey Points AND if the objective was reached, then the attacking player may, during any combat round, use some of the damage points he scored to attack the Survey Point total. Every five points of damage so designated destroys one Survey Point. This is directed-damage but the 5-to-1 rate already accounts for the usual loss of direct damage efficiency, so the points are not halved and then divided by five. Maulers have no effect on attacks on survey point totals. If there are no defending Battle Force ships, the Attacking/Raiding player picks both Battle Intensity Ratings.

Example: The Raiding player scores 23 damage points. He directs 10 of these to destroy 2 survey points and allows the Defender to resolve the other 13 against ships.

The Second Federation-Klingon War, continued...

(697.4) PRODUCTION SCHEDULES

(697.41) KLINGONS: Turn #1: 1xD7, 1xF5, 1xE4
Turn #2: 1xC7, 1xD7, 1xD6, 1xF5Q, 3xE4
May replace D7 with TGA or TGB once.
Prime Teams may be purchased normally.

(697.42) FEDERATION: Turn #1: 1xCA, 3xDD, 3xFF
Turn #2; 1xBC, 1xCA, 3xDD, 3xFF
Prime Teams may be purchased normally.

(697.43) ACTIVATIONS: Neither side may activate mothball ships.

(697.44) COMMAND POINTS: Neither side receives free command points; these may be purchased normally.

(697.45) CONVERSIONS: Each side may convert captured ships. In addition, allowed conversions are:

GENERAL

Captured Ship (305.23) ... 3 EPs

FEDERATION

DD to SC ..... 5 EPs
CA to CC ..... 2 EPs
CA to Tug ..... 4 EPs
CL to CMC ..... 2 EPs
FF to CFF ..... 2 EPs

KLINGONS

D7 to D7C ..... 2 EPs
D6 or D7 to D6D ..... 3 EPs
D6 or D7 to D6G ..... 3 EPs
D6 or D7 to D6S ..... 4 EPs
TGB to TGA ..... 5 EPs
F5 to F5G ..... 2 EPs
F5 to F5L ..... 2 EPs
F5 to F5S ..... 2 EPs

(697.5) VICTORY CONDITIONS

Each side receives victory points as follows:

Per enemy BATS destroyed 2
Per enemy SB destroyed 8
Per 10 ComPot of enemy ships destroyed 1
Per enemy minor planet devastated 1
Per enemy major planet devastated 2
Per enemy minor planet captured 2
Per enemy major planet captured 4
Per enemy province captured 2
Control of neutral planet in hex 2910 4

Klingons receive a three-point bonus if all of the BATS in hexes 2008, 2010, and 2012 are destroyed. The Federation receives a one-point bonus for each BATS in 2008, 2010, and 2012 that still exist at the end of the game. Subtract the Federation total from the Klingon total and consult the following:

TOTAL	RESULT
8+	Decisive Klingon victory
5 to 7	Major Klingon victory
1 to 4	Marginal Klingon victory
0 to -3	Marginal Federation victory
-4 to -6	Major Federation victory
-7 or less	Decisive Federation victory

THE WAR PLANS FILE

LYRAN SOUTH PAW ATTACK

— Cadet Mark Kuyper, USS California

The Lyran South Paw strategy is designed to force the Kzintis into one of several reactions. It is accomplished as follows:

First, the Lyrans deploy most of the *Red Claw Fleet* at 0504 and 0705. The Tug and Mobile base are located at 0705. The *Home Fleet* is at 0608 (minus ships waiting to be converted at 0408), with the fleet's heavies at 0707.

Second, the Lyrans use their *Home Fleet* to attack the Kzinti BATS at 0703 and 0803. This is followed by using the fleets at 0504, 0705, and 0707 to pin the *Count's Fleet* (located on the border and the SB at 0902), and the *Duke's Fleet*. If the *Duke's Fleet* cannot be pinned on Turn #1, the Lyrans use the fleets at 0705 and 0504 to attack the planet at 1105 and the BATS (optional) at 1004. This is done to draw the *Duke's Fleet* into battle. This lets the tug at 0705 move its MB to 0903.

Third, the Lyrans fight the battle for the planet, then the battle for the SB. This fleet retreats to 0903 to guard the MB being set up. Then the battles at 0703 and 0803 are finished. The fleets at 0703 and 0803 are LEFT in Kzinti space, as is the fleet at 0903. The fleet used to attack 1105 can either stay at 1104 (or 1105 if they take it), or retreat back to 0705 and 0504 for repairs. The objective of this fight is to keep as many Lyran ships intact as possible. Do not take casualties unless you have to.

Fourth, the Lyrans move their new construction and converted ships to either 0504 or 0705. Hex 0504 works better as it can cover the entire border. This is used to form reserve fleets.

At this point the Kzintis can do one of the following:

1.) Reinforce with either the Home Fleet and/or Duke's Fleet. This leaves the capital open to a raid.

2) Hold with just the *Count's Fleet*. If the *Duke's Fleet* withdraws, they give up their southern territory to resist the Turn #2 capital raid by the Klingons. If they do not withdraw the *Duke's Fleet*, the Lyrans and Klingons pin the *Count's* and *Duke's Fleets* with elements further back and then raid or take the Kzinti Capital.

3) Retreat the *Count's Fleet*. Lyrans kill the SB on Turn #2. If they also withdraw the *Duke's Fleet* the Klingons destroy the SB at 1304.

4) Attack. This is the one the Lyrans are hoping for. ANY ships the Kzintis use to attack cannot get back to the Capital to defend it. If the Kzintis attack the MB at 0903, the Lyrans react and reserve move everything in to help out. The Lyrans also burn two command points to draw out the battle as long as they can. They will try to force a three-round approach battle, and will choose a BIR of four. They want to do as much damage to the Kzintis as possible. This will also allow around 40 to 60 Lyran ships to attack the Kzinti capital on Turn #2 without the Kzinti's *Count's Fleet* being present. By reacting everything in to defend the MB, the Lyrans will have more ships present than the entire Kzinti *Home Fleet*, *Count's Fleet*, *Duke's Fleet*, and new construction. This is something most Kzintis do not want to see.

Make sure you include an extra tug at 0903, but do not use it in the battle. Should the tug setting up the MB be destroyed, this back-up tug can be used as a supply point on Turn #2. If an FRD was included at 0707 to start with, it can be brought to 0705 on Turn #1, then to 0903 on Turn #2. This would be accomplished on Turn #1 by two of the warships included at 0707 to start. On Turn #2 it would be towed by two of the CWs built on Turn #1 and moved to 0705 by their free strategic movement on Turn #1. This way, should things go badly, the Lyrans can retrograde to 0903 at the end of Turn #2.

Depending on what the Kzintis do on Turn #2, the Lyrans either assist in a capital raid, destroy the Starbase at 0902, take all planets west of 12xx inclusive, or all three. If the Kzintis try and hold their Starbases, the Klingons and Lyrans can pin them and devastate or capture their capital.

Why this works: Turn #1 is a position game for the Lyrans. They need to threaten the Kzinti homeworld. By doing so, they limit what the Kzintis can do. The Kzintis cannot afford to keep their fleet farther from home than the Lyran fleet is. They can either threaten the Lyrans or defend their capital against them. They cannot get aggressive without risking the loss of their home world.

The Lyrans are either setting up a homeworld assault (that leaves their fleet out of supply, but covered by the Klingons on Turn #3), or forcing the Kzintis to give up most of their territory (and initiative on Turn #2) at little cost to the themselves.

Under all conditions, the Coalition needs to attack the Kzinti Capital on Turn #2. The objective is to destroy the 12 PDUs on the Kzinti Capital AND destroy the MBs being set up. Once these are removed, the Turn #3 Capital assault will either take the Capital or weaken it to the point where the Turn #4 assault will succeed. As the Kzintis will not be able to put up new bases or more than four PDUs on the Capital between turns, the Coalition will be destroying the Kzinti Navy on the third and fourth turns.

Rated as the Best Tactical Note in this issue.

THE FEDERATION WALL

— Cadet Peter S. DiMitri, USS New York

When the Klingons attack the Federation on Turn #7, the *Home Fleet* is activated. Build a Tug (substituted for a heavy cruiser) and a Mobile Base.

During strategic movement, move all four Tugs and Mobile Bases (you had three of each already in the *Home Fleet*) and start setting them up on the Starbase at 3611.

On Turn #8, build another Tug and another Mobile Base and do the same thing.

By the time the Romulans attack on Turn #10, you will have five Mobile Bases with your Starbase, giving you an additional ComPot of 40 (for a total of 88 additional ComPot) + 5 electronic warfare factors. Sure, the Romulans can get the Mobile Bases, but they can only kill them one at a time, and they will be facing tremendous damage *and* an electronic warfare shift.

Let them come.

IGNORE THE THOLIANS

— LT Commander Theodore Fay III, USS Colorado

If playing the Coalition, ignore the Tholians. It is true that they count toward Alliance victory conditions if not attacked, but it still is not worth it.

To really assault the Tholians requires at least thirty ships, more or less permanently stationed on their border. Capturing the homeworld would require at least twice that, if not more.

What do you get? Two starbases and five battle stations (eleven battle station equivalents total, not counting the homeworld).

What do you lose? The use of thirty or more ships not available for assaulting the Federation, plus the cost to repair cripples and replace losses.

You are better off concentrating on the Federation where those thirty ships can be used to kill more Federation bases and possibly assault their homeworld. Remember, if you defeat the Federation you have most likely won the Grand Campaign.

DIVISION OF LABOR

— Ensign Mark Kuyper, USS California

Before the war even starts, the Coalition should plan out which race will provide which kinds of support units for the opening battles. If the Lyrans use their major conversions to produce dreadnoughts or battlecruisers, and use their star bases to turn out war cruiser scouts, the Klingons can concentrate on carriers, maulers, and drone ships.

TACTICAL NOTES for Federation & Empire

DISCOURAGING PURSUIT

— LT Commander Theodore Fay III, USS Colorado

Tired of losing many good ships on those retreat battles from capital assaults? Include two stasis cruisers in your battle force when you enter the battle, but do not use them during the battle proper. Instead, they serve as a heavy deterrent against pursuit when you leave. If your opponent chooses six ships to pursue you, then you can include the two stasis cruisers as part of the three uncrippled ships you are allowed in your battle force. During the pursuit battle, attempt to stasis four ships (you do not want to halve your defense factor and you do not want the penalty to the die roll). By doing so you will dramatically reduce the Compot of the pursuing force and hence the amount of damage your fleet will take. In addition, you can take out a couple of his ships, even with cripples in your battle line, because of the bonus to directed damage.

SPECIALTY SUPPORT SQUADRONS

— Cadet Dave Sagor, USS Arkansas

Specialty Support Squadrons are mixes of ships designed to bolster the operations of your ally far more than the number of hulls would suggest. For example:

An EW drone squadron of three drone bombardment ships and a large scout would enhance the capabilities of Lyran, Tholian, Hydran, Gorn, or Romulan fleets. All of these races lack drone bombardment and have either no or very limited numbers of heavy scouts. A CVA Group supported by a re-supply tug (or two) with CVA/VP pods would give the Tholians, Gorns, or Lyrans a major offensive punch as these races have no or very limited numbers of real CVAs. Specialty Support Squadrons are far more valuable than sending a balanced fleet, and the nature of Specialty ships should keep their loss rates at a very low level.

AN EMBARRASSMENT OF RICHES

— LT Commander Andrew Dederer, USS Ohio

When contemplating the "core" of a fleet many players always allocate only one ship of a rare type, holding the rest "in reserve". This is often a waste. Since you can only protect one ship in the fleet (usually the flagship) that is the only ship that should be "unique". You may as well put in three of four. Your opponent can only kill one per round, and you can gain all the benefits of the extra units. For instance the Lyrans could deploy three Dreadnoughts (quite common in bigger fleets) in the line, while placing a spare scout (or a loaned D6D) in the formation box. Or, as the Klingons, deploy three D7Cs in a fleet, or D6Ds.

Note all the tactics assume that you have enough "attrition" units to deal with non-directed damage. Be careful when doing this at capital assaults.

OFF MAP MOBILE RESERVES

— Cadet Daniel N. Smith, USS Idaho

The Kzintis should exploit (207.24) and take advantage of the size of their off-map space by placing reserve fleets there. Doing this allows them to cover all of their territory with reserve forces that cannot be pinned. On Turn #2 the *Baron's Fleet* should remain off-map and be declared as reserve fleets together with any available new production. This allows the Kzintis to have more of a say in what stands or falls on Turn #2. The other small races should also exploit (207.24) and place reserve fleets off map if their enemy is operating within their space.

Unless the enemy is willing to tie up a large portion of his fleet in blocking the off map area, this reserve fleet will be unstoppable. Using this, the Lyrans can cover all but a few hexes of their space, the Hydrans can cover their home planet, and the Gorns can cover down to their starbases.

GUNG HO!!!

— Lieutenant JG Joe Stevenson, USS New Jersey

Marine units are difficult to employ effectively, but when used properly, can have a big impact on capital assaults.

The chief difficulty stems from the fact that the marine units cannot be used to devastate the target planet, so they would seem to be largely useless when attacking minor planets. Typically, the attacker will easily generate the 20 points necessary to destroy all the defenses, leaving the GCE with nothing to do.

However, a perusal of the rules will point to a better strategy. The modifiers listed in (521.35) show that if a PDU on a planet has been destroyed on the current player turn (not just the current round), a +1 modifier applies. If the PDU is the last one on the planet, another +1 modifier applies. If a two-G factor ship is used, it can support its own attack. While the maximum modifier is +2 (521.35), this supporting attack can overcome any negative modifiers (defending GCE, battle intensity modifier). With a +2 modifier, the chance of success rises to 72.2% (a "6" or better now destroys the PDU). At these odds, it is worth the risk to leave one PDU on the planet.

By using this tactic, the enemy will generate many fewer "minus" points, making it easier to devastate the following turn (and makes use of your marine ships). Alternatively, the attacker can use a much smaller attacking force. While this discussion has focused on using marines against a minor planet, the same strategy applies to mopping up a major planet as well.

DO NOT KILL THEM ALL AT ONCE

— Cadet Andy Richardson, HMS England

If you move second in the F&E tournament scenario be careful not to kill all the BATS within six hexes of your capital during the first two turns.

The Federation has seven of these targets, the Klingons only three! Leave at least one enemy BATS in range of your capital until Turn #3 to give your new production something to attack.

If those targets have already been destroyed you could end up never using your Turn #3 production since there is no need to establish a reserve fleet at the end of your Turn #3.

HYDRAN ESCORT TIP

— Lieutenant JG Joe Abrisz, USS Iowa

When operating the AH in the carrier escort role, be ready to voluntarily cripple them should your enemy not direct against them via CEDS. Crippling the AH resolves four damage points, which extends the life span of four precious fighter factors for one more round per AH. The crippled AH(s) (2-2) still fills the escort position(s), and your net fleet COMPOT drops by only one point. There really is no need to ever repair this ship, and it may sway your enemy into CEDS attacks not previously planned, in which case you are controlling the initiative.

REUSING OBSOLETE ESCORTS

— Cadet Eric R. Stork, USS New York

As the General War goes on and races gain better light (and for some, heavy) escorts, they would use them to replace the older escorts of the same class, such as Klingon F5Es replacing E4As and Federation DWEs instead of FFEs. The replaced escorts would then be held to fill in for crippled/destroyed ones during a battle or converted to something else. But using rule (521.37) for escorting Ground Combat (GC) ships, there is now another use for these old ships. Escorting the GC ship means they lose all offensive combat potential, which is not much of a loss on these light escorts. The bonus to this is that under the same rule the GC "group" is treated, in some ways, similar to a carrier group, making GC ships tougher to cripple/kill.

STASIS MY STASIS

— Cadet Mike Benson, USS Texas

If you are playing with the battleship rules I suggest that you start saving stasis field generators about two years before the B10 is completed (or as soon as you start building one if you are using the four turn build option). This will allow you to put two generators on the ship allowing it to grab up to six ships. When your second B10 comes out in another four turns, do the same thing to it, although I would make this one a B10V since it is now probably year 175.

Pair these two ships in the same fleet along with about six to eight D6Ds, a TGA with drone pods, and a couple of D6Ss. This fleet is now virtually unstoppable in open space. In open space put both B10s on the line with about 10 to 12 scout points. You should be able to get a two-shift against your opponent. Then use all twelve stasis attacks and grab every defending ship with a very high probability of success. Your opponent will not be able to do the ten points of damage to cripple either stasis ship, much less kill them. You will not be able to kill all of his ships in stasis, but who cares since he is doing no damage to you while you can probably kill three to five good ships a turn.

Do not use this tactic against a starbase or a fleet with a high fighter complement (Hydrans) or one with three full PF flotillas. They might retain enough density to cripple your B10, sending it back to a starbase for repairs. Use discretion when attacking other static defenses such as BATS and PDUs. Your opponent will get lucky sooner or later and your B10 admiral will be very unhappy.

REAR GUARD

— Cadet James Ladd, USS Colorado

Prevent a pursuit battle after a major assault by including a unit which cannot retreat in the battle hex. The best choice is a FTS. Every race starts with a at least two. They only cost three Economic Points to build. The extra Ground Combat Elements can be transferred to Commando ships on the battle line which have lost their own GCEs. A typical Coalition Assault on an Alliance Capital Hex normally includes a costly (for the Coalition) pursuit battle afterwards where usually at least two crippled Coalition ships are destroyed. Three points for an unretreatable FTS is a good trade for the ships normally lost in such a pursuit battle.

ESCORTED COMMAND SHIPS

— Lieutenant JG Mark Kuyper, USS California

When forming frigates into 'Pin' squadrons, you should include at least one light carrier. This lets you use the ship (command cruiser or less) commanding the pin squadron as an escort. This prevents your opponent from directing on it in the first round.

KILL THE KZINTI EFFs

— Cadet Roger D. Morgan Jr, USS Florida

One of the biggest advantages the Kzintis have (few though they are) is definitely their carrier groups. It is frustrating to trade your ships for his fighters turn after turn, raid after raid. Targeting the escorts exclusively will help take care of that problem.

The Kzinti EFF takes 14 points to destroy using directed damage (13 if part of a CVE group). If you are engaging Kzinti forces in a hex without a specific target or are just pinning, stick around for one round, take some cripples, but target the EFFs. Even medium-sized fleets can generate enough to get them. He only starts the game with 14 of them. If you are killing 3-6 of these a turn, his production will fall behind. He will have to use his construction and conversion to replace them or pull other ships off the line to replace them, meaning fewer ships facing you in future battles. More importantly, he will eventually have unescorted carriers running around.

This means they will not be on the battle line as often and if they are, they will be more vulnerable, and both of these options are good for any Coalition commander.

BATTLETUGS AS COMMAND SHIPS

— Cadet Michael C. Mikulis, USS California

When the Coalition attacks the Kzinti and Hydran homeworlds, it is often better to use Lyran flagships. Lyran Dreadnoughts can be produced faster for less money than Klingon Dreadnoughts. This also means that each Klingon Dreadnought is invaluable while the Lyrans can afford to lose a few.

However, the Lyran Battletug is an even better flagship. Alliance homeworlds can have over 250 ComPot which means they can kill any ship you choose as flagship. Battletugs are just as effective as DNs and take only six less points of damage to destroy. Also, destroying a Lyran battletug will only eliminate a TGC plus a pod which can be easily replaced for four EPs.

MONSTER CARRIERS

— Cadet Jerry Marty, USS Massachutsetts

By making use of the rule in Carrier War that allows some ships, mostly non-standard carriers, to have a single heavy escort, you can create some pretty nasty 2-ship groups that are big enough to survive on the battle line:

Klingon: TGA/DP/VP+AD5, 16-17 (3) with 1 scout factor.
Kzinti: TGC/BP/VP+MEC, 16-17 (3).
Romulan: SUP+SPM, 17 (4).

HYDRAN OFFENSIVE AUX-CVs

— Cadet Richard.Eitzen, USS California

One good use for the Hydran Aux-CVs is to attack the Lyran border BATS. Assign Hunters or Aegis Hunters as Escorts. This frees up more ships to either attack the Lyran SB or the Klingons. There are not too many other places where you will get to attack the Coalition and also win the hex, and if you do not win the hex, the Aux-CVs will be destroyed, as they cannot retreat.

KZINTI COMMAND POINTS

— Cadet Richard Kempton, USS America

When playing the Kzintis, one of the most effective purchases that can be made is extra command points.

Unlike the Lyrans and Klingons, the Kzintis start with none. Also, the Kzintis only earn an extra one after the Coalition turn... that is after the capital assault. Thus, by the first capital assault on Turn #2, the Kzintis only have one Command Point available.

One Command Point (5 EPs) increases the ComPot by eight for the entire duration of the capital assault . . . say ten rounds against the PDUs. Thus for five EP, you gain eighty total ComPot. A fantastic return. This way, the defending Kzinti force is always maximised. And even the mighty Klingons wince when facing a 121-point fleet on top of all the other defenses.

GOING SECOND IN THE TOURNAMENT

— Ensign Andy Richardson, HMS England

The advantages are:

1.) You get to see his deployment before setting up an appropriate defense.

2.) You will have two very tough reserve fleets on Turn #1 as there was no previous turn so no forces needed to be kept back from an attack.

3.) You do not need to establish a reserve fleet at the end of Turn #3.

4.) You do not need to consider retrograding or setting up a defensive position at the end of Turn #3. If you want to hit all the targets at one end of the border with all you have, you do not have to worry about defending the other half.

The disadvantages are:

1.) You could run out of targets for the Turn #3 production if everything within six hexes of your capital has been destroyed before then.

2.) Your opponent will have one more turn's production than you on his turns.

ECONOMIC NOTES for Federation & Empire

KLINGON INITIAL PRODUCTION

— Ensign Michael C. Mikulis, USS California

The first two turns of Klingon production need to be planned before the board has even been set up. First of all, since the Klingons are not even going to fight until Turn #2, they can afford to plan both turns at once. With the increased types of units now available to the Klingons with Carrier War, Special Operations, and Marine Assault, the Klingons can no longer afford to produce every unit available. Also, the Klingons are going to spend more EPs on Turn #2 since they can only build dreadnoughts and SAFs in the Spring. This requires the Klingons to determine exactly how many EPs to leave in reserve after their first turn's production.

The optimum Klingon Turn #1 production involves building D7C, D6M, TGA, 9xD5, 4xF5, F5G, F5V, FTL, and an FRD, converting an F5 and 5xD6s into an F5V, D6M, D6S, D6G, and 2xD6Ds, and unmothballing 2xD6, 2xF5, and 3xE4. This costs a total of 139 EPs leaving the Klingons with an additional 3 EPs for the next turn's production.

Combined with the previous turn's three unspent EPs, the Klingons now have 145 EPs available for their Turn #2 production. This is best spent by building C8, D6M, TGA, LTT, 7xD5, 4xF5, F5G, F5V, FRD, and an SAF, converting an F5 and 5xD6s into an F5V, D6M, D6S, D6G, and 2xD6Ds, and unmothballing 2xD6, 2xF5, and 3xE4. This costs a total of 145 EPs, thus using up all of the Klingon's available EPs. Leaving no EPs in reserve for Turn #3 is acceptable because there will be less that the Klingons can spend EPs on and the Lyrans can start shipping money to the Klingons in time for the third turn of production.

FRDs were built each turn because they can repair damaged ships at half the price of repair ships. FRDs save the Klingon Empire EPs every round and make it possible for more ships to reenter the fray. It is normally more cost effective to repair damaged ships than build new ones. The Klingons need to make sure they build any FRDs, FTLs, or other slow units on Turn #1 since they will have time to strategically redeploy to the Kzinti border. FTLs are also critical to the Coalition's offensive because they carry four GCEs and only cost six EPs.

The Klingon D6 support ships are the key to Coalition victory. D6Ms, D6Gs, and SAVs are a devastating combination against enemy PDUs and bases. D6Ms are also used for eliminating key enemy units and are needed to help counter the Alliance carrier advantage. D6Ss are the best electronic warfare platforms in the game. D6Ds can not only provide drone bombardment, but they can also provide EW support without any reduction in their attack factors.

The Klingons only have two TGAs initially available to fight the Kzintis and have fourteen pods. This means even with two additional tugs, the Klingons still cannot employ all of their pods. Another option is for the Klingons to carry their troop pods on D5Gs instead of TGAs and thus build a D5G and an F5 instead of an LTT and an F5G for no change in cost.

Building two F5Vs a turn was the cheapest way for the Klingons to use all six of their free fighter factors on carriers. F5Vs are the best Klingon carrier choice since E4Vs take up the same number of command slots, but carry fewer fighters on a weaker hull. Also, D6Vs and CVTs require two escorts, i.e., they are three ship carrier groups, but only have one more fighter factor than the F5V.

Substituting F5s for F5Ls saves the Klingons four EPs. F5s are just as good as F5Ls when crippled and only cost one EP to repair. This makes F5s great for attrition and the Klingons are actually better off with three F5s and an E4 than three F5Ls. F5s are the most cost effective ship in the game, which is why a D5 is cancelled on Turn #2 instead of two F5s.

Canceling the unmothballing of Klingon frigates, especially E4s might look like a good way to save more EPs for the initial turns. However, if the Klingons do not unmothball an E4 on Turn #2, not only do they not get to use that E4 on Turn #2, but an additional E4 will remain in mothballs on Turn #3 and Turn #4. That one economic point the Klingons just saved is easily outweighed by the contributions of three E4s. Failure to unmothball a D6 is unthinkable since it takes the Klingons fifteen turns to unmothball all of their D6s.

FLEXIBLE CARRIER PRODUCTION

— Cadet Trent J. Telenko, USS Texas

The production of carrier groups was revolutionized by Carrier War. Unfortunately, DF&E players understanding of the production tactics allowed for by (515.0) has not.

For example, most DF&E tactical articles that have mentioned non-shipyard starbase carrier conversions speak only of converting a single ship to a carrier. As (515.52) makes clear, players are taking carrier group conversions at those starbases, not just the carrier alone. That means a four-EP medium carrier conversion at that non-shipyard starbase will yield a carrier plus one escort of the group, assuming the player is willing to spend economic points on the escort.

Combining the (431.5) allowed starbase frigate production with the (515.53) carrier escort substitution means a player can produce a medium carrier group at any star base on or off the map! [Heavy carriers (9+ ftr) must be converted in shipyard hexes per (515.52).]

For races that have only one major conversion and the ability to build a second starbase in the capital hex (i.e., everyone but the Klingons and the Federation) a minor conversion of a CVA can be taken by (515.52) and the other two escorts can be had by (515.53) substitution of the new construction. This saves the major (4+) conversion for some other specialist ship(s).

Finally, for those craving full strategic mobility for the newly minted carrier group, use two newly repaired ships for the carrier group conversion. Since by (420.53) they get "free" strategic movement just like the newly constructed ships in the carrier group.

TO BE OR NOT TO BE

— Cadet John Christiansen, USS California

In a war, you have to destroy your enemy's ships faster than he can repair and replace them, and faster than he can do the same to you. By balancing your damage absorption you can make this as difficult as possible for your opponent.

When you are short of Economic Points, ships in reserve, and/or repair facilities, consider these balances. For the Klingons and the Federation, absorb damage at the rate of two destroyed war cruisers for three war cruisers crippled. The two destroyed ships will produce 4.5 Economic Points from Salvage which will repair the three crippled ships, thus no economic impact. Your net loss does not come to two ships when you consider that the damage to destroy two war cruisers would cripple three leaving one ship in full fighting condition, and the Economic Points to repair the three crippled war cruisers would almost build one war cruiser. For 43 damage points absorbed, the effect to your nation overall is no growth by two war cruisers. You have to do over 193.5 damage points to show a net loss to the number of Klingon war cruisers, and 258 damage points for the Federation. For frigates the ratio is almost the same at 20 destroyed to 27 crippled.

For the other races, the ratios are ten war cruisers destroyed to 11 crippled or about 1 to 1, and exactly 1 to 1 for frigates.

For other classes of ships the numbers work differently, but then you should not be selecting them to receive damage until you are short of war cruisers and frigates anyway.

Remember that this balance need not be limited to the same battle hex, theater, turn, or player turn, only to the supply grid.

LYRAN CARRIER PRODUCTION

— LT Commander Stewart Frazier, USS Ohio

Although the Lyrans have only six free fighter factors per year, they can be used in conjunction with maulers for an integrated production package that makes the maximum use of both. For fighter usage, notice that the CVL group is available in Y171, the CV group in Y172, and the CVS group in Y173. The objective is building a CVS group in Y172 (as all the parts are available). Substitute the CVL group in Fall Y171 and a CV and DWE the following turn (Spring Y172). Send both to the same front and combine the two into a CVS group with a CVL back-up. (The Y173 substitution note is for producing the entire group at one time, not piecing one together.) The advantage to the 4CVS+CVL is that if one of the DWEs is destroyed (or crippled), you can use them as a CVL group (with a CV back-up) while waiting for replacement DWEs. Continue the above pattern of building an odd year Fall CVS group with an even year Spring CVL (can be augmented with SAVs when needed) until there is a 4CVS+CVL on each front (or as many as you wish), then just build CVS groups.

The above is integrated with mauler production. Build STTs on those turns when the fighters are not available (even year Fall, odd year Spring) and STJs while producing carriers. Best of all, when Fall Y179 comes, the CVs can be converted into an SCS group (a 10 economic point double conversion)! After that, merely arrange for a CV to visit the homeworld and be upgraded to SCSs.

D6S FIRST AND STILL FOREMOST

— Cadet Daniel G. Knipfer, USS Colorado

As the Klingons can build both one D6M and one D6S per turn (if they are willing to give up the D7) it comes down to what the Klingons are using their major conversions for. Since the cost of converting scouts is the same as the cost to substitute scouts (minus the hull cost) the D6S makes a better conversion than the expensive D6M which costs 10 to build, but costs 13 (5 + 8 for the ship) to convert. Build your D6M as a substitution, but do not always convert a second. It will be far more economical in the long term to convert the D6s from mothball to D6Ss. They live longer, and are useful in far more circumstances than the D6M.

Maulers are vulnerable to directed damage and die quickly, giving a marginal benefit in directed damage but usually at the cost of the mauler itself. The D6S, however, is one of the most survivable and effective scouts in the game. This can, and should, give you a much greater economic return in the long run.

Early pressure on the Alliance is important. The larger scout capability of the Klingons is important in this. Because of this, build every D6S you can. Its advantages over the D6M are immense. Save those D6Ms for the Kzinti and Hydran capitals. As for the Federation capital, by the time you get there, you should have Romulan support.

The Romulans, lacking another heavy conversion until PFs are introduced, can build most of the maulers you will need (at least until the KRS is added to the game).

BC VERSUS DN PRODUCTION

— Ensign Daniel G. Knipfer, USS Colorado

Most Lyran players will automatically chose to upgrade a light cruiser to a battlecruiser during production, preferring to save their heavy cruiser hulls for other tasks. This is not always the best thing to do. Converting the occasional dreadnought gives the Lyrans the potential for massive ComPot fleets necessary for some missions and makes the dreadnought far less vulnerable to directed damage. Why direct against a dreadnought when there are six in the battle line and six more in reserve?

Does this mean you should always try to upgrade a heavy cruiser to a DN? No. Turning light cruisers to battlecruisers makes those weak light cruisers into a much more capable ship and the Lyrans need to convert heavy cruisers into maulers and carriers for missions that a dreadnought just is not suited too.

SWARMS: RANDOM OR FIXED?

— Lt Commander Theodore Fay III, USS Colorado

If you are using the Klingon swarm rule, then choose the random arrival option instead of the fixed one. It is true that you are more likely to get swarms with the fixed rule (on Turns #18 and #36). The random method gives you a one in thirty-six chance to get a swarm on any given turn. Thus, in 36 turns you are twice as likely to get a swarm by the fixed method. However, the swarm is more useful in the early, critical part of the war. If you get a swarm in the first ten turns of the game, then it will increase the probability of knocking the Hydrans, Kzintis, and/or Federation out of the war. In essence, it is better to take your chances on having an easier time during the first stages of the war than it is to have a swarm during the later stages when it is turning into a long attrition battle.

SEVEN MAULERS A TURN

— Cadet Kevin Howard, USS Washington

A lot has been debated on whether the Lyrans should convert light cruisers to battlecruisers or heavy cruisers to dreadnoughts. I am sure the debate will go on. But as soon as the Sabertooth Tiger and Singletooth Jaguar become available, they should take precedence over nearly everything. For six EPs you can convert a light cruiser to a battlecruiser, making it a ten-point ship (an increase of four points). The same goes for the heavy cruiser to dreadnought conversion, giving you a 12-point ship. But a heavy cruiser to Sabertooth Tiger Mauler (five EP) effectively gives you a ship of approximately 43 points of firepower. If you ever suffer the misfortune of building more Maulers than you are losing, you can still use them on the front line as ten-point ships, which still equals that battlecruiser you were going to build. And directing damage on the Alliance every chance you get will seriously weaken them in the long run. War Cruiser Maulers are less effective, but if you are only planning to kill enemy cruisers, the MD5, SparrowHawk-F, and Singletooth Jaguar are quite capable. The Coalition should be substituting/converting every Mauler that they can for as long as they can.

EARLY ROMULAN PRODUCTION

— Ensign Michael C. Mikulis, USS California

The Romulans have one of the most challenging economies to manage. With a vast array of options, they start with only a small number of EPs. The Romulans also initially have only two SPCs free for both EW support as well as exploring territory.

The Romulan priorities are: exploring their territories, building every ship on their production schedule, using all of their free fighter factors, and performing both allowed War Eagle conversions. Their Turn #10 builds should be: NH, FH, SPF, SPC, SPG, 3SK, FAL, SN for 62 EPs. Their conversions should include: WE→FAL at Romulus, SP→SPC at Remus, WE→KE in one of the *Northern Fleet's* starbases, and a SP→SPC conversion at 4015 for a total of fourteen EP.

This leaves the Romulans with only twenty-one EPs and they still have not built a carrier. The Romulans can either build a SPB group for 13 EPs or perform a FH→NH→SUP conversion at 3518 for five EPs. The latter option leaves the Romulans with enough EPs to build an FRD or SAF. Either way the Romulans will have 6-8 EPs left. Those EPs can be saved, used to convert FE groups into WEs, or pay for homeless Klingon ships such as a D6S.

Place the original SPC in the *Western Fleet* at 4316 and then send it towards the unexplored territories in order to start exploring them on Turn #11. The SPC newly converted at 4015 can be used to support the main attack on the Federation *Sixth Fleet*, while two of the three SPCS assembled at Romulus and Remus move to 5117 and the other moves to 5216. With four SPCs sent to explore, the Romulans will get seven more EPs on Turn #11 and another sixteen thereafter. The Romulans also managed to send one SPC to support their most important battle.

NEW SHIPS FOR STAR FLEET BATTLES

NEW SHIPS FOR OMEGA

Module Omega-1 provided players with the most common cruisers for each of the first 11 races. This issue of Captain's Log presents 10 variants of these cruisers which developed over the multitude of wars in the Omega Sector.

(OR2.6) Maesron Fire Support Cruiser (CAF): This is actually a variant of the "floating" firing platform more than a variant of the ship itself. One of the Vulpa construction yards experimented with this version during the Maesron Civil War, using the extra phasers to counter enemy tachyon missiles. The probe launcher, seen as useless by the belligerent Vulpa, was replaced with a tachyon-A rack. Available Y156; other data as CA.

(OR3.6) Koligahr Defense Cruiser (CAD): The concept of this ship was to provide additional antimatter cloud generators to defend against tachyon missiles (especially when those missiles could be maneuvered into a single hex). Unfortunately, the ACGs were not as useful as the antimatter cannons they replaced, and only a few models were built. Those that did appear were used only against the Maesrons, as they were all but useless against other Koligahr foes. Available Y72; other data as CA.

(OR4.7) Trobrin Torpedo Cruiser (CT): The opposite of the bolt cruiser, this variant replaced the two implosion bolts with a single heavy implosion torpedo. The lack of significant direct firepower limited ships of this type to relatively long-ranged salvos, while bolt-equipped ships made frontal attacks. With two "free hits" on the torpedoes, it survived Mizia fire rather well, but was expensive to build and not a favorite among its crews. Available Y90; other data as CA.

(OR5.6) Vari Probe Cruiser (CAP): This extremely rare ship was almost always used as a fleet support element and was almost never seen alone. Its purpose was to follow behind other ships, using its array of particle probes to strip valuable weapons and power from enemy ships. Since the opposing vessels usually turned their down shields away from the fleet as quickly as possible, the probe cruiser had little choice but to close to 5 hexes range or less, and its lack of a direct punch was a significant disadvantage. Available Y83; other data as CA.

(OR6.6) Probr Accentuation Cruiser (CAA): This unusual design reversed the normal HEAT/TA ratio, providing four accentuators and two HEATs. Its main purpose was to concentrate accentuators on a target after supporting warships had salvoed their torpedoes in its direction. With ships of this type available, long-range attrition battles became easier and attacks on multiple enemy units in the same turn were more likely. As it was never intended to move close to a target, it was armed with PQ-2s for extra long-range firepower. Available Y66; other data as CA.

(OR7.7) Chlorophon Spore Cruiser (CAS): Referred to as the "Coagulator Cruiser" by its opponents, this ship replaced two of the heavy cruiser's howitzers with subspace coagulators. Though expensive, this modification produced a ship capable of severely hemming opponents inside walls of "spores." Faced with a fleet including such a variant, the enemy had little choice but to limit their speed to avoid collisions. Available Y92; other data as CA.

(OR8.6) Drex Phaser Battlecruiser (BCP): This unusual ship was an attempt to augment the basic cruiser's defensive firepower versus Maesron tachyon missiles and Hiver fighters by swapping out the light hypercannons for additional phasers. It was seen only in limited numbers, as it was generally considered ineffective at longer ranges. Available Y100; other data as BC.

(OR9.6) Alunda Whip Cruiser (WS): The whip cruiser, or "whipship," was a close-range hunter-killer designed to overrun an enemy and chop it to pieces using plasma whips. It was engineered with a phenomenal eight plasma whips, and was fast and lethal. There is some evidence that ships of this type may have been genetically unstable, however, as few were ever encountered. Available Y91; other data as HS.

(OR10.6) Hiver Heavy Carrier (CV): A relatively common variant, this ship traded some of its firepower and internal systems for extra hangar space, enabling it to carry as many as eight Barb fighters. Its lack of phaser support forced it to remain well away from combat, and made it vulnerable to seeking weapons. Available Y83; other data as CA.

(OR12.6) Loriyill Fireball Cruiser (CAF): This variant was designed for close-range heavy fire support. The long-range phaser-Q2s on the Firecruiser have been replaced with two additional fireballs, giving this ship a phenomenal seven heavy weapons. Unfortunately, the ship suffers from power problems trying to arm all those guns, and was thus an uncommon variant. Available Y115; other data as CA.

VUDAR UPDATE

We present here two SSDs for the Vudar. Ship descriptions are included in the Vudar Update section.

NEW SHIPS FOR THE KLINGONS

We present here two SSDs based on the article *Brothers of the Anarchist* which appears in this issue.

(R3.956) KLINGON DRONE RANGER (RNK): This ship was captured during the Klingon assault on the Hydran capital in Y171 when it broke down during an HET. It was subsequently used as a prison barge in the Hydran capital system, with some of its compartments converted to hold a Klingon atmosphere. The after shuttle bay was partitioned to provide security stations. Commander Korgan, in charge of the ship, and most of his staff were recovering from wounds suffered in the Hydran campaign. All of them wanted a more active role in the War. Setting to work, they slowly brought the engines and other systems back on line, and (as the prisoners were released, executed, or transferred) converted more and more of the ship into Klingon air. It took them a year to bring the warp drive, shields, and phasers back on line, using parts scavanged from several wrecked Klingon and Hydran ships. By the end of Y172, the ship had actually been commissioned into the Klingon Reserve Fleet as a local defense auxiliary named *Malestrom*.

Korgan was then able to convince the sector Admiral to allow a more complete conversion. The Admiral supported the plan because his theater was now a backwater being looted of ships to feed the voracious campaign against the Federation. He reasoned that the High Command would not take this ship away from him since it would be too hard to maintain elsewhere. Conversion took two years because materials were in short supply. It was finished in Y175, incorporating what amounted to the B and K refits (labeled Plus Refit on the SSD).

Since no Klingon fighter or shuttle could use the launch tubes, the Klingons fitted them with drone racks instead. This was con-

venient, since the existing airlocks made reloading at least as efficient as on ready-built Klingon ships and automatically prevented chain reactions. Since it could launch six drones simultaneously, it was given "double" seeking weapon controls to take advantage of this. Disruptors replaced the original fusion beams. After much complaining about the limited firing arcs, the decision was made to install the heavier 300,000km disruptors and DERFACS. Provision was made for a UIM but there is no record one was installed.

The ship became something of a celebrity due to its six drone racks and copious supply of ammunition. It was reported at various times on the LDR, WYN, and Tholian borders as well as in Kzinti and Federation space. It was, however, always in a support role and never in direct combat, leading some intelligence sources to suspect that it was never as fully operational as the tales of its victories claimed. It was reportedly assigned to support the Seltorians in Y183 and remained in that role until the end of the General War.

OTHER DATA: Spare Shuttles 2, in Service Y175, Explosion 20, Notes CP, Y1; other data same as Ranger. Has triple reloads and 100 stored drones.

(R3.957) KLINGON GENDARME POLICE SHIP (GNK): Police corvettes are the most common type of warship, and their losses are inevitably high. They are frequently captured but rarely worth the trouble to refit.

The Klingon ISF, desperate for improved ships, did refit and use at least two and possibly more captured Hydran Gendarmes during the General War. This nearly unique case may have been because the Klingon ISF took over the Hydran police headquarters nearly intact after the Hydrans gave up their capital system. The ISF reportedly obtained several hulls in reasonably good condition and the equipment to service them. (There are also reports, however, of a Klingon-Gendarme being used a decade before the War.)

The fusion beams were replaced with light disruptors (range 10,000km) and the fighter launch tubes were all-but ready-made to accept drone racks (proof against chain reaction due to the original airlock doors). Reload drones were handled by the same equipment that had serviced Stinger fighters. The ships were fitted with security stations but never received anything like a K-refit.

OTHER DATA: One Spare Shuttle, Year in Service Y148, Notes CP, Y1; other data same as Gendarme.

WORLDS OF THE WEB

There are dozens of SFB web sites, many with extensive libraries of SSDs. Some have SSDs only from the site owner, some have SSDs sent by many different players. Many of these ships are not really publishable since they include design concepts that are unworkable or unbalancing. Many ships are for new races (for which the rules provided vary from mere outlines to extensive writeups including tactics). Many are simply design tweeks, or alternative designs, or obvious variants. Some show true originality and creativity.

We present here a small portion of what is available on the web. Our purpose is not to add these ships to the game, or to endorse their originating sites as the only or the best places to find ships, but to show the kind of real creativity which can be seen out there.

Many of these ships include new SSD features, such as numbered shields, or additional information on the ship data table. ADB Inc. has no plans to incorporate such features into official SSDs, since this would mean huge amounts of work and expense to replace previously-published SSDs. Some of these added features have genuine merit; some are just clutter. The number of shield boxes has an amusing history; Steve Cole originated the idea a decade ago, but the staff voted against implementing it. Apparently, Steve complained enough about it that many other people picked up and used the idea. Its value is limited, since after the first volley (which is unlikely to completely knock down the shield) the number is useless.

What we present here are, for the most part, the exact version of the SSD as seen on that web site. As such, you see that these fall into two basic "schools" (those who follow ADB and those who use vector graphics programs and chart concepts pioneered by the PHD Shipyard); there are dozens of sub-schools. To some extent, we used the original files to save the work of doing them over, but mostly we wanted you to see these SSDs in the original form, and we wanted the creators of them to see how their work will look after going through formatting and mass publication. Some things (particularly fonts and printing) which are "good enough" for something you get free off of the web are not going to be good enough if these were published in an official product.

NEW SHIPS FROM THE WEB

FEDERATION LIGHT CRUISER: Mike West proposed this ship as the light cruiser that the Federation would have built (at the time the CA and DD came into service) if it could have afforded to build a new class. (Historically, of course, the Federation saved money by refitting the old light cruisers, and packing dozens of them away in mothballs.) There have, of course, been many proposals for such a ship, but Mike's was found to be a reasonable design and might see publication in Module R9. You can find several of Mike's proposals (even those rejected by the Proposals Board) at www.flash.net/~mjwest/SFB if you are interested.

KLINGON G6 HEAVY POLICE GUNBOAT: ADB Inc has previously announced that new "heavy police ships" will be seen in Module R8. This proposal by PDH shipyard (designed by Sue Howard) could fit that role. Their theory is that the Klingons simply did an F6 "Frignaut" conversion on existing G2s, adding power, weapons, and hull volume. The idea has merit, and given that the DSF built the F6 there seems little doubt that the ISF would have been allowed to build G6s (since the alternative was to give them more of the DSF's dwindling supply of E4s and F5s).

The PHD shipyard is home to huge numbers of ships by many designers. Many of these are obvious variants, and they often pick up on new ideas and proliferate them into every available hull. When ADB Inc. invented the turret ship and printed one in Star Fleet Times, PHD quickly installed turrets on every class in the Federation fleet. So if you ever saw a "one off" idea that you liked, they probably have the other two dozen variants on the same theme at www.mninter.net/~phdship/ for your perusal.

GORN ANTI-FIGHTER CRUISER: L.J.P. LeBlanc proposed this design as a cruiser the Gorns modified to deal with waves of Romulan fighters. According to his history, once the Gorns found the Romulan fighter threat to be overestimated and the ship's performance seriously underwhelming, they quickly decided not to build any more of these. In a close-in fight, this ship is actually more deadly and flexible in ship-to-ship combat than the original CL. (The design is controversial due to its close-range firepower being useful for things other than the stated design.)

THOLIAN NEW DESTROYER: Daniel K Thompson has proposed this destroyer as one of several ships in his "Wolf Spider" series. In his view, the Tholians would have found the loss of web casters on destroyed Neo-Tholian ships insufferable and would have launched a program to build new Archaeo-Tholian hulls that are able to mount this key weapon. (That there would be Neo-Tholian ships lost seems logical; if the Web Caster was any good at all, the Klingons would have assigned a high priority to hunting down

and destroying NTs.) For those who go and see his various other designs at members.xoom.com/danielkt, we might caution that ADB Inc. generally finds the vast amounts of white space seen inside the hull outlines of his SSDs to be unacceptable. Not using all of the available space crowds the SSD, and all that white space just invites people to design variants to fill it up.

HYDRAN GREAT WHITE HUNTER: John Kim proposes this design as a way for the Hydrans to create a command ship out of an available size-4 hull once their fleet reached the Old Colonies and stopped running for their lives. With a new shipyard years away, the Hydrans could well have been desperate enough to try something like this. The general idea is to avoid cutting up the hull by adding wings to it. The hellbore firing arcs tend to indicate that the wings slope sharply downward, mounting these weapons well below the original floorplates of the basic hull. A ship of this type might fit into Module R8 as a local defense unit or Module R9 as a "just plain wierd" ship.

See www-e815.fnal.gov/~jhkim/fun/sfb/ships/ for more.

SELTORIAN PENAL CRUISER: In the Old Galaxy, the victorious Seltorians found themselves in possession of numerous Tholian ships, bases, and other facilities. Since these were designed to operate at an ambient temperature of several hundred degrees, converting them to Seltorian use was impossible. The only option (until they could be replaced) was to utilize Tholian prisoners as slave labor to run the captured systems. Some of these ships were used as factory ships, with Tholian slaves recovering ore and salvaged components from former Tholian planets. (Note the "works" box on the cruiser SSD).

The Seltorians now had to run the galaxy that took the combined Tholian and Seltorian fleets with only their own fleet, already devastated by wartime losses, as well as launch the Tribunal expeditions. Desperately short of ships, they resorted to a dangerous combination of a Tholian rear hull (manned by slaves) and a Seltorian forward boom. Over a period of time, most Tholian slaves were simply executed and the penal ships were used to transport Tholian prisoners for trial and large numbers of slaves to their place of execution. The ship must roll for mutiny (G6.2) if all security stations are destroyed. The Seltorian boom can separate and function on its own, but so can the Tholian rear hull after spending two turns activating its systems [and will be treated as a poor crew under (G21.1)].

The ships and other proposals of Donald Miller can be seen at members.xoom.com/dsm131/sfb/ if you dare.

Docking points 7, Explosion Strength 21, Command Rating 7, reported by TacIntel as a Neo-Tholian CA recognized at level D, 2 spare Tholian shuttles.

NEW RACES FROM THE WEB

Anyone looking for new races will find nearly a hundred of them on web sites all over the internet. They vary from a few ships based on an idea or weapon to fully developed galaxies just full of ships. Few of them are written, playtested, or balanced to "ADB Inc. standards" and in many cases you will find rules that are incomplete in some areas. Even so, if you want a new challenge for the weekend, pick a race at random and give their ships a drive around the block.

We present five new races here to give you some idea of the type of creativity to be found. We do not promise you that these races will actually "work" or are "balanced", but they will give you a good afternoon's phaser workout.

Note that the selection of these five races for publication here does not mean that they are the best, or the worst, of what is out there, merely that their designers thought enough of them to nominate them for consideration in our special "web survey".

PELADINE: Jessica Orsini originally proposed this new race for the Lyran off-map region near the Kzintis, but this was not possible to do. (For one thing, there are no plasmium mines west of Orion, and for another, it would unbalance F&E if the Lyrans had an enemy — or an ally — in the Far Stars region.) Her site at http://members.aol.com/jessicaorsini/files/pel-ca.htm provides an extensive (if apocryphal) history and technical details, as well as some spiffy drawings of the outside of the ship and the internal arrangements. The Peladine are an alliance of two races (racoons and dolphins) from the same planet. The only new rule needed for the Peladine is that they are originally fitted with Plasma-P launchers (plasma-Fs without the stasis chambers, you have to pay one point to hold loaded torpedoes in the tubes) until later refits provide the stasis equipment.

The Peladine Cruiser has two shuttle bays, each with three balcony positions; there is an inter-bay transfer airlock.

THE CORE WORLDS were created by Sean Young and consist of several races which reside inside the galactic core (which is cut off from the rest of the galaxy by a nearly impenetrable barrier). Alliances between these races shift frequently and intrigue is a way of life. Rules for their weapons are below.

Two of his races, the Oromigahds and the Andrium are previewed here. More can be found at coreworlds.8m.com on the web. (When ADB Inc. was formed and announced its web policy, Sean was one of the first to sign up.)

THE PYXON GALAXY: SFB player Pierre Adams has created several new races, of which two are presented here. These include the Lacertan Protectorate and the Supremacy of Indefatiguable Arthropods among others.

See www.members.xoom.com/PierreAdams/SFB.html for the rest of them. Rules for their weapons are below.

WEAPONS OF THE CORE WORLDS

(EQ.0) QUANTUM FLUXUATOR

The Quantum Fluxuator is the primary heavy weapon of the Oromigahd Empire. This direct-fire weapon combines a form of tractor-like technology and Quantum Energy to lock onto a target ship and cause pulsating damage over many impulses.

(EQ.1) DESIGNATION
(EQ.11) SSD: Each "QF" box on the SSD represents one Quantum Fluxuator battery. Each is recorded, armed, and fired separately.
(EQ.12) DESTRUCTION: Quantum Fluxuators are destroyed on torpedo hits on the Damage Allocation Chart.
(EQ.13) TECHNOLOGICAL LIMITATIONS: Quantum Fluxuators are Oromigahd Empire technology and cannot be used by any other race including Orion or Thaan pirates.
(EQ.14) REPAIR COST: The cost to repair a Quantum Fluxuator is 10. It cannot be hastily repaired.

(EQ.2) ARMING PROCEDURE
(EQ.21) ENERGY: To arm a Quantum Fluxuator 3 points of energy from any source must be allocated to a specific Quantum Fluxuator during Energy Allocation. An unarmed Quantum Fluxuator may be armed and fired with Reserve Power.
(EQ.22) TURN BREAK SITUATIONS: A Quantum Fluxuator that is operating over a turn break must reallocate 3 points of power during Energy Allocation or the weapon will lose lock-on on Impulse #1 of the next turn without causing any damage.
(EQ.23) RATE: The Quantum Fluxuator may be fired every turn with the standard 1/4 turn delay over turn breaks.
(EQ.24) HOLDING: A charged but unfired Quantum Fluxuator may

be held for 1 point of power from any source or discharged harmlessly into space (E1.24).

(EQ.3) COMBAT PROCEDURE
(EQ.31) FIRING: The fire of Quantum Fluxuators is allocated during the Direct-Fire Declaration Segment of the Sequence of Play with all other direct-fire weapons. Their damage is allocated in Step 6D4 with all other direct-fire weapons on every impulse that they cause damage (EQ.33). There is no special damage allocation despite being a multi-impulse damaging weapon.

(EQ.32) TO HIT: To find out if a Quantum Fluxuator hits its target roll one die and consult the Quantum Fluxuator Chart on the SSD. If a hit is scored, the weapon will keep damaging the target for several impulses; see (EQ.33).
(EQ.321) SPECIAL ARC: The Quantum Fluxuator has a fixed "Front" firing arc that is somewhat smaller than the standard FA arc. See the firing diagram on the SSD.
(EQ.322) RESTRICTIONS: A Quantum Fluxuator may not be fired at a range of four or less, but if already locked on and firing, it will continue to damage a target at those ranges if other conditions apply (lock-on, in arc, etc).
(EQ.323) MODIFIERS: The Quantum Fluxuator is affected by small target, drone, and terrain modifiers that affect any other direct-fire heavy weapon.

(EQ.33) DAMAGE: Regardless of range, the Quantum Fluxuator inflicts one point of damage to the target on its facing shield every impulse the target remains in the Fluxuator's firing arc and lock-on (D6.11) is retained. If the target changes facing between impulses, subsequent damage will be applied to the new facing. Anything that would normally break a ship's lock-on to another unit (cloaks, certain terrain, etc.) breaks the lock-on of the Quantum Fluxuator. If the target goes out of the firing arc of the firing ship (determined after all movement has occurred), lock-on is broken and the Quantum Fluxuator does no damage for the remainder of the turn. If the weapon is destroyed during damage allocation it loses lock-on from that point.

(EQ.34) FEEDBACK: At any range of four or less an operating Quantum Fluxuator will cause one point of feedback damage to the firing unit on its facing shield (normally the #1). This feedback damage occurs every impulse at range four or less.

(EQ.35) VOLUNTARY SHUT-DOWN: The player operating a Quantum Fluxuator may cancel its operation during the Direct-Fire Weapon Declaration segment of any subsequent impulse if he or she wishes to do so.

(EF.0) LIGHT FLASH CANNON

The Flash Cannon is the heavy weapon of the Andrium Kingdom. It operates by manipulating energy into short flashes of unstable particles that do damage over two impulses.

(EF.1) DESIGNATION
(EF.11) SSD: Each "LFC" box on the SSD represents one Light Flash Cannon. Each is recorded, armed, and fired separately.
(EF.12) REPAIR: Repair cost of a LFC is 6.
(EF.13) RESTRICTIONS: A Light Flash Cannon cannot be armed, fired, or repaired as a Heavy Flash Cannon. It cannot be used in Orion Option Mounts.

(EF.2) ARMING PROCEDURE
(EF.21) ENERGY: A Light Flash Cannon is armed by allocating 1 point of energy from any source on the first turn of arming and 2 points of energy on the second turn of arming. It must be armed over two consecutive turns in this 1+2 fashion only. The LFC may be fired on the second turn of arming.
(EF.22) HOLDING: If a LFC is not fired on the second turn of arming it may be held for no cost for up to 25 impulses, after which time the energy is lost.

(EF.3) COMBAT PROCEDURE: The Light Flash Cannon is fired during the Direct-Fire stage of the Impulse Procedure with all other direct-fire weapons. The damage from a LFC is indicated as two numbers separated by a "+" sign. The first number is the damage applied immediately after the weapon hits (with any other damage that may have occurred from direct-fire on that impulse). The second number is the amount of damage that occurs on the following impulse [along with any other direct-fire damage that may occur on that impulse - see (EF.31) for an exception].
(EF.31) DIRECTIONAL DAMAGE: The amount of damage scored on the second impulse is recorded from the same direction as the original hit even if the target in question has changed facing. In the case of a facing change - the second damage allocation from the LFC is considered a separate volley from any other direct-fire weapons scoring hits on that impulse against that shield facing.
(EF.32) RANGE IMPLICATIONS: Damage occurring on the second impulse is determined using the original firing range irrespective of any increase or decrease in the range between the two impulses.
(EF.33) MODIFIERS: The LFC is affected by small target, drone, and terrain modifiers that affect any other direct-fire heavy weapon.

WEAPONS FROM the Pyxon Galaxy

THE LACERTAN PROTECTORATE (LP): The Lacertan Protectorate employs Negatron Dynamite (ND) as their heavy weapon and use a special armor system.

Negatron Dynamite is a three-turn arming direct-fire weapon with an energy requirement of two points of power from any source on each turn, i.e., 2 + 2 + 2. It may be fired on the third turn of arming, and if not fired may be held on subsequent turns for two points of power. To fire an ND roll three dice and consult the table on the SSD. The ND is affected by EW, small target modifiers, firing at drones (4 points of ECM), terrain effects (degraded by atmosphere like a photon), and etc. It costs ten points to repair an ND. The weapon has no overload function.

Special Armor: The protectorate also uses special armor to ensure its ships survive while rearming their NDs if their shields are not enough. This is directionally based with banks covering the FA, L, R, and RA arcs (see the SSD). Fire directly down a hex spine dividing two banks can be scored on either or both banks at the Lacertan player's option (the captain of the targeted ship in the event of two Lacertan's fighting each other). Note that no armor bank will be damage until the shield boxes facing that fire have been destroyed or have been dropped.

THE SUPREMACY OF INDEFATIGABLE ARTHROPODS (SIA): The SIA's ships are characterized by asymmetric hulls.

EMGs: Their heavy weapon is the En Masse Grenade (EMG). The EMG is a single-turn-arming direct-fire weapon able to fire every turn with the usual quarter-turn delay between firings over turn breaks. It requires two points of power from any source. The weapon can be armed and fired with reserve power. It can be held for one point of power. Roll two dice for each EMG fired and refer to the table on the SSD. It is affected by EW, small target modifiers, firing at drones (4 points of ECM), terrain effects (degraded by atmosphere like a photon), and etc. The EMG is destroyed on Torpedo hits on the DAC and costs four points to repair. The weapon has no overload function.

MÆSRON ALLIANCE FIRE SUPPORT CRUISER

THE Ω PROJECT

CREW UNITS

		X						10
								20
								30
								40

ADMINISTRATIVE SHUTTLES

NUMBER	HIT POINTS	NOTES

TWO BAYS - NO TRANSFERS

COUNTER

BOARDING PARTIES

								10

T-BOMBS

D D D D

PROBES

				5

TACHYON MISSILES

1				A
2				A
3				A

THIS SHIP CAN FIRE ONE MISSILE FROM THE FIRST PAIR OF RACKS PER TURN. THE THIRD RACK CAN FIRE EVERY OTHER TURN.

SHIP DATA TABLE

TYPE	=	CAF
POINT VALUE	=	120
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	OR2.6

TURN MODE		SPEED
C	1	2 - 4
	2	5 - 9
HET	3	10 - 14
	4	15 - 20
BD	5	21 - 27
	6	28+

TACHYON GUN TABLE

ENERGY	RANGE 0-1	2-3	4-5	6-8	9-16	17-32
2	4	4	3	3	3	2
3	6	5	5	4	4	3
4	8	7	6	6	5	-
5	10	8	8	8	-	-
6	12	10	10	-	-	-
7	14	12	-	-	-	-
8	16	-	-	-	-	-
TO-HIT	1-5	1-5	1-5	1-5	1-5	1-4

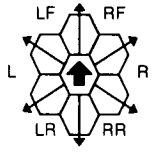
PHASER-W1 TABLE

DIE ROLL	RANGE 0	1	2	3	4	5-7	8-12	13-24	25-36
1	7	6	5	5	4	3	2	1	1
2	7	6	5	5	4	3	2	1	1
3	6	5	5	4	4	3	1	1	0
4	6	5	4	4	3	2	1	0	0
5	5	4	4	3	3	2	0	0	0
6	5	4	4	3	3	2	0	0	0

PHASER-W3 TABLE

DIE ROLL	RANGE 0	1	2	3	4	5-7	8-12
1	4	4	3	2	2	1	1
2	4	4	3	2	2	1	1
3	4	4	3	2	1	1	0
4	4	3	2	1	1	0	0
5	4	3	2	1	0	0	0
6	4	3	2	1	0	0	0

FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR
RA = LR + RR



SHIELD #1

SHIELD #6

SHIELD #2

PW-1 1 LS

PW-1 2 RS

BTTY BRDG BTTY

APR F HULL APR

A HULL LAB A HULL

TRAN

TRC EMER TRC

SHTL SHTL

PW-3 LS 9

PW-3 10 LS

PW-1 PW-1 PW-1

3 FA 5 FA 7

4 6 8

PW-3 TM PW-3

11 RA 3 RA 12

LF L TG A IMP TM 1

TM 2 IMP TG B RF R

SHIELD #5

SHIELD #3

WARP L

WARP R

THE CENTRAL PW-1s (5 & 6) ARE FA AND CAN FIRE DOWN THE ROW OF HEXES EXTENDING DIRECTLY BEHIND THE SHIP.

SEN SCAN

6 0
6 0
5 1
3 3
1 5
0 9

SHIELD #4

DAM CON EX DAM

4
4
2
2
2
0

HET COST = 5
EM COST = 6

MOVEMENT COST = 1 ENERGY POINT PER HEX

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KOLIGAHR SOLIDARITY DEFENSE CRUISER

THE Ω PROJECT

COUNTER

CREW UNITS

			X					10
								20
								30
								40

ADMINISTRATIVE SHUTTLES

NUMBER	HIT POINTS	NOTES

BOARDING PARTIES

									10

PROBES

				5

T-BOMBS

				D	D	D	D

SHIP DATA TABLE

TYPE	=	CA
POINT VALUE	=	110
BREAKDOWN	=	4 - 6
SHIELD COST	=	1 + 1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	OR3.6
ACG REFIT	=	+4

ANTIMATTER CANNON TABLE

RANGE	0	1-3	4-6	7-10	11-19	20-32
TO-HIT	1-6	1-5	1-4	1-3	1-2	1-1
DMG, SINGLE	6	6	6	6	6	6
DMG, DOUBLE	12	12	12	N/A	N/A	N/A

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

ANTIMATTER CLOUD GENERATOR TABLE

RANGE	0	1	2-3	4-6	7-10	11-19	20-32
TO-HIT (2D6)	N/A	11	9	7	6	5	4
NEAR MISS	N/A	12	10-11	8-9	7-8	6-7	5-6
MISS	N/A	13+	12+	10+	9+	8+	7+

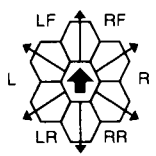
PHASER-M1 TABLE

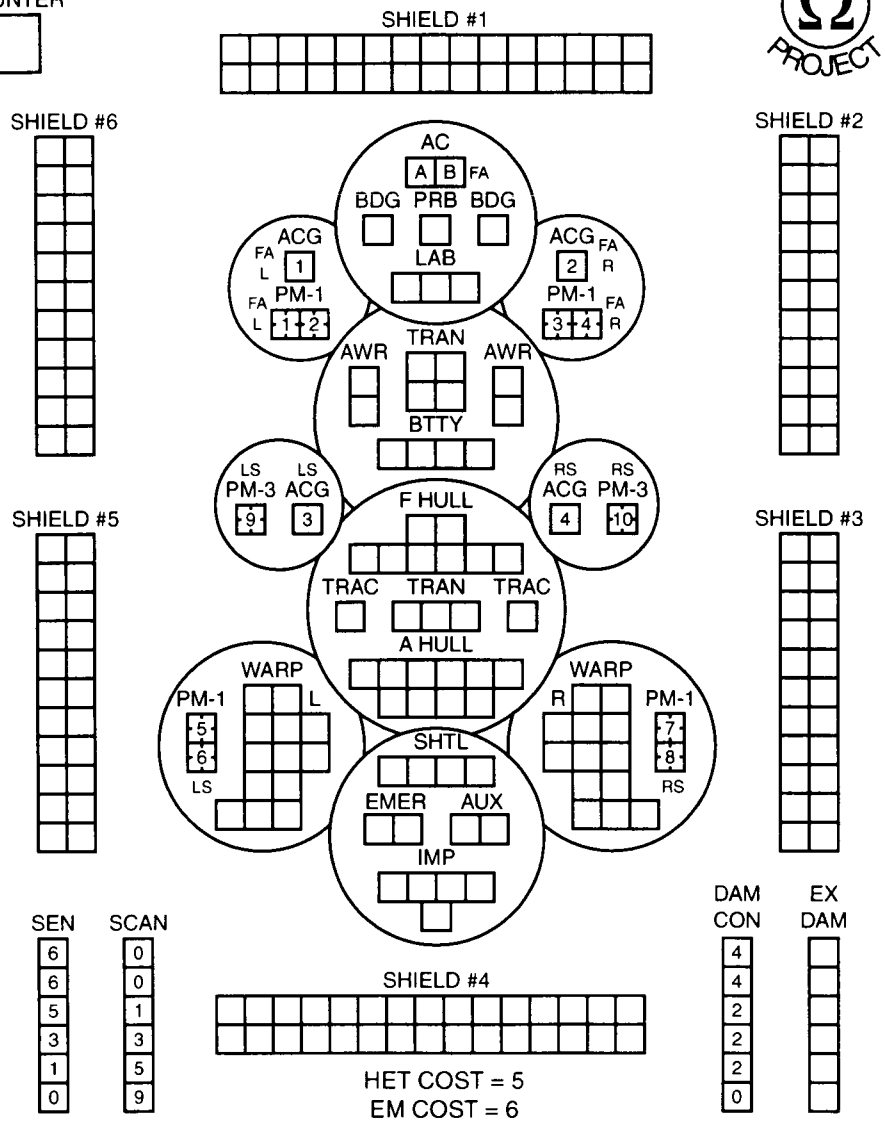
RANGE	0	1	2	3	4	5-7	8-12	13-24	25-36
TO-HIT	1-7	1-6	1-6	1-5	1-4	1-3	1-3	1-3	1-2
DAMAGE	7	6	5	4	4	4	3	2	2

PHASER-M3 TABLE

RANGE	0	1	2	3	4	5-7	8-12
TO-HIT	1-8	1-7	1-6	1-6	1-5	1-3	1-2
DAMAGE	4	4	3	1	1	1	1

FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR

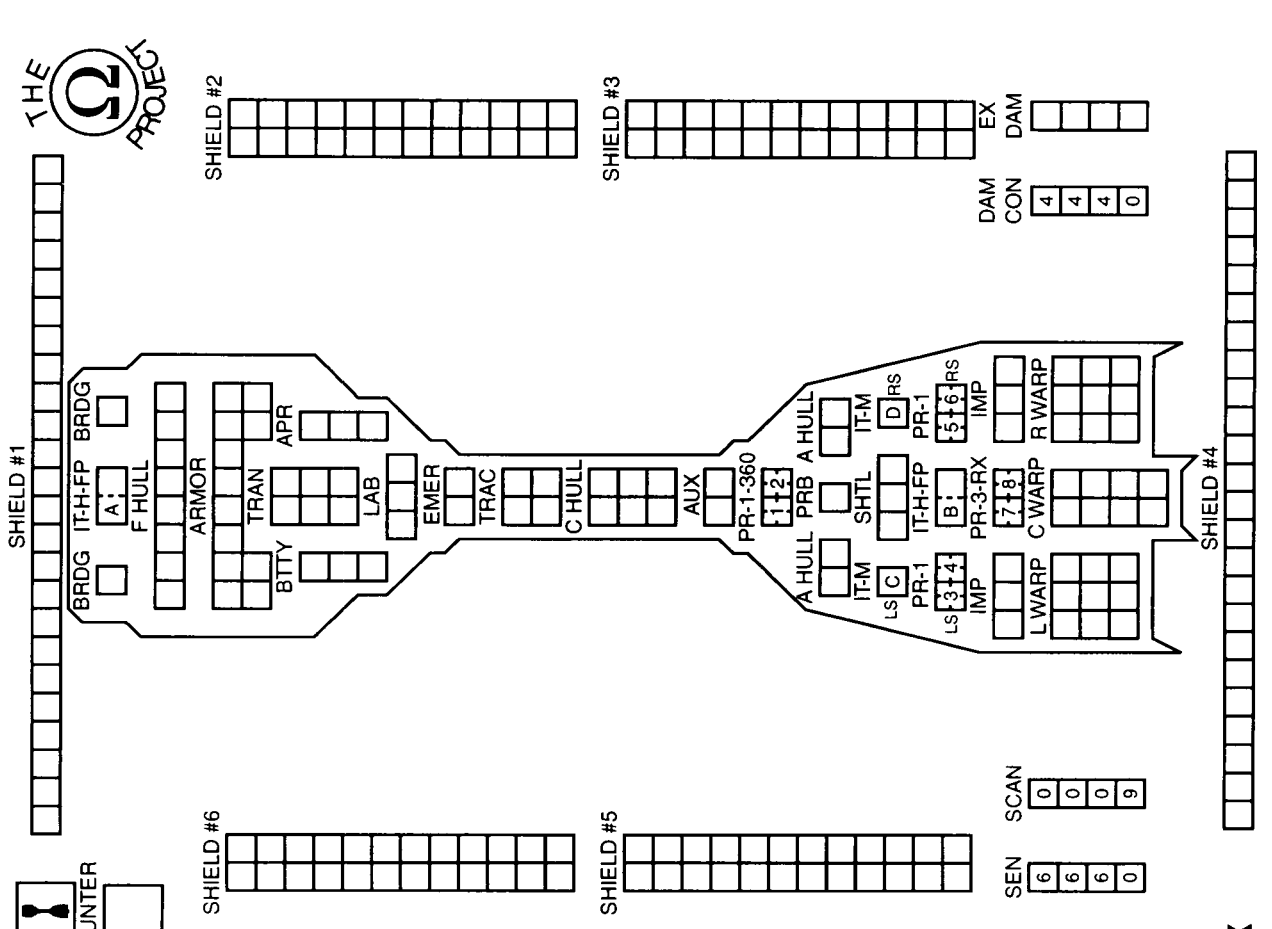




HET COST = 5
EM COST = 6

MOVEMENT COST = 1 ENERGY POINT PER HEX

TROBRIN TORPEDO CRUISER



ADMINISTRATIVE SHUTTLES

NUMBER	HIT POINTS	NOTES

CREW UNITS

			X						10	
									20	
									30	

BOARDING PARTIES

										10

PROBES

				5

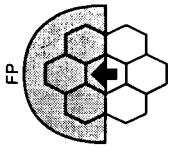
T-BOMBS

				D	D	D	D

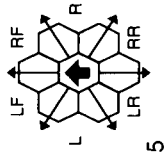
SHIP DATA TABLE

TYPE	=	CT
POINT VALUE	=	146
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	OR4.7

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



LS = LF + L + LR
RS = RF + R + RR
RX = L + LR + RR + R



HET COST = 5
EM COST = 6

IMPLOSION BOLT TABLE

RANGE	0	1-3	4-6	7-9	10-12	13-18	19-27
TO-HIT (2D6)	11	10	9	8	7	6	5
DAMAGE	20	18	16	14	12	9	6

IMPLOSION TORPEDO TABLE

WARHEAD	TURN #1	TURN #2	TURN #3	HOLD COST	DMG
LIGHT	1	1	2	1/2	16
MEDIUM	1	2	3	1	24
HEAVY	2	2	4	2	32
SUPER-HEAVY	2	3	6	3	48

DAMAGE DROPS BY 1 PER HEX TRAVELED.

PHASER-R1 TABLE

RANGE	0	1	2	3	4	5-6	7-8	9-16	17-30
DAMAGE	7	6	5.5	5	4	3.5	2.5	1	0.5

PHASER-R3 TABLE

RANGE	0	1	2	3-4	5-6	7-12
DAMAGE	4	3.5	3	2	1	0.5

MOVEMENT COST = 1 ENERGY POINT PER HEX

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VARI COMBINE PROBE CRUISER

THE Ω PROJECT

CREW UNITS

		X						10
								20
								30
								40

ADMINISTRATIVE SHUTTLES

NUMBER	HIT POINTS	NOTES

COUNTER

BOARDING PARTIES

							8

T-BOMBS

				D	D	D	D

PROBES

					5				10
1					5				10
2					5				10
3					5				10
4					5				10
5					5				10

(PROBE REFIT)

SHIP DATA TABLE

TYPE	=	CAP
POINT VALUE	=	110
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	OR5.6
PROBE REFIT	=	+10

TURN MODE		SPEED
B	1	2 - 5
	2	6 - 10
HET	3	11 - 15
	4	16 - 21
BD	5	22 - 28
	6	29+

PHASER-P3 TABLE

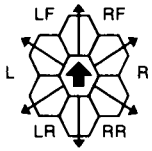
DIE ROLL	RANGE 0	1	2	3	4-5	6-15
1	7	5	5	3	3	3
2	7	5	3	3	1	1
3	5	3	3	1	1	0
4	3	3	1	1	0	0
5	3	3	1	0	0	0
6	1	1	0	0	0	0

PHASER-P1 TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-13	14-19	20-25	26-36
1	13	11	9	9	7	5	5	3	2	1	1
2	11	9	9	7	5	5	3	1	1	1	0
3	9	7	7	5	3	3	3	0	0	0	0
4	7	5	5	3	1	1	1	0	0	0	0
5	5	3	3	1	0	0	0	0	0	0	0
6	3	1	1	0	0	0	0	0	0	0	0

PARTICLE BEAM TABLE

RANGE	0	1-2	3-4	5-6	7-8	9-15	16-24	25-32	33-40
HIT (STD)	N/A	1-5	1-4	1-4	1-3	1-3	1-3	1-2	1-1
HIT (OVERLD)	1-6	1-5	1-4	1-4	1-3	N/A	N/A	N/A	N/A
DMG, STD	N/A	3	3	2	2	2	1	1	1
DMG, OVLD	6	6	6	4	4	N/A	N/A	N/A	N/A



FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR
RA = LR + RR
RX = L + LR + RR + R

SHIELD #1

SHIELD #2

SHIELD #3

SHIELD #4

SHIELD #5

SHIELD #6

P-PRB 1 FA
PP-1 1 2 FA
PP-1 LS 3 BRDG PP-1 4 RS
AUX EMER
BTTY
F HULL
P-PRB 2 FA L
PP-1 5 FA L
WRP L
PP-3 7
PP-3 9
RH
HULL TRN P-PB TRC HULL
R R
APR APR
4 5
SHTL
WRP WRP
C C
LS RA
RS RA
IMP
PB A
RX
P-PRB 3 FA R
PP-1 6 FA R
WRP R
PP-3 8
PP-3 10
RH

SEN: 6 6 5 4 2 0

SCAN: 0 0 1 2 4 9

DAM CON: 4 4 2 2 2 0

EX DAM:

HET COST = 5
EM COST = 6

MOVEMENT COST = 1 ENERGY POINT PER HEX

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PROBR REVOLUTION ACCENTUATION CRUISER

THE Ω PROJECT

COUNTER

CREW UNITS

		X						10
								20
								30

BOARDING PARTIES

								10

PROBES

1					5
2					5

HEAT TORPEDO TABLE

IMPULSES	0-8	9-12	13-16	17-20
BASIC	16	12	8	4
ACCENTUATED	12	9	6	3

TARGET ACCENTUATOR TABLE

RANGE	0-4	5-8	9-12	13-16	17-20	21-24
TO-HIT	N/A	1-3	1-4	1-5	1-4	1-3
EFFECT	N/A	8	8	8	8	8

PHASER-Q1 TABLE

DIE ROLL	RANGE 0	1	2-3	4-7	8-15	16-31
1	7	6	5	4	3	2
2	6	5	4	3	2	1
3	5	4	4	2	1	1
4	4	4	3	2	1	1
5	4	3	3	1	1	0
6	4	3	2	0	0	0

PHASER-Q2 TABLE

DIE ROLL	RANGE 0-3	4-7	8-15	16-31
1	5	4	3	2
2	4	3	2	2
3	4	2	2	1
4	3	2	1	1
5	3	1	1	1
6	2	1	1	0

PHASER-Q3 TABLE

DIE ROLL	RANGE 0	1	2-3	4-7
1	4	4	3	2
2	4	3	3	2
3	3	3	2	1
4	3	3	2	1
5	3	3	1	0
6	2	2	1	0

ADMINISTRATIVE SHUTTLES

NUMBER	HIT POINTS	NOTES
TWO BAYS - NO TRANSFERS		

T-BOMBS

				D	D	D	D	

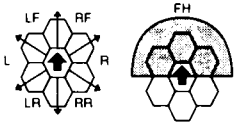
SHIP DATA TABLE

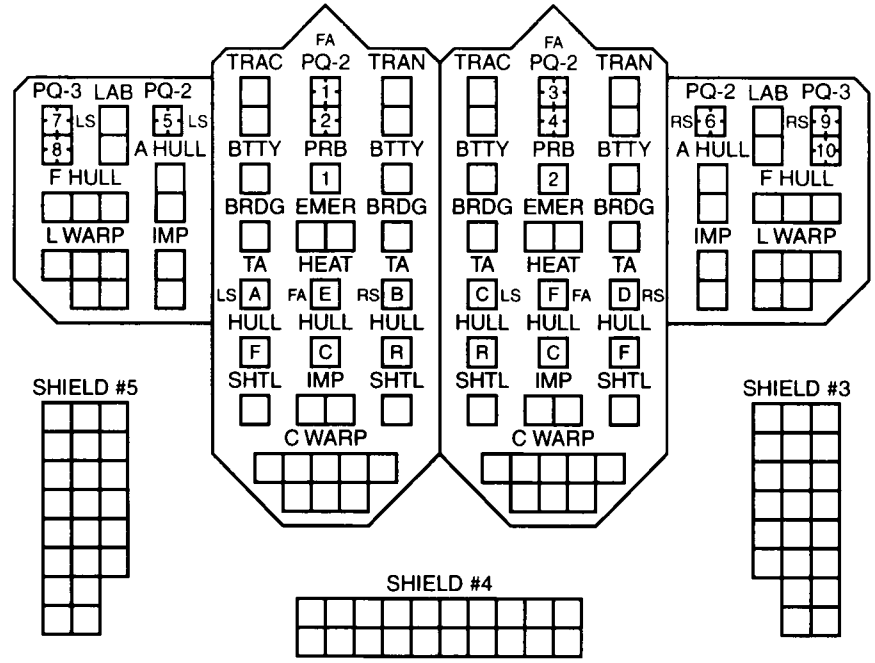
TYPE	=	CAA
POINT VALUE	=	110/120
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	OR6.6

TURN MODE		SPEED
B	1	2 - 5
	2	6 - 10
HET	3	11 - 15
	4	16 - 21
BD	5	22 - 28
	6	29+

TURN MODE		SPEED
C	1	2 - 4
WITHOUT	2	5 - 9
AT LEAST	3	10 - 14
ONE BOX	4	15 - 20
ON BOTH	5	21 - 27
WING	6	28+
ENGINES		

FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR
RA = LR + RR





HET COST = 5
EM COST = 6

SENSOR							
6	6	6	5	5	1	0	

SCANNER				
0	1	1	3	9

DAM CON				
4	4	2	2	0

EX DAM				

MOVEMENT COST = 1 ENERGY POINT PER HEX

5 = HET COST 6 = EM WARP COST

WITHOUT WINGS: WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX

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
0.67	1.33	2	2.67	3.33	4	4.67	5.33	6	6.67	7.33	8	8.67	9.33	10	10.67	11.33	12	12.67	13.33	14	14.67	15.33	16	16.67	17.33	18	18.67	19.33	20

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CHLOROPHON ASSOCIATION SPORE CRUISER

THE Ω PROJECT

COUNTER

CREW UNITS

			X					10
								20
								30

BOARDING PARTIES

							8

PROBES

				5

ADMINISTRATIVE SHUTTLES

NUMBER	HIT POINTS	NOTES

T-BOMBS

				D	D	D	D	

SC COLLISION TABLE

DIE ROLL	SPEED 1-6	7-14	15-25	26+
1	0	0	0	0
2	0	0	0	5
3	0	0	3	10
4	0	2	6	15
5	0	6	10	20
6	0	10	15	30

SHIP DATA TABLE

TYPE	=	CAS
POINT VALUE	=	120
BREAKDOWN	=	6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1/2
SIZE CLASS	=	3
REFERENCE	=	OR7.7

ENERGY HOWITZER TABLE

ENERGY	RANGE 0-1	2-4	5-7	8-11	12-17	18-23	24-30
1	4	4	3	3	2	2	1
2	5	4	4	3	3	2	2
3	5	5	4	4	3	3	N/A
4	9	8	8	7	7	N/A	N/A
5	9	9	8	8	N/A	N/A	N/A
6	10	9	9	N/A	N/A	N/A	N/A
DAMAGE LISTED IS FOR ONE ELEMENT							
TO-HIT	1-5	1-5	1-4	1-4	1-3	1-3	1-2

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+

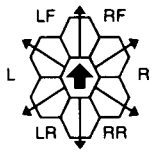
PHASER-Q1 TABLE

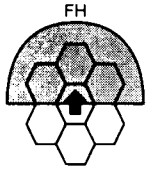
DIE ROLL	RANGE 0	1	2-3	4-7	8-15	16-31
1	7	6	5	4	3	2
2	6	5	4	3	2	1
3	5	4	4	2	1	1
4	4	4	3	2	1	1
5	4	3	3	1	1	0
6	4	3	2	0	0	0

PHASER-Q3 TABLE

DIE ROLL	RANGE 0	1	2-3	4-7
1	4	4	3	2
2	4	3	3	2
3	3	3	2	1
4	3	3	2	1
5	3	3	1	0
6	2	2	1	0

FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR





5 = HET COST
6 = EM WARP COST

SHIELD #1

SHIELD #2

SHIELD #3

SHIELD #4

SHIELD #5

SHIELD #6

EH-FH A
SC-FA B
PQ-1 1 2 3 4 LS
PRB
F HULL
PQ-1 5 6 7 8 RS
SC C D LF L
IMP
SC E F RF R
BRDG
EMER
SHTL
BTTY
APR
TRAN
TRAC
TRAC
A HULL
SEN 6 6 5 3 1 0
SCAN 0 0 1 3 5 9
LAB
C WARP
DAM CON 4 4 2 2 2 0
EX DAM

WARP ENERGY MOVEMENT COST = 1/2 ENERGY POINT PER HEX

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
0.5	1	1.5	2	2.5	3	3.5	4	4.5	5	5.5	6	6.5	7	7.5	8	8.5	9	9.5	10	10.5	11	11.5	12	12.5	13	13.5	14	14.5	15

DREX PHASER BATTLECRUISER

THE Ω PROJECT

CREW UNITS

			X					10
								20

BOARDING PARTIES

							8

T-BOMBS

				D	D	D	D

HYPERCANNON AMMO

IMPLOSIVE: 12 ENVELOPING: 6

PROBES

				5

ADMINISTRATIVE SHUTTLES

NUMBER	HIT POINTS	NOTES
TWO BAYS - NO TRANSFERS		

COUNTER

SHIP DATA TABLE

TYPE	=	BCP
POINT VALUE	=	148
BREAKDOWN	=	6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	OR8.6
CASE REFIT	=	+4

HYPERCANNON TABLE

TYPE	RANGE 1-3	4-6	7-12	13-21	22-33	ARMING (HOLDING)
HCL EXP	4	4	3	3	2	2 (1/2)
HCL IMP	3	2	2	1	N/A	2 (1/2)
HCL ENV	2	2	1	N/A	N/A	3 (1/2)
HCH EXP	12	11	10	9	8	2+2 (1)
HCH IMP	9	8	7	6	N/A	2+2 (1)
HCH ENV	6	5	4	N/A	N/A	2+4 (1)
TO-HIT	1-6	1-5	1-4	1-3	1-2	

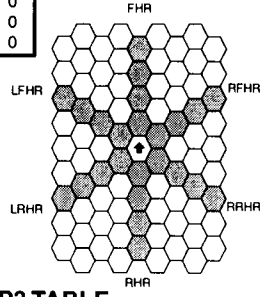
TURN MODE		SPEED
B	1	2 - 5
	2	6 - 10
HET	3	11 - 15
	4	16 - 21
BD	5	22 - 28
	6	29+

PHASER-P1 TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-13	14-19	20-25	26-36
1	13	11	9	9	7	5	5	3	2	1	1
2	11	9	9	7	5	5	3	1	1	1	0
3	9	7	7	5	3	3	3	0	0	0	0
4	7	5	5	3	1	1	1	0	0	0	0
5	5	3	3	1	0	0	0	0	0	0	0
6	3	1	1	0	0	0	0	0	0	0	0

FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR

DREX FIRING ARCS



PHASER-W1 TABLE

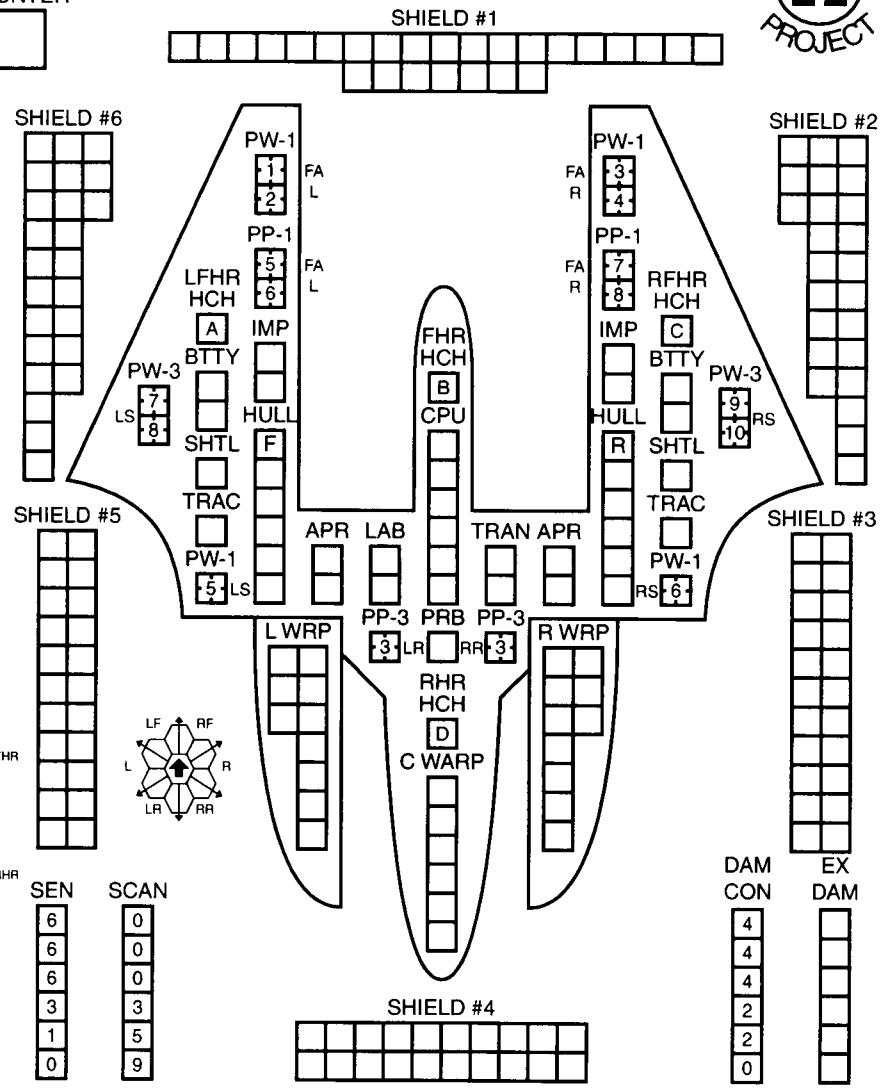
DIE ROLL	RANGE 0	1	2	3	4	5-7	8-12	13-24	25-36
1	7	6	5	5	4	3	2	1	1
2	7	6	5	5	4	3	2	1	1
3	6	5	5	4	4	3	1	1	0
4	6	5	4	4	3	2	1	0	0
5	5	4	4	3	3	2	0	0	0
6	5	4	4	3	3	2	0	0	0

PHASER-W3 TABLE

DIE ROLL	RANGE 0	1	2	3	4	5-7	8-12
1	4	4	3	2	2	1	1
2	4	4	3	2	2	1	1
3	4	4	3	2	1	1	0
4	4	3	2	1	1	0	0
5	4	3	2	1	0	0	0
6	4	3	2	1	0	0	0

PHASER-P3 TABLE

DIE ROLL	RANGE 0	1	2	3	4-5	6-15
1	7	5	5	3	3	3
2	7	5	3	3	1	1
3	5	3	3	1	1	0
4	3	3	1	1	0	0
5	3	3	1	0	0	0
6	1	1	0	0	0	0



WHILE CPU IS OPERATIONAL: HET COST = 2.5, EM COST = 3

MOVEMENT COST = 1 ENERGY POINT PER HEX

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ALUNDA HOST WHIP CRUISER

THE Ω PROJECT

CREW UNITS

			X					10
								20
								30

ADMINISTRATIVE SHUTTLES

NUMBER	HIT POINTS	NOTES

COUNTER

BOARDING PARTIES

							8

T-BOMBS

				D	D	D	D

PROBES

				5

SHIP DATA TABLE

TYPE	=	WS
POINT VALUE	=	130
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	0
SIZE CLASS	=	3
REFERENCE	=	OR9.6

PLASMA WHIP TABLE

DIE ROLL	RANGE 0	1	2	3	4
1	5	4	3	2	2
2	4	3	2	2	1
3	3	3	2	1	1
4	3	2	2	1	0
5	3	2	1	1	0
6	3	2	1	0	0

TURN MODE / SPEED

TURN MODE		SPEED
C	1	2 - 4
	2	5 - 9
HET	3	10 - 14
	4	15 - 20
BD	5	21 - 27
	6	28+

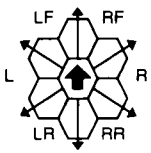
ATTR/REP FIELD TABLE

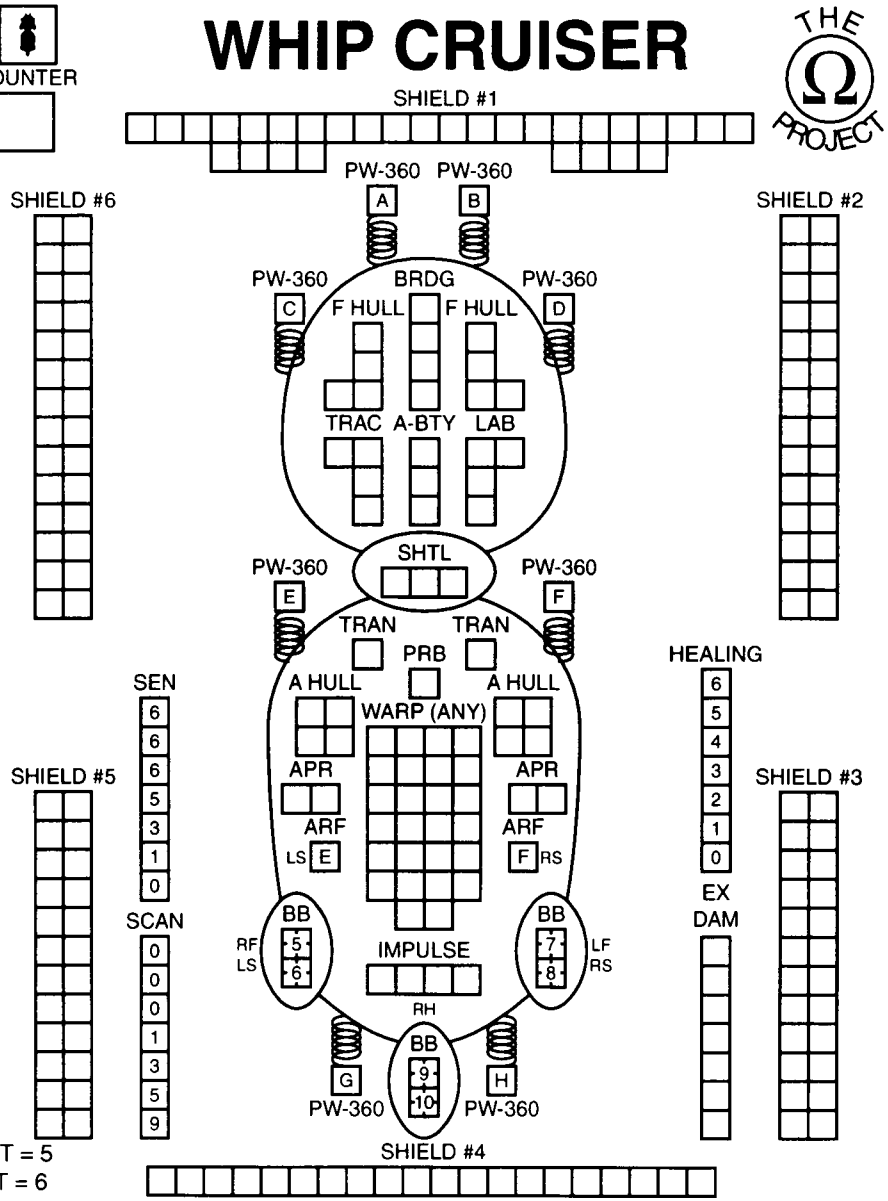
DIE ROLL	EFFECT
1-4	MAXIMUM RANGE 5 HEXES
5+	MAXIMUM RANGE 3 HEXES

FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR
RA = LR + RR

BIOELECTRIC BOLT TABLE

(2D6) ENERGY	RANGE 0-2	3-4	5-7	8-12	13-21	22-35
1/2	3	2	1	0	0	0
TO HIT	12	11	10	N/A	N/A	N/A
1	4	4	3	1	1	1
TO HIT	11	10	9	8	7	6
2	6	5	4	3	2	0
TO HIT	10	9	8	7	6	N/A
4	12	11	10	0	0	0
TO HIT	9	8	7	N/A	N/A	N/A





HET COST = 5
EM COST = 6

MOVEMENT COST = 1 ENERGY POINT PER HEX

HIVER HEAVY CARRIER

THE Ω PROJECT

CREW UNITS

			X					10
								20

BOARDING PARTIES

							8

PROBES

				5

T-BOMBS

		D	D

ADMINISTRATIVE SHUTTLES

NUMBER	HIT POINTS	NOTES

FIGHTERS REPLACE ADMIN SHUTTLES, AND PROVIDE LAUNCH RAILS AND DECK CREWS WHEN PURCHASED.

COUNTER

STING TORPEDO TABLE

RANGE	0	1-4	5-8	9-15	16-25	26-35
TO-HIT	1-6	1-5	1-4	1-3	1-2	1-1
STD	N/A	4	3	2	2	1
OVERLOAD	8	8	6	N/A	N/A	N/A
DBL OVERLD	12	12	N/A	N/A	N/A	N/A

SHIP DATA TABLE

TYPE	=	CV
POINT VALUE	=	65
BREAKDOWN	=	6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	OR10.6

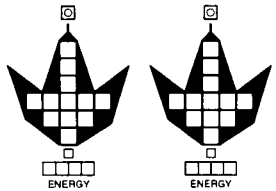
PHASER-W3 TABLE

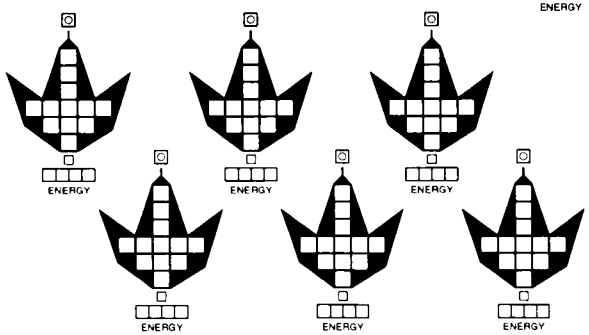
DIE ROLL	RANGE 0	1	2	3	4	5-7	8-12
1	4	4	3	2	2	1	1
2	4	4	3	2	2	1	1
3	4	4	3	2	1	1	0
4	4	3	2	1	1	0	0
5	4	3	2	1	0	0	0
6	4	3	2	1	0	0	0

TURN MODE		SPEED
A	1	2 - 6
HET	2	7 - 12
	3	13 - 19
BD	4	20 - 26
	5	27+

PHASER-W1 TABLE

DIE ROLL	RANGE 0	1	2	3	4	5-7	8-12	13-24	25-36
1	7	6	5	5	4	3	2	1	1
2	7	6	5	5	4	3	2	1	1
3	6	5	5	4	4	3	1	1	0
4	6	5	4	4	3	2	1	0	0
5	5	4	4	3	3	2	0	0	0
6	5	4	4	3	3	2	0	0	0





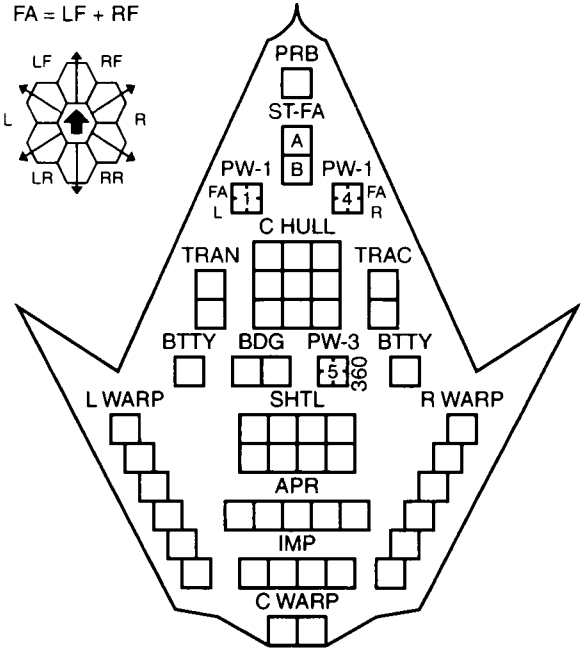
BARB-1 FIGHTERS
1xST-FA
2xPW-3-FX
SPEED = 12
CRIPPLED = 8
DFR = 2
BPV = 8/12

SHIELD #1

SHIELD #6

SHIELD #2

FA = LF + RF



SHIELD #5

SHIELD #3

SEN	SCAN
6	0
6	0
3	1
1	5
0	9

SHIELD #4

DAM CON	EX DAM
2	
2	
2	
0	

[5] = HET COST (6) = EM WARP COST

WARP ENERGY MOVEMENT COST = 1/2 ENERGY POINT PER HEX

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
0.5	1	1.5	2	2.5	3	3.5	4	4.5	5	5.5	6	6.5	7	7.5	8	8.5	9	9.5	10	10.5	11	11.5	12	12.5	13	13.5	14	14.5	15

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LORIYILL COLLECTIVE FIREBALL CRUISER

THE Ω PROJECT

COUNTER

CREW UNITS

			X					10
								20
								30

BOARDING PARTIES

					6

PROBES

				5

T-BOMBS

				D	D	D	D

ADMINISTRATIVE SHUTTLES

NUMBER	HIT POINTS	NOTES
THIS SHIP HAS ONE SHUTTLE BAY		

FIREBALL TABLE

RANGE	0-2	3-7	8-12	13-19	20-30
HIT (STD)	1-5	1-4	1-3	1-2	1
HIT (OVLD)	1-5	1-4	N/A	N/A	N/A
DAMAGE	1d6+3	1d6+2	1d6+1	1d6	1d6-1

NOTE: RANGE 20-30 FIREBALLS CAN DO 0 DAMAGE

SHIP DATA TABLE

TYPE	=	CAF
POINT VALUE	=	130
BREAKDOWN	=	6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	OR12.6

TURN MODE		SPEED
A	1	2 - 6
HET	2	7 - 12
	3	13 - 19
BD	4	20 - 26
	5	27+

PHASER-Q1 TABLE

DIE ROLL	RANGE 0	1	2-3	4-7	8-15	16-31
1	7	6	5	4	3	2
2	6	5	4	3	2	1
3	5	4	4	2	1	1
4	4	4	3	2	1	1
5	4	3	3	1	1	0
6	4	3	2	0	0	0

PHASER-Q3 TABLE

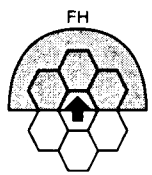
DIE ROLL	RANGE 0	1	2-3	4-7
1	4	4	3	2
2	4	3	3	2
3	3	3	2	1
4	3	3	2	1
5	3	3	1	0
6	2	2	1	0

PHASER-M1 TABLE

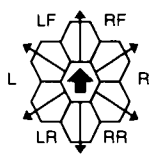
RANGE	0	1	2	3	4	5-7	8-12	13-24	25-36
TO-HIT	1-7	1-6	1-6	1-5	1-4	1-3	1-3	1-3	1-2
DAMAGE	7	6	5	4	4	4	3	2	2

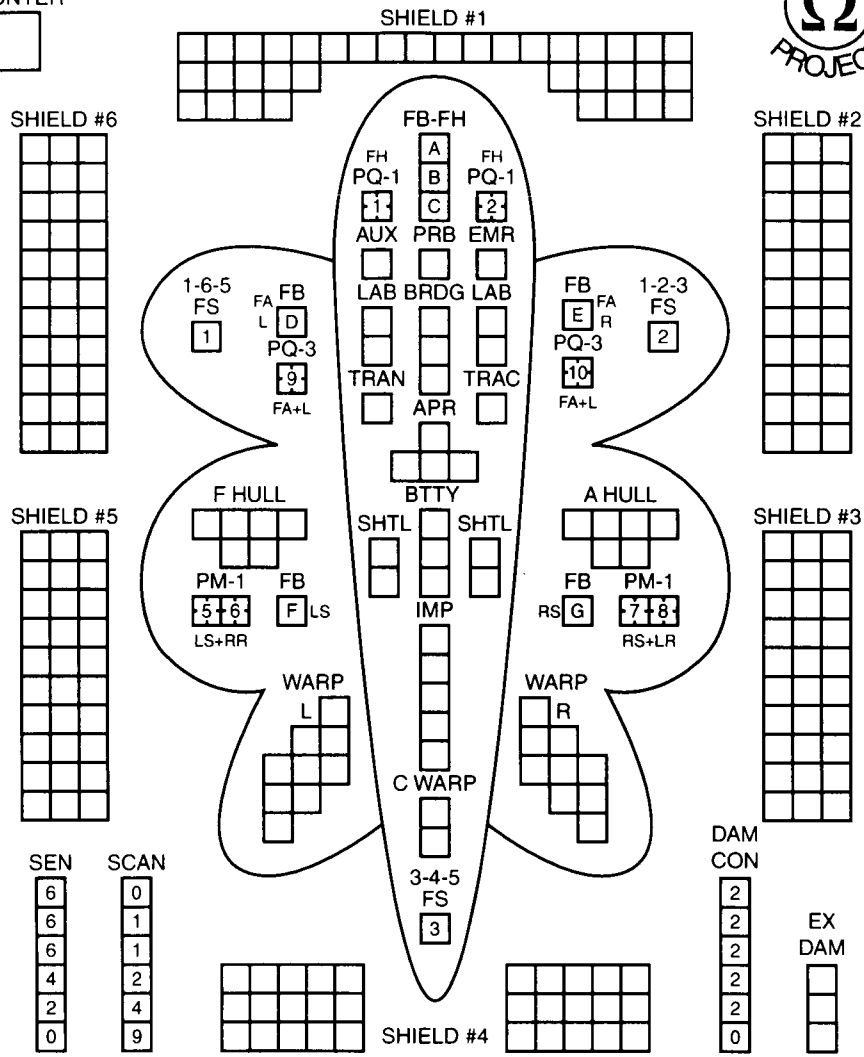
PHASER-M3 TABLE

RANGE	0	1	2	3	4	5-7	8-12
TO-HIT	1-8	1-7	1-6	1-6	1-5	1-3	1-2
DAMAGE	4	4	3	1	1	1	1



FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR





5 = HET COST 6 = EM WARP COST

WARP ENERGY MOVEMENT COST = 3/4 ENERGY POINT PER HEX

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
0.75	1.5	2.25	3	3.75	4.5	5.25	6	6.75	7.5	8.25	9	9.75	10.5	11.25	12	12.75	13.5	14.25	15	15.75	16.5	17.25	18	18.75	19.5	20.25	21	21.75	22.5

VUDAR HEAVY CRUISER

CNTR

CREW UNITS

			*					10
								20
								30
								40

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

SHIP DATA TABLE

TYPE	=	CA
POINT VALUE	=	145
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R17.903

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

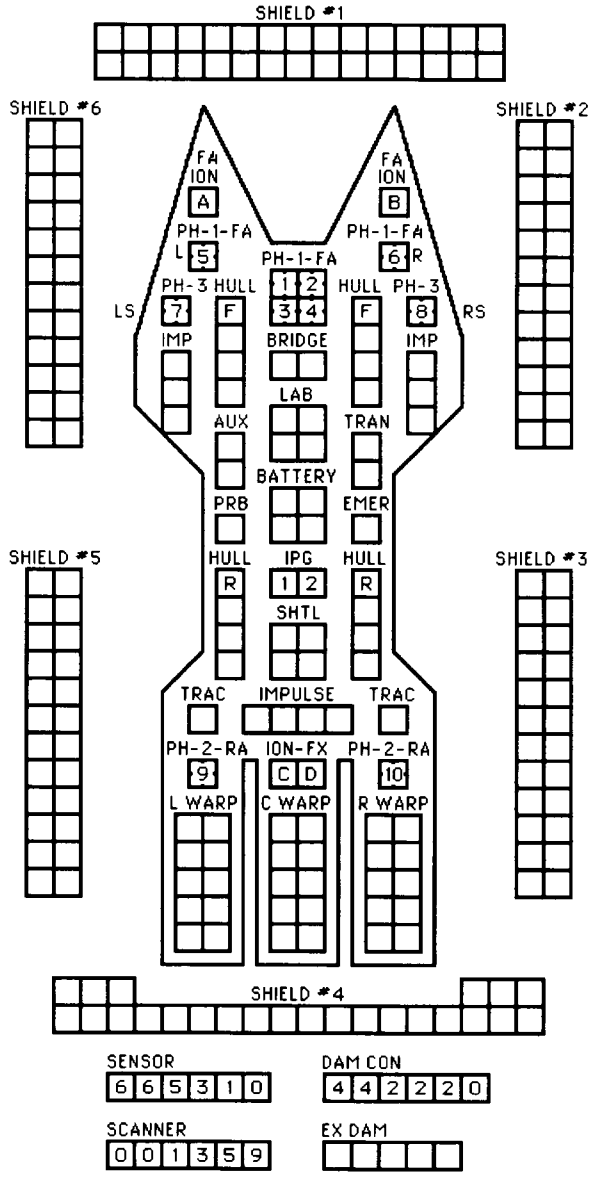
TYPE III DEFENSE PHASER

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

MOVEMENT COST = 1
HET COST = 5
EM COST = 6



SENSOR					
6	6	5	3	1	0

DAM CON					
4	4	2	2	2	0

SCANNER					
0	0	1	3	5	9

EX DAM					

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VUDAR WAR FRIGATE

CREW UNITS

			✱						10
									20

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

BOARDING PARTIES

					6

TRANSPORTER BOMBS

		D	D

PROBES

				5

SHIP DATA TABLE

TYPE	=	FFW
POINT VALUE	=	65
BREAKDOWN	=	6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R17.904

CNTR

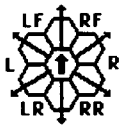
TYPE I OFFENSIVE PHASER TABLE

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

TURN MODE		SPEED
A	1	2-6
HET	2	7-12
	3	13-19
BD	4	20-26
	5	27+

TYPE II PHASER TABLE

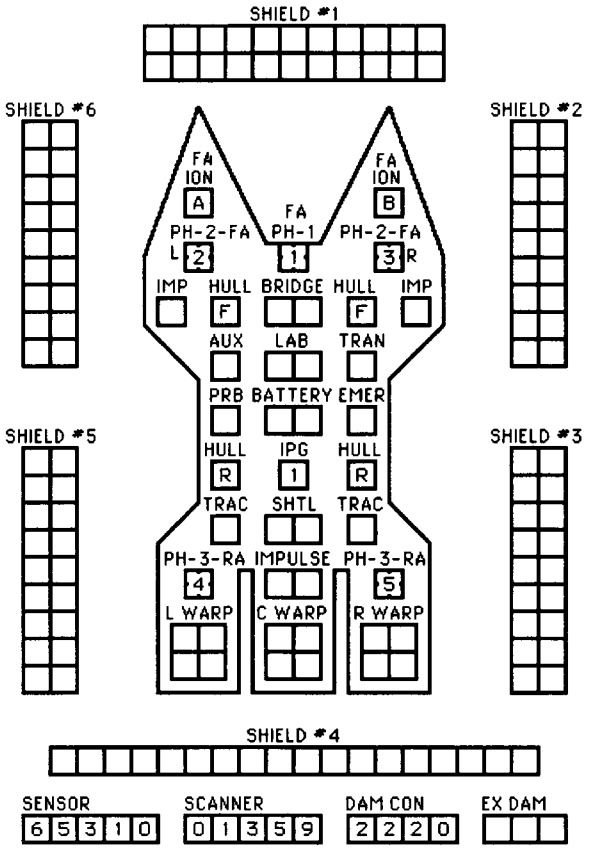
DIE ROLL	RANGE 0	1	2	3	4-8	9-15	16-30	31-50
1	6	5	5	4	3	2	1	1
2	6	5	4	4	2	1	1	0
3	6	4	4	4	1	1	0	0
4	5	4	4	3	1	0	0	0
5	5	4	3	3	0	0	0	0
6	5	3	3	3	0	0	0	0



FA = LF + RF
RA = LR + RR

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

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

KLINGON DRONE RANGER

(CAPTURED HYDRAN SHIP)

CREW UNITS

			*					10
								20
								30
								40

BOARDING PARTIES

								10

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TRANSPORTER BOMBS

				D	D	D	D

PROBES

				5

SHIP DATA TABLE

TYPE	=	RNK
POINT VALUE	=	120
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R3.956
PLUS REFIT	=	+18
Y175 REFIT	=	+6
UIM REFIT	=	+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

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
LS = LF + L + LR
RS = RF + R + RR
RA = LR + RR

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

SHIP CAN LAUNCH ONE DRONE FROM EACH RACK EACH TURN. SHIP CAN CONTROL A NUMBER OF SEEKING WEAPONS EQUAL TO DOUBLE THE SENSOR RATING.

DRONE RACKS

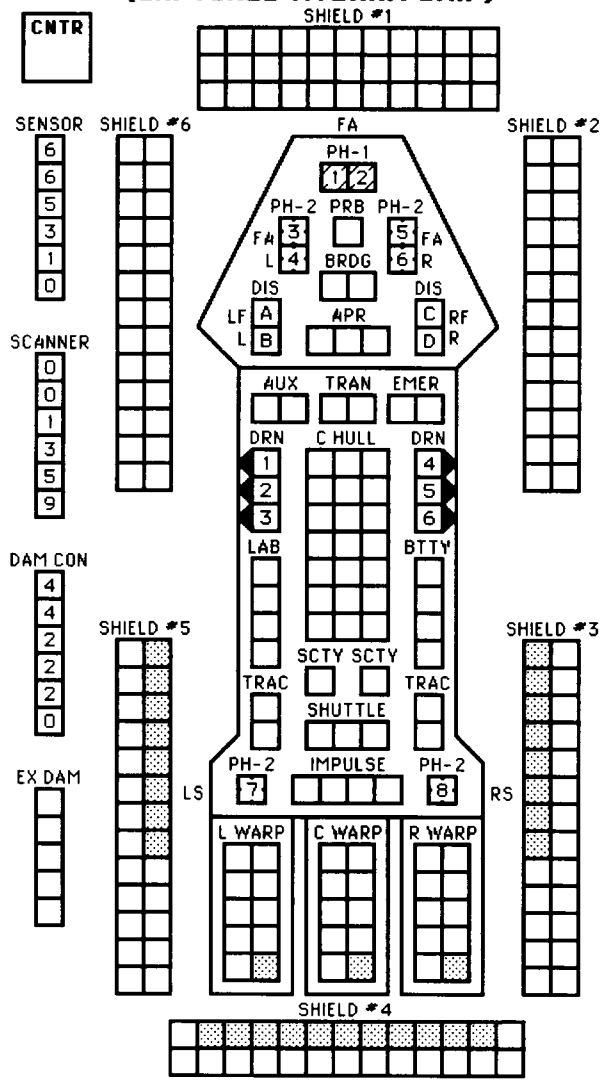
1							A					B
2							A					B
3							A					B
4							A					B
5							A					B
6							A					B

SHIP HAD TYPE-A DRONE RACKS (ONE RELOAD) UNTIL THE Y175 REFIT, WHICH CONVERTED THESE TO TYPE-B DRONE RACKS (2 RELOADS)

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

HIT & RUN
UIM ☐
DERFACS ☐



MOVEMENT COST = 1
HET COST = 5
EM COST = 6

THIS SSD SHOWS THE REFITTED SHIP. WITHOUT THE REFIT, DELETE THE SHADED BOXES, CHANGE THE FIRING ARCS OF THE "LS" AND "RS" PH-2s TO "RA", CHANGE THE PH-1s TO PH-2s, AND RESTRICT THE DISRUPTORS TO 22 HEXES RANGE.

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KLINGON GENDARME POLICE SHIP
(CAPTURED HYDRAN SHIP)

CREW UNITS

		✱							10

ADMINISTRATIVE SHUTTLE

IDENT	HIT POINTS	NOTES

BOARDING PARTIES

				5

PROBES

				5

T-BOMBS

		D	D

SHIP DATA TABLE

TYPE	=	GNK
POINT VALUE	=	46
BREAKDOWN	=	6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R3.957
PLUS REFIT	=	+2
Y175 REFIT	=	+2

CNTR

DISRUPTOR TABLE

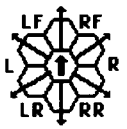
RANGE	0	1	2	3-4	5-8	9-10
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA
DAMAGE,STD	0	5	4	4	3	3
DAMAGE,OVLD	10	10	8	8	6	0

TURN MODE		SPEED
A	1	2-6
HET	2	7-12
	3	13-19
BD	4	20-26
	5	27+

NIMBLE SHIP

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
RX = L + LR + RR + R

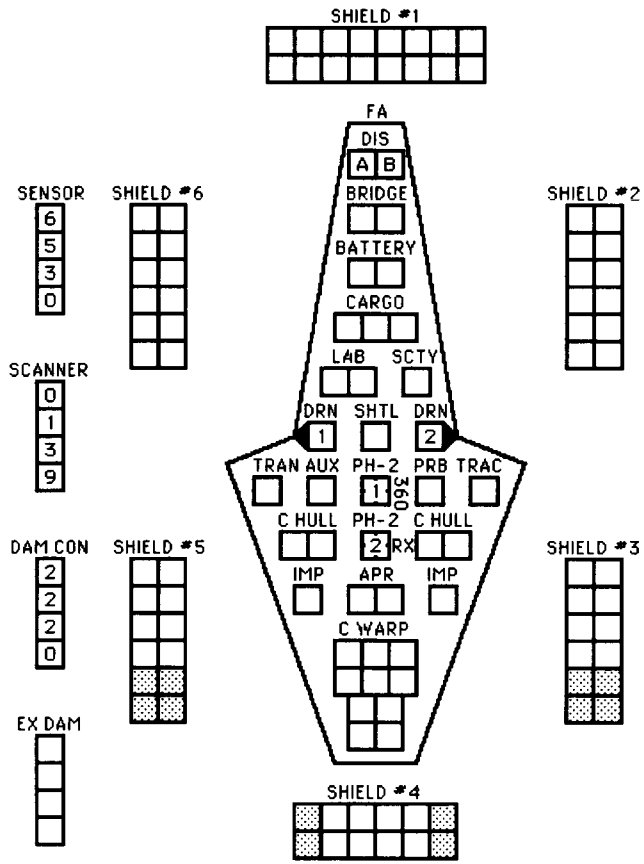
TYPE III DEFENSE PHASER

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

DRONE RACKS

1							A						B
2							A						B

SHIP HAD TYPE-A DRONE RACKS (ONE RELOAD) UNTIL THE Y175 REFIT, WHICH CONVERTED THESE TO TYPE-B DRONE RACKS (2 RELOADS), CAN LAUNCH ONE DRONE EACH TURN. PLUS REFIT CAN LAUNCH ONE DRONE FROM EACH RACK EACH TURN.



SHADED BOXES ARE THE PLUS REFIT.

WARP ENERGY MOVEMENT COST = 1/3 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	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

FEDERATION LIGHT CRUISER

CREW UNITS

			M						10
									20
									30

BOARDING PARTIES

							8

PROBES

				5

T-BOMBS

				D	D	D	D	

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

SHIP DATA TABLE

TYPE	=	CL-A
POINT VALUE	=	102
BREAKDOWN	=	4-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R2.18A
PLUS REFIT	=	+14

CNTR

TURN MODE		SPEED
C	1	2-4
	2	5-9
	3	10-14
HET	4	15-20
	5	21-27
BD	6	28+

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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											6

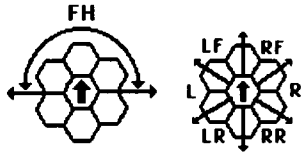
THREE RELOADS, ONE ENTIRELY ADD's.

ANTI-DRONE TABLE

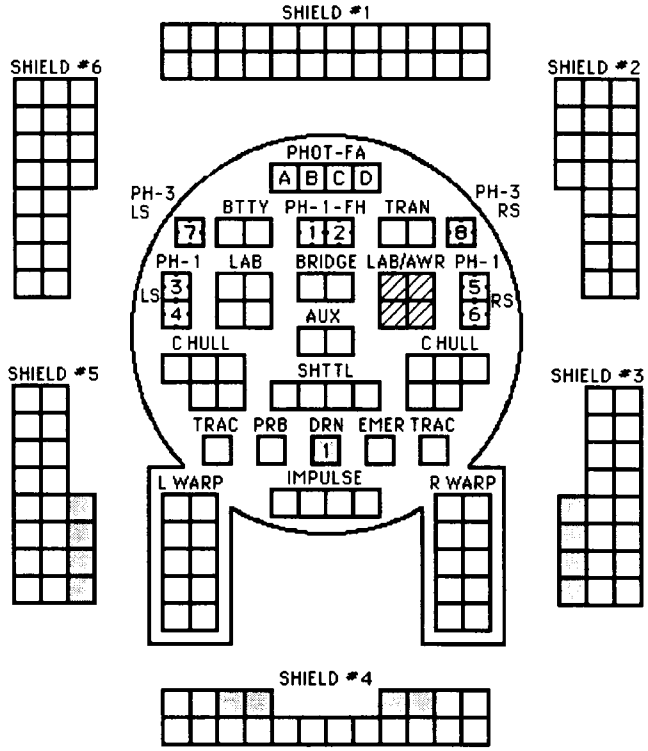
RANGE	0	1	2	3	4+
HIT#	-	1-2	1-3	1-4	-

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



SENSOR

6	6	5	3	1	0

SCANNER

0	0	1	3	5	9

DAM CON

4	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

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KLINGON G6 ISF GUNBOAT

CREW UNITS

MARINES

T-BOMBS

DRONE RACK

ADD

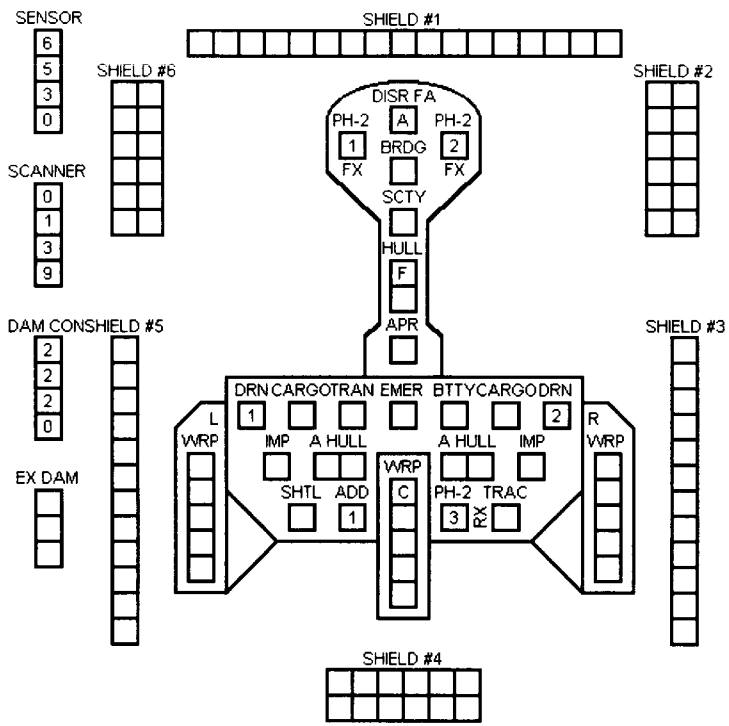
THIS SHIP CARRIES 2 SETS OF RELOADS FOR EACH DRONE RACK AND THE ADD.

SHIP STATISTICS		
TYPE	=	G6
POINT VALUE	=	67
SHIELD COST	=	.5 + .5
LIFE SUPPORT	=	.5
SIZE CLASS	=	4
TACT INTEL	=	G6
REF #	=	R3015

SHIP PERFORMANCE		
MOVEMENT COST	=	1/2
BREAKDOWN	=	5 - 6
WARP POWER	=	15
IMPULSE	=	2
APR/AWR	=	1
TOTAL POWER	=	18
BATTERIES	=	1

TURN MODE A	SPEED
1	2-6
2	7-12
3	13-19
4	20-28
5	27+

HET	BD



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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

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
HIT (UIM)	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

ANTI-DRONE TABLE

RANGE	0	1	2	3	4+
HIT#	-	1-2	1-3	1-4	-

LF RF L R LR RR

FA = LF + RF
FX = L + LF + RF + R
RX = L + LR + RR + R

phd

WARP ENERGY MOVEMENT COST = 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	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.	.5	1	1.5	2	2.5	3	3.5	4	4.5	5	5.5	6	6.5	7	7.5	8	8.5	9	9.5	10	10.5	11	11.5	12	12.5	13	13.5	14	14.5	15

5 = HET COST 6 = ERRATIC MANEUVER WARP COST

GORN ANTI-FIGHTER LIGHT CRUISER (CFL)

CREW UNITS	
	10
	20
	30
32	

BOARDING PARTIES	
	8

PROBES	
	5

PPT
A B C D E F

ADMIN SHUTTLES		
IDENT	HIT POINTS	NOTES
		GAS
		GAS

TWO BAYS TRANSFER BY (J1.59)

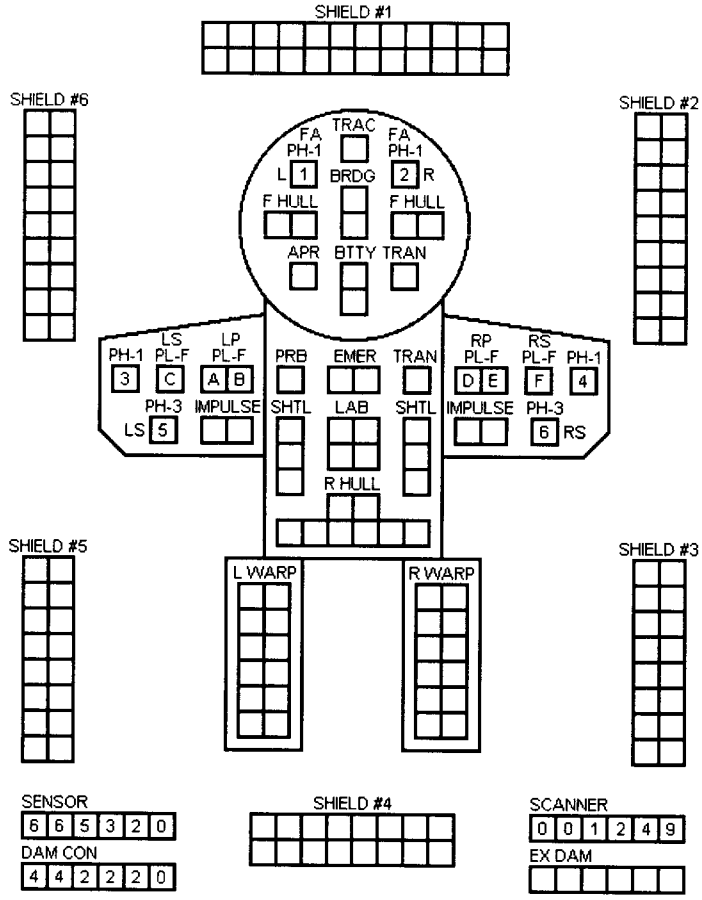
T-BOMBS	
	D D D D

SHIP STATISTICS		
TYPE	=	CFL
POINT VALUE	=	120
SHIELD COST	=	1 + 1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
TACT INTEL	=	CL
REFERENCE	=	R6D.402
SOURCE	=	UNOFFICIAL
YEAR IN SVC	=	Y170

SHIPS PERFORMANCE		
MOVEMENT COST		.67
HET COST		5
ERRATIC MANEUVER COST		6
BREAKDOWN		5 - 6
TURN MODE = D		SPEED
POWER SYSTEMS	1	2 - 4
WARP = 24	2	5 - 8
IMPULSE = 4	3	9 - 12
APR = 1	4	13 - 17
TOTAL = 29	5	18 - 24
BTTY = 2	6	25+
HET	BD	

phd

FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR



TYPE I PHASER

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 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

RANGE	0-5	6-10	11-12	13-14	15
TYPE F	20	15	10	5	1
BOLT	1-4	1-3			1-2

SENSOR	
	6 6 5 3 2 0
DAM CON	
	4 4 2 2 2 0

SCANNER	
	0 0 1 2 4 9
EX DAM	

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WARP ENERGY MOVEMENT COST = .67 (2/3) HET COST = 5 ERRATIC MANEUVER WARP COST = 6

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.	.67	1.33	2	2.67	3.33	4	4.67	5.33	6	6.67	7.33	8	8.67	9.33	10	10.67	11.33	12	12.67	13.33	14	14.67	15.33	16	16.67	17.33	18	18.67	19.33	20

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THOLIAN NEW DESTROYER

CREW UNITS	
	10
	20

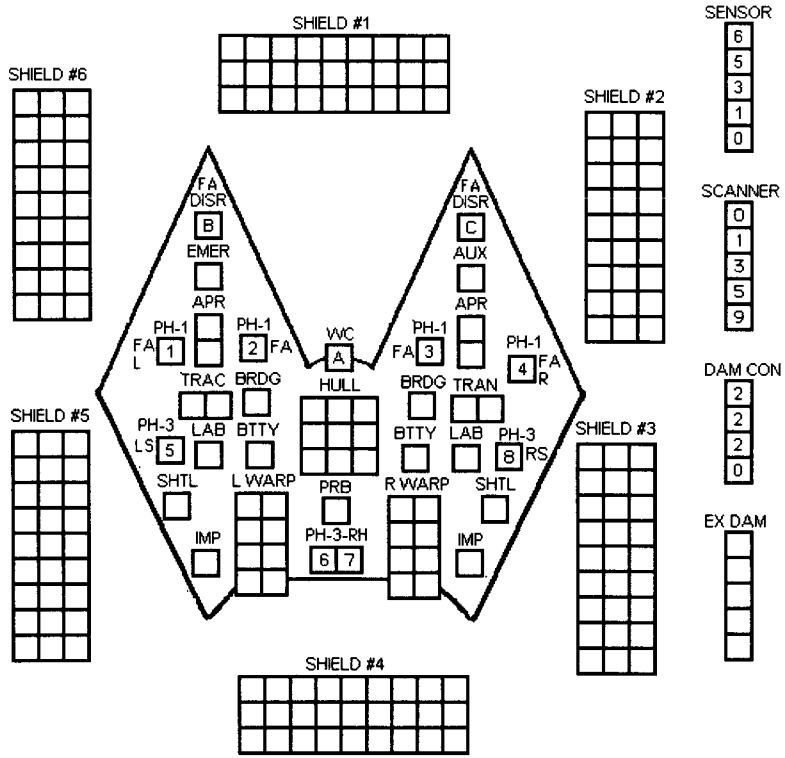
ADMIN SHUTTLES		
IDENT	HIT POINTS	NOTES

BOARDING PARTIES	
	10

T-BOMBS	
	D D

PROBES	
	5

SHIP STATISTICS		
TYPE	=	ANDD
POINT VALUE	=	110
SHIELD COST	=	.50 + .50
LIFE SUPPORT	=	.50
SIZE CLASS	=	4
TACT INTEL	=	ANDD
REFERENCE	=	
SOURCE	=	
YEAR IN SVC	=	Y186



SHIPS PERFORMANCE	
MOVEMENT COST	.50
HET COST	5
ERRATIC MANEUVER COST	6
BREAKDOWN	5 - 6

TURN MODE = A		SPEED
POWER SYSTEMS	1	2 - 6
WARP = 16	2	7 - 12
IMPULSE = 2	3	13 - 19
APR = 4	4	20 - 26
TOTAL = 22	5	27+
BTTY = 2		
HET	BD	

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

WEB CASTER

ENERGY USED	# OF WEB HEXES CREATED 1	2	3	4	5
1-2-3	10	5	3	2	2
2-3-4	20	10	6	5	4
3-4-5	30	15	10	7	6
4-5-N	35*	20	13	10	8
5-N-N	35*	25	16	12	10

DISRUPTOR

RANGE	0	1	2	3-4	5-8	9-15	16-22
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA
DAMAGE,STD	0	5	4	4	3	3	2
DAMAGE,OVLD	10	10	8	8	6	0	0

WEB FIST

RANGE	1-10	11-20	21-30
HIT	1-4	1-3	1-2
MISS	5-6	4-6	3-6
ENERGY	DAMAGE		
1	2	0	0
2	4	2	0
3	6	4	2
4	8	6	4
5	10	8	6

Created by Daniel Knudtson Thompson daniel135@janics.com
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WARP ENERGY MOVEMENT COST = .5 (1/2) HET COST = 5 ERRATIC MANEUVER WARP COST = 6

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.	.5	1	1.5	2	2.5	3	3.5	4	4.5	5	5.5	6	6.5	7	7.5	8	8.5	9	9.5	10	10.5	11	11.5	12	12.5	13	13.5	14	14.5	15

HYDRAN GREAT WHITE HUNTER

CREW UNITS

			X					10
								20
								30

BOARDING PARTIES

								10

DECK CREWS

GUARDS ASSIGNED

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TWO BAYS, NO TRANSFERS. 2+2 SPARES.

PROBES

				5

T-BOMBS

D D D D

SHIP DATA TABLE

TYPE	=	GWH
POINT VALUE	=	122
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	
YEAR	=	Y177

By John H. Kim
http://www-e815.fnal.gov/fun/sfb.html

TURN MODE		SPEED
C	1	2-4
	2	5-9
	3	10-14
HET	4	15-20
	5	21-27
BD	6	28+

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

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

HELLBORE COMBAT RESOLUTION TABLE

RANGE	0-1	2	3-4	5-8	9-15	16-22	23-40
HIT#	11	10	9	8	7	6	5
BASE DAMAGE	20	17	15	13	10	8	4
O/L DAMAGE	30	25	22	19	0	0	0

STANDARD LOAD HELLBORES CANNOT BE FIRED AT A RANGE OF ZERO HEXES.

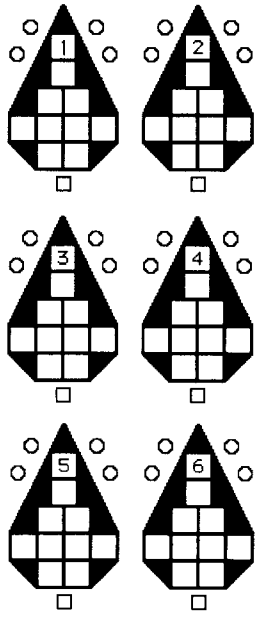
STINGER-2
1xPH-G-FA
DFR = 4
CRIPPLED = 7
SPEED = 15

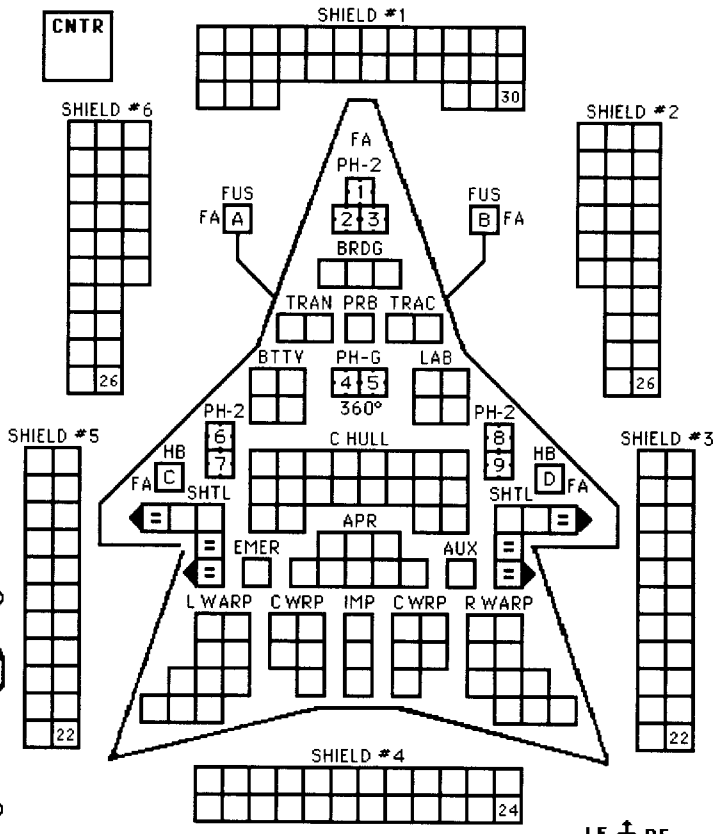
FUSION BEAM TABLE

DIE ROLL	RANGE 0	1	2	3-10	11-15	16-24
1	13	8	6	4	3	2
2	11	8	5	3	2	1
3	10	7	4	2	1	0
4	9	6	3	1	1	0
5	8	5	3	1	0	0
6	8	4	2	0	0	0

FUSION OVERLOAD

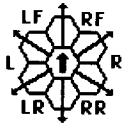
DIE ROLL	RANGE 0	1	2	3-8
1	19	12	9	6
2	16	12	7	4
3	15	10	6	3
4	13	9	4	1
5	12	7	4	1
6	12	6	3	0





SENSOR	6	5	3	1	0
SCANNER	0	1	3	5	9

DAMAGE CONTROL	4	2	2	2	0
EX DAMAGE					19



FA = LF + RF

MOVEMENT COST = 1
HET COST = 5
EM COST = 6

F&E CMND RTNG = 8
DOCK PTS = 8

HYDRAN GREAT WHITE HUNTER

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SELTORIAN PENAL SHIP

CREW UNITS

						*			10
									20
									30
									40
									50

BOARDING PARTIES

									10
									20
									30

SLAVE UNITS (Tholians)

									10
									20
									30

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS						NOTES

THIS SHIP HAS ONE SHUTTLE BAY.

NO T-BOMBS

SHIP DATA TABLE

Ship Class	=	CAP
Model Number	=	1
Point Value	=	138
Breakdown	=	4-6
Shield Cost	=	1+1
Explosion Str	=	96
Size Class	=	3
Movement Cost	=	1 (D)
Reference	=	R15.001
Total Power	=	39 (+1)
Opt Allowance	=	0 (+0)
1X Systems	=	(none)
Subject to Mutiny		

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

PARTICLE CANNON TABLE

RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30
TO 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

WEB BREAKER TABLE

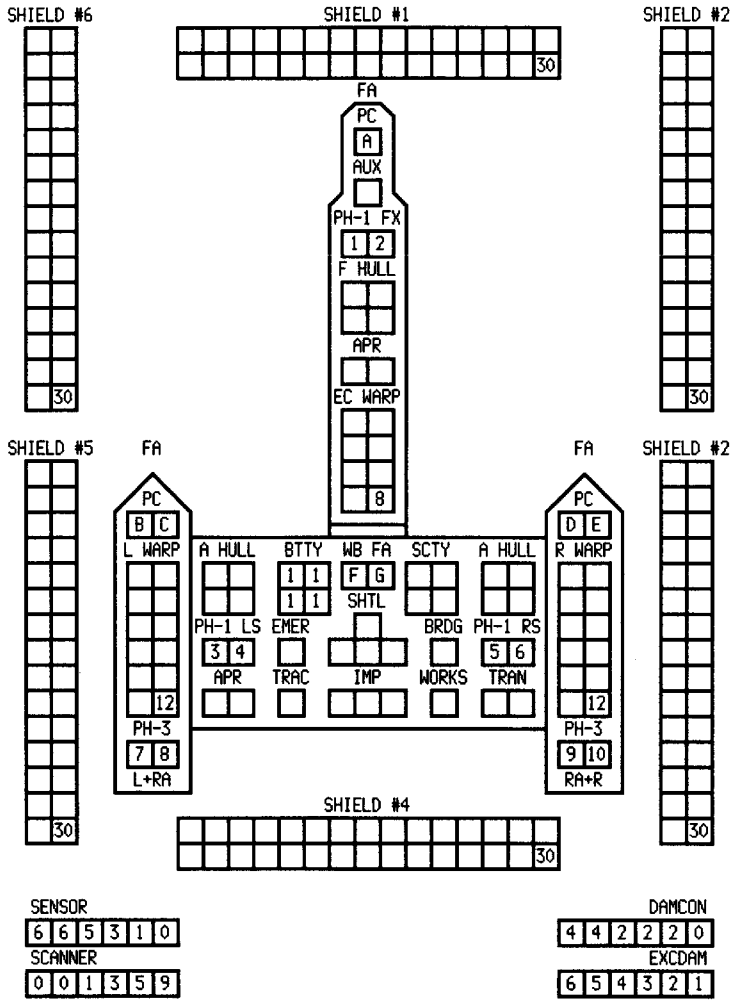
DIE ROLL	RANGE 0-1	2	3	4	5	6	7	8	9	10
1	20	19	18	17	15	13	11	9	7	5
2	18	17	16	15	13	11	9	7	5	3
3	16	15	14	13	11	9	7	5	3	1
4	14	13	12	11	9	7	5	3	1	0
5	12	11	10	9	7	5	3	1	0	0
6	10	9	8	7	5	3	1	0	0	0

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
TO HIT	1-6	1-5	1-4	1-3
DAMAGE	4	4	4	4



ANDRIUM HEAVY CRUISER

CREW UNITS

			X					10
								20
								30
			34					

ADMIN SHUTTLES

IDENT	HIT POINTS	NOTES

TWO BAYS - NO TRANSFERS

SHIP STATISTICS

TYPE	=	CA
POINT VALUE	=	121
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
TACT INTEL	=	CA
REFERENCE	=	(RA.8)
SOURCE	=	UNOFFICIAL
YEAR IN SVC	=	Y129
Y149 REFIT	=	+4

CNTR

BOARDING PARTIES

							8

PROBES

			5

T-BOMBS

				D	D	D	D

TYPE I PHASER

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

FA = LF + RF

SHIPS PERFORMANCE

MOVEMENT COST	1
HET COST	5
ERRATIC MANEUVER COST	6
BREAKDOWN	5-6

TURN MODE = C		SPEED
POWER SYSTEMS	1	2 - 4
WARP = 30	2	5 - 9
IMPULSE = 4	3	10 - 14
APR = 2	4	15 - 20
TOTAL = 36	5	21 - 27
BTTY = 2	6	28+
HET	BD	

LIGHT FLASH CANNON

RANGE	0	1	2	3-5	6-8	9-12	13-22	23-30
HIT#	1-6	1-5	1-5	1-4	1-4	1-3	1-3	1-2
DAMAGE	5+5	5+4	4+4	3+3	3+2	2+2	2+1	1+1

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

ANTI-DRONE TABLE

RANGE	0	1	2	3	4+
HIT#	-	1-2	1-3	1-4	-

CORE WORLDS

by Sean Young <youngsea@pilot.msu.edu>

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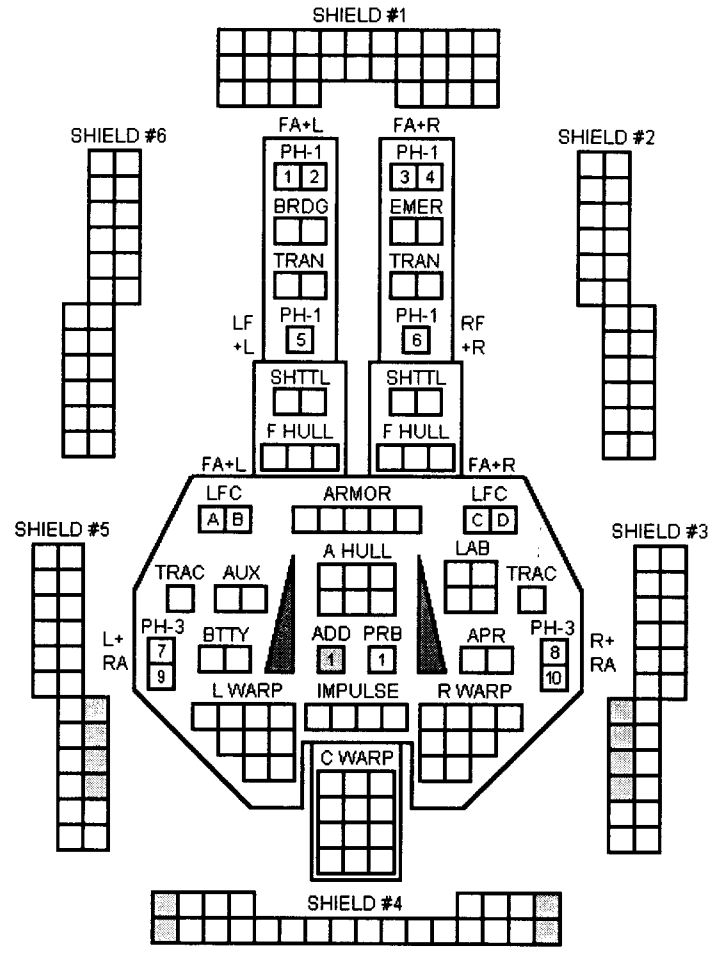
ADD

1													

ADD HOLDS 6 ROUNDS PRIOR TO Y175 AND 12 ROUNDS THEREAFTER



SENSOR	SCANNER	DAM CON	EX DAM
6 6 5 3 1 0	0 0 1 3 5 9	4 4 2 2 2 0	

SHADED BOXES ARE THE Y150 REFIT

MOVEMENT COST = 1

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OROMIGAHD HEAVY CRUISER

CREW UNITS	
	10
	20
	30
	40
47	

ADMIN SHUTTLES		
IDENT	HIT POINTS	NOTES

SHIP STATISTICS		
TYPE	=	CA
POINT VALUE	=	131
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
TACT INTEL	=	CA
REFERENCE	=	(RO.8)
SOURCE	=	UNOFFICIAL
YEAR IN SVC	=	Y145
PLUS REFIT		+11

CNTR

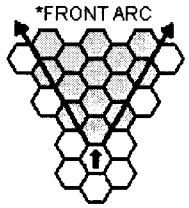
BOARDING PARTIES	
	10

PROBES	
	5

T-BOMBS	
	D D D 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



SHIPS PERFORMANCE	
MOVEMENT COST	1
HET COST	5
ERRATIC MANEUVER COST	6
BREAKDOWN	5 - 6

TURN MODE = B		SPEED
POWER SYSTEMS	1	2 - 5
WARP = 30	2	6 - 10
IMPULSE = 4	3	11 - 15
APR = 4 / 6	4	16 - 21
TOTAL = 38 / 40	5	22 - 28
BTTY = 4	6	29+
HET	BD	

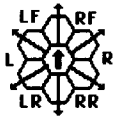
TYPE I PHASER

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

PPT	
D	E
G	G

QUANTUM FLUXUATOR

RANGE	0-4	5-8	9-12	13-22	23-30
HIT	NA	1-4	1-3	1-2	1
DAMAGE	1	1	1	1	1
FEEDBACK	1	0	0	0	0



FA = LF + RF
RS = RF + R + RR
LS = LF + L + LR

CORE WORLDS

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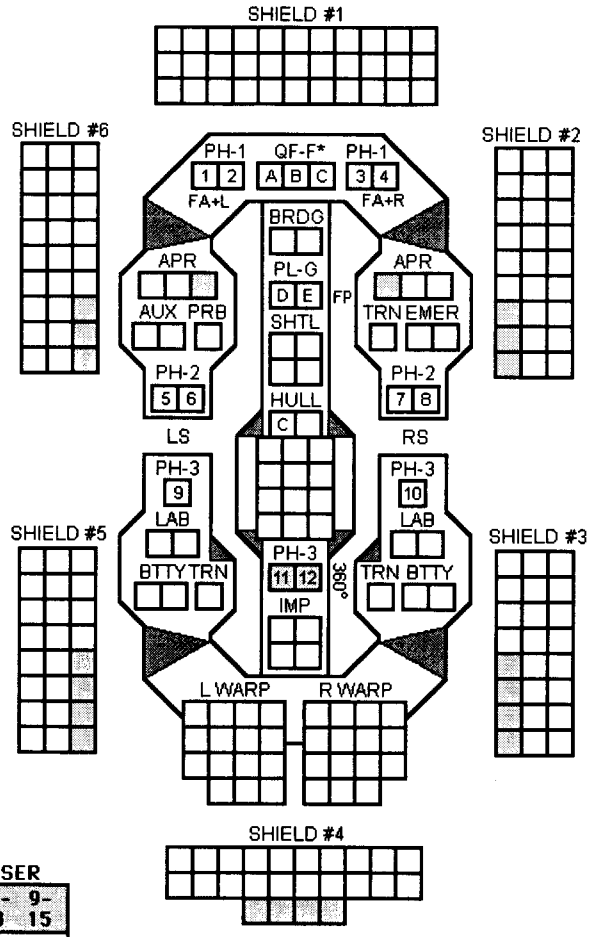


SHADED BOXES ARE THE PLUS REFIT.
MOVEMENT COST = 1

SENSOR					
6	6	5	3	1	0

SCANNER					
0	0	1	3	5	9

DAM CON					
4	4	2	2	2	0

EX DAM					

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 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
TYPE D	10	8	5	2	1	0	0	0	0	0	0	0	0	0
BOLT	1-4	1-3	1-2						1					

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

PELADINE HEAVY CRUISER

CREW UNITS

			*						10
									20
									30
									40

BOARDING PARTIES

									10

PROBES

				5

ADMINISTRATIVE SHUTTLES

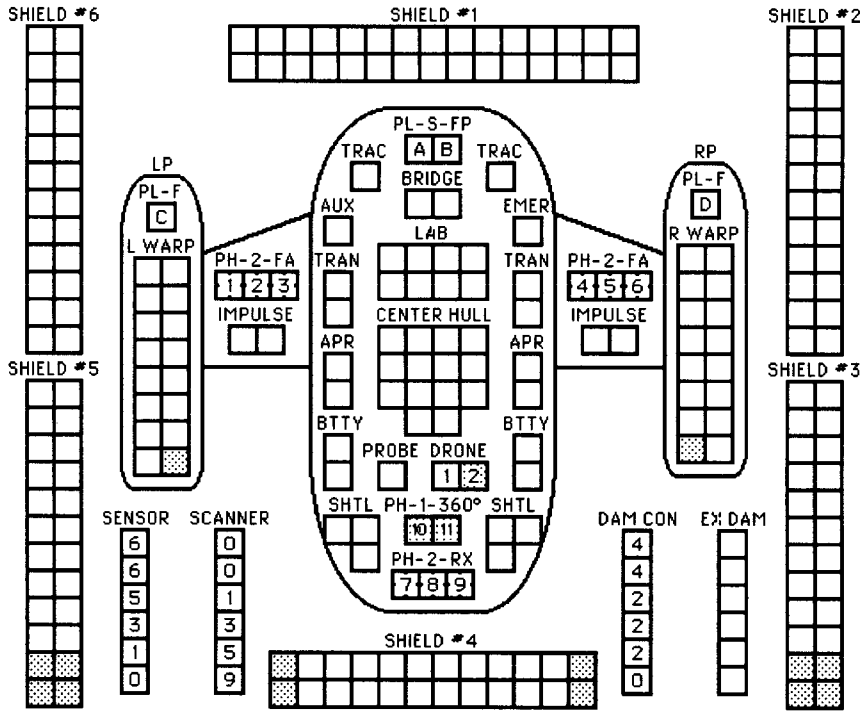
IDENT	HIT POINTS							NOTES

TWO BAYS, TRANSFERS BY J1.59.

TRANSPORTER BOMBS

				D	D	D	D

CNTR



SHADED BOXES ARE ADDED BY THE "I" REFIT IN Y161. WITHOUT THE REFIT, THE PLASMA-S-FP ARE PLASMA-G-FA; THE PLASMA-F-LP (RP) IS PLASMA-F-L+LF (R+RF).

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+

TYPE II PHASER TABLE

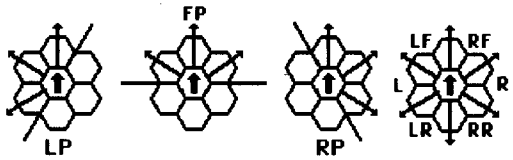
DIE ROLL	RANGE 0	1	2	3	4-8	9-15	16-30	31-50
1	6	5	5	4	3	2	1	1
2	6	5	4	4	2	1	1	0
3	6	4	4	4	1	1	0	0
4	5	4	4	3	1	0	0	0
5	5	4	3	3	0	0	0	0
6	5	3	3	3	0	0	0	0

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

PSEUDO-PLASMA TORPEDOES

A S B S C F D F



FA = LF + RF
RX = L + LR + RR + R

MOVEMENT COST = 1
HET COST = 5
EM COST = 6

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		

DRONE RACKS

1								A				B
2								A				B

SHIP HAD TYPE-A DRONE RACKS (ONE RELOAD) UNTIL THE Y175 REFIT, WHICH CONVERTED THESE TO TYPE-B DRONE RACKS (2 RELOADS). DRONE RACK #2 WAS ADDED BY THE "I" REFIT.

SHIP DATA TABLE

TYPE	=	CA
POINT VALUE	=	105
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	RJ1.2
I REFIT	=	+28
Y175 REFIT	=	+2

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SIA HEAVY CRUISER

BOARDING PARTIES

									10

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THIS SHIP HAS ONE SHUTTLE BAY.

TURN MODE		SPEED
C	1	2-4
	2	5-9
HET	3	10-14
	4	15-20
BD	5	21-27
	6	28+

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

SHIP DATA TABLE

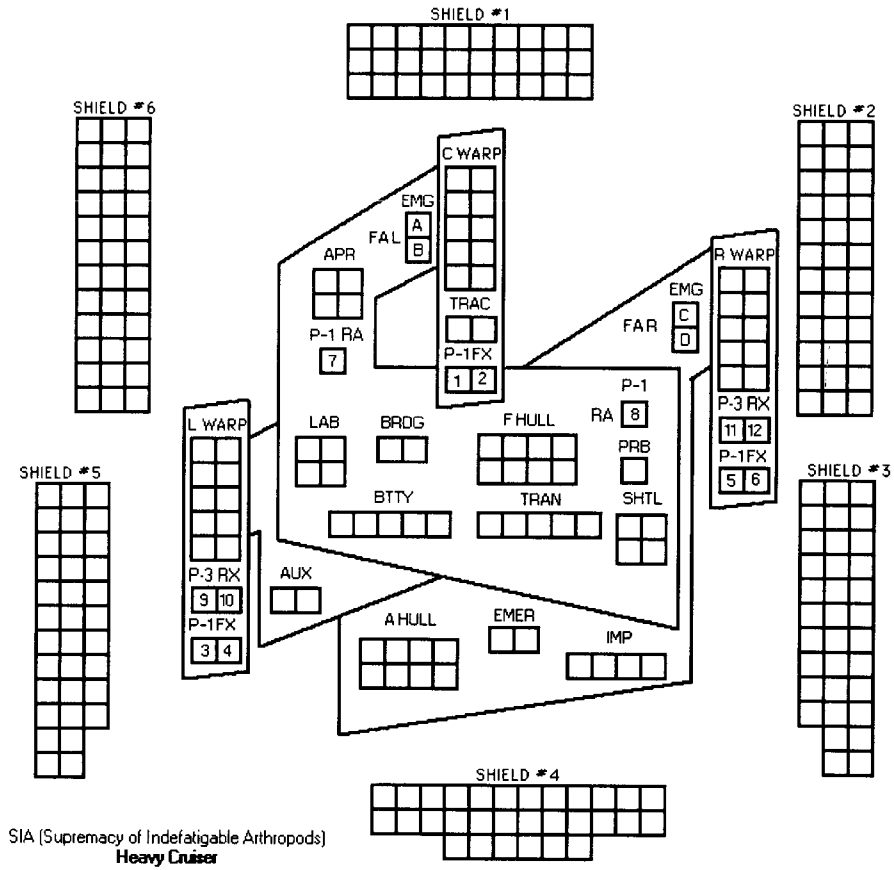
Ship Type	=	CA/TC
Point Value	=	140
Size Class	=	3
Docking Points	=	8
Command Rating	=	8

EMG (En Masse Grenade) TABLE

DIE ROLL	RANGE 0	1	2	3-4	5-8	9-15	16-30
2	14	11	9	7	6	5	4
3,4,5	11	9	7	5	5	4	3
6,7,8	10	8	6	4	3	3	2
9,10,11	5	4	3	2	2	2	0
12	2	2	2	1	1	1	0

(2 any power, 1 turn weapon, 1 hold, no OL)

SCANNER	DAM CON	EX DAM	SENSOR
0	4		6
1	2		6
2	2		4
3	2		3
5	0		2
9			0



SIA (Supremacy of Indefatigable Arthropods)
Heavy Cruiser

SSD by Pierre J. Adams SSD Revised 7-4-1999

SIA concept & EMG by Pierre J. Adams

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LACERTAN HEAVY CRUISER

BOARDING PARTIES

									10

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THIS SHIP HAS ONE SHUTTLE BAY

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

EX DAM

SENSOR: 6, 6, 4, 3, 2, 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

SCANNER: 0, 1, 2, 3, 5, 9

DAM CON: 4, 2, 2, 2, 0

TYPE III DEFENSE PHASER

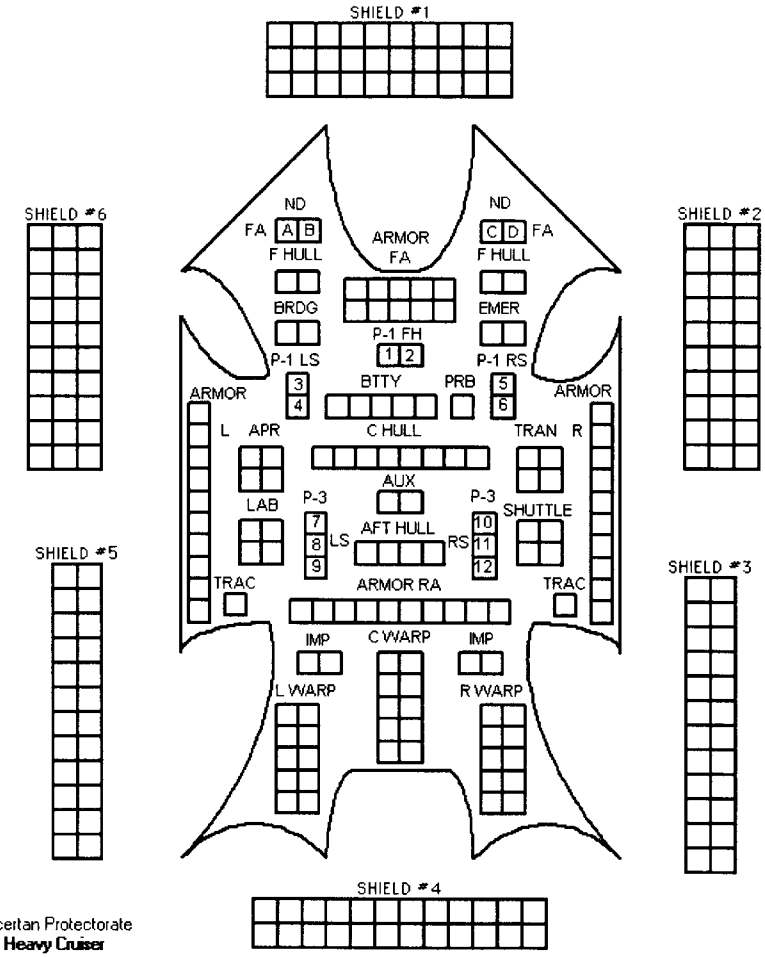
DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

SHIP DATA TABLE

Ship Type	=	TCA
Point Value	=	140
Size Class	=	3
Docking Points	=	8
Command Rating	=	8

NEGATRON DYNAMITE (ND) TABLE

ROLL	RANGE 0	1	2	3-4	5-8	9-15	16-25	26-30
3	26	24	22	18	16	14	10	6
4-5	24	22	20	16	14	12	9	5
6-8	22	20	18	14	12	11	8	4
9-12	20	18	16	12	10	10	7	3
13-15	17	15	13	9	7	6	3	0
16-17	14	12	10	6	4	3	0	0
18	11	9	7	3	1	1	0	0



Lacertan Protectorate
Heavy Cruiser

Rev. 2 - 7/2/99

Lacertan Protectorate concept & ND by Pierre J. Adams

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