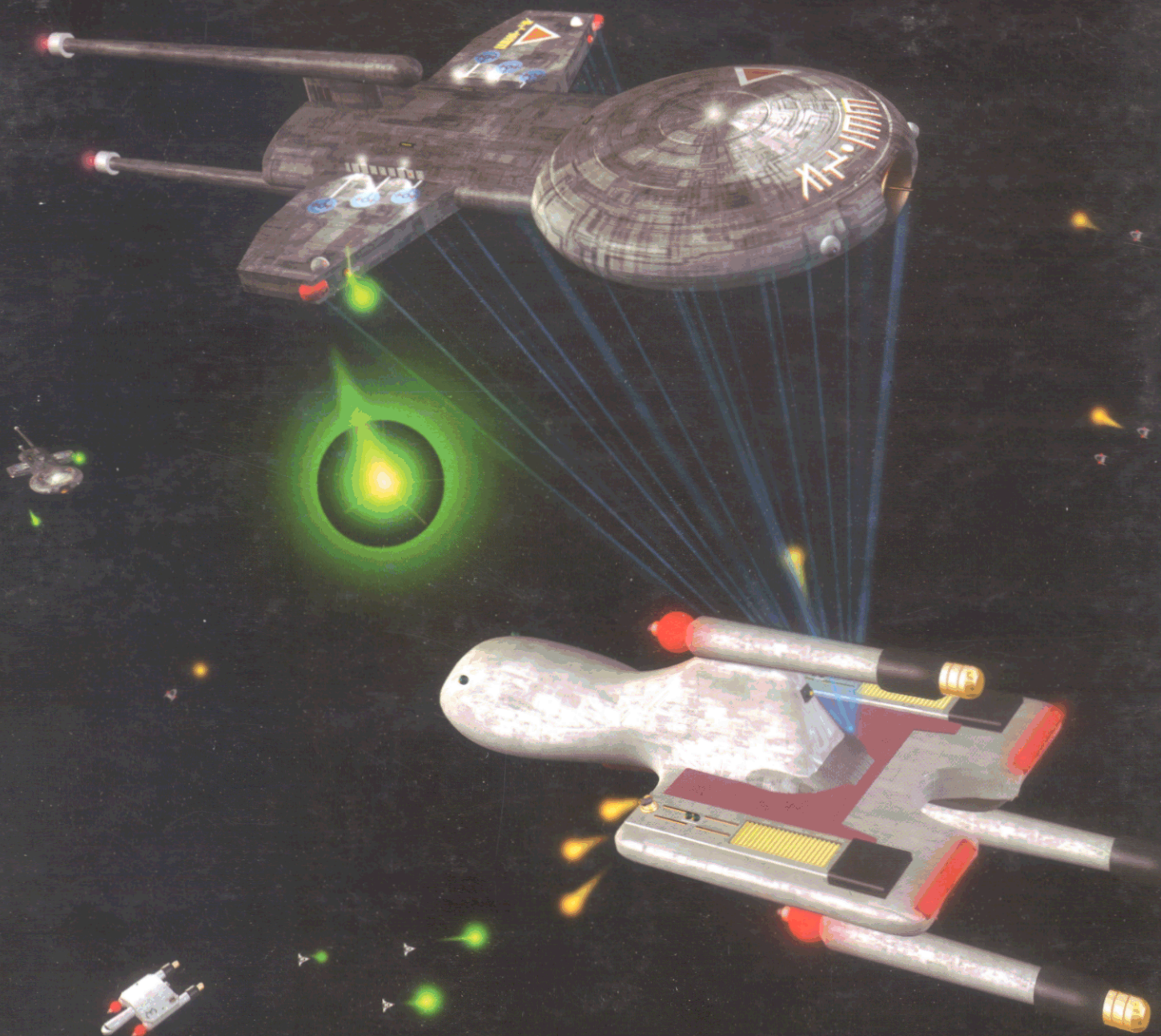


STAR FLEET BATTLES



CAPTAIN'S LOG #26



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CAPTAIN'S LOG STAFF

Publisher Stephen V. Cole
 Managing Editor Steven P. Petrick
 Business Manager Leanna M. Cole
 Star Fleet Staff Stewart Frazier, John D. Berg, Chuck Strong, Ken Burnside, Jon Cleaves, Bruce Graw, Jeff Laikind, Gary Plana, Scott Moellmer, Joe Butler, Mike Filsinger, Nick Blank, Andrew Harding, Trent Telenko, Alex Chobot, Richard Sherman.

Security Staff Ramses, Isis
 Cover Art Ted Geibel
 Back Cover Art Adam Turner
 Interior Art Dale McKee, Alvin Belflower
 Graphics Steve Cole, Ted Geibel

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Rescue the *Kishawk*

by John A. Picheco

**Y179, Planet Terimene,
Romulan colony near Gorn border**

Pente-Centurion Falshin felt grim as he walked towards the Governor's office. He knew the Governor was not going to be happy about the news; she never liked bad news. Falshin estimated that in about thirty hours, the governor and he would be dead or prisoners of the Gorns.

Terimene was a mining colony, one that mined rich ore and processed it into iridium, rhodium, and manganese, all things that the Romulan Star Empire needed. Governor Slatoris was a rising star of House Aurelius, one of the most powerful of the Romulan political factions. Her House had won control of Terimene in a power play two years earlier. She needed a successful tour in a major industrial production center to advance her career, and the self-contained colony had become very much a luxury resort for her and other functionaries of the House.

Pente-Centurion Falshin commanded the military garrison, which consisted only of a warning station, a Century of ground troops, and some ground-based phasers, enough to drive away a pirate but an easy target for Gorn marines. His career was stalled and he would never be promoted to Tribune, a fate he had long come to terms with. Part of the deal that ended the power play was that the military forces on Terimene had to be commanded by an officer not affiliated with any House, one supposedly neutral in the power plays that the Houses continually engaged in. With the largely honorary promotion from Major-Centurion to Pente-Centurion, Falshin had found the post a comfortable retirement.

Upon reaching the Governor's office, he told the secretary that he needed to see the Governor, and said that it was so urgent it could not wait. The Governor didn't hesitate and summoned him into her office. Falshin walked up to the Governor's desk, came to attention, saluted, and waited.

"Centurion, whenever you formally report like that, its bad news. So, let's have it. What went wrong this time."

Falshin hesitated, then blurted it out. "Governor, a Gorn fleet has broken through the 2nd Star Legion, and is headed this way. The fleet should arrive at Terimene in twenty-two hours."

The Governor opened a drawer and took out a computer storage crystal and handed it to him. "This crystal, sealed by the Praetor, gives me authority to seize control of military assets during any emergency. As commander of the local military post, you now come under my command. We must evacuate the colonial staff and the rhodium. The *Treachery* is the largest warship here, yes?" The cruiser had been sent here to await a repair ship.

"Yes, Governor, but she sustained heavy damage and crew losses. Ante-Commander Terin will have difficulty getting the ship out of range of the Gorns, and it will be a prime target for them."

The Governor was still looking up at him. "The *Cetus* and *Draco* are both too slow." They were old frigates awaiting a convoy to guard. "I guess its going to be the *Kishawk*. Contact Major-Tribune T'Finn and let him know we are commandeering his ship." The Governor hesitated. "Tell T'Finn that he and most of his crew, fighters, and combat supplies are to transfer to *Treachery* and help to get her out of here. Terrin, T'Finn, and all three ships can leave whenever they want. I want *Kishawk* to be ready to leave, with all of my personnel and records on board, and all the refined metals, in ten hours. You will command *Kishawk*."

"Take your leave."

Centurion Falshin saluted walked from the room and thought to himself: *We are evacuating and it looks like I will not be dead in thirty hours.* A slight smile grew on his face as he found himself profiting from a House power play for the first time in his life. Being ordered to take command of a ship was clearly a promotion;

not being killed by the Gorns was clearly a good career move. She was bribing him with his own life to ensure her escape, which made sense given that T'Finn was loyal to House Antreidies and therefore a political rival. Falshin's own second-in-command, Major-Centurion Halkon, came from House Pentalion and was here to keep an eye on Slatoris and Aurelius. He would be left behind to make a glorious stand against the Gorns. Halkon would die or be a prisoner in 30 hours. Falshin smiled again, realizing that even in a military disaster, one of the great Houses had found a way to harm not just one, but two of the other great Houses.

After Centurion Falshin left, the Governor pushed a button on the desk. "Meri, cancel all appointments and go to file number two and execute. Understood?" After the secretary replied, the Governor stood up, straightened her skirt, and quickly walked to the bathroom, her long black hair flowing behind her.

Bridge, Romulan SeaHawk-B Escort Carrier *Kishawk* Thirteen hours after leaving Terimene

The turbolift doors opened as Governor Slatoris entered the bridge. She was wearing a knee-length gray skirt, gray jacket, and a form-fitting animal print shirt. She showed a sophisticated air — someone to be desired and feared — an air which she was pulling off so far. She walked directly to Centurion Falshin.

"Centurion, when will the engines be working again? The Gorns cannot capture this ship. The personnel, refined metals, and records are too valuable."

Centurion Falshin sighed. The personnel and records on board were valuable to Slatoris's House, and were frankly not really important to the Empire itself. The rhodium was, but it was her excuse to protect her personnel. Even so, his fate was linked to hers by the fact that he now commanded her ship. Even throwing her and the rhodium overboard wouldn't save him, and making her happy could pay political dividends later, although it was becoming more and more difficult to hide his annoyance.

In a calm voice Falshin replied. "First, Governor, as the officer in charge of this vessel, I am to be addressed as Commander. Second, Ante-Commander T'Finn took the bulk of his crew, and all the best people, to the *Treachery* to help get her spaceworthy. The remaining engineers are working on the engine malfunction, but I cannot tell you when they will have it fixed until they find out what the problem actually is."

"So what do we do?" Slatoris asked.

"We send a distress signal," the Centurion behind Slatoris interrupted, "and we hope an Imperial ship arrives before a Gorn finds us."

Governor Slatoris leaned closer to the Centurion and said softly, "Centurion T'Valin, Commander Falshin is correct that we should be on a more professional and formal basis on the bridge. And by the way, you do look the part."

Centurion T'Valin did indeed look the part. He was in full dress uniform with his many commendations displayed all over his chest and arms, including the military's highest award, the Iridium Eagle for Valor, adorning his left shoulder. He had received this for his heroic last stand saving the *Behemoth* from capture. He carried the ceremonial short sword signifying House Casifax at his waist. He just happened to be on Terimene recovering from wounds from that battle and was to return to duty after his convalescence. Said convalescence seemed to be going well; he had been escorting Governor Slatoris to all the state functions and, security reported, sharing her bed at night. His House was strongly allied to that of Slatoris, and she simply brought him along with her retinue. She could not, of course, leave a hero on a defenseless planet to get captured.

T'Valin offered his services to Falshin when the vessel's engines failed, but as a Marine his help with the warp engines was limited. Falshin found himself genuinely liking T'Valin despite his current assignment as escort to the governor. It remained to be

seen, but for all Falshin knew, their houses might arrange a marriage. Either of them could do a lot worse.

Slatoris had been droning on, ordering several paragraphs of political information, personnel lists, and directives to her relatives to be included in the distress signal.

T'Valin gave her a quick smile, then turned to Falshin. "Commander, I suggest we make the distress signal short and simple. While the Gorns cannot break our codes, they could more easily detect a longer message."

"I agree," Falshin turned to the communications officer. "Send the three-digit distress code for 'request assistance', 'enemy in area', and 'warp drive failure'. Then add our coordinates according to the encrypted war charts, and my signature code, and the governor's as well. Send it on directional beams toward known Imperial units and bases."

"Very well," the communications officer replied, working his panel.

"Well, Centurion, how much of a defense can we put up?" Falshin asked.

"Commander," T'Valin said matter of factly. "A Gorn police frigate could capture us in two minutes. We have little more than a minimum crew, a hangar deck full of civilians, and 150 tons of rhodium replacing the combat stores."

"Can you organize available personnel to repel boarders?"

"I will do what I can," T'Valin said with a shrug. "At least some of the civilians regularly play sports and are in good physical condition. A few of them are military veterans. I can also organize all available crewmen to defend themselves, but we cannot take them for combat duty as you will need them at their posts when the engines are repaired."

"Carry on," Falshin and Slatoris said at the same time, then darted their eyes toward each other with annoyance.

Flag Bridge, Gorn Heavy Command Cruiser *Desiricon* Orbiting Planet Terimene

Rear Admiral Slesseen stood on the command deck above the bridge reading the fleet damage report from the last battle. The report was worse than he thought, and he was worried. Once in a while he would peer down into the workstations and check the officers. Time was critical, and success got harder with each hour that passed. His fleet had taken its objective, but between damaged ships and a squadron sent on a secondary mission he lacked enough ships to stand up to a fleet-scale counter-attack.

A very large Senior Commander had climbed the stairs to the command deck. "Admiral, I have a report from the *Selach*. She suffered no damage from the confrontation with the Romulan cruiser, which seemed to have sustained earlier battle damage to its engines. The Romulan was completely destroyed with no survivors. I also have a report from our landing force. The government offices are empty, records are missing or destroyed, and high-ranking personnel are not planetside. There are ten thousand tons of manganese on the planet, but the refined rhodium holds are empty. It seems that..."

A lieutenant on the lower deck interrupted him. "Admiral, the battle destroyer *Whiptail* has detected a signal from a Romulan ship. Sensors show the Romulan ship is not moving."

"Where does that signal originate?" the Commander asked.

The lieutenant quickly responded with the bearing and distance, pointing to the overall situation on the tactical screen. Slesseen took a moment to study *Whiptail*'s location. The ship had been sent far beyond Terimene to pick off a retreating freighter, and had been told to stay there to provide warning of a Romulan counter-attack.

The Commander looked at Slesseen. "Sir, that's a direct line between Terimene and Aurellius. Do you think..."

Admiral Slesseen cut him off. "Communications, get me the captains of *Tyrondor* and *Archaeopteryx* now."

Two Gorns in senior captain uniforms appeared on the viewscreen. The Captain on the left was older and had a large scar on the right side of his face that included the loss of an eye. The Captain on the right was unremarkable except for the yellowish tinge of his scales.

The Admiral addressed the screen. "Captain Sakatha, I am putting you in command of a task force consisting of the *Tyrondor* carrier group and the *Archaeopteryx* carrier group. Your mission is to capture a Romulan ship at coordinates being transmitted to you now. I believe it contains high-ranking Romulans and the recent production of rhodium. Do you understand?"

The battle-scarred Captain replied immediately. "Yes, Admiral, but the *Defender* is badly damaged. I request that she stay behind."

The Admiral looked at the report he was holding, scanned for the ship in question. "Request granted, Captain. Sakatha, my old friend, be careful."

"Why the carriers?" the Flag Lieutenant asked.

"They have not been blooded," Slesseen answered. "The Romulans fleeing this place were hunted down by the *Selach*'s group, while my main squadron took the planet. The carriers came in from the opposite direction and saw no action except for the escort damaged by that suicidal fighter attack."

"Of course, Admiral," the Lieutenant answered.

Bridge, Gorn Carrier *Tyrondor* Ten minutes out from Terimene

Captain Sakatha sat in his command chain and looked over the bridge deck, watching his officers with his head cocked to the right so his remaining eye could see the whole area. This posture looked strange, and it seemed like he was not looking at whoever he was talking to, but the crew was used to it.

"Lieutenant Desseen, keep a close eye on your sensors. I do not want to run into any ships except the disabled Romulan we seek, and without warp drive she will be hard to detect."

Flag Bridge, Romulan Superhawk Heavy Carrier *Imperial Standard*

Major-Admiral Chassis Seraphine sat quietly in his comfortable command chair. He was very happy right now. His carrier group was fully refitted and resupplied, having left port two weeks ago after ten months of constant fighting on the Federation border. They were almost to the front, where an attack on the key Gorn mining world of Gornghella awaited only his arrival. Seraphine knew that switching his flagship to the Gorn front for a quick strike on the key resource center was the result of political maneuvering between his House, Sorkalif, and his uncle's allies, Houses Casifax and Aurellius. Seizing the mines would give the Empire a boost, but would also create wealth and power for the allied houses.

Admiral Seraphine was lost in thought, trying to digest reports on the Gorn capture of Terimene. He could of course divert his squadron to recapture it, but if he proceeded with plans to capture Gornghella, Terimene would be cut off and fall into his lap. His House would demand the immediate recapture of Terimene, as it was controlled by an ally, but this way would be a better military plan and an adequate political result.

He stared at the viewscreen. The image on the screen was of the Sparrowhawk class escort cruiser *Dark Angel*. The *Dark Angel* was a beautiful ship, but not as beautiful as her commander. He thought about Commander Albus, an independent officer with no House affiliation, and he was glad that he could give her career some help. He was also glad that he had an excellent officer commanding his most important escort. She deserved the command, as she was the most brilliant officer that served under him. He missed having her on his staff — and in his bed — but she served better commanding a ship. Perhaps in time she might make a suitable wife for one of his nephews or younger cousins.

A female centurion approached him. "Admiral, a Romulan distress signal has been detected. *Kishawk* suffered a warp power failure while fleeing Terimene. There is also a curious thing, sir. The command signature is that of Pente-Centurion Falshin. I checked the database, and he is currently posted as commander of the ground defenses on the planet of Terimene. Also in the message is the signature code of Governor Slatoris of Terimene."

"Centurion Baccus, what kind of ship is the *Kishawk*?"

"A SeaHawk class escort carrier, assigned to escort convoys from border planets to the interior. The *Kishawk* was last reported at Terimene, waiting for a new escort frigate."

Seraphine turned his chair toward the young Centurion. "Well, Centurion, it looks like the governor escaped from Terimene after all. Order the squadron to proceed to the *Kishawk*'s coordinates at maximum speed. Do not respond to the *Kishawk*. I do not want to tell the Gorns where we are. Have Tribune Solkov report to the flag bridge immediately."

Bridge, Romulan SeaHawk-B Escort Carrier *Kishawk*

The Decurion at the sensor console proudly announced. "Commander, multiple vessels heading from Romulan interior are approaching, but still at long range." He paused a moment to be sure he had the commander's attention. "Four vessels with a total warp signature of three." A longer pause, then the Decurion suddenly continued with great emotion, "Commander, five vessels approaching from astern. Total warp signature three-point-three. They appear to be coming from Teri...."

Centurion T'Valin pushed the communications officer aside and opened a channel to the approaching Romulan ships. "This is the *Kishawk* to Romulan fleet. We are about to be overrun by Gorn forces. Lock on this signal and intercept with haste."

A middle-aged Romulan with light brown hair, dressed in an admiral's uniform, appeared on the viewscreen. "This is Major-Admiral Seraphine of the *Imperial Standard*. What is the disposition of enemy force?"

Centurion Falshin pushed a button on his chair. "Commander Falshin of the *Kishawk*. Thank you for answering, Admiral. There are five Gorn vessels with a warp signature of three-point-zero approximately two minutes away." He gave the bearing and range.

Admiral Seraphine didn't hesitate. "Commander, prepare to abandon ship."

Governor Slatoris, recognizing Seraphine, interrupted. "Admiral, this is Governor Slatoris. There are two hundred key administrative personnel on this ship, plus vital records, and a cargo hold full of rhodium. Everything must be done to save this ship."

"Very well, Governor, we will do what we can." This would work out even better, he nodded to himself. He could rescue the governor now to buy himself a couple of weeks to let the Gornghella campaign play out.

Centurion T'Valin quickly jumped into the conversation before the admiral terminated it. "Admiral Seraphine, Centurion T'Valin here. We only have a skeleton crew on board. I would not want a repeat of *Renicon*."

The crew on both bridges were stone cold silent. They were waiting for the Admiral's reaction to this obvious breach in military etiquette. The Admiral calmly replied, "I understand, Centurion. End transmission."

Commander Falshin and the bridge crew stared blankly at T'Valin. Slatoris blurted out, "What does *Renicon* mean?"

T'Valin looked around the bridge at all the people with the questioning looks on their faces. He stopped at Slatoris. "A year ago, I led a boarding action on the Gorn Battlecruiser *Renicon*. We captured the ship, but the Gorns counter-attacked and I didn't have enough men to hold it. Admiral Seraphine would not reinforce us. I fought my way to the shuttlebay and escaped in a Gorn shuttlecraft with four of my men. I lost seventy-six soldiers from my century on that mission." It went unspoken that if the admiral

abandoned T'Valin again, there would be problems between their two noble houses.

Flag Bridge, Romulan Superhawk Heavy Carrier *Imperial Standard*

The turbolift opened and out walked a slightly heavysset Romulan with graying hair and the insignia of a chief engineer. He immediately went right to business. "Admiral, do you really think I can fix that ship — during *combat*? I don't even know what's wrong with it."

Seraphine replied with a smile, "Tribune Maximus Solkov, I have seen you perform miracles during impossible situations. Here is another impossible situation. I will try to keep the Gorns away, but don't waste any time. Get those engines on line. Do your duty, Tribune, and you will be well rewarded."

Tribune Solkov saluted and exited the bridge.

Seraphine turned to the tactical officer, "Launch all fighters. Group one to escort *Rampart*. Group two to escort *Steadfast*. The remaining groups are to protect the *Kishawk*. Launch the multi-role shuttle when ready."

The scanner officer reported, "Admiral, two Gorn vessels are launching fighters."

Seraphine sat back and thought to himself. *Well, we are fighting a carrier group. This is going to be interesting.* "Communications, hail the fleet."

Three images appeared on the viewscreen, an old Ante-Commander, a beautiful young female Ante-Commander, and a young Tribune. Seraphine addressed them. "All vessels, pull ahead of the fighters and fan out, put one hundred thousand kilometers between you. Commander Albus, you're in the center. Head straight towards the *Kishawk* and keep those Gorn fighters away. I expect your racks to be empty after your first pass. Understood?"

The female in the center spoke up. "Yes, Admiral."

Seraphine continued, "*Steadfast*, keep pressure on the Gorn fighters and take advantage of any opportunity."

The old engineer saluted. "By your command, Admiral."

Seraphine finished. "*Rampart*, engage the battle destroyer across from you and don't get surrounded by enemy fighters. Understood?" The junior captain nodded.

"The *Imperial Standard* will stand in reserve. Any questions?" There were none. Everyone knew that the *Imperial Standard* was vital to the next mission and must be kept out of combat. All three smaller ships were expendable; *Imperial Standard* was not.

With a smile and a nod in acknowledgment from the Tribune, Seraphine ended the communication and ordered tactical displays put on the viewscreen. The lights dimmed and symbols of every unit registered on the viewscreen. His eyes were fixed intently on the screen.

Bridge, Gorn Carrier *Tyrondor*

Amid the activity on the bridge, Captain Sakatha intently watched the viewscreen and finally saw what he wanted to confirm. "Twenty-four fighters from the heavy hawk. Higher speed than previously reported. Intelligence was right. It's definitely the *Imperial Standard*." He pushed a button on his console. "Command to all ships, proceed with plan three." He then composed and sent a message to Admiral Slesseen. The appearance of such a major warship must be reported at once.

Bridge, Romulan SeaHawk-B Escort Carrier *Kishawk*

T'Valin looked at Falshin. "Commander, we can expect to be boarded. I will be in the shuttlebay." He started to leave.

"And you might want to arm the bridge crew."

Falshin looked around the bridge. "Decurion, open the weapons locker and arm all bridge personnel. You will personally guard

Governor Slatoris." Falshin turned to address the entire bridge crew. "The situation might look grim, but if you all perform your duty, we will be victorious."

The navigator spoke up. "Can we drop the warp engines and evade detection in the melee?"

Falshin remained calm while he considered the idea, but Slatoris interrupted his decision-making process.

"Absolutely not," she ordered, "We must get the engines repaired and make all speed for Aurellius. Dropping the warp engines would leave us defenseless if detected, and the odds of escape are not worth that risk." Falshin accepted her decision without argument. Neither he nor Slatoris knew enough of starship combat to make any better decision.

Flag Bridge, Romulan Superhawk Heavy Carrier *Imperial Standard*

Admiral Seraphine sat quietly and watched the spectacle unfold before him. The Gorns were spreading their forces out. He smiled inwardly as he saw the Gorn fighters stay even with their ships. The heavy destroyer, probably a dedicated escort variant, was heading straight towards the *Kishawk*. The Gorn carrier was swinging wide, slowly launching G-18 megafighters. The other wing of the Gorn attack was composed of a battle destroyer surrounded by G-18 fighters, with slower G-10 fighters following close behind. He had ordered *Rampart* to engage that group.

Two G-18s launched plasma torpedoes. Then the *Rampart* fired phasers at both fighters, destroying one. The other G-18 turned and headed away. The viewscreen lit up with new symbols as plasma torpedoes were launched from dozens of tubes and canisters. Ships and fighters were trying to veer off. Shields were flaring under the hits, and fighters were blinking out as they were smashed.

Bridge, Romulan Sparrowhawk-M Escort Cruiser *Dark Angel*

Ante-Commander Maxis Albus never sat down on the bridge. She despised lounging in the huge command chair so much that she once tried to have it removed. She constantly paced along the lower deck railing, checking and updating the computer pad she always had in her hand. By her calculations, the Gorn heavy destroyer escort was going to reach the *Kishawk* before *Dark Angel*. The Gorn opened fire on the *Kishawk* at ten thousand kilometers, doing only enough damage to open her shields. When the Gorn ship lowered her own shields to transfer marines, the *Kishawk* responded with two phasers of her own. At that range there would be little damage, but the point, Albus thought to herself, was to let the Gorns know they could not drop their own shields without paying the price.

The communications officer spoke, "Commander, *Kishawk* reports she has been boarded."

Commander Albus walked the deck issuing orders. "Weapons Officer. I want phasers locked on that Gorn's down shield. Fire when it bears and bolt a torpedo from a rack."

The Gorn turned another shield toward the Romulan cruiser, but the *Dark Angel* fired anyway, downing the shield and scarring the Gorn ship's hull and engines. The heavy destroyer only managed to get three phasers into arc, but they lowered *Dark Angel*'s forward shield twenty-five percent.

Albus issued her next order, "Navigator, bear us away from the heavy destroyer. Weapons officer, enemy fighters are coming in range. Start bolting racks at fifty thousand kilometers." The *Dark Angel*'s plasma bolts were hitting dead on target. First one, then two, three, and four fighters were crippled and sent away trailing debris.

Albus continued issuing orders. "Navigator, turn us toward the *Kishawk*. Engineer, put reserve power into transporters. As

we pass by their down shield, beam three squads of legionaries to *Kishawk* to help repel boarders."

The scanner officer reported, "Commander, the Gorn carrier is launching a heavy torpedo. It is closing fast. Confirmed — we are the target!"

Commander Albus looking at her pad. "Navigator, plot course by my coordinates and execute." She pushed the button on her pad that sent the course instructions directly to the navigator's console, overriding his previous instructions.

"Weapons officer, fire remaining phasers at incoming torpedo."

Shuttlebay, Romulan SeaHawk-B Escort Carrier *Kishawk*

The hatch of Gladiator fighter number twenty-four opened up, and the pilot waved Engineer Tribune Solkov out of the back seat. Solkov knew that the fighter was needed back in the battle, and watched as a sensor technician from the *Kishawk* climbed into the back seat he had just vacated. Solkov heard in his tactical headphones that the multi-role shuttle was ready to launch and was waiting for the two-seat fighter to support it. He scrambled toward the hatch out of the shuttle bay and into the ship itself while two crewmen were directing the fighter to a launch position. Solkov walked up to a squad of marines.

A Centurion in full dress uniform, a somewhat charred and torn full-dress uniform, intercepted him. "Tribune Solkov, I am Centurion T'Valin. This marine detachment will escort you to engineering. Be advised the ship has been boarded."

As if to punctuate T'Valin's warning, a message blared over the ship's intercom: "New group of boarders attacking the science labs."

T'Valin opened his communicator "T'Valin to *Dark Angel* squad two." A pause, no reply. He repeated "T'Valin to *Dark Angel* squad two!" Still no reply. "T'Valin to *Dark Angel* squad three."

"Squad three go ahead." Weapons fire could be heard in the background.

"Gorns are in Angel two's area and they do not respond. They are likely neutralized. Pull back to the engineering deck and defend from there. I will rally the troops on the port side. T'Valin out."

"Tribune, you need to be in engineering. Go. Now. You do not have any time. Squad, move out."

Flag Bridge, Romulan Superhawk Heavy Carrier *Imperial Standard*

Admiral Seraphine was still scanning the viewscreen and was pleased. *Steadfast* had done minor damage to the battle destroyer escort, and was chasing her away. *Rampart* was very busy. She had dropped a nuclear space mine, which had damaged one of the carriers. She had also fired phasers through the heavy destroyer escort's down shield, and had done minor damage to the battle destroyer escort. Then the *Rampart*, with three plasma torpedoes about to hit, did a crash stop, dropped a wild weasel, and cloaked out.

Both Gorn carriers and the heavy escort were swinging around for a pass at the *Kishawk*, but the *Dark Angel* was coming into their path. It was time to commit the *Imperial Standard* to the battle, something he did not want to do.

"Communications, raise the *Dark Angel*. Visual contact."

Bridge, Gorn Carrier *Tyrondor*

Captain Sakatha scanned the initial fleet damage report. He was worried, but not distraught. The *Tyrondor* was the only ship that was not damaged. Every other ship in the fleet had at least two shields down along with weapons and power damage. *Scorcher* had a twenty-five percent warp power loss and had lost all her batteries.

Sakatha had hoped to do more damage to the Romulans. He was amazed at the performance of the SparrowHawk escort. The short-range firepower of that ship was simply incredible, knocking out six G-18 fighters with plasma bolts. It even found time to send boarding parties to help defend the crippled carrier.

Sakatha knew he had to separate the *Kishawk* from the Romulan ships to have any chance of capturing it. "Command to all ships. *Ironhide*, destroy the Romulan fighters or force them away. *Scorcher* will assist. *Tyrendor* will apply a tractor beam to the *Kishawk*. *Iron Scale* will escort *Tyrendor*. *Archaeopteryx* will send boarding parties to *Kishawk*. Proceed with plan, command out.

"Helm, bring us around. Give *Imperial Standard* a wide berth."

The scanner officer reported. "Sir, heavy hawk is launching shuttlecraft. These are heading toward *Kishawk*. Sensors report they're packed with Romulans."

"Are any of our units in effective range?"

"No, sir."

"Then we will have to kill those marines after they arrive on the *Kishawk*."

Shuttlebay, Romulan SeaHawk-B Escort Carrier *Kishawk*

The multi-role shuttle from the *Imperial Standard* was taxiing to a landing when the pilot saw a desperate sight through the forward window. Dozens of civilians were cowering along the port side of the bay. A Romulan in full dress uniform, albeit with the right sleeve torn and the shredded left trouser leg covered in bloody green, was limping through a doorway on the starboard side, firing a plasma rifle with one hand and a slug pistol with the other. He retreated slowly toward the shuttle. Gorn plasma blasts ripped by him as Gorn marines erupted from the starboard doorway.

The pilot went into action. He flipped on the intercraft speaker. "Pilot to landing force. We are landing in a hot zone. One friendly troop on deck. Emerge firing!" He hit the door emergency release, then pivoted the shuttle sideways ninety degrees and landed. Romulan troops flew out of the shuttle, surprising the Gorns. With the wounded Romulan officer leading the counter-attack, they pushed the Gorns out of the shuttle bay. The crew had dismounted the shuttle to join in the battle, but it was over before the pilot could shut down his engines and get out of his combat harness.

Flag Bridge, Romulan Superhawk Heavy Carrier *Imperial Standard*

Commander Albus appeared on the viewscreen. "Orders, Admiral?"

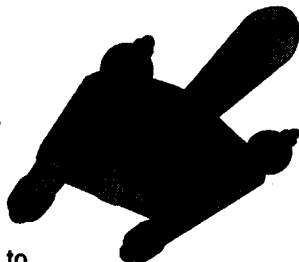
Seraphine hesitated a moment. "Commander, we are doing well against the Gorns, but the battle is far from over. A group of Gorn fighters are staying close to the *Kishawk*. If the lizards think they cannot capture that ship, they might destroy it. We need to make them reprioritize." With a pained look on his face he paused and exhaled.

Against protocol she continued for him, "I will try to hold the carrier as long as I can. By the way, sir, we have identified her as the *Tyrendor*."

"Maxis, I do not want to lose my best officer today."

On hearing his concern, a smile appeared on her face. "I'm not planning on getting lost, Admiral. Tribune Solkov will surely get the *Kishawk*'s engines on line. *Dark Angel* shall do her duty, Admiral. Ending transmission." Her face faded from the screen.

Seraphine's stomach began to burn.



Crawlway between Decks one and two Romulan SeaHawk-B Escort Carrier *Kishawk*

Centurion T'Valin cracked open an access hatch in the floor of deck one. He could see a Gorn marine squad at the bridge doors; they were trying to pry them open with combat halberds. He cursed his bad luck. After winning the battle in the rear hull, he had left the *Imperial Standard*'s troops to mop up while he headed for the bridge. A half-garbled report received just before he arrived spoke of another Gorn landing, this one in the command boom, and it had turned out to be true.

He could not shoot them all, and if they got the doors open there would be a slaughter on the bridge. Looking at his plasma rifle, a thought came to him. He pressed the stud to open the weapon as if for maintenance, and reached in to bend one of the components. Unable to bend it with his fingers, he pulled the Iridium Eagle from his shoulder and used its wing as a screwdriver, twisting it until two of the components touched and shorted out. Closing the action, he started pushing buttons and the rifle started beeping. It grew faster until it became a hum.

T'Valin opened the hatch, tossed the weapon at the Gorns, then closed the hatch and scrambled down the crawlway. The plasma rifle exploded a couple of seconds later with a horrendous BOOM!

Bridge, Gorn Carrier *Tyrendor*

The scanner officer reported to Captain Sakatha. "Sir, the heavy hawk is turning toward the *Archaeopteryx*. The SparrowHawk has sped up and is heading toward us."

Captain Sakatha quickly issued orders, "Bring us around to this new heading and launch pseudo torpedoes."

The communications technician reported, "Sir, the *Archaeopteryx* is hailing. Captain Stalath reports that his shields are weak and an alpha strike from the heavy hawk will cripple his ship. He is requesting help."

The scanner operator reported, "Sir, the SparrowHawk is not veering off. She is going through our pseudo torpedoes!"

Bridge, Romulan SparrowHawk-M Escort Cruiser *Dark Angel*

Commander Albus calmly spoke to her navigator, "As soon as you are on course, increase to full battle speed."

The scanner officer reported, "Commander, *Tyrendor* has launched two heavy torpedoes."

While working on her pad she responded. "Ignore them."

"Commander?"

"I said ignore them!" an irritated Albus screamed. The ship dived into the two torpedoes and they just blinked out.

Albus addressed the bridge crew. "Ready tractor beam. Navigator, bring us to ten thousand kilometers, closer, closer, Now! Apply tractor."

"Commander, *Tyrendor* is not countering."

"Commander, *Tyrendor* is launching a heavy torpedo."

Albus looked at her pad. "Fire bearing phasers into their torpedo." Phasers leapt out of the *Dark Angel*, damaging the torpedo. The faltering torpedo slammed into the *Dark Angel*, lightly damaging the shield.

Albus punching a few buttons on her pad began, "Put rack two into offensive mode. Launch the heavy torpedo, and fire a torpedo from rack two at *Tyrendor*."

The scanner officer reported, "Commander, all fighters, theirs and ours, are converging on our position." A moment later, "Commander, I am seeing thirteen plasma launches."

Albus walked to the weapons console. "Weapons officer, fire phasers on any torpedo targeted on us when in optimum range."

Bridge, Gorn Heavy Destroyer Escort *Ironhide*

Junior Captain Skeleen was on the operation deck between communications and scanners, keeping a running account of the battle. He was worried about the damage to the *Ironhide* and hoped that he did not have to chase the Romulan fighters in front of him for too long.

The communications officer looked up at him. "Sir, *Tyrondor* reports a tractor beam from the Sparrowhawk has anchored them. She orders us to destroy all enemy fighters in our area."

The scanner officer reported. "Sir, Romulan fighters have made a high energy turn straight toward us. They are all launching torpedoes. All torpedoes are targeted on *Tyrondor*!"

Skeleen looked at the scanner console and weakly gave orders, "Fire remaining phasers. Start launching whatever we have left in our racks." He knew it was too late. There was nothing he could do to help the *Tyrondor*.

**Flag Bridge Romulan SuperHawk
Heavy Carrier *Imperial Standard***

Admiral Seraphine was watching the viewscreen. The *Dark Angel* and *Tyrondor* were getting hammered by plasma torpedoes. Impacts were scorching both hulls. The *Dark Angel* tenaciously held the tractor beam. One of the *Tyrondor's* engines was completely destroyed and plasma torpedoes were still coming in.

"Range to carrier?" Seraphine asked.

"Forty thousand kilometers, sir."

Seraphine quickly barked orders, "Fire all weapons. Bolt all torpedoes. Turn us one hundred thirty degrees to port." Phasers shot out, scoring damage to the shield. Then two of the three plasma bolts crushed the shield and inflicted damage all over the *Archaeopteryx*. "Recharge phasers and reload heavy torpedoes. Have reserve power ready for completion. I want best speed."

Then Seraphine whispered to himself, "Hold on Maxis, I'm on my way."

Auxiliary Control, Gorn Carrier *Archaeopteryx*

The young Gorn officer at the communication console shouted, "Sir, I'm not getting anything from the bridge!"

The smoke in the room did not hinder the senior lieutenant. "All right then." He pushed the intraship intercom. "This is Senior Lieutenant Rasteen in auxiliary control. There is no response from the bridge. I am assuming command. We have lost all phasers, forty percent of our warp power, and four shields. We will pick up any fighters and down pilots in our area and disengage."

Bridge, Romulan SeaHawk-B Escort Carrier *Kishawk*

The corridor was filled with a thick blinding smoke. As T'Valin limped through the blasted doors, he could see a half dozen plasma weapons pointing at him. With a calm demeanor he said, "Either shoot me or put those away."

Commander Falshon smiled. "Back to your stations."

"Welcome, Centurion T'Valin, I think we might just pull this off. The *Dark Angel* has a tractor beam on the Gorn carrier and all the fighters are converging..."

The intercom sounded, "Tribune Solkov to bridge. The fuel mixture controls jammed and the system overheated. An easy remedy, if you know where to look. Warp power is restored. We can move at any time."

Governor Slatoris blurted out, "Now. Now is a good time."

Commander Falshin sat down in the command chair. "Indeed, Governor."

"Navigator, make best speed toward Aurelius. Communications, hail the *Imperial Standard*. Let the Admiral know we have restored warp power."

Engineering, Romulan SeaHawk-B Escort Carrier *Kishawk*

"Confirm, Admiral," Tribune Solkov reported over his own communications gear. "The fuel valve was deliberately jammed, probably before the ship left Terimene."

"Bastards," Admiral Seraphine snarled back. Only a Romulan from the ship's original crew could have done this. Obviously, one of the opposing Houses was unhappy with Governor Slatoris using the ship for her own escape. "Thank you, Tribune. Write up a full report and send it directly to the Inspectorate for investigation."

"As you wish, Admiral," Solkov responded.

**Bridge, Romulan Sparrowhawk-M
Escort Cruiser *Dark Angel***

The bridge was dark and filled with smoke. The only light sources were a few working station panels and some fires. Commander Albus picked herself up off the deck. The last two torpedo hits had inflicted major damage to the ship, as well as knocking her down and breaking her arm. She scanned the bridge. Only Centurion Baccus was at her station.

"Damage report, Baccus," she yelled as she walked to the weapons console. She pushed the dead Centurion off the display. The scans showed five more torpedoes inbound on the two ships. Albus did not know which ship the torpedoes were targeted on, but she was ready to drop the tractor on the *Tyrondor* as long as she was unable to move very far.

"Commander, our shuttlebay has been destroyed. We have lost our wild weasel," Centurion Baccus announced.

Albus knew they were finished. She retargeted the phasers from defensive fire on plasma torpedoes to the *Tyrondor*. "Launch log buoy."

Sub-Commander Albus looked at the viewscreen, confirmed that the target was locked, and fired.

**Flag Bridge, Romulan SuperHawk
Heavy Carrier *Imperial Standard***

Admiral Seraphine was sitting on the edge of his command chair, his eyes fixated on the two flaming vessels on the viewscreen. They were still attached by a tractor beam. Plasma torpedoes were still inbound on the two ships. The message from the *Kishawk* uplifted the crew, but he was not happy.

Then a report was relayed by his scanner officer. "Admiral, the *Dark Angel* has stopped targeting plasma torpedoes and is now firing on the *Tyrondor*."

Seraphine stood up took a breath and calmly spoke, "Communications, send message to all units. Stay clear of *Tyrondor*, explosion imminent. Evacuate the crew of the *Dark Angel* if you can. Send to *Rampart* and *Steadfast* to cover the *Kishawk* and escort her out."

He watched as another torpedo hit the *Dark Angel*. The ship exploded. The force crashed into the *Tyrondor*, crushing the saucer. Then the *Tyrondor* went up like a nova.

After what seemed like minutes of silence on the bridge, the scanner officer spoke, "Sir, the Gorn vessels are breaking contact. The remaining Gorn carrier is warping out with the fighters. Orders for the fleet, sir?"

"All ships search for survivors and report evacuees. All fighters return to carrier." Minutes ticked by.

"Report from the *Rampart*, Admiral. Sixty-two crewmen evacuated from *Dark Angel*. None from the bridge. *Steadfast* reports no crewmen rescued."

"Very well, proceed to original destination."

Seraphine sat down and closed his eyes.

None of the crew dared look at him.

For the Honor of the Flag

By Mark Tippet

**Flag Bridge, USS Star League
Flagship, 3rd Fleet
Day Thirty-One of the General War, Y171**

"Commander," Admiral Connell said to his chief of staff, pausing to sigh tiredly before continuing, "Have we received the report on the extent of damage and repair time estimates for the *Agincourt*?"

"No sir. I just spoke with Commander McClair, the report should be here in half an hour. Would you like me to contact him again and try to get a rough idea of what he's up against?"

"Don't bother, Michael. I'm sure the new Captain has enough to do without answering the Flag communicator every five seconds." He paused for a moment, remembering his brief acquaintance with Captain Skarn, who had been Commander McClair's CO, until a lucky (or unlucky, depending on which side you were on) disruptor bolt struck the bridge. The captain had been crushed beneath a broken spar, and the commander had inherited a crippled heavy cruiser. "Besides," he continued gesturing at the view screen before them, showing the battered outer hull of the USS *Agincourt*. "I can get a rough idea from this, and it's not good."

"Yes, sir," responded the chief of staff, letting his gaze flicker toward the wreckage of what had been a proud starship, before continuing his previous task. He was busily "loaning out" the relatively undamaged flagship's repair crews to the rest of the heavily damaged fleet.

"Captain," said Flag communications, "Signal from the Bridge."

"Put it through."

"Admiral, Captain Assoud, here. Sorry to bother you."

"Not at all, Captain."

"Admiral, I wanted to inform you the munitions reload will take place shortly. The *Santiago* has agreed to loan us one of their heavy cargo shuttles for a few hours. Our refueling has already started and will be complete within the hour."

"Thank you, Captain. Expedite these procedures. I ordered us refueled and re-supplied first because we are the only combat effective ship left in this area. But the cripples need refueling just as badly, the Klingons will find us soon and attack. The *Agincourt* and the *Hornet* will fight again, but only after extensive repair work. The Federation needs those cruisers, and we need to ensure their survival."

The Flag Captain signed off, and the Admiral noticed the damage and repair time estimate reports from the two badly mauled heavy cruisers had just been forwarded to his terminal. Glancing through it, he realized his worse case estimate wasn't bad enough. The two ships might fight again. Maybe. Depending on how desperate the Federation was for hulls, they might just be used for scrap.

Desperate. That was a word that popped into his mind quite often lately. In the month since the Klingons had come roaring across the border, the Federation had been nothing but desperate. In battle after battle, they had fallen back again and again, trying to maintain some cohesive force that would, eventually, be able to establish some kind of front line and at least slow down the Klingon advance. So far, he mused, he had been fighting with every skill he had to prevent their devastating defeat of a retreat from becoming a total rout. Order had to be kept in the formations, communications must be maintained at all costs.

The Klingon attack had been far more massive than anyone expected. The 3rd Fleet's ships, reeling under pressure, had fought a series of delaying actions and brief counter-attacks, trying desperately to protect what they could. When they realized they could

not stop the Klingons, trying to protect the slower ships, cargo haulers and crippled warships, that were evacuating the frontier.

It had been difficult so far, and was likely to get worse. A quarter of his ships were confirmed losses, and another 25% were officially classified as Missing In Action. Although he doubted all the "missing" ships were destroyed, most of them probably would not be seen again.

Fleet communications was horrible, and logistics was an absolute nightmare. He had lost count of the number of freighter captains he had contacted who would absolutely not believe that Battle Station K2, or the 4th Cruiser Squadron, or this and that frigate squadron, simply did not exist anymore. Either in an actual sense, or in a sense that a squadron that was shot up, scattered, and out of contact with its leader, was not really a squadron at all.

Managing to assemble a small convoy of supply ships by diverting them from their now non-existent destinations, he had used them instead as rallying points. They had moved up and down the constantly retreating front, re-supplying and repairing wherever and whenever they could. As a result, he now had a much better picture of his available resources. Not a good picture, but now he had something to work with. His forces were scattered, and the last battle had left both of his accompanying heavy cruisers crippled. The main convoy had to be moved again, onto the next rally point; to meet warships already on the way there, looking for badly needed fuel and other consumable items.

He massaged his temples, knowing his attention was wandering, and allowed himself to dwell momentarily on the star systems, bases, colonies, and slow ships left behind. How many beings had watched the fleet that was sworn to protect them, instead flee past them? The logical mind could understand the necessity, the remaining ships must fall back until they could achieve the force density necessary to stop the Klingons. Reinforcements from the *Home Fleet* were speeding their way; it would be of immense benefit to everyone if there was an intact force they could be integrated with speedily. And more importantly, the *Home Fleet* was burning fuel at a huge rate, driving its starships as fast as it could, to get here in time, and its logistic and support elements could not keep up. If the convoy the admiral had collected from ships already here could not be protected, *Home Fleet* would arrive out of fuel and have enough consumables to fight only one battle before it had to turn and run. But these always felt like rationalizations to him. He had always thought of military service as a high calling. Placing one's own self between the enemy and home. Such romantic images were great for recruiters, but not so good on morale when forced to retreat for hundreds of light years, abandoning system after system to said enemy.

A hand touched his shoulder. He looked up and locked blood-shot eyes with his chief of staff.

"Admiral, you haven't slept in almost 36 hours. There's nothing but administrative items going on right now. Why don't you go get some down time?"

"Why, Michael, I took a short nap not more than eight hours ago. I left shortly after you did, and arrived back shortly before you."

"Sir, I had the communications tech pull up a list of coms. You never left the flag bridge. I believe you lied in order to get me to stop bothering you about taking a break."

The Admiral turned toward flag communications and received an apologetic half smile. "My own staff, plotting against me! What will it be next, a phaser to my head?" he said, acting scandalized. "You're right of course, I haven't had anything but stray thoughts for the last ten minutes anyway. Wake me in five hours, Commander."

"Admiral, I don't think that five hours is ..."

"That's an order mister," the Admiral interrupted, then continued gently, "then it's your turn."

Small hesitation, then, "Aye, sir."

Bridge, Klingon IKV *Doomslayer*

Kommodore K'Lein, CO of the IKV *Doomslayer*, and senior captain of task force six, sat in his command chair and brooded over his plot. The war of Federation subjugation had gone well so far, but he was getting edgy. The subjugation fleet he had been assigned to had again stopped for refuel and repairs. Supplies were necessary, but there was a war on!

Before the invasion he had proposed a plan to Admiral Klang recommending the splitting of the fleet into two waves. One group would pause to resupply, while the other forged ahead. When the first group was finished taking on fuel and spares, it would then take over as the lead element while the other group had its turn with the ammunition and fuel ships. This would allow the Klingon ships to constantly harass the Federation, keeping them off balance and keeping them in flight.

Admiral Klang had deemed his strategy too risky. To split the fleet would invite defeat in detail, he argued. K'Lein argued that if the advance proceeded at a controlled rate, the segment of the fleet resupplying would never be far from the advancing elements, easily close enough to support them if need be. The admiral replied that this "controlled rate" would be no better than the steady grinding advance envisioned by a decade of war planners. The admiral had made up his mind, and nothing short of a blow to the head with a blunt object would or could change it. Probably, K'Lein suspected, Klang had simply resented his new Kommodore. K'Lein had been a captain with the Northern Reserve Fleet before the War began, and had spent two years fighting the Kzintis before being wounded. When he recovered, he was promoted to Kommodore and sent to take over a D7C from the Imperial War Reserve and report to the Eastern Fleet. That meant that K'Lein had arrived as an outsider at a fleet with few combat veteran captains, and they resented him on both counts. At least his ship was a good one; the D7C had been damaged and sent to the Imperial War Reserve for repairs before the War began. With plenty of time, the IWR had rebuilt her as virtually a new ship.

In any case, the steady advance had made greater progress, faster than expected, and had outrun its supply convoys and nearly run out of fuel. If there was an intact Federation fleet in the sector, a counter-attack would devastate the over-extended Klingon forces. And so Klang had, in effect, moved to K'Lein's plan. The main body of the fleet waited at the most advanced systems it had captured, rearming and refueling as cargo ships and convoys arrived.

K'Lein's own squadron had, in fact, been hastily thrown together from what the staff officers calculated were the most ships that could be rearmed and refueled from the Priority Trader that had arrived only three days ago. That ship, a high-speed merchant, had been part of the original invasion force and, once emptied of supplies, had made a run back to the Klingon border bases to fill its cargo bays and fuel tanks before returning. It was the first of the support ships to make a second trip to the forward fleet; many of the others had yet to complete their first deliveries. Another Armed Priority Transport had simply disappeared on its second run, perhaps ambushed by an overlooked Federation ship, or disabled in an unmanned minefield. *Audacity* was supposed to be a squadron leader, but was in fact simply the best frigate available given the spare parts situation. *Rager* was a standard war cruiser, but so far in the war had only destroyed enemy freighters and auxiliaries and hence had not been damaged.

Klang's *Eastern Fleet*, the original pre-war border squadron, was not advancing as rapidly as the adjacent *Northeast* and *South-east* fleets, both of them built around veteran warships transferred from the Kzinti and Hydran fronts. Of course, no one was advancing faster than Korath, now an admiral, and his *Tholian Border Squadron* (now a full-sized fleet in all but name).

And so, K'Lein sat on his bridge, cautiously probing deeper



into Federation space, looking for the fleet that Klang had defeated and sent running three times so far. With only three ships, Klang had ordered only a cautious advance, to find the enemy so that the fleet, when refueled, could attack. *Cautious Advance!* He snorted, causing a few of the crewmen to look his way. He glared them down. *The Federation was too busy running to think about more than a token resistance! They should be forging ahead, capturing system after system for the glory of the empire!*

He noticed his XO approaching, and wondered for the thousandth time where the creature's dignity was. He was old for his rank, implying a glaring mistake in his past, and was actually beginning to show the effects of old age. *He is much too thin for a warrior*, thought Kommodore K'Lein. *More like a sickly child than a warrior.* He hid his personal distaste for his XO and prepared to bear the onslaught of the officer's perpetually bad breath.

"My Captain," Commander Kelreth reported, "long range scan has detected some interesting emissions," the older man wheezed.

Probably from your stinking hide, K'Lein thought sourly. "What sort of emissions?" he inquired, taking a step back to avoid the kill radius of his XO's breath.

In reply, the XO stepped closer, bringing him back into the death zone, and gestured toward the small alcove just off the bridge where the Emissions Techs operated their equipment.

"This trace here," Kelreth said upon reaching the screen. He ran his finger down the glowing, time-relative trace that showed a distinct difference from the normal subspace background.

"What's that trace designation?" asked K'Lein, fingers poised over the data retrieval pad.

"E-6," stated one of the technicians, still busily running other sub-routines on his terminal.

The kommodore keyed in the information, and was rewarded with a screenful of information. He analyzed it quickly, sifting through it to the more relevant points. "This says there is an 78% probability that E-6," pointing at the trace now, "is the dreadnought we saw two days ago. With it are many smaller engines — probably freighters — and some larger engines, operating at lower levels, either deliberately stepped down or damaged. That much warp power concentrated in one place can be seen for a long way. Good work," he finished, and turning quickly, moved toward communications.

"Coms, prepare to record a message for immediate transmission to the flagship." When the officer nodded his readiness, he continued. "To Admiral Klang, IKV *Dominator*. Long-range scan has identified a warp signature with a high probability of being the dreadnought seen in battle earlier. In addition, there are many

freighter engines, as well as what appear to be heavily-damaged cruisers. According to my analysis of the battle, both of the dreadnought's accompanying heavy cruisers were badly damaged at the time of their disengagement. I believe this is the same group of ships, together with a convoy. Suggest the fleet reform immediately and proceed to attack this target. I have attached the data for your analysis. Kommodore K'Lein, IKV *Doomsayer*, out."

"Attach the file from Long Range Scans, then transmit that now," he said to the communications officer, then settled back in his command chair to await fleet command's reply. A reply that was considerably longer in coming than he had thought it would be. After apprising the other captains of his small squadron, a D5 and an F5, of the situation, he prowled the bridge, looking over shoulders and checking readouts and screens until his communications officer approached him with a printout.

"Reply from the flagship to your message captain. Text only," he said before returning to his post.

K'Lein scanned through it quickly, noting the fact that it was a text only message implied the sender was either very busy or didn't think this was of very high priority. *Still refueling! Still conducting repairs on the flagship and several others! What did they think the Federation ships were doing?* If they could catch them now, with the strength of the whole fleet, the eventual front that must stabilize at some point could be hundreds of light years closer to Earth. At least the admiral had permitted him to act as a recon in force, moving in, gathering information, then engaging if he thought the odds were good.

"Helm, set new course 246 Mark 5, warp factor two; we'll go in slow to minimize the chance of early detection. Coms, signal the flagship we have received their message and are proceeding as ordered. Then open a visual signal to the *Rager* and the *Audacity*, I need to confer with their captains."

Engineering, USS *Agincourt*

"Heads up, Mitchell!"

Mitchell ducked his head as two other members of his repair team maneuvered a ten foot length of pipe down the narrow maintenance corridor. Their task was made easier by the small anti-grav unit bolted onto the pipe, but getting that thing through all those twists and turns was no mean feat. Then he wondered, for about the ten-thousandth time, why an expression meaning "duck" could possibly be pronounced "heads up". Just seemed goofy to him. He was a very literal minded person. The running joke between his father and himself had been that he was adopted, his real father was Vulcan.

"That just doesn't make sense, and things should make sense," he would say. His father would point out politics, something that made no sense at all for the most part, yet affected nearly everyone in one way or the other.

"That's the Vulcan in you talking. They call it logic," he would say, and they would both chuckle and go on about their business.

He shook his head and reminded himself to concentrate on the job at hand. He always knew he was tired when his mind started to wander of its own volition. *The malfunctioning sensor must be somewhere in here*, he thought, tracing a cable down the passage. *Here it is*. Hidden behind a stanchion, covered in dust. He must have walked by it twice already. He started to take the access cover off, just to verify that this was indeed the bad sensor, when a shadow blocked his light.

"You're supposed to be off shift now," his crew chief informed him unnecessarily.

"I know, I was just finishing this up. I figured it wouldn't take too long, I'll catch the next shuttle back."

"All right, write up the work order. You've got maybe twenty minutes until the next shuttle."

"I'll be there," he said to the crew chief's back. He double-

checked the reading he had seen before, then quickly typed up a sensor replacement work order on his keyboard. Picking up his tools, he checked the time, and realized he would have to hurry to catch a lift to the *Star League* and the dark comfort of his bunk.

He walked quickly out of the maintenance corridor, and into the busy main passages of the ship. Crewmembers he did not know were everywhere, and almost everyone was walking fast and looking worried. Those that weren't walking very fast were probably about to fall over from sheer exhaustion. Not that he couldn't sympathize. In the four days since the last battle, he doubted he had gotten more than twenty hours sleep, and most of that had been in two-or-three hour naps.

Most of the turbolifts were still not operating; so instead of waiting in line for the one that worked, he moved straight for the ladderway marked "down". After clambering down several levels, he exited directly into the shuttlebay. Several deck crews were present, busy moving shuttles out of storage and prepping them for use. He stepped into the shuttle with the *Star League's* markings, and claimed the only open seat.

The pilot took the shuttle out, then announced it would be a five-minute flight home. Mitchell promptly closed his eyes and went to sleep. He dreamed he was monitoring the Auxiliary Reactor panel in the depths of engineering. Then he was fixing a seemingly endless line of broken machinery. He woke up to a soft bump as the shuttle touched down. *Sheesh. When I'm awake, I'm working. When I sleep, I'm working. Why can't I dream about a planet that is nothing but a beach and a blonde?* He sighed and filed off the shuttle and toward the turbolift.

He debated with himself for all of five seconds about getting undressed, decided against it, and climbed into his bunk. He lay down and a small wrench jabbed his ribs. Sighing and cursing, he dragged himself out of his bunk, removed his work stained coveralls, and climbed back into his "house".

He was asleep in seconds. His dreams were many and varied. At one point, he found himself on a long beach; waves crashed gently against the shore, in the distance, a lone figure was lying on a blanket in the sand. He walked slowly toward her, then became aware of a sound, slowly growing louder. *What the hell is that?* It grew, until the screaming call to battle stations yanked him from his dream. He pulled on his coveralls and ran towards engineering. *Not again. How much more of this can we take?*

Flag Bridge, USS *Star League*

"Mark range and speed of approaching vessels," the admiral snapped, worried. Anything coming from that direction almost had to be a hostile. As far as he knew, no Federation vessel lived there.

"962 Kkm, sir. Closing at warp 2.7," was the quick reply from sensors. "The computer is tentatively classifying two as cruiser-sized vessels, the other as either destroyer or frigate sized."

The admiral digested this, and came to several quick conclusions as the ships around him came to battlestations. The force approaching him was too powerful for him to use his two crippled heavies. If they were involved, they would most likely be destroyed, and they were too valuable to be risked lightly. The nearest other warship, the *Arbela*, would take too long to arrive; by the time it did, the enemy warships would be in among the convoy. That could not be allowed. No, there was only one solution.

"Communications. Signal to the convoy in general. Cease all operations; move at the best possible speed to the next rally point *now*. Take a dogleg course, not a straight one. Signal to *Agincourt* and *Hornet* in particular. Accompany the convoy. Ensure its protection. Signal to *Arbela*, the convoy is being approached by probable hostile vessels. The *Star League* is moving to intercept. The convoy is departing to next rally point. Proceed at maximum speed to this location to render assistance. Advise as to your ETA.

Connell, out."

"Open a channel to the bridge," he said, as he moved to examine the flag plot, which was being updated by the computer. He adjusted the scale, the small ship icon in the center shrank, and three icons appeared at the edge of the screen. Beside each icon was information about course, speed, and whatever information the ship's sensors could glean at this range. Not a whole lot, really.

"Captain Assoud here."

"Captain, I see the ship has already reported at battlestations. That's a good time. You already know what's happening, so I won't bore you with details. Take the ship out at best speed to intercept the approaching vessels. You will engage them there, hoping to buy enough time for the convoy to escape. We are contacting the *Arbela*, and she will be here shortly. Questions?"

"One, sir. How long for the *Arbela*? Without her here, this will be a stiff fight."

"Unknown. Assume twenty minutes, worst case."

"Aye, sir. Assoud out."

The admiral watched the plot as the range to the convoy increased and the range to the approaching ships decreased. The convoy was slowly, ship by ship, picking up speed as refueling operations were halted, and external repair personnel recalled.

"Admiral," his chief of staff said from just behind him and to his left. "I understand the need to protect the convoy... but to risk this ship against a superior force? Admiral, if this ship is destroyed there will be very little holding this front together."

"I understand your concern, commander. However, we are faced with a choice of the lesser of two evils. Without that convoy, there will be *nothing* holding this front together."

"Do you mean to remain on board?" the commander asked.

"Much as I would prefer to, my job is controlling the front, not riding the Valkyrie's horse. No, get the staff together. We'll transfer to the *Archibald Cox*."

"The what?" the commander gasped.

"It's an armed priority transport, the one that just offloaded that shipment of spare parts," the admiral explained. "It's got room, it's fast, it has good communications, and it's not doing anything else. It will be useless in combat, but so is everything else except *Star League*."

"I'll get it done," the commander replied.

Bridge, IKV *Doomslayer*

"Range and speed of enemy vessel," snapped K'lein.

"Range to enemy vessel is 624 Kkm, dropping rapidly. Target speed is warp 2.25, increasing slowly."

"Classification?"

"The database has confirmed it is a dreadnought sized vessel."

"Good. Even if we don't get to that convoy, we've got a good chance at their fleet flagship. Other ships are probably en-route, we have to destroy them quickly."

"Communications, open a permanent link, audio only to *Rager* and the *Audacity* for command and control purposes." When the officer signaled readiness, K'lein continued, "*Audacity* and *Rager*. Our target is the convoy. If we can hurt the dreadnought in the process, even better. We will attempt to circle wide in two groups around the dreadnought. He will have to choose between the two groups. If he does, the dreadnought's chosen target will run, staying out of effective photon range, while the other group will close and attack the dreadnought's rear shields. If we can hurt him bad enough, the convoy is ours. This ship and the *Audacity* constitute group one, the *Rager* is group two. Questions?"

"Do you think it is wise to split our forces like that, Captain?" asked K'Lar, CO of the *Audacity*.

"It is the only way to assure that at least some of our forces

can damage the DN without getting within photon overload range."

"Photons! This enemy is a powerful ship, but not as powerful as a dreadnought should be. Her armament is little better than that of a command cruiser," spat the Captain of the *Rager*, Commander K'tuklakta.

"Do not underestimate her. Do as I have ordered: maintain the range open, circle, and kill."

The other ships acknowledged, and the audio link broadcast nothing more than background noise, the orders and reports that brought a ship to battle readiness. K'lein worried about K'tuklakta. He was young, without the ample battle experience usually found in cruiser skippers. His tendency to underestimate the Federation and its warships had gotten him into trouble before. Only random chance had saved him. Who would have thought that three of four photons would miss at only 30 Kkm? Luck indeed. The only problem with luck, was its blasted inconsistency. As for the dreadnought's lack of firepower; it was still a tough ship, and because of its lack of weaponry, possessed an excess of power for other uses, primarily electronic warfare and speed.

To his Captains: "A final caution; do not underestimate this vessel. Be prepared for an engagement with high speeds and high levels of electronic warfare. *Do not underestimate this vessel.*"

Bridge, USS *Star League*

Captain Assoud glared at the points of light in the tactical plot. *Keep closing, you bastards, keep closing.* Although the *Star League* was facing a stiff fight, a cautious Klingon commander might pull back and wait for more ships, which was not what Assoud wanted. He wanted nothing more than to close with those ships, sending salvo after salvo of overloaded torpedoes into their hulls. *Now that I'm a commander, Maggie, we'll be eligible for base housing.* His mind shrank back from the six-year-old conversation and the memories it brought to the surface, instead, he concentrated on the coming engagement.

"Captain, coded coms traffic between the warships just increased significantly."

"Captain, the ships just split their formation, they're turning outward, the D7 and the F5 to our starboard, the D5 to port."

"Phasers energized, photons 50% overloaded."

He heard the results of orders he had given, acknowledged them curtly, and wondered what they were thinking. *Do they carry the same rage, the same hate I do?* He knew some did, but what about the rest? Did they, as he did, fear that his need for revenge was beginning to cloud his judgment? If so, they gave no sign. They did their jobs quickly and well, as they had been trained.

He could feel it inside him, the white hot knife edge, separating the demon from the cold tactician. *Eligible for base housing... That's great, no more just seeing you on weekends...*

"Helm, modify course, five degrees to starboard. Make the course adjustment slowly. We'll go for an oblique run on the lone D5."

His left hand rested on his leg, felt the small vial in his pocket, and remembered the conversation with Doc. Nothing to worry about, the woman had said. Take some of these, they'll help you sleep. With everything we've been through, it's a wonder I'm not handing out more of these.

"Bring electronic counter-measures to 66%, electronic counter-counter measures to 33%. Helm, increase speed to warp 2.7, another five degree change to starboard. Keep us edging toward that D5."

"Drone launch from all Klingon vessels," tracking stated tonelessly.

"Point defense, you have priority use of all tractors, request permission before firing phaser-1's as phaser-3's."

The Point Defense officer looked at him, held his eyes for a second from across the bridge. The standard order gave point

defense priority discretion on at least three phaser-1's. He knew it troubled her to have their standard procedures changed like this, during a conflict, with no simulator time. Knew and didn't care. Assoud held her gaze, and Point Defense acknowledged. She knew he had just decided to accept some drone hits if he had to in order to use his phasers on the enemy ships.

"Aye, aye, sir."

They waited, and once again his mind drifted. Three days after the start of the war, their worst nightmares were confirmed. Home, Battlestation K6, and the supply stockpile it guarded, had been obliterated. For two weeks he had waited, doing his job, ignoring the worry, scrambling to keep the front line in some semblance of order. Struggling to keep the Klingons from putting the whole picture together and realizing just how bad their opening strikes had damaged the Federation. The civilian casualty list had been received, transmitted in the clear, with permission from the Klingon high command, by the Red Cross.

They should be firing about now, he mused, unless they have something else planned; just as disruptor and phaser fire from all three of the warships staggered the dreadnought.

"Target D5 is turning away!"

"Another drone launch!"

"Helm, maintain speed at warp 2.7. Change course to pursuit bearing on the D5. Damage report!"

"Number one shield down to 50%, number two shield down to 6% capacity. No shield-penetrating damage."

"Sensors, was that everything?"

"All enemy warships fired disruptors and phaser-ones, presumably they will save their phaser-tuos for a lower range shot. All ships have launched full drone spreads."

"Very well. Point Defense, tractor the two nearest drones; have tractor control rotate them to within the arc of the rear phaser bank, then destroy them with phaser-ones at half power."

"Aye, sir."

"Weapons, mark status of photons, mark range to target."

"Photons 100% overloaded, range 53 Kkm and closing quickly."

"Very well. We will fire all bearing weapons at 40Kkm, on my mark. That should hurt them. We'll circle to port, attempting to keep the range open while we re-arm. Weapons, mark when range to target is 40Kkm."

"Closing quickly, Captain, target still turning away from us, but she's not going to make it ... 45Kkm, captain."

"Drones tractored, sir, rotating toward rear phasers."

The list had been neatly organized, alphabetically even. It had only taken a moment to find their names, *Kevin Assoud*, *Maggie Assoud*, *Samantha Assoud*. A minute to find the names, a lifetime to forget.

"Range to target 40Kkm, Captain!"

"Very well," Assoud paused, savoring the moment, then; "fire all photons, fire all bearing phasers! Hit target cruiser now!"

"Phasers firing, torpedoes away!" was the instant reply, as the weapons officer hammered her panel. Assoud made a mental note to remind her that the weapons panel was not touch sensitive, damage did not increase with the weapon officer's enthusiasm. Still, he couldn't help but approve her sentiment.

His lips pulled back from his teeth in a savage grin as his phaser fire shredded the Klingon's aft port shield, then barely restrained a whoop of triumph as three torpedoes slammed into her unprotected hull. *Payback time you bastards. That's for my family.*

"Good shooting, Weps. Reload overloaded torpedoes, recharge phasers, priority on the phasers. Helm, turn to port, away from the other ships, but priority on keeping the number two shield away from any of the enemy. Sensors, talk to me."

"Heavy damage to target ship. Impulse power reduced to zero. Warp power reduced by 50%. Two disruptors destroyed, one port and one starboard. Three phasers and an anti-drone rack de-

stroyed. Heavy internal damage. Mark her as a cripple." The crew chief would be painting another red silhouette on the wardroom walls tonight.

"Music to my ears. Weapons, shift priority targeting to the remaining cruiser. Stay sharp people, this isn't nearly over yet." *Not even close. I got a lot of torpedoes left.*

Bridge, IKV *Doomslayer*

K'lein stared at what had been a virtually brand new war cruiser seconds before. He had seen it coming, had called a warning over the audio link, but the cruiser had been unable to accelerate fast enough after firing. A visual link with the cripple showed drifting smoke and wounded on the bridge.

"Mark speed of enemy warship."

"Slowing to warp 2.4, sir. Turning to port, away from us."

Of course. She would attempt to maintain the range while her heavy weapons rearmed, then turn and attack again. But with his vessel's superior speed and maneuverability, the enemy dreadnought would be forced to turn toward them soon, or risk having the smaller ships on her tail and no way to shake them off. All was going according to plan, except for that idiot K'tuklakta getting his ass shot off! Curse the politically powerful yet mentally weak! *I warned him the Fed was turning toward him. I should have ordered him to fire sooner.*

"Audacity, maintain formation with this vessel. We will pursue the dreadnought. Overload one disruptor, prepare to fire on my mark. *Rager...*"

"Sir."

"Bring your ship about. Continue to harass the Federation with drones. Maintain your range. Do not go that close to overloaded photons."

K'tuklakta bristled at his tone, but acknowledged the order, "Yes, sir."

Bridge, USS *Star League*

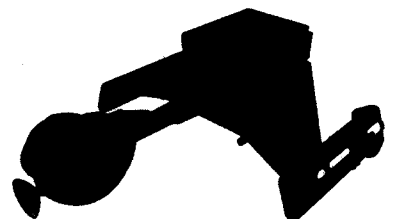
Assoud watched as the remaining Klingon warships turned and ran straight for him. He had hoped they would move to place themselves between him and their wounded brother, allowing him time to re-arm photons and turn back toward them. *Whoever this guy is, he is one aggressive bastard.* Now he would be forced to turn, to keep his number two shield away from them and leave his photons a chance of having a target in arc when they were armed.

"Lower ECM to 33%." *Damn. Photons not ready yet. Klingons are about to bear on a down shield. Can't let them fire through a down shield. But if I turn away, it'll be that much harder to get them in front of me again. Damn.*

"Point defense, snag as many drones as you can with the tractors, save the phasers if possible."

He didn't like dropping his speed that much, but wanted to get the overloads in the tubes. Dropping his speed increased his maneuverability also. Besides, with enough electronic warfare (plenty of reserve power for that), the efficiency of the Klingons' fire would be greatly reduced. "Even at their current speed, they won't get closer than 40Kkm, which will reduce the effectiveness of their phaser suite. They'll hurt us, but we'll take it, and we'll have a much better chance at bringing the photons into play. We'll also get in a good short range shot with at least the rear phasers."

"Helm, continue the turn to port."



Bridge, IKV *Doomslayer*

"Drones are being held by tractor beams. All weapons ready to fire. Range to target 80Kkm."

"*Audacity*, we will fire at low range, less than 50 Kkm, on my mark. Immediately after firing weapons we will turn to port, attempting to stay behind the target. Use reserve power to negate his electronic warfare advantage. Reload standard disruptors, recharge reserve warp power. Questions?"

The reply was quick and unhesitant, "None. Good shooting, Captain."

K'lein nodded curtly, then remembered this was an audio only link. "And you, Captain. *Doomslayer*, out."

"Shift reserve power to electronic warfare. Set ECCM to 33%. Tracking, mark range to target every 10 Kkm. If the Federation shows the slightest deviation from its present rate of turn, inform me immediately."

The chorus of acknowledgments almost drowned out the, "70 Kkm."

K'lein listened to the range drop, leaning forward, chin resting broodingly on one fist, arm resting on knee. He walked through the potential Federation actions for the next several minutes, mentally reviewing his response to each.

In his fairly lengthy military career, he had endeavored to, and been successful at, never being surprised by an enemy action. To him this was obvious, one thing he never tired of telling the junior officers on his ships was "A surprised commander is a dead commander."

"50 Kkm."

He could almost feel the bridge crew tighten. This was the range he specified, but give it a little more time, a little closer, and that much more energy would be deposited in the hull of the enemy warship, that much less dissipated into space.

"The Federation vessel has increased their ECM to 66%, Captain."

Damn, waited too long. Our reserve power is gone. The advantage in closing range is negated by his electronic warfare superiority.

"40 Kkm, Captain."

"*Audacity*, open fire, follow previous orders." Then, in the same breath, "Weapons, fire all bearing phasers, fire all disruptors."

The perpetual night of interstellar space was lit briefly by the flare of the deadly energy. K'lein felt his ship lurch at the impact of Federation return fire.

"Damage report," K'lein called, now leaning tensely forward.

"Forward shield down to 40% initial capacity. No internal damage."

"Tracking, what can you see on the dreadnought?"

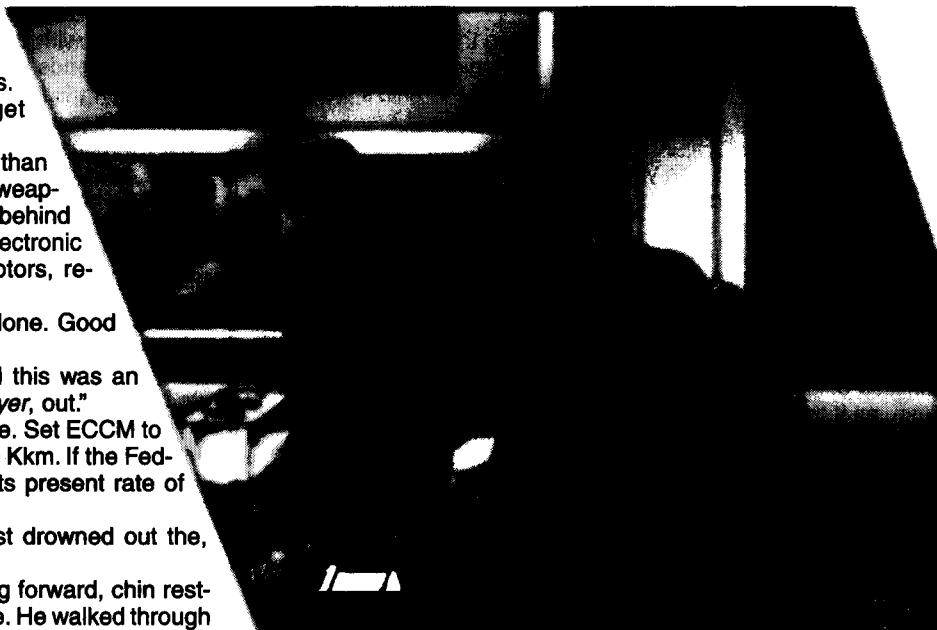
"Their facing shield is down. Substantial damage. Their warp output has decreased by half. They have stopped all warp movement. Captain, I believe their warp engines are inactive!"

Bridge, USS *Star League*

Assoud had felt the ship lurch at the pounding it took from the Klingon weaponry. Then, seconds later, a dull thud, the lights dimmed slightly, and the almost subliminal hum that drove the warship through warp space died. He knew what that meant. His stomach tightened as he hammered the direct audio link to the chief engineer.

"How long? Time estimate, plus or minus two minutes," he said leaning forward, holding his breath as he waited for the reply.

Frantic shouting in the background, talk of overloads, auxiliaries, and containment field trips. "Unknown as yet sir. Something tripped the secondary containment field, computer shut the whole



system down. You've got maybe 50% available for power production, no FTL motion. We've got to find the problem and fix it before we can even think about a restart. Ten minutes minimum."

"You've got three, Cheng. We need those engines. Earn your pay. Give me a miracle. Captain, out." To the Bridge crew, "Any significant damage, other than the lack of motion?"

"One rear and one port side phaser. Berthing on level fifteen. The loss of maneuvering ability makes everything else look like no big deal."

"Agreed. Helm, get us moving on impulse power. Rotate to port, I want a fresh shield between us and them yesterday. Sensors, any chance they'll think this is some kind of trick?"

"No. They're so close they can probably tell if the coffee in the pot is fresh. No one can fake something like this, not at this range."

"That's what I thought. Weapons, cancel the overload, reload the rest of the way as standards. Engineering; put some energy into general shield reinforcement. Electronic warfare, increase ECM to maximum when the energy is available. Point Defense, kill those drones as soon as the phasers recharge."

Opening the link to the engine room again, "Cheng, have you found the problem with the engines yet?"

Bridge, IKV *Doomslayer*

K'lein rose out of his chair without conscious thought. "You are sure this is no Federation ruse?"

The young Lieutenant turned slowly to face his captain, considering his words carefully. "As the captain knows, nothing is absolutely certain in war. However, since the faking of these symptoms would require actually shutting down the warp engines, which would place the enemy ship in the same position it is in now, I believe there is very little chance that this has been faked."

K'lein listened carefully, noting the officer's attempted diplomacy. He considered; expressing the symptoms of the problem would leave him with the same tactical advantages that he enjoyed now. Regardless of that, the Federation ship was currently immobile, would be moving slowly and be vulnerable for the next several minutes. Within seconds, he had weighed the options and made a decision.

"*Audacity*, we will continue forward, coming 10 degrees to starboard. We will fire our aft phasers on the #2 shield of the dreadnought. We will turn to port, coming around the dreadnought and into a firing position for when our disruptors re-arm."

"Yes, Commander."

K'lein leaned over the officer operating the sensor panel and studied the energy readings from the Federation ship. No change. No sudden surges in power indicating that the ship's warp engines were coming on line. He smelled a familiar smell, sighed and closed his eyes. His XO was approaching.

"Captain, a word with you in private, please?"

K'lein, sighed again, turned, and moved toward a "private" corner of the bridge. "What?" he asked brusquely, in a tight lipped, gritting teeth tone of voice that was meant to imply immense and undeserved patience.

The thinner Klingon gathered himself. "Captain I am aware you do not find my performance satisfactory. I do not know why. But I ask that you hear me out and not let your estimate of my abilities color what I am about to say." This was spoken all in a rush, as if the Klingon did not like what he felt like he had to say. "Captain, the Federation vessel lies prostrate before us. She is helpless. Between our three ships we carry more marines than her. We can take her. Can you imagine? To capture the Federation fleet flagship...!"

K'lein paused staring hard at his XO; thinking, thinking, thinking. The thoughts tumbled through his mind, barely at a conscious level as he carried through the potential ramifications of that course of action. Yes, conceivably they could do it. But at what risk? Surely there were other Federation vessels nearby. When would they arrive to help? That was the unknown. But the reward! A Federation dreadnought captured through the triumph of Klingon arms.

He turned, stalked back to where the ship to ship pick up would hear his voice. "*Audacity*, our plans have changed. We will attempt a capture. Continue forward, turning 10 degrees to starboard. After firing rear phasers into their #2 shield, we will beam over as many boarding parties as possible. We will still turn to port, coming around to the rear of the dreadnought, firing weapons when they re-arm to knock down shields and place more marines on board. *Rager*, proceed to transporter range of the enemy ship at your best speed and send in your marines. *Doomslayer*, out."

He stared at his XO for a long minute and grinned slowly. "Commander Kelreth, you will have the honor of leading the assault. Target your attack on the enemy's battery compartments. That will deny them reserve power to keep their shields up."

Engineering Spaces, USS *Star League*

"Earn my pay! Give him a miracle! Where the *hell* does he get off with that? Give him a realistic estimate and he cuts it by two-thirds! I sat there and listened to him gabber on for at least thirty seconds!"

"Sir, we can talk about this later. Right now ..."

"I know dammit! I'm thinking. I just hate it when he talks like that. Like I don't know we're in the shits. Like some kind of pep talk is going to make me work any faster. Now, get Frazier down to check the secondary cross loop, have Mitchell check the overload breakers..." As he spoke, the assigned personnel tore off to their respective tasks. Used to the Chief Engineer's tirades, they had waited patiently through this one until he started passing out orders.

Mitchell dashed across the room, grabbing his tool bag as he went. All three of the secondary overloads were tripped, he had known that. He plugged his computer in and ordered a quick diagnostic that came back green, green, green. *All right then*. Once again through his computer, he ordered all three reset and reshut. They did, just as they were supposed to, then tripped right back open again with a quick shower of sparks and a dull thump. *Now why the hell was that?* Was it a problem down the line, or a problem with the breakers themselves? The breaker diagnostic came up green again, so it had to be down the line. He opened the keyboard on his belt and began typing furiously, looking through

schematics and prints, attempting to trace the error. As he worked he listened with one ear as the Chief finished detailing assignments. Seconds later the Chief's communicator chirped again.

"Cheng."

"Have you found the problem with the engines yet?"

Through gritted teeth, "Still working on it, Captain."

"I need those engines. Captain, out."

"God help that man if I ever get drunk in his presence! There's not a jury in the Federation that would convict me!" the chief cried, throwing his clipboard onto the floor. The clipboard chirped its displeasure and Mitchell hid a grin.

Marine checkpoint, USS *Star League*

Sergeant Alexander strode slowly down the line of marines in his squad. He checked weapons and spare capacitors for charge, tugged on a body armor strap here and there, and ensured all the telltales on the armor were lit green. When he came to the end of the line, Corporal Mason checked him over.

"All go, Sergeant," he said, after completing the quick inspection.

Alexander nodded and changed com channels, off general and onto command. He waited several seconds listening to other squads report in, when a moment of silence occurred, he spoke, "Marine one, this is squad ten, squad ten ready for action. Instructions?"

"Squad ten, this is Marine one. Acknowledge ready for action. Maintain present position, await orders. Marine one out."

Alexander acknowledged the order, then spoke to his assembled squad. "Current orders are to float here. Wait. We're used to that. Everyone double check their comms are on voice activated, squad level only. I don't want any of you nattering away on the command freq. Relax for a few minutes."

Alexander double checked his own coms, ensuring he was set for voice activated squad level, toggle activated command freq, with both squad level and command level going through to his ear speaker. Satisfied, he followed his last piece of advice, leaning up against a nearby bulkhead.

"You sure this isn't a drill?" the corporal asked, grin splitting his face as he recited the same old line.

Someone further down groaned, and someone even further down gave the standard come back, "Who knows? Real or not, they all look the same down here." Several of the troopers laughed, even though this byplay had been heard at least ten times since the start of the war. A few minutes later, the ship lurched slightly, throwing one marine to the floor, seconds later, a whiff of acrid smoke drifted down the corridor.

Mason, looked around the hall quickly, like he was trying to see through the bulkheads. "They're down. You hear that, they shut the warps down. What the hell they'd do that for?"

The fallen marine regained his feet slowly and sheepishly, and Alexander smiled at the embarrassed youth, purposefully ignoring Mason (no reason to get the whole squad second-guessing the command) he said, "No, as young Carstairs here can tell you, this is the real thing. Try to keep on your feet, son."

There was general laughter at Carstairs' expense, that died immediately when they noticed the faraway look in Alexander's eyes, the look he wore when listening to chatter over the command freq. His eyes snapped back into focus on the marines around him. "This is it people. Intruder alerts on 'B' and 'F' Decks. We start moving to 'F', somewhere around bulkhead 22. Probably just a hit-and-run, but we gotta be sure. Probably get there just in time to see their secondary charges detonate. Corporal Mason, you've got point, I'll bring up the rear. Let's move!"

"Afraid you can't keep up, sarge?" the corporal laughed as he jogged around a bend in the corridor.

"Anytime you think you're up to it, we'll race. The Corps doesn't pay me to run, though, so I'm not the best at it. But they do pay me

to kick ass!" The squad hooted derisively at the older man, Mason didn't reply, but when Alexander caught sight of him again, he was still laughing.

They were halfway there when the command channel spilled static again. "All reaction squads, Marine one. Enemy boarders have not left this vessel. They are still present and digging in. Arming of militia crewmembers has begun. Strong evidence to suggest this is a capture attempt. Marine one out."

"Oh, shit."

Bridge, USS *Star League*

"Captain, we've got heavy concentrations of Klingon marines in the secondary hull around engineering, and in the primary hull around the control spaces. Both areas have been cordoned off, but we're taking heavy losses, and they're pumping in marines as fast as they can cycle their transporters. In short, I don't know how long we can hold out," Major O'Sullivan, commanding officer of the *Star League's* small force of marines, explained.

"Recommendations Major?"

"Keep doing what we're doing now, hope help comes quickly."

"Major, I know this may sound risky, but how about taking the offensive?" The Captain continued quickly as the Major opened his mouth to object. "I know we're stretched thin now, but we've got two commando teams on board; they are wasted in a defensive fight. If we could take out some of the Klingon transporters, those teams may be lost, but they also may slow the Klingons down. We need time."

"Captain... I don't like it. Feels like we're leaving the fort undefended. But it would slow them down... Hell, let's do it. You get those Klingon shields down, we'll send them in." The Major moved out of the pickup range of the camera, bellowing orders.

"Weapons status."

"Photons will have normal warheads in thirty seconds, Captain. Phasers recharged."

"Get the commandoes ready to go. When the enemy ships drop shields to send us their marines, we'll hit them with our guns and send the commandoes in before the internal fires are put out." The seconds ticked by, Assoud impatiently waited for the ready signal, tapping on the arm of his chair. On the screen, the Klingon vessels could be seen circling, sending over their marines as soon as their transporters recharged. The damaged D5 was creeping up slowly; soon it would be sending its marines into the fray also.

"Major O'Sullivan reports commandoes at the transporters and standing by."

"Weapons, target two photons at each target, four phasers on the D7C, two on the F5. Fire when they drop their shields."

"Aye, sir." A moment later, the weapons flared, destruction leaping across the gap. Both targets had dropped their shields at the same time to make a coordinated landing, a few dark scars were added to the hulls of the enemy ships, marking locations where energy was not absorbed by the shields.

"Send the Commandoes!"

Bridge, IKV *Doomsayer*

"Status of Marine boarding group?" K'lein demanded. The young marine lieutenant on the bridge, obviously angered at being left behind as a liaison, reported quickly.

"Sir, this ship sent seven squads on the first wave, but two of those came back due to shield bounce before phasers took down the reinforcement. The second wave is transporting now. We had the first one come back due to shield bounce, but phasers have opened the shield for the rest. Two of our shuttles are trying to crash aboard the dreadnought with more troops. *Rager* and *Audacity* are moving into position to send their first waves."

Transporter room, USS *Star League*

Private Nathan Scanelli waited at the edge of the transporter room with the rest of his squad and tried not to look nervous.

"Relax," Mbutu smiled, his perfect white teeth a contrast to his ebony face. "You'll do fine. These things are easy. You just gotta be fast and careful. Besides, you got nothing to worry about. I'm the one that's a walking time bomb."

"I guess that makes me a walking electrocution," Nathan grinned back, surprising himself with his own joke, at a time when he certainly didn't feel like joking.

Mbutu's smile got even wider, if that was at all possible. "That's good," he said, "walking electrocution. I like that. I'll have to remember that one." He turned suddenly when he heard the sergeant clear his throat.

"All right," Sergeant Yasek was saying, "I'll go through this one more time for all you slow learners out there. The Old Man thinks it's a good idea to stop the boarders by destroying their transporters before they come to our ship. Personally, I don't think that's a bad idea. Even better, it lets us do what we were trained to do. Instead of sitting around here, we're going over there. Hit-and-run. That's what it's called, got it? Not hit-and-sit. We go in, trash the place, boom, we're out again, less than a minute. Higgins, Clark, you've got crowd control; bring down anything that moves and isn't speaking standard. Mbutu, you're demolitions. Charges on the console, the platform arrays, and any other convenient target. Scanelli, you're the new electrical guy. Don't screw up. Standard in these ships are at least two electrical panels. I want a cap timed into both of them. I," he said with a snaggle-toothed grin, "will be the mobile reserve. If any of you poor sods need help, I'll be all over you like white on rice until I decide you don't need any more help. Questions?" No answer. "None?" he asked trying to sound unbelieving.

"Uh, Sarge," stammered the quiet transporter tech, "the, uh, the transporter is ready."

"Mount up, boys," the grizzled Sergeant called, stepping onto the platform and assuming position, "we got a job to do."

Nathan stepped up onto the transporter pad and moved toward the back, his assigned position. He checked the safeties on his weapon, checked the spare charge cartridges on his belt, tightened a strap or two on his body armor, and activated his communications. His ears were suddenly full of the soft voice of mission control.

"Commando squad two, your mission is go. We're going to time it so you materialize just after the Klingon boarding party is transported... They just transported. Mission departure now. Good luck squad."

The squad dropped into action positions, weapons up and out, safeties off. Mbutu was already fingering the small demolition charges he would plant, holding his rifle with one hand; the two crowd control troops weren't quite pulling their triggers.

"Energize!" barked the sergeant.

The last thing Nathan heard was the barely audible mutter of the Sergeant, "Real marines make their own luck."

The transporter beam swept him up, broke him down, threw him across space through the hull of an enemy vessel and reconstructed him. All this in a matter of seconds. This miracle of technology was taken for granted by many, but Nathan had only experienced it a few times in his eight months in the corps, and it still left him in awe.

They materialized inside the Klingon ship and a startled looking Klingon transporter operator was gunned down by "crowd control", his shattered body hurled backward into the bulkhead as multiple phaser blasts hit from different directions. He actually wasn't Klingon, Nathan noticed abstractedly, he was one of the subject races. Mbutu was already setting a charge on the transporter pad, dialing in a time limit. He became aware of the Sergeant screaming his name...



"Dammit Scanelli!" the sergeant screamed, giving a shove. "Move it, kid!"

The sergeant moved to cover the door behind Sinclair and he woke up. What the hell was he doing just standing around gawking like a tourist? He had a job to do, and now less than fifty seconds to do it.

Moving quickly to the closest electrical panel, he opened the access door and pulled a capacitor bomb off his belt. He set the bomb in the bottom of the panel and pulled clips, with connecting cables spooling out from the capacitor, attaching them to some of the ship's cables running through that panel. When a cable was placed in their mouths, the specially designed clips bit down into the cable insulation until they made electrical contact. He set time delay to 60 seconds. The capacitor would discharge its electrical energy into the cables it had been attached to, causing further disruptions down the line, and in some cases actually melting the cables themselves.

The crowd control gang was busy discouraging the next boarding party from keeping its appointment in the transporter room, with the sergeant backing them up. The grizzled veteran showed amazing speed and agility as he hurled a grenade each direction down the passage outside the room. He tossed a smoke for good measure, and pulled back into the room. Scanelli planted his second capacitor in record time and slammed the panel door shut. Mbutu was already in position for the recall, probably still mentally counting down the seconds until his charges blew.

"Recall position, now!" called the Sergeant, slapping the retrieval signal on his upper chest.

The squad moved back into recall position, and Nathan felt the now almost familiar feelings of imminent transporter action. He had begun to feel the relief that comes with a mission completed and one's skin intact, when a Klingon marine half ran, half stumbled through the door. The powerfully built figure fell against the edge of the doorway, blood running down one side of his body as he brought his heavy phaser rifle up. *He must have been wounded in one of the grenade blasts*, ran through Nathan's head as the rifle, seemingly in slow motion, crept upwards toward his abdomen. *No time! Not enough time! The transporter won't get us out of here before this guy hoses the whole room on full auto!* The thoughts ran through his mind in a fraction of a second as he felt the transporter building up. Someone started shouting, and Nathan jumped to the side just as the Klingon's weapon began to fire, splitting the air where he had stood. Nathan's own rifle fired back, and the Klingon was nearly cut in two as Nathan fired into him at a range of three meters at full power.

Nathan jerked himself to his feet and lunged back toward his recall position where the air was still shimmering with the aftereffects of the transporter, but it was too late. He hammered the retrieval signal on his chest.

"This is Mission Control, who the hell is this?!"

"Scanelli, second squad, you guys missed me," he said, fighting to keep the panic out of his voice.

"We just beamed second squad out ... Sorry, transport just confirmed, we only got four back. Listen, you need to get out of there. We can't beam you back out, the ship just turned a fresh shield to us. Get lost on that ship somewhere they can't find you. We'll have you out in a few minutes."

Nathan suddenly heard the fizzing pop of his first capacitor discharging and knew he only had seconds to get out before the demolition charges went. He could hear movement in the passage and knew he couldn't go that way. He noticed a ventilation duct and blasted the grating off with a burst from his rifle. Sticking his head inside, he realized he must be inside one of the ship's main ventilation lines, it was two feet in diameter and vanished in darkness fifteen meters ahead. He clambered in and belly crawled as fast as he could, hoping to get enough distance. He looked back just as he heard a loud WHUMP, and saw a sheet of flame coming, but it died just before it reached him.

He paused for a short breather, and, as the adrenaline began to wind down from his first combat mission, he began to realize just how much trouble he was in. Every time he opened communications with mission control, the Klingons would locate him and probably vector in some marines. He would have, at most, a few minutes to be beamed out before the troops arrived. He hoped it would be enough time.

'D' Deck, USS *Star League*

Petty Officer Coombes looked at the makeshift barricade before her and wondered for at least the tenth time what she was doing here. She wore a flak jacket and some marine's two-sizes-too-large combat helmet, and carried a phaser rifle in her hands. *Oh daddy*, she thought, *what has your little girl Jessica gotten herself into now?* She was used to working with algae beds and gardens that generated oxygen as well as food. Sure, in boot camp she had been taught how to handle a weapon, but that was a long time ago, and after life support school, she hadn't touched one. She handled it unfamiliarly, remembering the lectures and training in boot. She glanced again at the barricade, then over it, looking for some sign of the Klingons they were supposed to be waiting for.

"Get your head down," hissed a voice next to her, "if they see it, you'll lose it. If you really want to look, use the periscope."

Tight lipped, Jessica nodded her head. The voice belonged to one of the two marines shepherding this small group of armed crew, Adam Vonnegut, which was another reason she was uncomfortable. Adam and her had been lovers on and off again for almost a year. Currently off again, although she didn't know why. He had offered no explanation. *Probably some commitment thing*, she thought, *felt like he was too close or something. He's nervous now*, she thought, watching his right finger tap, tap, tapping on his rifle. *And no wonder, worried about keeping us alive and denying the Klingons access to engineering.*

She heard Vonnegut swear, shout "Down!", and saw him drop, but even so the blast surprised her. She was even more surprised when she saw pieces of the flimsy barricade they had built scattered down the corridor behind them. She turned and saw Vonnegut and the other marine couched behind the remains of the barricade and firing at shadows in the drifting, acrid smoke.

"What the hell was that?" she shouted, grabbing her weapon from where it had hit the floor.

"Shut up and shoot, dammit!" was the quick response.

Shouldering her rifle, she peered into the smoky gloom, trying to see something, hell anything, to shoot at. Now and then a shadow would move, she would point her rifle at it, but before she could pull the trigger, it would vanish. Shoot at what? She noticed

that the two marines seemed content just to lay down a stream of fire into the smoke. Was that what they meant when they said "suppressing fire"? She brought the rifle up and fired into the smoke, aiming at areas where shadows seemed to move the most.

"All right, hold your fire," said the second marine. "They're backing off, not coming through right now. Give them a few minutes. Try to drag some of the barricade back here, but stay low!"

How can he see anything through that soup, Jessica thought as she scrambled around the floor, helping drag pieces of their makeshift barricade back into a useful position. Rogers, another life support technician, was assisting her.

The floor of the corridor jumped up and smacked her, slamming her into a bulkhead. It took her a second to realize they were being attacked again. She managed to hang onto her weapon, and belly crawled rapidly up towards the barricade. The floor heaved again, and she saw both marines fall, then scramble back up, training weapons on targets she couldn't see. She popped up between the two, saw a dark shape looming out of the smoke, and fired without conscious thought. The shape dropped, its momentum carrying it forward until it was only a few feet away from the barricade. It lay there, slowly trying to pull away, making a thin, keening sound that made Jessica want to vomit. *Jesus*, she thought, *this is horrible. Why don't they help him?*

A phaser blast ripped by her head, so close the thermal bloom raised blisters on her exposed jaw. She flinched involuntarily, knowing that if you saw it, it was already past you. She heard a thin shriek behind her, turned and saw Rogers, with a deep dark burn across his neck, collapse onto the floor. She moved to assist him, and smelled the sickly sweet odor of burnt human flesh. Rogers' hands scrabbled clumsily at his throat, she pushed them away, wrapping gauze around the wound, slapping morphine into his blood. *Everything's happening so quick, what the hell is going on?!* She heard another shout, this one cut short, and turned to see the second marine, the one whose name she didn't know, fall prone.

Jessica scrambled for her rifle, she had dropped it again as she tended Rogers, found it just as a Klingon soldier leapt the barricade and landed on Vonnegut. A second later, Vonnegut managed to throw himself clear for a second, and Jessica shot the Klingon dead. Two more Klingons — no, these were more like grizzly bears wearing improbable armored jackets and weapons belts — jumped the barricade, weapons spitting. Vonnegut went down, charred and blistered in two locations. The only other defender was still firing at someone down range, Jessica killed both of the bears before they could get to their feet and slapped a fresh charge into her rifle.

Vonnegut propped himself against a bulkhead and smiled weakly at her. "We've killed a lot of them," he said, "maybe they'll give it up."

Not likely, she started to say, but never got the chance. A shouted warning, then they were all three at the barricade again. A shape loomed directly in front of her, she fired. Missed. *Bastard was three feet in front of me, how the hell did I miss?!* Something crashed into her, the world lit up, and it felt like every neuron in her body fired at once. *So this is what its like to get shot. Doesn't hurt that much.*

Then she regained consciousness. Her whole body was on fire. Somewhere deep in her, a little girl cried, *Daddy, make it stop, it hurts so bad...* Someone she didn't recognize was leaning over her.

"Shit, you are messed up, woman," the face said weakly before turning to vomit.

A wounded Vonnegut pulled himself into her view, and pushed the other away. "Never tell someone who's wounded how bad they're hurt asshole!" He looked down at her, brushing hair out of her eyes. "We did it!" he smiled. "The assholes stopped. Don't know who they're shooting now, but it's not us! And this," he said, waving his hand toward the gaping hole in her chest, "this is noth-

ing. Medics are on the way. You hang in there sweetheart."

She tried to smile back, her face wasn't working right. He was always so nice. But she knew. No medic could get there in time, she could feel her concentration slipping...

"I love you, Jess," someone whispered.

She managed a smile, one last time.

USS *Star League*, Engineering

Petty Officer Mitchell wriggled into the tight confines of the secondary containment field generator. According to his research the problem should be in here somewhere. The system kept grounding out on something, and, following the burn marks on the exterior, the ground was probably on this side. Suddenly, there it was right in front of him.

"Think I found it," he called, to the benefit of those outside the machinery housing. "Looks like a grounding cable restraint was melted, the cable is laying across the field coil."

"Can you fix it?" came the chief engineer's muffled voice.

"Temporarily, at least," Mitchell replied, already freeing the wire from the coils and placing it approximately where the original restraint had been. He fastened the cable back, in three places, then called, "All right, that should do it."

The response was immediate, "Energize the secondary containment field generator. Initiate jump start. Prepare to actuate warp bubble. Standby on..."

Mitchell heard the stream of orders as he scrambled out and started to panic, *if this containment energizes while I'm in here*, the thought was never completed.

The engineer stopped in mid sentence. "Hold all that! Mitchell! Get the hell out of there!"

Mitchell sighed in relief, but couldn't wipe the cold sweat off his forehead, there just wasn't enough room. "Aye, aye, sir."

Bridge, IKV *Doomsayer*

"Captain! The warp signature of the Dreadnought has doubled. They are moving again. Passing warp 1.5 ... now at warp two ... stabilizing at warp 2.15."

K'lein swore. He'd known it wouldn't last forever but had hoped it would last longer. "Turn to follow. Increase speed to match. Fire all bearing disruptors and phaser ones. Transport the next wave of marines when the transporters recharge. What is the status of the transporters damaged by the enemy raid?"

"One transporter suffered only minimal damage, it will be back on line in one minute. The other was more heavily damaged and will require much more time to repair."

"Kommodore, the Medical officer reports that casualties have been evacuated from the enemy dreadnought, including Commander Kelreth." K'Lein only grunted, not even asking the nature or extent of the old man's injuries.

With the dreadnought moving again, she would soon leave *Rager* and her marines behind. He needed those marines. "Inform *Rager* that as soon as the dreadnought leaves her transporter range, *Rager* will transport her marines to us or the *Audacity* as long as we are in range."

USS *Star League*, 'F' deck

Sergeant Alexander pointed his marines into position, all of them breaking speed records setting up the portable barricades as they hurried to prepare a defensible position. "Gotta get these up *now!* Last report I heard was the Klingons are heading this way, and there's not a whole helluvalot they'd be interested in out here except what we're guarding. Lets move people." They held a "crossroads" where two corridors intersected, one leading toward the emergency bridge, the other to the flag bridge. The squad

was setting up barricades in two of four directions; one clear direction led towards the flag bridge, the other was covered by another squad further down the corridor. He wished for the tenth time for a crew-served heavy weapon, for more troops, for fewer Klingons... From some of the reports he heard on the command channel things weren't going all that well for the "good guys". The Klingons were putting over boarding parties like it was going out of style.

"Any news, sarge?" one of the troopers asked as he rested, panting, after wrestling one of the barricades into place.

"New news is, I'm gonna have your ass in a sling if you don't secure that barricade *right fraggin' now, Jackson!*" Corporal Mason explained, somehow managing to shout without raising his voice.

Alexander smiled to himself, *that kid will make a damn good DI someday*, he thought. All he's gotta do is stay alive. "No news, I'll let everyone know when I hear something." Something that won't put morale in the toilet.

Mason suddenly stopped and straightened, his eyes coming alert. "You feel that? They restarted the warps. We're FTL again!"

Alexander's earpiece crackled with static, "Squads ten and eight, be advised Klingon boarding parties en-route to your location. ETA, one minute." He relayed this information, and his team moved swiftly into their positions. *They're a good crew. Well trained. When the shit hits the fan, they do what has to be done.*

It was not a long wait before smoke spewing canisters came caroming around the bend in the corridor. Phasers began to blast down the corridor as Klingons laid down covering fire. His own squad fired back, and Alexander could hear squad eight catching hell from a crew served heavy phaser. *Jesus, they'll never hold against that. The Klinks will be outflanking us soon.*

A phaser bolt came ripping out of the smoky haze and scored a neat groove across the armor covering his right arm. The temperature of that armor went from ambient to hotter than hell in a fraction of a second. The heat seeped quickly down to his skin, and, with a yelp, he pulled his combat knife and sliced through the straps holding it to his arm. The piece hit the deck with a thud, and he gasped as the residual pain first diminished, then throbbed back; then slowly ran down until he could think again.

Squad eight went off the air in mid-sentence and Alexander knew they only had seconds to redeploy. Frantically, he directed troops off of their thinly spread front to cover their once secure flank. Three rushed over and found what cover they could. Someone blew the lighting, and helmets were switched to thermal. There were no IFF beacons down that section of corridor, so they began laying down a suppressing fire at any sensed motion. Alexander was sure most of their targets were decoys, random junk picked up and thrown by Klingon marines, but had no way to tell the real targets.

He heard it first. The low hum of a portable crew served heavy phaser generator. *Shit.* The generator would be, unless the Klinks were being incredibly stupid (which they weren't), out of line of sight to prevent its destruction. The weapon itself wouldn't generate enough heat at this range to be visible until it fired several times.

The weapon spoke, the darkened corridor was lit by strobe light flashes as the visible light phaser blasts slammed into his position. Two men were already down, one still, one writhing on the floor in agony, burn marks covering the upper right side of his body. Phaser wounds were like that, massive physical trauma to the area struck directly by the beam, severe burns to the area surrounding the beam from the thermal bloom. The weapon continued to fire, and Alexander searched the area where the fire was coming from. There it was, a small red point, growing bigger and brighter as the weapon heated.

"Mason," he said over the platoon freq.

"Here," grunted the reply.

"You wounded?"

"Yes, can still shoot though."

"Good. Ambulatory?"

"Yes."

"Even better. We are in what the higher ups would refer to as an "untenable position". I've got the gun that's tearing us to pieces spotted, I'll take out the gunner, you take the rest of the 'toon back to our pre-prepped rally point. I'll cover from the side, leave one to cover the front. Once you get there, send that fact in the clear, we'll beat feet back to you, down the left side — your right side — of the corridor. And for God's sake, look for an IFF beacon before you open up on us." Going down the left side was standard doctrine. The right hand stayed on the weapon while the left kept touch with the wall so you didn't wander into the line of fire.

"Sarge, are you sure you should ..."

"Move it. It is an order."

"Aye, Aye, Cap'n. We'll have to carry Jones. Hamner, Jackson, and Ruby are dead. When the gun quits, we'll move."

Alexander took a deep breath and thought about what he was up against. The gun came with a small shield, so he had to aim low or high to take out the gunner. He chose high, hoping for a kill, not just a disable. He would have to aim toward the centerline, the gunner would be aiming down the barrel. A wounded or killed gunner would probably be replaced in a matter of seconds, so the squad would have to move quickly. Himself and the remaining trooper would have to sprint back to the next barricade, although they would be out of line-of-sight of the heavy phaser, and only in line-of-sight for smaller weapons; and even that for only about twenty yards. Exposing the least possible amount of his surface area, he sighted on the glowing point of the phaser barrel, shifted up slightly, and fired. When the phaser struck, he saw a temperature change on something that looked just behind the energy emitter. *That was the shield.* He shifted fire a little higher, this one didn't hit anything. He shifted lower, though not as low as he was originally, and struck the shield again. He eased upward, ever so slightly, pulled the trigger. He saw the barrel jerk upward slightly, then point downward, as if someone had slumped against it, and, most importantly, it stopped firing. He opened his mouth to tell the squad to move, but Mason beat him to it.

"Move, people, move!"

Alexander laid down a barrage of fire as the rest of his team ran past him, toward the barricades they had already set up almost directly in front of the Flag Bridge. From there, they could not be outflanked, unless the enemy decided to start blasting down bulkheads. Which was entirely possible when he thought about it. *I'll cover that flank when its hit.* He counted heads, counting twice when one of the wounded was carried past.

After a slow count to sixty, Alexander signaled to the remaining trooper that it was time to go. He tossed a smoke grenade and a fragmentation bomb to confuse the situation as much as possible; then they ran like hell. They almost made it too. They were only a few meters from "safety corner" as Alexander had come to think of it during the short but eternal-seeming dash, when the man behind him *Ooffed* and started to fall. Alexander, turning and managing to keep him upright, used their momentum to get around the corner where two troopers left by Mason helped them the last fifteen meters and over the barricade. He slumped against the inside wall of the barricade, breathing heavily. *Safe. For a minute or two at least.*

Somewhere on the IKV Doomslayer

Scanelli crawled through the ventilation duct work of the Klingon D7, learning much more about the internal layout of the class than he had ever wanted to know. Since all the other ductwork he saw was smaller in diameter, he concluded he was in one of the primary vent lines running through the ship. This was confirmed in his mind by the fact that he had yet to see any outlets in this line since the first passage he had entered joined it. So, by following

this line, he would either run into "the end of the line", where the duct ended in the whirling blades of a fan, or a centrally located room, somewhere in or near life support. Such an area would be ideal for his purposes. On Federation ships these areas were loud (a lot of fans running in an enclosed area), sealed (nobody wants vacuum "contaminating" one area of the ship to contaminate another), and, because of the other two reasons, rarely visited. He would most likely not be spotted immediately after exiting, it would provide enough area for the transporter to lock on, and it would be difficult for marines to enter and find him. He moved with the wind pushing him from behind, reasoning that fans would probably be located on the suction side of the system.

He was almost stuck once when the duct made a sudden vertical 90 degree turn. He was able to use his knees and shoulders to climb what felt like the length of the ship but was probably no more than a few levels. He saw light ahead and turned off his lamp. *No point in advertising my presence*, he thought. The ambient noise level began increasing and the steady breeze he had felt for this entire journey was increasing toward the level of small hurricane, as he approached the grill. He moved the last five meters on his belly, afraid that any noise he made might be heard over the howl of the air movement and tip off anyone working in this area.

He reached the grill and peered out carefully. He could see no crew members, but if they were outside his range of vision, he would be in trouble the moment he started to work the grill loose. *No helping that*, he thought to himself. Working his fingers around the edge of the grill, he pushed, pulled, and prodded until, with a groan of strained metal, it twisted away. He dropped the two meters down to the floor and headed for the nearest cover. He searched the room with his eyes, but found no sign of any presence. He spotted an entrance, and backed away from it, wanting to find the most secluded location possible before requesting transport.

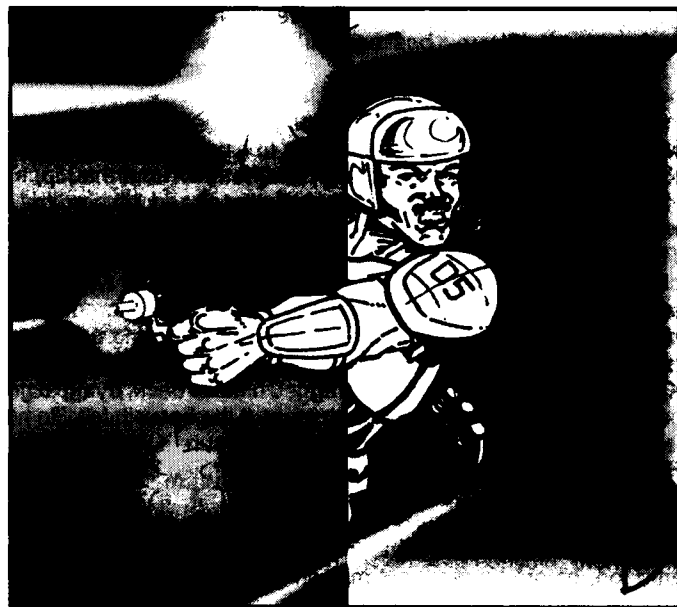
He worked his way into one of the corners of the roughly rectangular room, double checked the charge on his rifle, took a deep breath, and made the call.

"Mission Control, this is Scanelli, second squad, requesting transport," he whispered, knowing it was absurd to do so (signal strength would be the same whether he whispered or shouted), but somehow, he just felt like he should whisper. There was a long silence, during which he began to wonder. *Maybe they left? Haven't heard any transmissions since the first transport.* He figured he had *maybe* three minutes before his position was located and the marines arrived. If the *Star League* was out of transport range, he could be in a lot of trouble. He had known all this beforehand, it was the finality of making the life saving or damning call that brought on the doubts. He did notice that his previous nervousness had evaporated, leaving behind a kind of cold fatalism. Whatever happened ... happened. He would do whatever he could to influence the outcome, but sometimes (in reality), no matter how hard you tried; sometimes you lost.

After what seemed like minutes, the soft voice of mission control sounded in his ears. "Second squad, standby for transport. ETT approximately two minutes. Do not acknowledge. Recommend you shift your position if possible."

That woman has a beautiful voice. Do not acknowledge so I don't give the Klingons more information about my location, shift position to confuse them. Scanelli moved the ten meters along the twisted pathway to the other rear corner, then thought better of it, moving back to a point where he could watch the entrance, noting fall back positions as he moved. He cowered down behind a nearby circulator housing, pointing his weapon toward the door, waiting for the marines to storm in. Roughly ninety seconds after his call, the door flew open. He tensed, lining his rifle up on the entry. The red crosshairs inside his visor moved as his rifle swept form side to side, but nothing came through. Not about to be tempted out of his position, he waited.

A few seconds later, a phaser appeared on either side of the



entry, blazing away. The fire was inaccurate, not aimed, low power, and all over the place. Even so, he flinched back instinctively, saw a blurred form dive and roll into the room. He turned to fire, his phaser blasting a piece out of the floor where the enemy had been. *Damn!* Another dark form came through, heading the other direction before he could recover. He didn't even try to hit the second. *Double damn!* He saw a grenade arch out, went down behind the circulator, knowing that at least two more Klingons would enter while he was down. The grenade blew and he was already on his way back up, phaser swinging up and then down again. He came up over the circulator firing, praying at least one of them was still there. This time he got lucky, and had the satisfaction of seeing a Klingon — well, somebody in Klingon combat armor — go down, right in front of the entry. He pulled a grenade, and got lucky again, managing to bounce it through the hatch. *Hope there was somebody left out there.*

The bad news was that there were three of them in the room with him now, and they were shooting back. The circulator housing partially shielded him from two, but the third was dead on him, and he knew that while he engaged the third, the other two would be working their way around. He could feel it now, just like they talked about in boot and Special Forces training. Time seemed to be slowing, he was moving faster, without conscious thought, acting without mercy, have to survive. *Screw them. They want me dead. Feeling's mutual.* Time to move, he knew. He fired a last fusillade, hoping to keep the third down for a few seconds, and dropped to all fours. He wrapped a short piece of wire around his last grenade and tied it to the framework of the circulator, then ran another piece carefully, ever so carefully, through the pin of the grenade and across the narrow pathway between machinery. Hopefully, if they weren't paying attention, the first Klingon down this path would have a nasty surprise. He popped up again, loosing another burst of fire, dropped and scramble back to his second position. He dropped flat and saw booted feet weaving their way between machinery not two meters away, just on the other side of a duct line. He brought his phaser around, triggering a burst into the fur-covered bare feet following Mr. Boots, and another into the body that fell, howling, seconds later.

He was back up in no time, moving back, covering down, and lining his sights on where he *knew* the enemy would appear next. His adrenaline was really going now. *Come on you bastards!* His mind roared, *You don't know what you've started! My name is Nathan Scanelli and I'm the toughest SOB on New Rome and I'm gonna kick your ass!* He was brought back to reality as more Klin-

gons poured into the room, under cover of smoke. *Where the hell is the transport?!*

"Be advised squad two, at least one more minute until transport."

"Better do it quicker than that or you won't get much back," was his sharp reply. No point in trying to hide his location now. A Klingon broke cover in front of him and he fired from the hip, tri-video style. God, if his instructors saw that they'd kill him, but it was the only shot he could get, and besides, it worked didn't it? The Klingon spun and dropped, somehow managing to squeeze off a shot or two, one striking Nathan in the thigh. He went down screaming, grabbing his leg, the bone had been shattered by the kinetic impact, he knew it. He bit down to stop making noise and felt blood well up in his mouth from his tongue, but at least the Klingons couldn't hear him. He dragged himself back, trying to get back to the rear corner. He'd never make it, he knew it, felt like his leg was on fire, he checked again to make sure it was still there. He heard his planted grenade go off and grinned savagely at the low moans that followed shortly after.

Another Klingon, this one in a crew uniform, came around the corner and Nathan shot his legs out from under him. The Klingon fired too, before he died, but missed high, not having thought of an enemy on the floor, his weapon tearing up the insulation above Nathan. He was dead, but Nathan was sure they now knew exactly where he was in this maze of walkways. He had only seconds before two or more popped up in different places and took him out. He wasn't sure if he could get one, let alone two or three.

"Standby for transport," said the most beautiful voice in the galaxy, and Nathan felt the tingle that meant he was on the way home.

He half expected to be shot at the last second, but the Klingons were taking their time, what was the rush, they had him cornered. And then he was gone, broken down to his component atoms, recorded, and whisked away.

Bridge, USS *Star League*

"Helm, bring us fifteen degrees to starboard. Weapons, target the D7C with all available weapons. We'll fire at 40Kkm, on my signal."

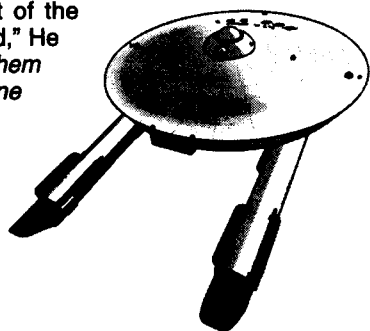
"Captain, sensors are tracking a warp signature coming in fast. Signature matches the *Arbela*."

"Hail her, open an audio channel," Assoud ordered. When the Communications officer nodded, Assoud began speaking. "*Arbela*, this is Captain Assoud of the USS *Star League*. We have been damaged and boarded by Klingon marines. Request you pass near enough to us to transport some marines over, then target the D7C or the F5."

"*Star League*, this is *Arbela*. Acknowledged. We are en-route to your position. Marines standing by transporters, *Arbela*, out."

Assoud felt the relief wash over him like a wave and saw the visible release of tensions around the bridge; shoulders relaxed, quick grins were exchanged, engineering sub systems and science even slapped palms in some obscure gesture, no doubt particular to their planetary culture. "All right, people, we're not out of the gravity well yet, stay focused," He said. *I don't want to bring them down, but I don't want anyone getting careless either.*

Besides, he thought, *this isn't over yet.*



Bridge, IKV *Doomslayer*

"Kommodore! Sensors detect a cruiser-size vessel approaching at high intercept velocity. Closest point of approach at present course... 60Kkm!"

"Course, fool, what range?!" Kommodore K'lein shouted, vaulting a bridge railing before peering over the technician's shoulder.

"Bearing 101 degrees, mark 15, relative to this vessel; 47 degrees, mark 5 relative to the galactic plane. Range to contact 420 Kkm."

"Course relative to this vessel is sufficient," the captain snapped, moving rapidly back toward the center of the bridge, his brow furrowed. His thoughts ran quickly, measuring, calculating, and weighing risks and rewards. *Not enough*, he thought, *we have reached the point of diminishing returns. If we had only concentrated on destroying her...* "Communications, signal to *Rager*, remove as many marines from the dreadnought as possible in one pass, then disengage. Signal to *Audacity*, remove as many marines as possible from the dreadnought. *Doomslayer* out."

"Engineer, full power to weapons. Helm, we will make one pass on the arriving warship, allowing the *Rager* time to disengage, then we will disengage. Understand?"

The ashes of defeat were heavy in his soul. If they hadn't tried for a capture, just concentrated on destroying her ... Even so, crippling the enemy flagship, or at least nearly crippling her, although he didn't have to tell the admiral the "nearly" part ... and the ESS's interpretation of the records (and such records were always vague in combat) wouldn't carry as much weight as that of an experienced combat line officer. Especially if he got his version to the admiral first.

Bridge, USS *Arbela*

"Hostile drone launch. Three weapons inbound. Impact in 41 seconds... mark. Hostile shuttle launch. Shuttle *appears* to be operating in seeking mode. Time to impact at current velocity 123 seconds. High probability that hostile shuttle is a scatterpack," the sensor tech said rapidly, managing to deliver the whole litany in one breath and in a bored seeming monotone.

Captain Jonas watched as the computer dispassionately updated the plot with data relayed from sensors. Lights blinked on and began to cross the distance from the enemy warships to his. "Weps, think you can nail that scatterpack from here without pre-releasing the drones?"

"Not from this range, captain. I have a good chance at a hard kill with all six phasers at 150 Kkm, but the phasers would be more efficiently used firing as phaser threes at short range."

With the added chance of one or some of the drones making it through, the captain thought. "It'll pop before we get that close. Point Defense, you have full discretionary use of all phaser ones firing as threes and tractor beams to stop those drones. Weapons, target all photon torpedoes on the D7. Engineering, energize tractor beams from batteries. Marines to transporters, prepare to board and assist the *Star League*."

"Scatterpack blossom. Six weapons inbound. Total nine weapons inbound. Revised time to impact, 26 seconds for first group, 29 seconds for second grouping."

I swear, that Vulcan sounds absolutely bored. "Game plan, Point Defense?"

"Phasers for the first group, phasers and tractor snags for the second group."

"Very well."

The seconds dribbled by with sensors calling out ranges as the closure rate increased as the drones accelerated to their normal cruising speed (much faster than that of the shuttle), then increased again as the cruiser shunted a good portion of its reserve power into a velocity change.

"First group approaching optimum phaser three range." *God I hate this part*, he thought, as the weapons streaked in. *Got to time this so close to make the hits good; if we don't get a good clean hit...*

Phaser light stabbed through the vacuum, seeming strangely dimmer than the normal full power phaser shot. *Shit.* "One got thr..." he started, but was cut off by the massive explosion that followed. The ship rocked, the bridge personnel were bruised by their restraints.

"Take them out, Point Defense, a few more like that and people are dead, mister!" Jonas glared.

Point Defense didn't waste his concentration replying; the second group was right behind the first. Magnetic lines of force lashed out, snaring two drones and straining to hold them away from their self-immolating destiny. Machinery whined and power meters climbed up the scale, but the tractors held. "Tractor snare successful!" he had time to shout, then phaser fire was again lighting the darkness, and three more drones flared and died. "All inbound weapons destroyed!" Point Defense practically crowed.

"One by our own shields," Jonas said wryly, "still, good work. Damage?"

"Forward port shield reduced to 50%."

"Helm, turn five degrees to starboard, ensure enemy fire strikes the forward or starboard forward shield. Mark range to lead Klingon ship in 10 Kkm increments."

"Target has turned away. Range, 80 Kkm. Looks like they're going to run for it."

"Or maybe that's what he wants us to think." The captain looked at ranges, estimated acceleration abilities and turning radii, "We'll still overtake him. Lower after port shield, in preparation for marine transport. We will pass the *Star League* off our port bow and send in our first load of marines. Inform them of our intentions. Helm, prepare for immediate hard to starboard after weapons fire."

A few seconds later, "Marines away, they are engaging Klingon regulars on the *Star League*. Aft port shield will be at full strength in 15 seconds."

"Range to target, 50 Kkm."

"A little closer," the captain breathed.

"Range to target, 40 Kkm."

"Empty the tubes!" Jonas roared. "Helm, hard to starboard!"

"Torpedoes away."

"Full starboard turn, aye."

How do these people stay so damn calm, the captain wondered.

"Three partially overloaded torpedoes hit. Facing shield on enemy vessel is down. Significant internal damage, she's leaking atmosphere. She's not crippled, but she'll remember us for a while. All Klingon warships accelerating away."

"Captain, the *Star League* is signaling for more marines to complete the mop up of the Klingon boarders. Also signals *not* to pursue disengaging vessels."

Captain Jonas sighed. It had been nice getting in a few punches. Nice watching them run away for a change. Still, Assoud was probably right. God only knew how many of them were out there, he'd hate to blunder right into their staging area. "Very well. Helm, bring us about. Marines to transporters. Weps, if you happen to see a long range shot on a down shield... take it."

Weps grinned. "Aye, sir."

Secondary hull transporter room, USS *Star League*

Scanelli materialized without the support of the ducting he had been leaning on and promptly fell over. His leg screamed agony at the sudden shock, and he screamed with it. He heard voices when he stopped to breathe; his scream dying down to a choked sob as the phaser burn agony abated somewhat. Good, somebody was calling a medic. Several pairs of hands rolled him

over, pulling his own hands away from the wound. A local and general anesthetic was administered, and his vision slowly cleared as pain receded or at least lost its edge. He saw Sergeant Yasek's graying face leaning over him.

"You scared the crap outta us, kid," he said, helping load him on the stretcher. "But you did good, real good. We saw most of your last stand on your telemetry," he continued, keeping pace with the stretcher bearers. "You're a real trooper."

Nathan moved his lips, but couldn't force air out to them. *Damn, those painkillers acted fast.*

"Don't try to talk, kid."

The stretcher-bearers moved into a turbo lift, and the sergeant called after them, "Don't worry kid. This won't happen again." Then added with a chuckle as the doors hissed closed, "Next time I'll assign someone to hold your hand!"

Nathan managed a smile, before the drugs put him under.

Impulse deck, USS *Star League*

After the ship had stood down from general quarters, Petty Officer Mitchell had returned to his on shift console, monitoring the ship's impulse engines. After the excitement of the previous hour and the exhaustion of the previous two months, he could barely keep his eyes open. Numerous cups of coffee helped, but had not eliminated his exhaustion. His relief arrived after four hours, looking rougher than Mitchell felt, if that was possible. He reported the only news of any importance, a corrective maintenance shut-down later that shift to replace a coolant pump whose failure was limiting the impulse engines to 50% normal power. He removed his notebook from the console and trudged wearily toward the turbolift. Even at half power, the huge impulse engines thrummed loudly, vibrating the deck as he walked.

Fatigue dragged at his body, his legs moving, step by step, toward the glorious room known as berthing, and the heaven of his bunk. The lift accelerated and he swayed back against the wall. His eyes drooped shut and he slipped into a state that kept his legs solid under him, while managing to fool his conscious mind into thinking it was asleep. The lift stopped, the doors opened, and he remembered to open his eyes just in time to avoid running into a ragged looking Lieutenant.

Before he climbed into his bunk, he carefully checked his pockets for tools. Only then did he realize he was still wearing the rad suit worn by all engineering personnel during battlestations. *Dammitall. Screw it.* He would return the suit to engineering next shift. He removed the gauntlets from his pocket, carefully placing them at the foot of the bunk; then slowly, carefully, peeled himself out of the one-piece rad suit. Climbing carefully into his bunk, he sighed deeply as he lay down, relishing the feel of each individual muscle in his body relaxing one after the other. His eyes closed and muscle relaxation had only enough time to progress to the level of his lower calf and he was asleep.

He was walking down a long, sandy beach. The sea breeze ruffled his hair, the yellow sun warmed his skin. The sand was hot, burning his feet until he walked into the surf, letting the cool waves wash around his feet. He relished the sensation of walking on something other than metallic decking. In the distance, he saw a dark smudge on the horizon that slowly resolved into the figure of a lithe young woman as he trudged closer.

She reclined on her elbows, long black hair cascading over shoulders and down onto her beach blanket. Her eyes were closed, facing into the sun. As he approached she turned toward him, leaning on one elbow, one delicate hand shading her eyes, hair spilling down her back.

She's not blonde, he thought, *who cares?* He wondered if he'd remember this when he woke up. "Mind if I join you?" he asked, turning on his best smile.

She returned it impishly, pearly teeth flashing against her brown skin. "Have a seat, spaceman."

CLASS HISTORY

KZINTI STRIKE CARRIERS

The Kzinti Strike Carriers were the backbone of their fleet during most of the General War. While it was the dreadnoughts who commanded fleets, it was the carriers (along with their escorts and fighters) who formed the vaunted battle lines that stopped the Coalition offensive and then steadily pushed it back.

The Strike Carriers were always in the forefront of the battle. In the first days of the General War, they were the most powerful (and best protected) warships, and because of the protection offered by their escorts and the attrition ability of their fighters, every major battle saw the Strike Carriers form the core of the Kzinti force. Supplemented but never replaced by the Medium Carriers, the Strike Carriers retained pride of place until Battle Control Ships arrived in the last years of the war, but even those ships lacked the numbers to truly replace the Strike Carriers.

The Kzintis had a firm idea of how the General War would be fought, and provided each of their five fleets with a single strike carrier. Their vision of future combat calculated that this would be enough, but the first few battles showed the need for more. The five carriers were joined by more, built at a steady pace during the War. Losses were few and the Kzintis eventually stopped building these expensive ships when they had enough of them to maintain three powerful fleets on the front line.

SABRE CV-1 was the first CV, built in Y166. During the undeclared border war with the Klingons that same year, it launched its fighters in a strike on a Klingon convoy (along with fighters from CVL *Tempest* and CVE *Inferno*). These fighters accidentally attacked the Klingon carrier *Devastation* in what is recorded as the first carrier duel in history. *Sabre* was with the Duke's Fleet when the Lyrans invaded, and was quickly dispatched on a strike mission to that front and then just as quickly recalled to its original station when Whiskers detected the Klingon invasion. The ship was refitted as a CVS while being repaired in Y170; it had been crippled in the climactic battles over the Kzinti homeworlds. The ship continued to serve on the Klingon front, being involved in the Y174 pursuit of the *Admiral Kang*. Sometime after Y180 it was converted into a Battle Carrier, and was still in service as late as Y189 although details are lacking.

SCIMITAR CV-2 was the second CV, also built in Y166 as part of a crash building program. Assigned to the Count's Fleet, it was in constant battles with the Lyrans. Refitted in Y170, it was damaged and repaired again and again, but survived the war and fought the ISC when they intruded into Kzinti space. In the only black mark on its record, the pilots of its fighter squadron (newly-assigned pilots straight out of training units) mutinied in Y189 rather than attack an Andromedan Intruder. Disgraced, the ship was assigned to guard a remote but important colony and was destroyed while defeating an Andromedan raid in Y193.

CUTLASS CV-3 was the third CV built in Y166 (all were actually started years earlier but hurriedly completed when the Undeclared Border War broke out), and also fought its first battle (against the Klingons) within weeks of launch. It was assigned to the Marquis Fleet, where it waited out the early years of the General War but (just after being refitted) joined the fighting in Y171 when the Klingons invaded the Federation. The ship served in Tholian space starting in Y177. Damaged in Y181, it was sent home and converted into an Battle Control Ship to replace the lost *Kopis*.



RAPIER CV-4 was completed in Y167 and assigned to the Home Fleet. It fought the Lyrans in Y168-

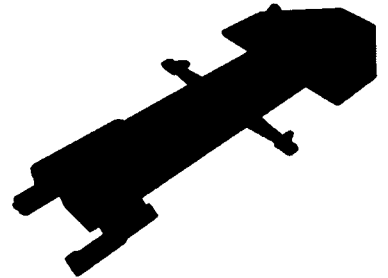
170 as the Kzinti defenses collapsed and the homeworlds were devastated. Refitted as a CVS, it remained with the Home Fleet and was equipped with experimental Streak Fighters in Y172; these fighters proved less effective in combat and were replaced after the pilots refused to engage a Klingon frigate squadron. *Rapier* fought during the entire General War, was converted to carry heavy fighters in Y179, and was destroyed by the Klingon C7 *Decimation* only a week before the ceasefire.

CLAYMORE CV-5 was launched in Y168 and assigned to the Baron's Fleet. It was sent to the Klingon front to launch pre-emptive fighter strikes that same year, and fought against the Klingons until it was destroyed in Y173.

BROADSWORD CVS-6 was built in Y170, the first of the wartime carriers built under the "new carrier contract" for five more strike carriers. There was much criticism of the fact that it was not built a year earlier, but the Kzinti government was slow to react to the destruction of their pre-war tactical concepts and equally slow to realize they would need more CVs. Completed with the C14 refits already installed, *Broadsword* was a powerful addition to the fleet and served against the Lyrans. It was converted into a Battle Carrier in Y182. Crippled by the Andromedans in Y188, it was converted into a Battle Control Ship but was destroyed fighting a monster in Y192.

LONGSWORD CVS-7 was built in Y172, its completion delayed by the attack on the homeworlds. (For a time there was consideration of building this ship as a fast raiding carrier, but the pressures of the war did not allow for such a diversion.) It fought against the Klingons but was destroyed in Y175.

SHORTSWORD CVD-8 was built as the only Kzinti Interdiction Carrier in Y173, using a battlecruiser hull to save money. Originally intended to feed fighters to other carriers, the loss of other carriers forced the *Shortsword* into the front lines. The ship was sent on repeated deep strike missions, ravaging the Klingon and Lyran logistical networks. The ship survived until Y184 when it was caught between Klingon and Lyran PF groups and shot to pieces and left as a lifeless hulk. The wreckage was recovered after the General War and it was used as a war memorial.



PHASGANON CVS-9 was built in Y174 as CVS production reached full rate. It was sent to fight against the Lyrans but was destroyed by a Lyran mauler in Y175. Its service life was less than a year, but during that year it participated in seven major battles. (This ship, as with all Kzinti Strike Carriers, was named for a Kzinti edged weapon. The Federation translated the name into a historic Earth edged weapon of similar shape or purpose.)

KOPIS ACS-10 was completed in Y175 as the first Area Control Ship, a half-sister to the other strike carriers of the "new carrier contract" of Y170 (using a battlecruiser hull to save money). It served against the Klingons. It was often used in combined squadrons with Federation Star Fleet ships, and at one point carried a squadron of TAAS fighters flown by Rigellian pilots who were part of an exchange program. The ship was destroyed in Y182 by Klingon PFs.

GLADIUS CVS-11 was not part of the initial wartime contract, which envisioned a total force of ten heavy (CVS) carriers. There was considerable debate as to whether more ships of this (expensive) class were actually needed, but the loss of two of the existing strike carriers finally forced the government to issue contracts for *Gladius* and *Sicklesword*. The *Gladius* was completed in

Y176. It served against the Klingons and was crippled in Y179. For reasons never actually explained, it was converted into a BCH (perhaps due to a shortage of command ships) and sent to the Romulan front to participate in Operation Remus.

SICKLESWORD ACS-12, the second Area Control Ship, was ordered as a replacement for a lost CVS, and entered service in Y177 carrying both heavy fighters and standard fighters. It was built on a battlecruiser hull to save money. It served mostly against the Lyrans. Its fighter group was smashed by Lyran PFs during a raid in Y183 and the undamaged (but obsolete) ship was sent to the shipyard for conversion to a BCS. It returned to service in that role in Y184 and served against the ISC and Andromedans before being retired to a training unit in Y197.

SCRAMASAX CVH-13 entered service in Y179, its contract delayed by debates over the need for more carriers. It was designed from the start to carry heavy fighters. It fought Lyrans and Klingons, and then the ISC. Crippled and repaired twice during its career (the second time in Y183 when it was repaired as a BCV), it was destroyed by Andromedans in Y191.

FOIL CVH-14 was at one point intended to be a fast raiding carrier, but the contract change was disapproved and the ship was completed in Y180 as a modified strike carrier with heavy fighters. (No raiding carrier was in fact built, but a conjectural SSD will be in a future product.) It served against the Klingons, and in Federation territory, and at one point carried a squadron of Federation F-18s (which did not fit the ready racks) due to an emergency combat situation (against the Lyrans!). It survived the General War but not the ISC Pacification.

YATAGHANBCV-15 was completed in Y181 as the first Battle Carrier, replacing the scheduled BCH *Monarchy*. (The Federation, confused by the Kzintis, variously reported the same ship under both names. Ironically, a Klingon agent in Star Fleet also picked up both names and the Klingons spent four years trying to track the "missing" BCV.) It was intended as the first of a new series of five advanced strike carriers with added direct firepower, but was in fact the only ship built of this type. (Some older strike carriers were converted into battle carriers.) It served in the General War and the ISC campaign, and was crippled by the Andromedans. Never repaired, it was used as a training ship until it was scrapped. Plans to convert it into a Heavy Scout Carrier (a conjectural design for a future product) were never implemented.

SPATHA DCS-16 was also completed in Y181, replacing a planned CC. It was a division control ship, with fewer weapons but carrying special sensors, fighters, and PFs.

FLAMBERG BCS-17 was completed in Y182, replacing the original plans for another BCV (and the originally-scheduled BCH *Oligarchy*). This ship carried both fighters and PFs, and served against the Lyrans, then against the Andromedans. It was involved in several attacks on RTN bases during Y190-Y196.

PARZONIUM DCS-18 entered service as a Division Control Ship in Y182. Being on a cruiser hull, the Kzintis had effectively doubled carrier production, but the ship was lost in Y184.

KATANA BCS-19 was launched in Y183 and sent into combat before it was fully complete. It had the shortest career of any of the strike carriers, being destroyed by Lyran X-ships only 43 days after being placed in commission.

FLISSA BCS-20 was completed in Y184 (replacing the planned BCH *Tyrancy*) and served during the brief Kzinti invasion of Klingon space. Damaged in combat in Y185 by X-ships and PFs, it was sent back to the repair dock and did not return to service until the General War was over. It did confront the ISC and was destroyed in combat with the Andromedans in Y194.

DAGGERSWORD BCS-21 was the last of the breed. Finished in Y185, it saw only a few weeks of combat in the General War but fought against the ISC, then against the Andromedans. It was eventually assigned as a cadet training ship for the Kzinti military academy. Two other strike carriers under construction were cancelled after the War ended.



KZINTI STRIKE CARRIER STRENGTH BY YEAR

- Y168** (5): CV *Sabre*, CV *Scimitar*, CV *Cutlass*, CV *Rapier*, CV *Claymore*.
- Y169** (5): CV *Sabre*, CV *Scimitar*, CV *Cutlass*, CV *Rapier*, CV *Claymore*.
- Y170** (6): CVS *Sabre*, CVS *Scimitar*, CV *Cutlass*, CVS *Rapier*, CV *Claymore*, CVS *Broadsword*.
- Y171** (6): CVS *Sabre*, CVS *Scimitar*, CVS *Cutlass*, CVS *Rapier*, CV *Claymore*, CVS *Broadsword*.
- Y172** (7): CVS *Sabre*, CVS *Scimitar*, CVS *Cutlass*, CVS *Rapier*, CV *Claymore*, CVS *Broadsword*, CVS *Longsword*.
- Y173** (8): CVS *Sabre*, CVS *Scimitar*, CVS *Cutlass*, CVS *Rapier*, CV *Claymore*, CVS *Broadsword*, CVS *Longsword*, CVD *Shortsword*.
- Y174** (8): CVS *Sabre*, CVS *Scimitar*, CVS *Cutlass*, CVS *Rapier*, CVS *Broadsword*, CVS *Longsword*, CVD *Shortsword*, CVS *Phasganon*.
- Y175** (9): CVS *Sabre*, CVS *Scimitar*, CVS *Cutlass*, CVS *Rapier*, CVS *Broadsword*, CVS *Longsword*, CVD *Shortsword*, CVS *Phasganon*, ACS *Kopis*.
- Y176** (8): CVS *Sabre*, CVS *Scimitar*, CVS *Cutlass*, CVS *Rapier*, CVS *Broadsword*, CVD *Shortsword*, ACS *Kopis*, CVS *Gladius*.
- Y177** (9): CVS *Sabre*, CVS *Scimitar*, CVS *Cutlass*, CVS *Rapier*, CVS *Broadsword*, CVD *Shortsword*, ACS *Kopis*, CVS *Gladius*, ACS *Sicklesword*.
- Y178** (9): CVS *Sabre*, CVS *Scimitar*, CVS *Cutlass*, CVS *Rapier*, CVS *Broadsword*, CVD *Shortsword*, ACS *Kopis*, CVS *Gladius*, ACS *Sicklesword*.
- Y179** (10): CVS *Sabre*, CVS *Scimitar*, CVS *Cutlass*, CVH *Rapier*, CVS *Broadsword*, CVD *Shortsword*, ACS *Kopis*, CVS *Gladius*, ACS *Sicklesword*, CVS *Scramasax*.
- Y180** (10): CVS *Sabre*, CVS *Scimitar*, CVS *Cutlass*, CVH *Rapier*, CVS *Broadsword*, CVD *Shortsword*, ACS *Kopis*, ACS *Sicklesword*, CVS *Scramasax*, CVH *Foil*.
- Y181** (12): BCV *Sabre*, CVS *Scimitar*, CVS *Cutlass*, CVH *Rapier*, CVS *Broadsword*, CVD *Shortsword*, ACS *Kopis*, ACS *Sicklesword*, CVS *Scramasax*, CVH *Foil*, BCV *Yataghan*, DCS *Spatha*.
- Y182** (14): BCV *Sabre*, CVS *Scimitar*, BCS *Cutlass*, CVH *Rapier*, BCV *Broadsword*, CVD *Shortsword*, ACS *Kopis*, ACS *Sicklesword*, CVS *Scramasax*, CVH *Foil*, BCV *Yataghan*, DCS *Spatha*, BCS *Flamberg*, DCS *Panzonium*.
- Y183** (14): BCV *Sabre*, CVS *Scimitar*, BCS *Cutlass*, CVH *Rapier*, BCV *Broadsword*, CVD *Shortsword*, ACS *Sicklesword*, BCV *Scramasax*, CVH *Foil*, BCV *Yataghan*, DCS *Spatha*, BCS *Flamberg*, DCS *Panzonium*, BCS *Katana*.
- Y184** (14): BCV *Sabre*, CVS *Scimitar*, BCS *Cutlass*, CVH *Rapier*, BCV *Broadsword*, CVD *Shortsword*, ACS *Sicklesword*, BCV *Scramasax*, CVH *Foil*, BCV *Yataghan*, DCS *Spatha*, BCS *Flamberg*, DCS *Panzonium*, BCS *Flissa*.
- Y185** (13): BCV *Sabre*, CVS *Scimitar*, BCS *Cutlass*, CVH *Rapier*, BCV *Broadsword*, ACS *Sicklesword*, BCV *Scramasax*, CVH *Foil*, BCV *Yataghan*, DCS *Spatha*, BCS *Flamberg*, BCS *Flissa*, BCS *Daggersword*.

DATAFILES: PHASER FIRE CONTROL COMPARTMENT

The diagram below shows the port (left side) phaser control compartment of the D7-class Battlecruiser. Each class of starship uses a slightly different arrangement, but function defines form across the galaxy. For all practical purposes, every starship in the galaxy has such a compartment for every 2-4 phasers, including a crew for each weapon, and one or more supervisors.

While trivideo programs often show a bridge officer firing the phasers, this is purely for dramatic (storytelling) effect; he is actually designating a target for a gunner. The phasers can be fired from a bridge control station (when it is switched to that mode) but given the amount of effort required to aim and fire a single phaser (and to be sure it is ready, and to correct any problems when they occur) it is vastly more efficient to have a crew specifically assigned for each weapon. A single crewman could, of course, program all of the phasers to fire from a single panel, but one crewman could not simultaneously read the capacitor and heat levels of all of the phasers and know if any of them are likely to malfunction. And of course, no single crewman could simultaneously engage targets in different directions.

The compartment is relatively small (3.5 x 5.5 meters) and is heavily armored. Entry is through the hatch in the lower-right corner, which opens onto the main transverse corridor across the front of the rear hull. This facilitates crewmen reaching the com-

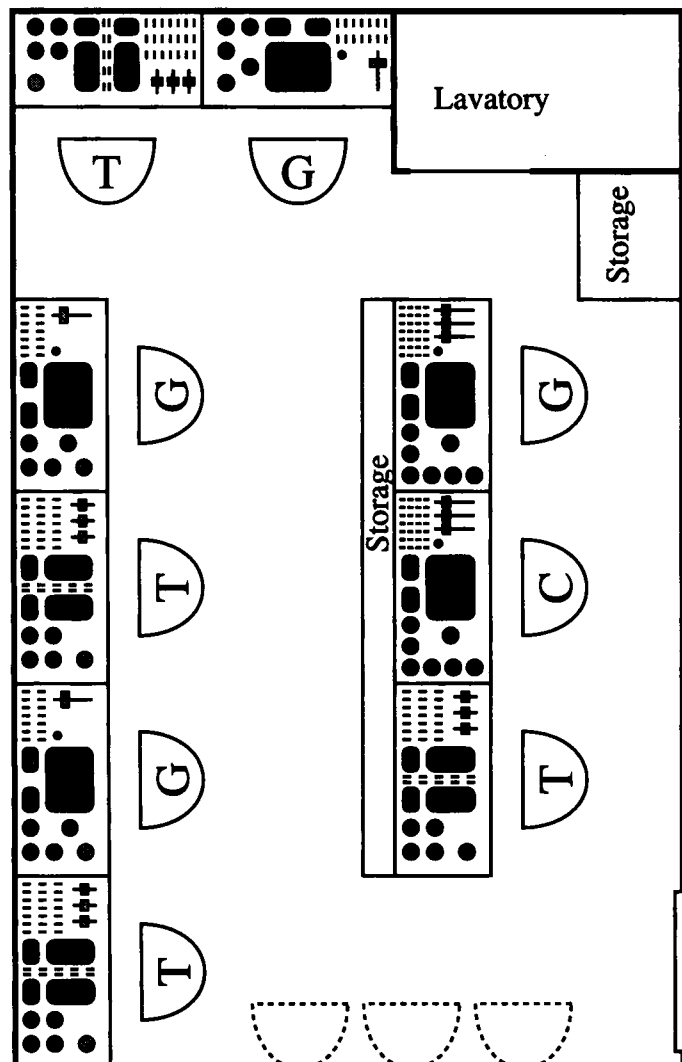
partment from their bunks in the least possible amount of time. (There is an emergency hatch in the deck of the phaser compartment in case the main entry is blocked.) This compartment controls the left wing phaser and the two left waist phasers.

The compartment is designed for a crew of nine, including three gunners, three technicians, one senior gunner, one senior technician, and one weapons officer. There is enough room in the compartment for three supernumerary personnel (who are provided fold-down seats along the back wall to strap in) so that crews can be rotated in extended combat. When the combat alarm sounds, all designated personnel run to the compartment, which is then locked and is not reopened until the captain himself orders it opened. Because this compartment is one of the few locked and sealed during combat, it is provided with its own lavatory and air supply. The storage cabinets hold spare parts and tools to repair minor damage, hand weapons, breathing gear, and enough food for the crew for 54 hours at full rations. While combat never lasts that long, a ship might remain on alert for long periods, or the area outside the compartment might be damaged (or swarming with mutineers) and require the phaser crew to remain inside. During extended periods of lock-down, there is room on the floor for about half of the personnel to sleep at any given time.

Each phaser is controlled by two adjoining panels, the one on the right (marked "G" in the seat) operated by the gunner and the one on the left (marked "T") operated by the technician. The gunner receives target cueing from the bridge or a weapons officer (or finds his own targets if so allowed), locks the phaser on the target (using the "joystick" on the left side of his main screen), keeps the aiming computer updated with current information, applies manual "windage" in some cases, selects high or low power settings, and fires the weapon. If it misses, the gunner must quickly find out why and reprogram the computer to compensate. The technician monitors the status of the capacitor, selects between various redundant control and power circuits, and keeps a close eye on the heat-retention level. If the phaser gets too hot, cooling systems can be initiated, but each of these has a cost in power, consumable supplies, and/or damage to the system itself. If the phaser malfunctions, the technician must find the cause and either fix it from his panels or direct repair crews. The gunner has dials and read-outs on his panel which tell him the same information as the technician, but no controls to maintain the phaser. The technician has a small screen that shows what the phaser is targeting, but has no way to fire the weapon.

The three panels along the right side are for the senior personnel. The senior gunner sits to the right, the senior technician to the left, and the gunnery officer in the center. The senior gunner has a panel that repeats the screens and instruments of all three gunners, allowing him to supervise their activities. The senior technician has a panel with screens able to view what all three technicians are doing. Either of these senior enlisted personnel (rank E6 or E7) can override the controls of any of their subordinates. During periods of cruising, the minimal crew in the compartment (often only two or three) operates from these seats so that they can see everything and can fire any of the weapons if necessary.

The weapons officer in the compartment has panels that give him some of the information from all six panels in the compartment. He can override and take control over any panel. He can also use controls to allow any one of the four gunners to fire any of the three phasers, or even "slave" two or all three phasers to one gunnery console. (Trying to handle two or three phasers at the same time is possible only for brief periods, as too many things can go wrong and nobody can watch all of the dials and gauges on more than a single panel.) The weapons department chief on the bridge can, through his similar panels, control any phasers on the ship or assign any phaser to any gunner. In an emergency, the four gunners (and the officer) in this one compartment (or any of the other phaser compartments) could control all nine of the D7's phasers (which have five total mounts).



STAR FLEET COMMUNICATIONS CENTER

HAVING A CONVENTION?

We post upcoming conventions with SFB events on our web site, and lists of SFB tournament winners in Captain's Log. Send announcements to ADB, Inc. well in advance; send event results as soon as possible. We can only publish the info that we receive. Those running SFB events at conventions can obtain a prize pack from ADB, Inc. for \$10. This kit includes \$25 in gift certificates for use as prizes and twenty-four "Star Fleet Bucks" to be given to each player and added to the prize pool. (If the judge sends \$20, he gets \$50 in gift certificates and twenty-four "bucks".) 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. See complete information in Module T (2000 Edition).

2002 EVENTS

★ DRAGON CON 2002, 30 Aug-2 Sep 02, Atlanta, GA, Sanctioned, 1st Fred Manning (Kzinti), 2nd John Haugh (Kzinti), 3rd Jeff McKelvey (Romulan TFH) and Matthem Galer (Federation); Judge Carl D. Trubee, Jr.

★ ROCKHAMPTON, 4-6 Oct 02, Rockhampton, Australia, 1st John Christie (Klingon), 2nd Jason Spires (LDR), 3rd Shawn Mills (Federation) 4th (tie) Dean Schultz (ISC) and Roland Anselme (Orion: A 2xplasma-F, phaser-G, 2xfusion beam; B hellbore, phaser-G, 3xphaser-1); reported by John Christie.

★ RA02Q3, 3rd Quarter 02, Sanctioned, 1st Dave Beeson (Klingon), 2nd Ralph Wiazowski (Gorn), 3rd Jeremy Williams (WYN Shark: type-B drone rack, ADD rack) and Greg Dieckhaus (Lyran); Judge Kevin Block-Schwenk.

★ RA02Q4, 4th Quarter 02, Sanctioned, 1st Paul Scott (WYN Aux, 2xPh-G, 2xPh-1), 2nd Norman Cruz (Romulan TFH), 3rd Tom Carroll (LDR) and Ken Linn (Federation); Judge Kevin Block-Schwenk. There were 64 players, so two ace cards.

2003 EVENTS

★ SQUADRON MAJOR, 18 Jan 03, Attactix, Denver, CO, Sanctioned, 1st Andy Vancil (Klingon), 2nd Aaron Brown (FRAX), 3rd Patrick Abram (Kzinti) and Simon Seibert (Orion: A 2xplasma-F, phaser-G, phaser-1, fusion beam; B 2xphoton, phaser-G, phaser-1, fusion beam); Judge Scott Moellmer.

★ TOTAL CONFUSION XVII, 20-23 Feb 03, Mansfield, MA, Sanctioned, 1st Peter Bakija (Kzinti), 2nd Mark Russman (WYN Shark: 2xtype-B drone racks), 3rd Jeremy Gray (Hydran) and Andrew Sackett (Hydran); Judge Kevin Block-Schwenk.

★ GENGHIS CON XXIV, 14-16 Feb 03, Denver, CO, Sanctioned, 1st Andy Vancil (Klingon), 2nd David Miller (Kzinti), 3rd Richard Sherman (Hydran) and Robert Snook (Archeo-Tholian); Judge Scott Moellmer.

★ FLYING DEUCES, 08 Feb 2003, Sanctioned, 1st Kenneth Jones (ISC), 2nd Don Holland (Kzinti) and Mat Galer (Lyran); Judge Kevin Block-Schwenk.

★ BALCON, 23-26 May 03, Sanctioned, 1st Stephen McCann (WYN Aux, 2xphaser-G, 2xphaser-1), 2nd Doug Howard (LDR), 3rd Matthew Sands (WYN Aux, 2xphaser-G, 2xphaser-1) and Howard Newby (Romulan Firehawk); Judge Paul Franz.

RATED ACE

TOTALCON XVII (Feb 20-23, Feb, 2003): Peter Bakija
 GENGHIS CON XXIV (Feb 14-16, 2003): Andy Vancil
 DRAGON CON 2002, (Aug 30-Sep 02, 2002): Fred Manning
 SFBOL 3rd Qtr 2002 (Jul-Sep 02): Dave Beeson
 SFBOL 3rd Qtr 2002 (Jul-Sep 02): Ralph Wiazowski
 SFBOL 4th Qtr 2002 (Oct-Dec 02): Paul Scott
 SFBOL 4th Qtr 2002 (Oct-Dec 02): Norman Cruz

SQUADRON MAJOR

ATTACTIX (Jan 18, 2003): Andy Vancil

STAR FLEET BATTLES ON THE WEB

The new web site is at www.starfleetgames.com, and our bulletin board at www.starfleetgames.com/discus is used by hundreds of SFB players to discuss tactics, rules, and products.

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

Rules@starfleetgames.com (rules questions)

Design@starfleetgames.com (new, rules, races)

Sales@starfleetgames.com (product schedules and orders)

Playtest@starfleetgames.com (reports and requests)

Webmaster@starfleetgames.com (web site info)

Catalog@starfleetgames.com (auto-responder catalog)

Parts@starfleetgames.com (auto-responder, parts list)

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

STAR FLEET SPARE PARTS AND MAIL ORDER

You can order any Star Fleet Universe product directly from ADB, Inc. You can also order extra counters, maps, and other components. Send a stamped self-addressed #10 business-size envelope (1 ounce first class US postage or an IRC) for a catalog. We accept Visa, MasterCard, checks drawn on a US bank in US funds, and money orders in US funds. UPS shipping in the continental US is \$5 per order. Post Office shipping in the US and foreign orders will be charged the actual cost of shipping; contact ADB for the cost for your order. Texas residents, please add 8.25% sales tax. In answer to questions: SFB open space maps are \$6, counters are \$2 per sheet of 108 (F&E double-sided are \$3.50 per sheet of 108); double sheets are \$4 and \$7.

WHAT'S IN STOCK... Well, everything!

In stock: Basic Set 99, Advanced Missions 99, Cadet Training Handbook, A+, C1, C2, C3, C4, D3, J, J2, K, M, P6, R1, R2, R3, R4, R5, R6, R7, R10, S1, S2, T-2000, X1, Y1, Omega 1, Omega 2, Omega 3, Omega 4, Tactics Manual, Campaign Designer's Handbook, Dice Set #1, Dice Set #2; Captain's Logs 18-26; Star Fleet Missions; Star Fleet Battle Force; Federation & Empire 2K, Combined Operations, Carrier War, Advanced Operations; Prime Directive 1st Edition, Uprising, Graduation Exercise, Federation Sourcebook, Prime Adventures #1; lots of miniatures.

Fire sale (\$5): CL11, 12, 16; D3, P6, PD1, Uprising, PA1, Fed Sourcebook, GradEx, Star Fleet Missions. Quantities going fast. Will not be reprinted. Gone forever are the unlisted Captain's Logs and the old Module B. Modules H1 and H2 may be reprinted.

ORIGINS 2003 WILL USE A NEW FORMAT

Be sure you check Captain's Log #25 for the New Tournament Format to be used at Origins 2003. A lot of things will be different. There will be one large SFB tournament, with the current top players "spun off" into Captain's Finals on Friday night, into Patrol Finals on Saturday morning, and into Saturday Patrol Finals on Sunday morning. Rated Aces no longer get to avoid playing rated aces and all opponent pairings are done randomly, every hour on the hour. Tell the Desk Judge you want to be in the next seating and he will pull your card from the file and shuffle you into the stack. There will be no more "scouting the desk" or "ace dodging" involved. There will be no more "waiting five hours for a second round game against a non-ace". Nobody will wait more than an hour to get their next game (although some of you won't survive as long as the hour you did wait). A single loss won't disqualify you and you can still get into the Captain's Finals by getting two "net kills" (wins minus losses) by Friday afternoon. See you there; it's going to be a special weekend for all of us.

COMMAND THE FUTURE

Our exciting year continues, and will get even more exciting before it is over. We have, so far, shipped *F&E Advanced Operations*, *F&E Combined Operations*, *Captain's Yeoman (Module A+)*, and of course *Captain's Log #26*. Sadly, plans to do a "quick" module for Origins release did not work out due to the many outside complications (deaths in the family, printer errors in various products, water leaks, etc.)

SFB MODULE R10: THE NEW CRUISERS

This was originally going to be a "quick" module of just SSDs, but the more we worked on it (and the more playtest reports we got) it became obvious that we were wasting a great idea on a mail-order-only print run. So, we decided to turn *Module NCA* into *Module R10*. Along the way, it got bigger (now 79 ships), gained some rules material (the plasma sabot, electronic combat plasma, and plasma carronade), added some scenarios, and of course got its own set of counters. As we looked at the designs for NCA variants, we noted that they simply made a whole lot of sense and most of them evolved into true historical ships, often with major production runs. During the late years of the General War, battle fleets were getting steadily tougher, as war cruiser variants replaced war destroyer variants, heavy versions of battlecruisers and dreadnoughts appeared, fighters steadily improved, and frigates all but disappeared. It only made sense that the war cruiser variants would be given the same shake-and-bake makeovers and become heavier versions better able to survive in the Y180s. While SVC is quoted as saying "no NCA variants" we conducted an exhaustive search and found no published rules or historical data to support his stubborn refusal, and he had to relent. We did run into one problem in that the contents of Modules R8 and R9 had been discussed in print for years and we would just confuse everyone by renumbering them, so we gave *Module NCA* the next available number and it became *Module R10 The New Cruisers*.

MODULE PRIME ALPHA

Scheduled to be our next product after R10, this will be the equivalent of *Captain's Log* for the *GURPS Prime Directive* product line. This will include the Hydran racial profile, fiction, new rules, deck plans for the Federation Frigate, the Advanced Combat System, and other features. SFB players will find it a fun read.

GURPS KLINGONS

This is probably the *GURPS Prime Directive* product most anticipated by *SFB* players. A sample article on Klingon Justice, part of one chapter, is given in the database section of this issue of *Captain's Log* for your enjoyment. We will have fiction, new equipment and rules, ship statistics for the *Space-3* combat system, and much more. Articles will cover the myths about the Klingons (yes, they do take prisoners), their culture (based on "order, strength, and righteousness"), their religions (you thought they had only one?), their economy (not a lot of spare cash floating around, most civilians live in what are effectively communes), what they do in their spare time (lots of public plays and sporting events), their education system, how the Emperor is selected (it is not an inherited post), who the three princes are (they are not usually the sons of the Emperor), who the empress is and (why she is not necessarily even married to the Emperor), the civil nobility, the military nobility, military honors and medals, planetary surveys, and much, much more.

CAPTAIN'S LOG #27

Scheduled for November 2003, with all of the usual features, plus NCA variants for F&E, Hydrans vs Lyrans for *Anarchist*, Early Years ships for the C4 simulator races, new drone rules, Operation Unity updated OBs, and class history of the *Splendid Cats*.

STAR FLEET ACES

Once upon a time there was an incredibly simple and fun "book game" called *Ace of Aces*. Your WWI airplane was in the form of a book. Each page was a view of the enemy. You looked at the situation, picked a maneuver, he picked one as well, and a couple of page flips brought you both to a page showing the new position. Get in a good place and you could blast him out of the sky. We're negotiating a deal to print a couple of hundred starship books. Imagine playing *SFB* in five minutes flat, in a moving car.

THE POT STILL BOILS

Several products mentioned in previous issues are still being worked on, and should appear over the next year or two. Some of these include:

Star Fleet Battle Force Deck 2: We remain determined to print this product, hopefully this fall, but more likely next spring.

Starline 2400: Lyran, Andromedan, Romulan, and Orion miniatures (see more details on this in the miniatures section).

Module F1 (Revised) The Jindarians: Steve Petrick continues compiling just what was wrong with the originals (there are some strong disagreements) and what should be done (the disagreements here are even stronger). If you want to be part of this playtest program, contact Steve Petrick via Email for information at rules@starfleetgames.com and he will put you to work.

Module F2 The Vudar: Playtesting continues on this product and we still plan to bring it out within a year.

Module CVG: A package of carrier groups SSDs.

Module R-Zero: Replacement R-sections for AM, J, and K, combine them (with all updates, errata, and new art) into a "clean R-section" which players could use to "clean up" their rulebooks.

Ship Name Registry: How can we finish this when we keep publishing so many new ships?

Module E3 is an obvious extension of that series, but we have not seen a viable candidate for this product.

Module C5 The Magellanic Cloud: We now have a complete copy of this product ready for playtest, and with the completion of *Module R10* we will send it into playtesting right away.

Module Omega 5 Omega Squadrons: Bruce Graw is busily working on SSDs for this product, but we're not entirely sure how it is evolving. Let us explain. There are 22 races in Omega, and the biggest possible SSD book is 112 pages (and anything over 96 is less than practical). That would give each race about 4-6 new ships. When you figure we need tugs, pods, PFs, and PF Tenders, you have little if any room left for new mainstream warships. So one option is to push the tugs and pods into a later module, and another is to publish two modules, each with about 8-10 ships for half of the races.

Scale Models: Our supplier on these seems to have gone out of business and disappeared; we are negotiating with another supplier who could provide an interesting selection of ships.

BEYOND THE FAR STARS

Star Fleet Action, a simplified tactical game.

SFB Module R8 National Guard Ships: A collection of refitted Y-ships and the new Sector Bases and Frigate-transports.

SFB Module R9 The Ships That Never Were: A collection of creative SSDs we couldn't squeeze into the real game history.

SFB Module R13 Ships Rejected by ADB: A joke, honest!

SFB Module Y2: More ships for the Early Years.

SFB Module X2: Second Generation X-ships return!

Star Fleet Operations: A separate operational level game.

Klingon Invasion, Romulan Invasion: A plan to do a simpler game of strategy which would be similar to Axis & Allies or those wood block games by our friends at Columbia Games.

Star Fleet Assault: The infantry squad game seen in P6.

F&E Expansions: See page #99.

Best of Star Fleet Times, a special issue of Captain's Log. **Stellar Shadow Journal #2** will appear in due time.

AFTER-ACTION REPORT

CAPTAIN'S LOG #25

Captain's Log remains our most popular product, not least for the wide diversity of articles and materials it includes. People loved the fiction, the new ships, the new scenarios, the class history, and most of all seeing Tom Carroll actually write a *Victory At Origins* article! Players who asked for and got the ISC Playtest Counters for F&E spoke highly of them, and particularly that they were printed "head to head" so you only had to fold the front and back halves together. The standard of art continues to improve.

A few mistakes crept in. The mention of a Guards Brigade in the Hydran Pegasus article belongs to the last commando ship, not to a PFT. We forgot to note that Jon Cleaves wrote the Blue Fleet article. The printer managed to move the Orion ship on page 70 and the Hiver ship on page 46 to a higher layer, resulting in some words clipped off; the complete text is on the web site. The Kzinti SRI should be available in Y170. Hydran PGV conversion should be 2+12 and build cost should be 7+12. Steve Still got listed as Stephen Stills in the Victory article. The Romulans in Battle Group 800 need to study (G13.371) more closely. The Tholian ships all refer to the NCA rather than their properly corresponding class.

The *Anarchist* article raised a question. The Battle Raider put two plasma-S torpedoes in three option mounts. This is possible engineering, but only as a permanent conversion, not something you can do with option mounts. Each plasma-S takes up about 1.4 boxes so two fit into 3.0 boxes. The big ships with four option boxes cannot put 3 S-torps in 4 boxes, again, due to engineering limits. With three S-torps in four boxes, they would overheat.

SPECIAL COUNTERSHEET #1

When we printed a batch of counters this spring, we had an unused slot. So we created a special countersheet covering ships from Stellar Shadow Journal #1, Module E2 Triangulum Galaxy, and some other ships. The sheet (which, by the way, has no known errors) is available as a spare part or at Origins for \$2.

MODULE A+ CAPTAIN'S YEOMAN

This product brings the much-desired Impulse Cards back into print, but with considerable improvements. Now, all speeds are listed on every card, which means that *your* speed is always in the same location. Speeds that move are white on black while those that don't move are black on gray. Even better, a small number in each block tells you what impulse each speed will move next, and if a given speed is scheduled to move on the very next impulse, this number is in italics. The new impulse cards also include the information from the original cards, such as gravity wave strength and any special things happening on that impulse.

Command Cards have been considerably improved by expanding the set from 12 to 18. This gives you more precise control over your weapons, and various combinations of cards that mean specific events or maneuvers are spelled out on the cards themselves. These will go a long way to eliminating "me to" firing and turning without requiring tedious written records.

An entirely new sheet of 12 cards details the steps of an impulse, allowing you to quickly work your way through what happens (or could happen) in what order.

One major improvement compared to the previous edition of Module A is a sheet of die-cut counters. These include such things as three sets of 18 "turn" and "slip" counters, drone packs, ECM drones, Carnivon deathbolts, plasma packs, ECP plasmas, wild weasels, explosions, tumbling, erratic maneuvers, ECM and ECCM status, and (the Tholians will be happy) "web pass off". Some monsters finally got their counters, including the Ice Monster, Ban-shees, Metamorph, and Swarms. The really clever bit about the counters is that we printed three sheets which have identical counters, but are numbered and colored differently. That means that you could combine your sheet with a friend's to have a much larger set of play-aid counters.

Play aides include the SFB Rules Cross Index (updated for new rules), a Reverse Impulse Chart (helpful in counting speed changes), Pseudo-speed chart, Tactical Intelligence chart and worksheet, Unit Tracking Cards, Planetary Landing Display, Klingon firing arcs (out to 30 hexes in some directions), Useful Charts and Tables™, Particle Cannon Energy Form (revised for the new rules), Speed Change Calculation Form, Drone Tracking Form, Fighter Tracking Form, Enemy Energy Tracking Form, Advanced EA Form, and Fleet Command Tracking Form.

Let us take a minute to provide some examples of how to use two of the forms; see the two examples below.

The first example is a drone tracking form showing a rack loaded with two type-I drones and a type-IV heavy drone. In this case, the "other" column was used to record the ultimate fate of the drone; it can be used for other things such as to record the presence of ATG or Extended Range. Note that since a type-IV drone takes two rack spaces, the line below it is left blank. Check marks in "damage" show that the offensive drones took damage before impact while the ECM drone was eventually killed.

The second example shows four Federation fighters. The first two, having only two drones and eight damage points each, each use one line. The second two, being advanced fighters with various special weapons, take two lines each. The "N" in a damage box means that box was "never there" so it doesn't count when calculating the crippled level. The F-14 lists its four drones with two boxes each (one for the type and one for the warhead) while the F-15 with eight drones has to pack these into eight boxes by doubling up the type and payload. The ★ means chaff and an X marks when it was used.

Rack #	Type	Speed	Armor	Warhead	Other	Cost	Launch	Counter	Target	Damage
1	I	20		Explosive-12	Impact 4/15	+0.5	3/21	11	CA-1	√√√
1	I	32		ECM	DEAD 2/24	+1	1/2	ECM-7	Self	√√√√
1	I'V	20	4	Explosive-12	Impact 3/11	+0.5	2/17	12	CA-1	√√√√√
1	—	—	—	—	—	—	—	—	—	—

Counter	Type	Damage								Weapon		Weapon		Pod	Pod	★
#1	F8	X	X	X						Type-I	Explosive	Type-I	Explosive	EW	—	
#2	F8	X								Type-I	Explosive	Type-I	ATG	—	—	X
#2	F14(n)	X	X	X	X	X	X			Type-I	Explosive	Type-I	ATG	EW	EW	X
						N	N	N	N	Type-VI	Explosive	Type-VI	Explosive	—	—	
#4	F15									I-Explo	I-Explo	I-Ex-ATG	I-ER	—	—	X
						N	N	N	N	VI	VI	VI	VI	—	—	X

10 QUESTIONS

1. How do I use Star Fleet Bucks or a prize certificate for a shopping cart order?

A: You enter the order, then use "Special Instructions" to note that you have bucks and/or certificates. You then mail them in and Leanna matches them up with your order and ships it. Or you can click the "sending check" option and send the bucks in with a check or credit card number. But we cannot ship the order until we get the coupons.

2. What is this "GAMA Show" I keep hearing about?

A: The Game Manufacturer's Association holds a trade show every March in Las Vegas. The manufacturers (i.e., publishers) go there and set up booths (as at Origins) to show their future and current products to retail store managers, and (hopefully) convince them to carry their product lines. The wholesalers and industry publications also attend. Various seminars are held on various subjects, such as "Running a game company warehouse" or "More effective advertising" or "how to buy game parts from China" and so forth. It's a huge part of the company year, as not showing up makes all the stores think you're out of business, and a poor showing of your products means other publishers will take over your shelf space. Lots of time and effort goes into the show (easily as much as any one product) for this reason.

3. Why doesn't ADB Inc. go to GenCon?

A: Going to a major convention costs a lot of time and energy, and we just don't have enough of it laying around unused to cover a third major convention (after GAMA and Origins). GenCon doesn't produce enough sales for ADB Inc. to cover the lost productivity of the game designers.

4. Could I buy a set of Gorn old DN engines?

A: The problem is that we get the Gorn old DNs from a casting house. They have a mold which makes two engines and a hull. They only sell us the whole set, so the only way to sell you the engines is to buy a whole set from him and throw the hull away. So, we could sell you a pair but the price would be the same as for the whole ship.

5. I just got back into the game and noticed major changes to the Fed CVA as I remember it. What happened?

A: It was changed to a DN variant to allow the Feds to do DN to CVA conversions in F&E like all other races can do. This also eliminated the odd-sized 18-box engines which would have been hard for the Federation to produce. We did reprint the old-style SSD in *Stellar Shadow Journal* #1.

6. Have you thought about marketing posters?

A: Yes, and it's not practical. The market for them is much smaller than the minimum print run. We do a couple of one-copy posters for trade shows, but when we auction them off at Origins we get about 1/3 of what they cost us, so that doesn't seem a practical concept either. It would cost \$75 for a laminated one-off poster mailed to your house. And before you write a check for that amount, that doesn't cover the cost of our time to make two or three trips across town to get it printed out, and we have way too many things on our list of things to do to go making posters for people (even if we charged for our time).

7. Could you upload a pdf of (something)?

A: Presuming it is something that already exists (a page or chart out of a product) then sure, we can do that, and we often do within hours of such a request. Sometimes it takes longer to create the wanted document and get it into a format that can be turned into a pdf, and in such cases we put it onto our "little jobs list" which we attack once or twice a month.

8. Is there any way to obtain the maps that were in Module B short of getting lucky on Ebay?

A: Well, two of them were in Modules S1 and S2, and one of them is the standard "open space" map from Basic Set which is available as a spare part. We did just lower the price of S1 and S2 to only \$5 each, less than a standard map costs all by itself.

9: How about approaching an established author who has written SF on his/her own or as a co-author about using the SFB universe as a setting?

A: It's an idea, but there are numerous issues. Such an author may not be familiar with SFB and may not be able to write a story that fits the rules, and may get pretty upset when told that we won't publish (or plan to revise) the story because it violated some rule. Authors love making up cool plot devices and may not take kindly to having them rejected as violating some rule in a five-inch-thick rulebook they haven't read. Also, such authors usually want to be paid a lot more than we pay. I can say that in 23 years no "established author" has ever tried to contact us wanting a job writing a story. We have had a few authors who do not fit the "established" definition demand to be paid in advance for stories we have never seen, and insist that their story be published without changes even if it violates the rules, and have politely declined their offers.

10: What is the best Barbeque joint between Amarillo and Origins? And the best Pizza?

A: Sweetwater BBQ at Mile post 163 in Missouri on Interstate-44. You can find us there about 11:30am on the Tuesday before Origins. The best Pizza is in Brazil, Indiana (just a few miles from the Illinois border on Interstate-70), and you'll see us stop there on Sunday night on the way home.

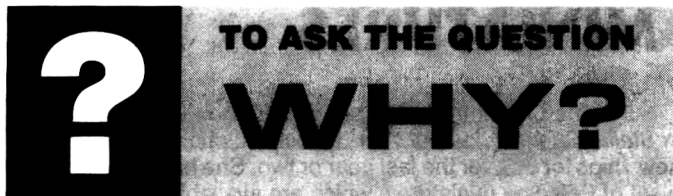
SCATTER-PACK

A few notes and other comments.

We have a new shipping option on the Shopping Cart which you should be aware of: "pick up at Origins". You can now order anything, including new products, spare parts, or things we don't normally carry to Origins, and have us deliver them there. This won't do most of you much good until next year, but keep it in mind for then and look for it next May.

If you want to write something for Captain's Log #27, send it to us fairly soon and remind us of it fairly often. When we get to the critical point in doing that issue, anything already edited and formatted is very likely to be published, and anything that looks like it can be finished pretty quickly is likely to be used to fill a blank page.

This has been a pretty awful year so far. SVC's brother Christopher and SPP's step-father Michael died in February, each after a year of fighting cancer. Dealing with their estates has taken up a lot of time that the company needed to see spent on products. Printers made numerous errors, such as changing the die for the *Advanced Operations* counters after they had been printed, translating art into different programs without warning us, mis-drilling the holes in a rulebook (delaying it a week while they lost money printing it over), forgetting to reserve die-cutting time for the A+ counters (delaying it a week), misprinting the cover of a product after "correcting a mistake" (turns out we were right the first time and the printer had to work all weekend printing more of them), and more. Then we had a shrinkwrap machine that worked perfectly when we were in no hurry and became as cantankerous as a mule when we had to get stuff shrinkwrapped and shipped on the same day (that being the day the hot water tank exploded). A couple of delinquents set fire to the house of SVC's parents, a sledge hammer smashed SVC's toe, the door smashed SPP's toe, Leanna's mother dashed outside of her son's house and tripped over a step (the doctors *think* the broken bones will be healed by August), Lyran ships had to be done over twice (so far), Ted Geibel's computer crashed, a old Romulan ship that it turns out we do not actually own the rights to had to be resculpted, an all-night hunt for a hotel room in Phoenix ended at 4am 100 miles north of there, a rock in the parking lot drained the oil from SVC's car, and many more fun things happened. Even so, we survived and released five new products in that six-month period, not least because we had the help and support of people like you who we count as friends more than customers.



GAME DESIGN CONCEPTS

Why is it that a pilot beamed onto an empty shuttle has to wait until the start of the next turn (which could be one impulse or 31 impulses) before he can start moving it? Shouldn't this have been an eight-impulse delay regardless of the next turn break?

He doesn't have to wait. See (J1.865) which says he can use a mid-turn speed change to start moving immediately.

Why is the Command Post Vehicle just an expensive truck with no real function?

It's real function (controlling larger groups of troops and vehicles) isn't really seen at the level of SFB (although one might assume that a group of 10 or more vehicles would have a penalty of some kind if it did not have a command vehicle). If you tried to factor in its role, you would end up with rules for hiding the CPV behind the lines, enemy raids to destroy it, and so forth.

Why can a ship dock to another ship or base while its shields are up? It seems that it should at least have to drop the facing shield to hard dock.

Docking is done at slow speeds and either with mutual consent or by forcing the enemy ship into position by tractor beam. In the first case, engineers arrange to have the shields touch and a docking position is opened. This is much the same system as the one that allows drones, shuttles, fighters, and other objects to leave the shield bubble of a ship. In the second case, it is the tractor beam which forces open a window for docking, but by the same token does not allow weapons to fire into that hole.

Why does hidden cloaking cost 33%? This seems huge!

Because years of playtesting showed that this is the correct price for this tremendous advantage.

Why is the rule for Temporal Elevators in C3 instead of C2?

Because when we did C2 we updated all of the previous Andro rules, and then put new material into the next module.

SHIP DESIGN CONCEPTS

Why do the Hydrans get a ship (the Lord Commander) that outguns everything in the galaxy in Y134? That monster has six heavy weapons, six fighters, and enough warp to go speed 31.

Somebody has to have the biggest ship (and it's arguable if a ship with short-range weapons really counts, and if you really get to add the fighter BPVs when calculating "biggest").

Why are the Orion BR and DW designed the way they are? It seems that the MR and LR would have been just as good for pirate operations. Why pay for a new design?

The MR and BR were contemporary and competing designs; the BR was the most successful. The DW was designed for the more dangerous General War years and was more useful for mercenary operations. The LR was used primarily for piracy but was forced into less profitable sectors by the stronger patrols.

Why does the Orion DW, which is a later and presumably better design, have weaker shields than the LR?

A ship is more than just shields. The DW is superior in every category and will defeat an LR in a duel every time. The LR, being so small and usually operating alone, had oversized shields built into it because it cannot survive damage as well. And being smaller, it was easier to build such shields. The Orions have a lot of divergent designs because they lack a central design authority. Every cartel tries new designs until it finds one that works, and then others copy it.

Why do the Klingons have the option to build the B10 during the General War (in F&E) while the Kzintis are refused the corre-

sponding option to build the SSCS?

Oooh, lots of things wrong with that question. First, the two ships are not a corresponding pair; each was built for its own mission. Second, B10 construction was historically started during the General War, but the SSCS was not even designed or thought about until it was over. Third, the B10 is in the final analysis a general combat ship, while the SSCS had one and only one mission (destroying Andro bases).

Why do PFs have armor? Ok, ok, so you call it hull, but it acts like armor (except it is easier to repair).

Small units behave under damage differently than ships. PFs, like fighters, tend to lose a lot of damage points, then their weapons, then the final few damage points. It's just the way it works.

Why aren't D-racks, which are very effective in combat, seen on non-escort warships?

Because plasma-Ds are less effective against ships, and ship-killing is what ships are all about. D-racks are more complicated and harder to maintain and are limited to the most important units, and then as an auxiliary weapon in addition to plasma-Fs.

Why can't I mount a rack of type-D plasmas outside my ship and launch them all at once like a scatter pack or plasma drogue?

This has been proposed many times (by the Kzintis, who want to mount a dozen type-IV drones outside each of their battlecruisers even if they cannot be reloaded during a scenario). We have rejected it on game balance grounds (it's like having four speed-32 wire-controlled scatterpacks). There must be some engineering explanation (perhaps such things are too vulnerable to damage in addition to being too hard to reload). Might make a fun rule for *Stellar Shadows*.

Why couldn't the Hydrans take a DE, add two more fighters (at the expense of shuttles) and operate it as a CVL?

Because Hydrans think of fighters in only two ways, bigger-than-normal squadrons on true carriers and "just a few odd fighters" on hybrid warships.

Why don't plasma race minesweepers use plasma-Ds instead of plasma-Fs?

Because of the risk that electronic warfare could cause the weapon to incompletely destroy the mine. It might be considered but it would mean publishing new SSDs. Of course, we sometimes look for interesting ideas for SSDs to go into Captain's Log.

Why do all races bases (BS, BATS, SB) have AWR? I can see it for the Fed who has to arm photons, but for the others?

Because warp power is required to lock positional stabilizers.

ABOUT THAT BACKGROUND

Why Isn't the title Captain-General used for the GenCon champion any more?

It can be and should be, but such a title requires an event with 50 or more players, and GenCon hasn't attracted that many players in years.

Why do plasma torpedoes use various letters in a random order instead of being alphabetical?

Each letter refers to something about the original user, or use, or size of the torpedo. In the earliest versions of SFB, there was the R-torp used by Romulans and the G-torp used by Gorns. Later, the G-II torpedo was invented as a refit and eventually changed to S-torp (for "standard" torpedo) when it was given to most Gorn and Romulan cruisers. The F-torp was given that designation because it was carried in a "fixed" (i.e., frozen) canister. The M-torp (Medium) and L-torp (Light) were added for X-ships. The D-torp (so named because it was the size of a drone) and K-torp (a short-ranged dogfight "Killer" weapon) were added for use by fighters and later given to certain ships.

Why did the Feds not build PFs?

Because of the high casualty rates among their crews. Some of the warrior races didn't care about the casualties and the other races adopted them rather than face a huge deficit in firepower. The Federation found "the Third Way" to use larger fighter formations and multi-carrier battle groups.

STARLINE 2400 MINIATURES

WHERE ARE THE @#\$% LYRANS?

Dear Emperor Snagglefang. We're getting creamed out here in the galaxy, and we could use some help. The Romulans are a long long way away, and say they're busy glaring at the ISC. We've got eleven ships in service against a dozen Feds, ten Gorns (counting those old rust buckets they dredged up), six Kzintis, six Tholians, six Hydrans, and five Peladines just showed up! (Hey! Weren't you guys watching them?) We were kind of expecting you to join us for this war thing. So, just exactly, where the heck are you, you bastards?—Kavek IV, Klingon Emperor

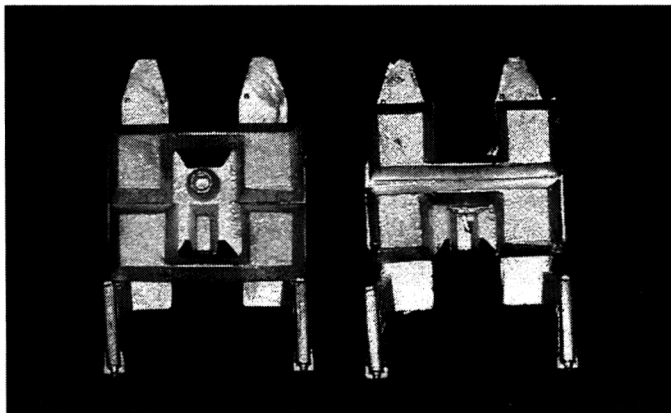
Ok, ok, ok! You guys are as tired of hearing the excuses as I am of making them. While we've never told you anything but the truth, we will give you way more detail than you want to know.

When CL#25 was going to press the Lyrans were in transit to us. But when they arrived, we found out that a glitch in the computer models meant that some of the parts of the two new ships (CW and DD) were in a different scale than the other parts, making them, well, strange. We considered just explaining that this was an artifact of Lyan engineering, but finally decided that you'd never buy it. So, back to the melting pot for another try.

The new ones arrived during late April and, well, this batch didn't work either. We couldn't tell from the computer scans of the new 3d model, but the engine struts were too small and easily bent or broken. (Maybe when they fixed the scale of the engines the scale of the strut went wonky? Who knows?) A flaw in the mold ruined half of the production run. And there was a minor missing feature (the hole for the stand) which could be added by a drill press, but just wasn't right even then. Lots of other things (thickness, angles of some panels, some phasers) could have been accepted but if we're going to have to fix the other parts we might as well fix them, too. Back to the melting pot for another try.

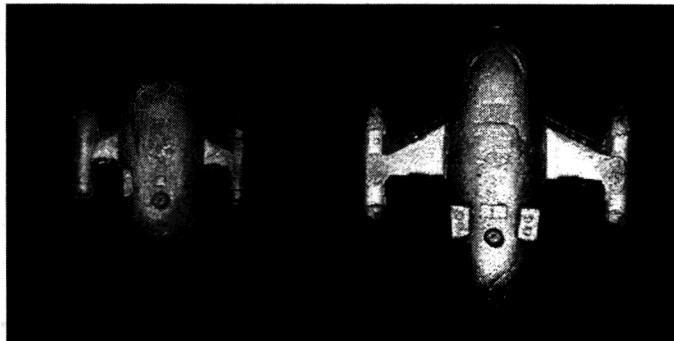
This time, we hired Stephen Turner, a professional 3d model builder, to create the Lyrans from scratch. He is working on them but it will take time, and given that 4G (the new casting house that took over when AoG went out of business) is kind of tired of making molds and casting ships that we send back, we're going to take some extra steps this time to ensure that everything is right before we have several hundred of them made.

But while we're here, we can take a moment to explain something about the Lyan pallets that can turn your Tiger-class cruiser into a Cougar-class tug. Just how do you put these on the ship? Well, the problem is that the stand hole is where the cross-bars go, so you cannot load the pallets in the standard position. Simply reverse them, as shown in the photo below, and you'll have a tug with two pallets able to carry everything you need when your Lyan fleet finally arrives. The ship on the right has the pods in the correct place, but no stand hole (unless you make one from epoxy). The ship on the left shows an acceptable mounting position that fits around the stand hole and impulse engine.



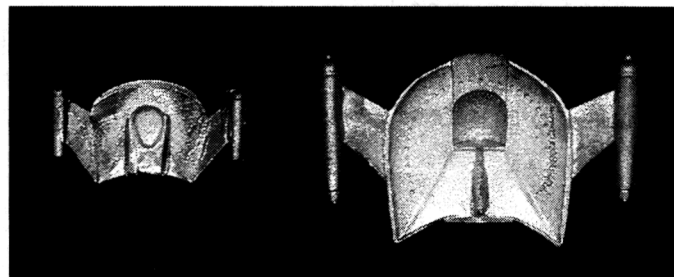
PELADINE FLEET RELEASED

Jessica Orsini, the designer who created the Peladine race in *Stellar Shadow Journal* #1, is a sculptor who has done several new ships for us over the last year or two. She has just completed a set of Peladine miniatures, which are available in the web site. (For now, they aren't in stores. If the limited production run sells well and we get the rest of the Lyrans, Romulans, Orions, Bases, and Andromedans out, we might produce the Peladines in bulk for sale in stores.) The photos below show two of these ships so you can see how they are designed.



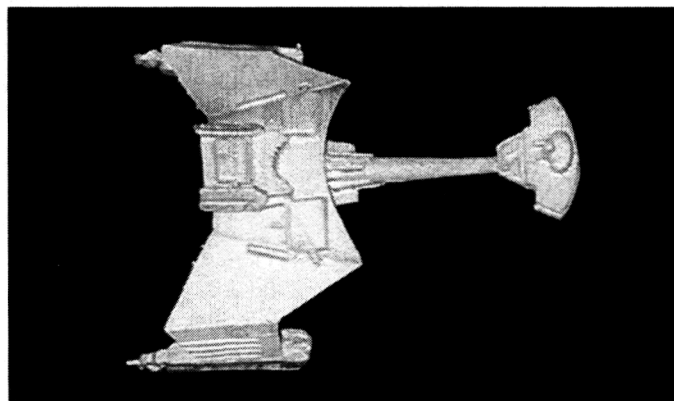
RETURN OF THE EAGLES

The casting house is busily churning out Romulan Fleet Box #2 as these words are written, and while it won't make it in time for Origins, we will have these ready for release later this summer. The Snipe and Battle Hawk are old designs from the previous publisher, but the Vulture, Falcon, and the new War Eagle are all new designs. Jessica Orsini did the Falcon and Vulture (seen below) while Stephen Turner is busily working on the new War Eagle.



SOME HELP FOR THE KLINGONS

From the skilled hands of Jessica Orsini comes the ship that the Klingons (and Romulans for that matter) have long wanted, the D6M-KRM Mauler! The detail on this ship is superb as you can see the hull modifications required to run the jumper cables from the huge battery racks down to the mauler cannons mounted inboard of the engines.





DOES WEB = UNPUBLISHABLE?

Sometimes players who have designed new material ask us if putting it on a web site will reduce the chances of it being published. The simple answer is "yes, it will, since other players could become upset if asked to buy a product which contains a lot of material they already got for free on the web."

But things are rarely that simple.

There are thousands of new ships and at least a hundred new races on the web, as anyone who has tried even a simple search already knows. We have, and will, published a few things here and there which had a brief or preliminary posting on the web. In most cases, we make changes to ships or scenarios based on playtesting or to make them fit into other parts of the history, so the published item is often different enough that players do not mind if four or five of the eighty ships in a given product are evolved versions of something seen before.

Certainly, the choice to put your design on the web (within the posted policy) is *yours to make*. Putting it there might well reduce its chances of publication, but then, its chances are slim anyway. There are LOTS of proposed new ships (at least two hundred per year) and the number of "slots" for them is minimal. If you take a product like R7 or J2 which have 80 or 90 ships, only a half-dozen of them are outside designs since the others are "designed to type" based on the new classes and missions created for that product. We are planning to publish Module R9 (The Ships That Never Were) which, by definition, will not have "six new classes" that the various races have to fill. By the same token, we give free copies to about ten outside designers for each product, and if R9 has 90 outside designers we may have to change that policy or we couldn't afford to print it!

Some have criticized the policy of not publishing ships that have been on web sites as unfair since a designer must give up the chance for others to admire his design in order to gamble for a tiny chance of publication. That is an unfortunate fact of the situation, but as you have seen, players don't like to pay for things they already downloaded for free, and this policy (in place for about four years) hasn't slowed down the pace of newly uploaded ships to any real extent.

Others have criticized the requirement to copyright the ship to ADB Inc. as a requirement for posting it. This policy is needed to keep someone from using a web site to promote pirate products that violate copyrights, but beyond that, ships designed for use with SFB are a "derivative" of ADB Inc. copyrights and cannot be published unless our permission is given. (Remember that no product based on, for use with, or using elements of SFB can be published without our permission. That's not just our policy, it is copyright law regarding "derivative works".) You were either willing to give away your design (in which case why do you care if you transfer the copyright to us) or have us publish it (in which case you would get compensated at the established rates).

Still others have said that the web policy means we want to keep players from seeing outside designs, but that idea just doesn't make sense given thousands of ships published on line under our policy with the appropriate notices. If we wanted to keep SSDs from being posted, we could simply (within our copyrights) refuse to give permission and hire a cybercop to hunt down web sites that violate our copyrights and tell their hosts to remove the SSDs. Our policy clearly is intended to allow, and encourage, web publication since we, being creative people, want to recognize and reward other creative people.

CAN I DESIGN A MODULE FOR YOU?

We get asked this question now and then, and the answer is "it depends". If you are talking about a module that is entirely your own work (or the work of a group of people you represent) and which is not something already on the list of products we are considering, there is every chance that it could be published as an E-module, or perhaps even as a regular module. Feel free to contact us about what you want to do and we will discuss it with you. A few guidelines and notes may be appropriate here.

When it comes to modules we have already discussed doing (such as Module V Operations or Module X2) we are not really looking for someone to design the entire module. If we were, we would have published one of the many "complete" designs already sent in for "the list of modules we might do". Some people get really upset when told that we are not interested in publishing their version of X2 or Y2 or R9 or whatever, but honestly, folks, where in the constitution or the Bible or the holy tablets of Klinshai does it say that any given gamer out there has the right to decide that he and he alone is going to design a specific new product we have already talked about doing ourselves?

Sometimes a gamer will ask us to contact him when work begins on a module as he wants to be part of the project. Some are angry when told we just do not do this, but there is a reason we don't. We did it a couple of times and when it came time to contact people, what happened? Half of them had moved, and half of the rest were no longer actively involved in SFB. Of the remainder, some could no longer find their files of ideas and others had realized that their ideas from years before no longer "fit" because of the way the universe had evolved. So what we do is, when we start serious work on a new product, we publicize this fact in Captain's Log and on the BBS. If you aren't reading one of those two sources, you probably aren't interested in working on the product anyway.

Some have offered "insights" into the design of a given product. We invite these people to post their ideas in the relevant BBS topic or send us written (or emailed) copies we can put in the file. That way, even if life has taken you out of SFB, your ideas will still be considered and might well be used. A few people become very angry that we will not immediately stop work on all projects in order to discuss their ideas on one of the many projects on "the list of things we might do someday", and more than one of them has gone ballistic on a news group about how mean and evil and stupid we are to refuse to do just exactly what he wanted the very second he wanted us to do it. Seriously, if that was the case, what are the odds that we could finish discussing your ideas before someone else demanded that we drop that discussion to discuss *their* ideas? And how could we possibly discuss your ideas for a module we are not working on without reviewing everything already in file? Clearly, the best and most fair way to deal with such matters is to place your material in the file for that project and review it when it is time to work on that project.

When it is time to work on a long-discussed module, we sit down with the staff and experts from marketing and production and create an outline of what we want the product to accomplish. At that point, we open the file and review dozens (often hundreds) of ideas and proposals sent in over a decade by many players. We look for cool new ideas to add to the mix and for solutions to problems we haven't cracked yet. It would be impossible for any outside design, sent in by someone who knows nothing about the future plans for the company, to exactly do what needs doing. More than one person has declared this to be a "poor attitude" but all they really mean is: "What? They didn't take my idea and reject all others?" As long as we are gambling our money, we're going to have to make the core decisions about what goes into a product. But we also know that we need a lot of creativity to liven things up, and we get it from the submissions in the file.

ADB Inc. is proud of its record of printing more player-written material than almost any other game company.

ASK ADMIRAL GROWLER

TRACTORS

Ken Lin asks: If you are tractoring another ship and you launch an unmanned shuttle, can you choose to have it travel through the tractor tunnel?

ANSWER: No. Existing rules only provide that units launched by the unit held by the tractor are in the tunnel (G7.943). There is no provision for a tractoring unit to declare that it is launching units inside of its own tractor beam (G7.944). Further, were the unit able to do so, any such unit would go "inert" due to tractor interference with its guidance system as any other drone or seeking shuttle tractorized by a friendly unit (G7.522).

William T Wilson asks: Situation: On Impulse #32, two ships are tractorized together. Both ships move (of course), and the result of the move is that they would move two hexes, so the smaller ship's movement is deferred until the next turn. The tractor link is maintained over the turn break.

First, the smaller ship is required to commit his exact move during movement in Impulse #32. He cannot wait until Impulse #1 to decide what he is going to do. Right?

If the smaller ship's movement was to turn, does he turn (i.e. change facing) on Impulse #32 and then actually move on Impulse #1, or does he do nothing on Impulse #32 and then move *and* turn on Impulse #1? (I think it should be the latter; it matters in case of fire/impacts on Impulse #32, and in case the tractor is not maintained).

ANSWER: Under (G7.36C-3) the smaller ship would conduct its programmed movement on Impulse #1 of the subsequent turn, it would not turn or do any other part of its own movement on Impulse #32 of the current turn. The only exception is for an HET. If the smaller ship planned to do an HET, it would in fact execute the turn portion of the HET during Impulse #32 of the current turn, but would still not move (of necessity straight ahead due to the HET) until Impulse #1 of the subsequent turn, and then only if the tractor link is maintained.

William T Wilson asks: Impulse power when tractorized. I was movement cost one, my opponent was movement cost 2/3rds, and we were tractorized together and both using impulse for movement. I argued that since my move cost was higher, my ship should be considered "larger" and my impulse should be used. My opponent said only size class should be considered, and both ships were size class 3. I found two cases in the tractor rules where "size" is defined to include move cost, (G7.373) and (G7.36C-3), but there is no such definition in (G7.36B), where "size" is not defined. What is correct (and why)?

ANSWER: Given the definition of "size" in (G7.36C-3), I would have to say that this was the intended definition for (G7.36B) as well. Note that somebody brought up the fact that in the tournament, all ships are considered the same size. This applies ONLY to (G7.715) (tractor rotations), so it does not apply to this case.

William T Wilson asks: Tractor rotation. My opponent stated that in tournament games, tractor rotations are only permitted if they move the target directly toward or away from the tractoring ship. Is this true? If so, why does this rule exist?

ANSWER: Since all tournament ships are considered the same size for (G7.715), you can only push or pull the ship, not "rotate" it. However, as long as you are pushing the ship farther away or pulling it closer, you can choose between any applicable hexes.

SEEKING WEAPONS

Mike Fannin asks: We were playing an asteroid scenario and one player slipped into an asteroid hex to prolong the pain before being hit by a couple of torpedoes. Next impulse, the plasma impacted while he was still in the rocks. Does the plasma take asteroid damage for moving into the hex before impacting the ship?

ANSWER: According to the Sequence of Play (Annex #2), damage from seeking weapons is resolved before damage from asteroids, so the plasma will impact before being degraded.

Mike West asks: Rule (J12.23) says that no more than one RALAD can be fired in an impulse and that RALAD fire counts against the drone launch rate. So, assuming the standard (J4.241) launching rates, does this mean it can only fire a single RALAD in a given turn, which also prevents it from firing any drones? Or does it mean that it can fire more than one RALAD (over multiple impulses) in a given turn, but after firing the first, it cannot launch any drones? Put another way, while it counts against the drone launch rate, is RALAD fire also limited by the drone launch rate?

ANSWER: Under (J4.24) the typical drone-armed fighter can launch two drones a turn, provided one of them is a type-VI drone.

Under (J12.23) a RALAD counts as a type-VI drone.

This in effect means that a typical drone-armed fighter could, during any given turn, launch:

A type-I and a type-VI.

Two type-VI.

A type-I and a RALAD.

A type-VI and a RALAD.

Two RALADs.

Under the provisions of (J12.23) each RALAD must be launched on a separate impulse, both cannot be launched on the same impulse.

Some fighters have some small variations on these launch rates. Some could launch two type-I drones, but that is essentially same as the type-I and type-VI rate for purposes of RALADs.

Special Rails only gain a high launch rate if the drones are type-III frames (R1.F9), and only if no other drones are launched from the non-special rails (R1.F9). This means an F-14B that wanted to ripple launch all four if its type-IIIs could do so, provided it did not launch any other drones during that turn (or in the previous eight impulses) (R2.F1), which for this purpose includes a RALAD since it counts as the launch of a drone (J12.23). But an F-14B that had RALADS on all four of its special rails and in place of its two type-I and two type-VI drones could launch a maximum of two RALADS a turn for a maximum of four turns.

Note that one of the most often missed rules is (J4.28) which says that type-D plasmas on fighters operate as type-I drones carried by a fighter (J4.24). This means that no matter how many type-Ds a given fighter carries, e.g., a Romulan Gladiator-DM (Megafighter) carrying six type-D plasmas, it can only launch one plasma-D a turn. The exceptions are fighters in scatterpack mode (FD7.44), remotely controlled fighters (J15.341), heavy fighters (J10.41), and bombers (J14.233).

Michael John Campbell asks: I noticed that there is nothing stopping a ship from making four lab attempts (apart from having fewer than four unused labs available) in one impulse to identify one drone . . . have I missed anything?

ANSWER: Using multiple labs to attempt to identify a single seeking weapons is legal and a common tactic. One thing to keep in mind, however, is that you make all the checks simultaneously (i.e. roll all four dice at once, not one at a time until you get it). Labs are not connected to aegis systems, the player attempting the identification must specify which seeking weapon and how many labs he will roll for. Once the announcement is made, the labs have all been committed. Even if the first one made the identification, the other three have still been used and are not available until the following turn.

BASES

Aaron M. Staley asks: Rule (R1.14B) states that the small ground bases do not have formal sensor-scanner systems, but have assumed ratings for sensors, scanners, and damage control. What does this actually mean? Does it mean these systems cannot be destroyed?

ANSWER: Correct. The sensor, scanner, and damage control boxes appear on the SSDs of these ground bases only as a reminder of their capabilities, and otherwise operate as if they were present. A small ground base can use EDR (D14.0) (nominally destroying a damage control box), but the damage control boxes cannot be subjected to hit-and-run raids, nor can they be taken as damage as a result of enemy fire.

Aaron M. Staley asks: Four small ground bases are linked to a power grid (R1.28P). They each put three points of power into general reinforcement to the shields. The enemy fires at one of the bases. My question is, since the base being fired at is linked to the power grid, can all general reinforcement be transferred to that one base's shields?

ANSWER: No. The rule allows the sharing of power, not the sharing of reinforcement. You have to decide how each base is using the power available to all of them during Energy Allocation. If one of the bases happens to have batteries (only the power station does) any base in the grid could use the batteries under the provisions of the reserve power rules. But any power allocated to "general reinforcement" has to be specific to the base that is using the power.

Scott Tenhoff asks: Is there an upper limit of ground bases on a planet? Can I have four ground based defense phaser-4s, a small ground warning station, a small ground power station, a small military garrison, and four ground based heavy weapons. So lets say 11 small stations on each side of a planet?

ANSWER: No limits.

Les LeBlanc asks: I have an opponent with three ground military garrisons on a planet/moon with an atmosphere. I destroy the ground military garrisons. Are the boarding parties killed with the ground military garrisons or do they automatically evacuate, or does that order need to be given by a declaration of catastrophic damage? My understanding is that the catastrophic order would need to be given.

ANSWER: As destroyed ground bases do not explode (R1.14C1), the troops (those not killed by damage to the ground military garrisons) simply leave. They could do so prior to the attack (deploying to positions in the ground combat location).

Scott Tenhoff asks: Just how big is a "Shuttle Deck" on a Base Station, Battle Station, SB? Could I land a ground assault PF on it, and then "fight" inside (C13.963), using "Passage Combat" (D16.6) to get inside? Lets say one ground assault PF with ten boarding parties lands on it, and then tries to "storm" inside.

ANSWER: The Shuttle Deck is a "below decks" storage area, not accessible to immediate launch/landings, but only accessible by elevator from the shuttle bay. Check (R1.1G5) in Advanced Missions, 1999 printing.

Jeremy Gray asks: Is there any reason why a BS or BATS could not buy a HBM and fill it with admin shuttles (paying the appropriate Admin BPV cost)? I have not come across a rule prohibiting it, but its obvious use (as a wild weasel farm) could have serious implications.

ANSWER: Nothing seems to prevent you from buying a HBM for a base, not filling it with fighters, then turning around and buying a bunch of admins and housing them in the empty HBM. Of course, by (S8.312), eliminating the fighters also eliminates the supplies for the missing fighters as well.



Admiral Growler listens to a prospective captain explain his tactics at command school.

Fred Barnes asked: If I have a planet, and put a heavy bomber base and six small fighter ground bases on it, then at WS-III I can have four fighters from each ground base and four bombers from the bomber base on combat patrol, right?

ANSWER: SVC has ruled that a planet, and its "planetary defenses" are a "single carrier", i.e., no matter how many fighter squadrons you assign to the planet, the limits on fighters ready to fight in the Weapon Status rules apply to all of them.

Note that there is a difference between "Planetary Defenses" and "Fleet Units". A planet that has a base station, battle station, or starbase orbiting it does not (in most cases) control those assets. They are "fleet" assets, and as such are separate from the planetary defenses (reflected in Federation and Empire by the fact that fighters based at a Battle Station or Starbase can "react" or be sent out from the base, whereas fighters assigned to planetary defense cannot "react" or be sent out from the planet).

There is a partial exception to the above in that a planet might build a "civilian base station", in which case that unit would belong to the planet's defenses.

So a planet with six small fighter ground bases and a Civilian Base Station could have four fighters on patrol, two from the planet, and two from the Base Station, or all four from the planet, or all four from the base station, or one from the planet and three from the base station or any combination not to exceed four fighters.

Adding a "small orbital base" (System Activity Maintenance Station or Commercial Platform) as part of the planet's defenses would not increase the number of fighters the planet could have on patrol. Such a base would be part of the planet's defenses, i.e., fighters on such stations are part of the planetary defenses.

TACTICAL INTELLIGENCE

John A Schneider II asks: The Klingon player launched an MRS loaded out as a scatterpack. The entire time it was within four hexes of the enemy ISC ships. We were using the Tactical Intelligence rules (D17.0), and the questions were: does an MRS, loaded as a scatterpack and carrying the two extra spaces of drones on its rails, appear to be any other sort of shuttle, (i.e. any other administrative)?

ANSWER: The specific type of shuttle is known at Level H (12 hexes for a ship), so the shuttle would be known as an MRS at that point, regardless of mission (indeed, as seen below, mission is indistinguishable and immaterial). Level M, if achieved, tells you if it is manned or not. That can tell you that it is not a scatterpack, as (FD7.111) says all scatterpacks are unmanned.

Rule (J2.15) Covers the circumstances under which a special mission (suicide shuttle/scatterpack/dummy) is revealed, and (J2.153) specifically notes that TacIntel only reveals manned/unmanned status, and cannot reveal whether it is carrying a suicide shuttle/scatterpack/dummy load.

Follow-up Question: Did the ISC player have to ask for information about said shuttle (or any other ships), or does the Klingon player have to provide it without prompting? We reached a consensus at the moment, but would like an official ruling as we could not find anything dealing with so specific an issue as an MRS as a scatterpack and being so close the entire time.

ANSWER: See (D17.24) which requires a response when "... an enemy unit is close enough to obtain that specific data, and that player asks for it." Since you can tell the shuttle type at Level H and you were within that range, you could ask him "What kind of shuttle is that?" and he would have to tell you "It is an MRS." If you asked how many drones it was carrying [(D17.4) Level I], the Klingon player need only tell you if it had one type-IV, one or two type-I, and/or one to four type-VI. The rules for Level I only require a scatterpack to reveal those drones hung as external ordnance normally on its rails. It does not reveal the scatterpack load.

SHIELD REPAIRS

Justin Royter asks: Does one need to take internals to begin using CDR, or can one start using at after taking shield damage (to repair shields)?

ANSWER: CDR can be used to repair shields (D9.712), and can be used for this purpose the turn after the first shield box is destroyed. However, as most ships have severe restrictions on the number of boxes they can repair with CDR, using it to repair shields that could be repaired under (D9.2) is usually something of a waste of effort. However, like all such rules, circumstances may dictate that a repaired shield box now is better than being able to fix a phaser-1 two turns down the road.

Aaron M. Staley asks: Rule (D9.2) allows shields to be repaired. If you use powered repairs (not EDR), is there a limit to the number of shield boxes that can be repaired during a scenario? I thought there was but now I am not so sure.

ANSWER: CDR has a specific rule (D9.7), shield repairs through the use of power have their own specific rule (D9.2). The number of shield boxes you can repair under (D9.7) is limited to the damage control rating, and each counts against the limit of CDR repairs. The number of shield boxes you can repair under (D9.2) is unlimited in terms of the total, but limited in terms of the number you can repair on any given turn.

Thus a ship with a Damage Control Rating of two could repair two shield boxes under (D9.7), exhausting its entire CDR repair capability, or one shield box a turn indefinitely. So long as its damage control rating remained "two", it could allocate two points of power for the purpose, and there was a damaged shield box that could be repaired. In short, a Klingon E4 could completely restore its 12 box #2 shield over 12 turns if it was allowed to allocate the two points of power each turn.

SPEED CHANGES

William T Wilson asks: "Moving" zero hexes. Suppose I want to "move" for part of the turn, but use a mid-turn speed change to decelerate to speed zero before any actual hexes are moved. (The reason would be to have some control over shield determination on a shield boundary during the first few impulses of the turn). Is this legal? Can I do this and still pay zero for movement?

ANSWER: "Moving" without any actual hexes moved is completely legal. If your speed plot results in your not moving any hexes (regardless of "speeds"), you pay zero energy.

Jonathan Biggar asks: I emergency decelerated on Impulse #24, effective Impulse #26. Post-deceleration period lasts until Impulse #10 of next turn. On that turn, I plot speed three until Impulse #11, speed four until the end of the turn, and pay for four movement for highest speed during turn. This results in my speed being zero during Impulses #1-#10, speed three at Impulse #11, and speed four for Impulses #12-#32. Is this legal?

Rule (C12.314) says that emergency deceleration does not affect the eight impulse limit on speed changes. Does that apply to both the emergency deceleration and the post-deceleration period acceleration?

ANSWER: No. The acceleration you make on Impulse #10 is an actual acceleration, and affects future changes appropriately. Rule (C12.314) refers to speed changes made (presumably prior to the emergency decel, or possibly after the post-deceleration period) on the same turn as the emergency deceleration itself. Rule (C8.412) requires you to actually PLOT speed zero (although pay for a higher speed) until the post-deceleration period ends.

Bill Schoeller asks: I decelerated last turn on Impulse #30. The deceleration period ends on Impulse #14 this turn. I decide to plot speed zero for the entire turn. On Impulse #23, my opponent changes speed to four (gaining two moves). I would like to accelerate from reserve power to speed eight (moves on Impulses #28 and #32). Do I pay two points (the same cost as if I did it for the rest of the turn)? Do I pay four points (two per hex of movement gained)? Or do I have to pay eight points of reserve power (to pay as if at speed eight for the entire turn)?

ANSWER: The unplotted acceleration is treated as any other, and you would have to pay for the "movement" in the post-deceleration period. That said, the question is whether you would pay normal cost or double, and the cap rule says it is not doubled.

COMMANDER'S OPTIONS

Matthew Pulido asks: We pick a year. If it says a given ship had that refit by that year then I have to take it and it is added to the BPV. If the refit was not fleet wide, but was starting to be implemented I can buy it with Commander's Options. Right?

ANSWER: See (S8.132). If the refit has been available for five years, you must buy it. Before then, you can argue that your ship is one of the few that haven't had a chance to get it yet.

David Kass asks: Can a ship with only type-A drone racks (and no fighters or MRS, but this would presumably also apply if it had type-B and/or type-C drone racks as well) purchase type-VI (dogfight) drones as Commander's Option Items? Note that it can use them in a scatterpack and could also use the Kzinti Weightlifting Team rule to load them on a fighter that had landed in its bay (e.g., from a carrier in the fleet).

ANSWER: Nothing prevents buying type-VI drones as Commander's Options as long as you are allowed to purchase drones at all.



STAR FLEET TRIVIDEO SCHEDULE

CIVIL MERIT MEDAL: Christopher R Cole (posthumous).

STAR FLEET AWARDS

Outstanding Service, Module R10: Steve Petrick, Scott Moellmer.

Superior Service, Module R10: Nick Blank.

Meritorious Service, Module A+: Mark V Webber, Jeremy Gray, Ryan Peck.

Meritorious Service, Module J2: Steve Cole, Chuck Strong, Andrew Harding.

General Service, Module J2: Listed on page 2 of J2.

STAR FLEET RANGERS

Join the Star Fleet Rangers demonstration team. Conduct demos of SFB, F&E, SFBF, and GPD in your local store and win points toward awards and even free products. Check the web site for details, instructions, and policies. We need as many Rangers as possible conducting live open gaming at stores and conventions around the world.

CAR19: Carnivon Idol. Contestants howl at the moon while the losers are savagely torn to pieces by the judges.

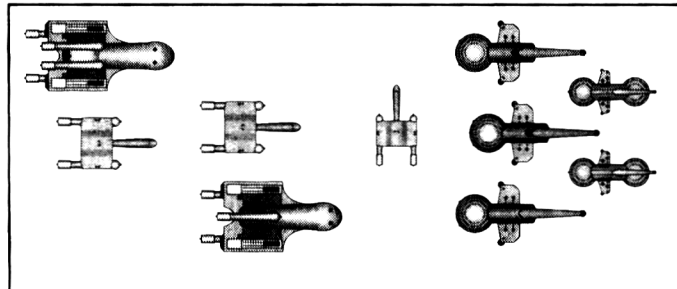
ISC13: The Magnificent Seven. A team of mercenaries tries to protect a village that won't help itself.

ISC13: Tombstone, three tough brothers try to keep the peace in a small town that refuses to help itself.

ISC13: Last Man Standing. Bruce Willis tries to stop a fight between two outlaw gangs that refuse to help themselves.

SFB SCENARIOS

(SL217.0) RESCUE THE *KISHAWK*



(Y179)

by John A. Picheco, Florida

The Romulan Seahawk-B *Kishawk* suffered a failure of its warp drive while fleeing a Gorn offensive. The ship was carrying the imperial governor of the planet Terimene along with critical personnel, records, and cargo. As a Gorn pursuit force closed in, the *Imperial Standard* carrier group arrived.

(SL217.1) NUMBER OF PLAYERS: 2; the Gorn player and the Romulan player.

(SL217.2) INITIAL SET UP

GORN: HDV+ *Tyrorndor* [12xG-18M(egafighters)], CV *Archaeopteryx* (6xG-18, 6xG-10), HDA *Ironhide*, BDA *Scorcher*, BDA *Iron Scale*. Set up anywhere along the xx01 map edge, but no ship closer than five hexes to any other ship (they are searching for a disabled Romulan ship that may be cloaked), heading C, D, or E, speed 13, WS-III.

ROMULAN: SEB *Kishawk* (no fighters) in 2209, heading D, speed zero, WS-III. See (SL217.45).

SUB *Imperial Standard* (12xG-FSF and 12xG-III, these are prototypes as fast fighters will not reach full deployment until Y180), SPM *Dark Angel*, SKA *Rampart*, and SKA *Steadfast* enter anywhere along the xx30 map edge, speed 15, WS-III. Initial Romulan set up must be recorded in writing before the Gorns set up, Romulans set up after the Gorns.

(SL217.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(SL217.4) SPECIAL RULES

(SL217.41) MAP: Use a floating map, but track the location of the *Kishawk* until it is able to move on its own. The Gorn units can only disengage in direction A. The Romulan units can only disengage in direction D. Units which disengage in unauthorized directions are considered destroyed.

(SL217.42) SHUTTLES AND PFs: No shuttles or PFs have warp booster packs.

(SL217.421) MRS shuttles may be purchased [up to the limits in (J8.5)] under (SL217.431). Historically the *Imperial Standard*, *Tyrorndor*, and *Archaeopteryx* each had one.

(SL217.422) If using EW fighters, one of the G-18Ms on the *Tyrorndor* is a G-18EM, one of the G-18s on the *Archaeopteryx* is a G-18E, one of the G-FSFs on the *Imperial Standard* is a G-FSFE, and one of the G-IIIs on the *Imperial Standard* is a G-IIIE. If not using EW fighters, each is a standard fighter

of its type.

(SL217.423) There are no PFs in this scenario.

(SL217.43) COMMANDER'S OPTION ITEMS

(SL217.431) Each ship except the *Kishawk* (SL217.455) can purchase additional or special equipment as Commander's Option Items (e.g., T-bombs, extra marines, etc.) up to 20% of its Combat BPV. See (S3.2) for details and exceptions. Note that whatever is spent here counts in the Standard Victory Conditions (S2.2) as victory points for the enemy.

(SL217.432) The races that are involved in this scenario do not use drones. In a variation where a drone-armed race is used, all drones are "medium," i.e., speed-20. Fast drones (speed 32) are available for purchase as special drones.

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

(SL217.433) Prime Teams (G32.0) are not available in this scenario.

(SL217.44) REFITS are as noted in (SL217.2).

(SL217.45) *KISHAWK:* The *Kishawk* was commandeered by Governor Slatoris to flee the colony world of Terimene ahead of a Gorn attack. The ship suffered a failure of its warp drive, and now sits helpless in space.

(SL217.451) The *Kishawk* only has impulse and battery power available. It is operating on Emergency Life Support, and its fire control has been inactive for more than 32 impulses.

(SL217.452) The original crew of the *Kishawk* was evacuated to another Romulan ship. The current crew of the ship consists of five crew units, one of which consists of two boarding parties, and 30 crew units of passengers. A maximum of four crew units of passengers may be converted to militia, one per turn, after the first Gorn marines board the ship by any means.

(SL217.453) The shuttle bay of the ship has been filled with evacuated cargo from the colony. There remains sufficient room in the bay to land one shuttle (and there is one shuttle present in the bay) which is considered "overcrowded" (J1.64), there are no fighters. Wrecked shuttles can be expelled [counts as "launching" a shuttle for purposes of the land/launch rate of the bay (J1.50)] in order to land other shuttles without "crash-landing" (J1.65). If using (D16.0), only the side which controls area B on the ship can expell wrecked shuttles, otherwise only the side which controls the ship can do this.

(SL217.454) The *Kishawk* has suffered a failure of its engine systems. The warp engines cannot be operated unless repaired, and the skeleton crew of the *Kishawk* lacks the expertise to repair the engines. The engines can be repaired by an engineering team from the *Imperial Standard*. To accomplish the repair, the engineering team must be transported aboard the *Kishawk*, either by shuttle or transporter (or by docking) and spend one full turn (not 32 consecutive impulses) making the repair. Example: If the team arrives on the ship on Impulse #1 of Turn #2, the ship will be repaired at the start of Turn #4 as the team must spend Turn #3 making the repair. Note that historically the repair was made by a Legendary Engineer who was transported aboard the ship aboard a two-seat fighter, and if using the Legendary Engineer, this method of delivery can be used. If using (D16.0) the engineering team must be in area B to make the repair. Once the repair is made, and this must be announced as a completed repair in Record Keeping Phase (8) of the Sequence of Play, the ship is fully operational. Note that as its crew is minimal

any losses thereof may impact the ship's operations unless the crew is supplemented by personnel from other Romulan ships. If the *Kishawk* is captured by the Gorns, the Gorns can repair the ship's warp drive in the same manner, and thereafter maneuver the ship to disengage as any other captured ship. The *Kishawk* cannot disengage by sublight evasion.

(SL217.455) The *Kishawk* has no plasma-D torpedoes (these were offloaded to make room for other stores being evacuated), and no Commander's Options.

(SL217.46) GORN RESTRICTIONS: The Gorns believe that the *Kishawk* holds important information relating to the just-liberated Romulan Colony and Romulan deployments in the sector. They will not destroy the *Kishawk* so long as there is a chance to capture it. Any internal damage (not shield damage) scored on the *Kishawk* by Gorn weapons prior to its being repaired provides victory points to the Romulans. Once the *Kishawk*'s engines are restored, even if the ship does not begin moving, the Gorns are free to destroy the ship and the Romulans no longer receive any points for damage to the ship. Note, Gorn Marines conducting "Vandalism" (D16.54) are not "Gorn weapons" for this purpose.

(SL217.47) LEGENDARY OFFICERS: The *Kishawk* had a Legendary Marine Major. If not using Legendary Officers, replace this officer with two additional boarding parties on the *Kishawk* at start. The *Imperial Standard* had a nearly Legendary Engineer. This individual moves like a Legendary Engineer, and is capable of repairing the *Kishawk* by himself, but has no other Legendary Engineer abilities.

(SL217.48) REMOTE CONTROLLED FIGHTERS are not available in this scenario.

(SL217.5) VICTORY CONDITIONS: Use the Standard Victory Conditions (S2.20).

The Romulans score a bonus of five victory points for every point of internal damage the Gorns score on the *Kishawk* prior to her engines being repaired (SL217.46).

The *Imperial Standard* is key to a planned Romulan offensive; all victory points received for the capture, destruction, or crippling of the ship are tripled.

The Gorn Carriers (HDV, CV) are critical to Gorn combat operations in the sector, and the SPM is critical to supporting the Romulans' planned operations. Victory points for the capture, destruction, or damaging of these ships are doubled.

POLITICAL FACTORS: If the *Kishawk* is captured by the Gorns and successfully disengaged, the Romulans suffer a political defeat. If the Romulans successfully disengage the *Kishawk*, they gain a political victory. The Gorn Commander cannot "win" the scenario unless he prevents the Romulans from rescuing the *Kishawk* (because the Gorns believe what the ship is carrying is important).

(SL217.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SL217.61) Reverse the sides by replacing the *Kishawk* with a Gorn POL+, the Superhawk-B and its group with a Gorn CVA (conjectural ship) with 12xG-18M and 12xG-10M, HDA, and two BDA. The Romulan force consists of two Sparrowhawk-B+s (each 8xG-FSF and 8xG-III), one SPM, and two SKAs.

(SL217.62) Conduct the action inside an asteroid field (P3.0).

(SL217.63) For a smaller battle, replace the SUB with an SPB+ (8xG-FSF and 8xG-III) and delete one of the SKAs. Use only a Gorn HDV (12xG-18M), HDA, and BDA. No changes to the *Kishawk*.

(SL217.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

(SL217.71) Change the SUB to an SPB.

(SL217.72) Downgrade some or all the fighters of one side, chang-

ing some or all of the Romulan G-FSFs to G-SFs, for example. (SL217.73) Delete or add an HDA to the Gorn force.

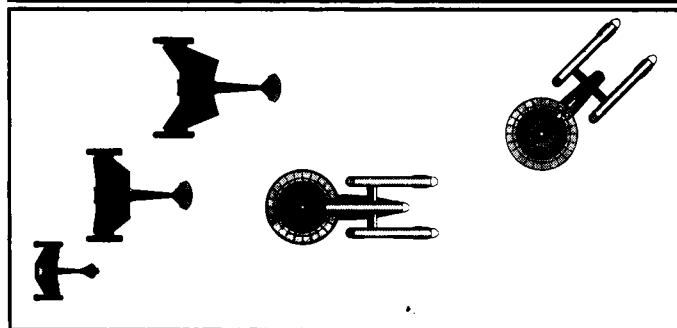
(SL217.8) TACTICS

GORN: You have time for one quick pass on the *Kishawk*, but it is going to take some effort to build up a large marine force. You can try to crash one shuttle aboard, but the Romulans will probably hold their phasers to shoot down any shuttles they can. At least you start closer, and the Romulans have more distance to cover. It is going to be a furball around the *Kishawk*.

ROMULAN: Get there, drive off the Gorns. Fix the engines when you have a clear moment, disengage the *Kishawk*, and protect the *Imperial Standard*.

HISTORICAL OUTCOME: See the fiction story.

(SL218.0) FOR THE HONOR OF THE FLAG



(Y171)

by Mark Tippet, New York

In the chaos of the opening month of the Klingon invasion of the Federation, the Federation *Third Fleet* flagship *Star League* fought desperately to keep the front from totally collapsing. It was finally forced to impose itself between a Klingon raiding force and a vital convoy of merchant vessels and crippled warships.

(SL218.1) NUMBER OF PLAYERS: 2; the Federation player and the Klingon player.

(SL218.2) INITIAL SET UP

FEDERATION: DN *Star League* in 2815, heading E or F, speed max, WS-III.

REINFORCEMENTS: CAR+ *Arbela* arrives on Turn #7, set up in direction B or C from the *Star League* no closer than 15 hexes from any other ship (including Klingons) before Energy Allocation, heading E or F, speed max, WS-III.

KLINGON: D7L *Doomslayer*, F5C *Audacity* within three hexes of 0427, heading B or C, speed max, WS-III.

D5 *Rager* in 1304 heading B or C, speed max, WS-III.

(SL218.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, have disengaged, or until the end of Turn #12.

(SL218.4) SPECIAL RULES

(SL218.41) MAP: The map is fixed at the start of the scenario; it does not float. Any unit leaving the map has disengaged and cannot return. The map changes to a floating map at the start of Turn #7. The Federation units can only disengage in directions A or B. The Klingons units can only disengage in directions E or D. Units which disengage in unauthorized directions are considered destroyed.

(SL218.42) SHUTTLES AND PFs: No shuttles or PFs have warp booster packs.

(SL218.421) MRS shuttles may be purchased [up to the lim-

its in (J8.5)] under (SL218.431).

(SL218.422) There are no fighters in this scenario. In a variant in which fighters are present, use the standard deployment patterns (one EWF for each squadron of eight or more fighters) for EW fighters.

(SL218.423) There are no PFs in this scenario.

(SL218.43) COMMANDER'S OPTION ITEMS

(SL218.431) Each Federation 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. Each Klingon ship can purchase additional or special equipment up to 10% of its Combat BPV (representing being on the advanced edge of an over-extended supply line). 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.

(SL218.432) 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.

(SL218.433) If players wish to use the optional rules for Prime Teams (G32.0), the *Star League* and the *Doomsayer* each normally carry one such team. Historically, these teams had been lost earlier.

(SL218.44) REFITS are as noted in (SL218.2) above, except that the CAR+ also has the AWR refit.

(SL218.45) BREAKDOWN: Historically, the *Star League* suffered a critical breakdown.

(SL218.451) The *Star League* operates normally and can be attacked and damaged at will by the Klingons. At any point in the game where the ship receives a volley of at least 20 points of damage, the Federation player can declare that the *Star League* has suffered a warp critical hit. Once this declaration is made, all the restrictions of a warp critical hit (D8.23) are imposed on the *Star League*, and remain in force until the end of the turn following the turn in which the declaration is made. Example, declared on Turn #2, remains in force until the end of Turn #3.

(SL218.452) Once the *Star League* "breaks down" the Klingons may only fire enough weapons at the ship to knock down a shield, or destroy any general reinforcement (whether activated normally or raised through reserve power) to facilitate sending over boarding parties. The Klingons are not required to send over boarding parties, and could simply circle away and wait for the ship to become active again, but obviously capturing the ship would bring great glory (and victory points).

(SL218.46) RAID: If at any point before the end of Turn #6 there is no Federation ship in play, either because the *Star League* has been destroyed, or captured, the Klingons receive a bonus of 100 points for each uncrippled ship they have remaining reflecting damage done by raiding the convoy.

(SL218.47) POOR CREW: The *Rager* has a poor crew (G21.1) (actually a poor captain, but a poor crew is a reflection of a poor captain).

(SL218.48) BOARDING PARTY COMBAT: Using (D16.0) will add some tactical flavor to the boarding action as critical sectors will need to be defended from intruders.

(SL218.5) VICTORY CONDITIONS: Use the Modified Victory Conditions (S2.201), but do not forget the bonus for the Klingons in (SL218.46).

(SL218.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SL218.61) Reverse the roles, replacing the Federation DN with a Klingon C6, and the Federation CAR+ with a Klingon D7B. The

Klingon force is replaced with a Federation CC, FFG, and NCL (with a poor crew).

(SL218.62) Replace the Klingon force with a Lyran force consisting of a CC, CW (poor crew), and DD.

(SL218.63) For a smaller battle, replace the DN with a CC, and the CAR+ with an OCL. The Klingon Raiders are an F5L, F5B (replacing the D5, i.e., it has a poor crew), and E4B.

(SL218.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

(SL218.71) Change the DN to a DN+.

(SL218.72) Replace the D5 with a D6.

(SL218.73) Do not use a poor crew on the D5.

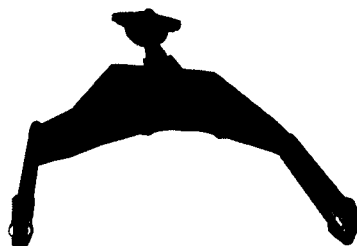
(SL218.8) TACTICS

FEDERATION: You are outgunned at start, and things do not improve much when the CAR+ arrives. Holding out until it does is critical. You need to think about when to spend the breakdown, as even though it will make you vulnerable, it will buy you time since the Klingons cannot try to destroy you while you are broken down. In the interim, try to hit the D5 hard, as if it is badly damaged the odds may swing your way. You have a dreadnought, and it can take a lot of punishment, but you are not that well armed and being able to dish it out is frequently as important as being able to take it.

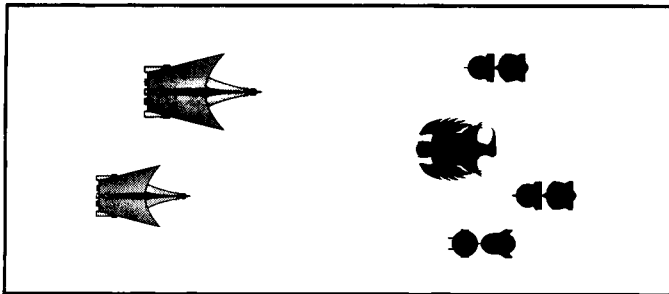
KLINGON: Try to unite your forces so that all of your weapons can pound a single shield. Try to start a boarding action early, as to succeed you really need to do so on your own initiative, and having an initial lodgment to reinforce (and allow you to rally militia to help) can make the Federation use of the breakdown risky. You know when the CAR+ is going to arrive, but if you spend your time just planning to deal with it, you will wind up facing both ships.

(SL218.X) DESIGNER'S NOTES: The only real way to insert the breakdown was to make it at the Federation player's option. Starting a scenario with the DN already broken down would have made the scenario little more than a die roll contest.

HISTORICAL OUTCOME: See the fiction story.



(SL219.0) WHIPS, STINGS, AND CLAWS



(Y165)

by Scott Moellmer, Colorado

The seemingly eternal struggles between Alunda and Hiver gained a new twist in Y165, when the Branthodons begged for Hiver help in withstanding the space whales. Suddenly the Alunda had to deal with combined forces of both enemies, and the lessons came hard. In one battle, Alunda forces were fleeing a defeat when they found themselves cut off from home. Trying to hide in a very unstable area of space nearby, they were discovered by one of the enemy forces searching for them.

(SL219.1) NUMBER OF PLAYERS: 2; the Alunda player, and the Hiver-Branthodon player. Optionally, one player can control the Branthodon unit and a third player can control the Hiver units.

(SL219.2) INITIAL SET UP

TERRAIN: The scenario takes place during an unusually intense Ion Storm (P14.0) near a Pulsar (P5.0) (in hex 0215). The ion storm is generating ten-point gravity waves (P14.2) 0101-0130 moving in direction B/C.

ALUNDA: HS *Starlord*, DV *Warspirit*, and TR *Sojourner* set up within two hexes of 2425, heading A, speed 4, WS-II.

HIVER: CA *Solurion* (1xBarb-1) and CL *Baktakar* (1xBarb-1) within two hexes of 2405 heading D speed 10, WS-III.

BRANTHODON: AD *Maimer* sets up within two hexes of 4011 initial heading D speed 10, WS-III.

(SL219.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(SL219.4) SPECIAL RULES

(SL219.41) MAP: Use a semi-fixed map. The map can float so long as the small pulsar does not float off of a map edge. Any unit moving in such a way that the pulsar must float off a map edge has itself disengaged and cannot return. In cases where more than one unit is creating this circumstance on opposite ends of the map, the unit which moves first in the sequence of play (C1.313) is the disengaging unit. Note that this means that if two units are on opposite ends of the map and one moves on an impulse and the other does not, the moving unit will be the one to disengage. In cases where one player owns both such units, he may choose which one will disengage. The Alunda units cannot disengage by any means. The Hiver and Branthodon units can disengage in any direction. Units which disengage in unauthorized directions are considered destroyed.

(SL219.42) SHUTTLES AND PFs: No shuttles or PFs have warp booster packs.

(SL219.421) MRS shuttles may be purchased [up to the limits in (J8.5)] under (SL219.431).

(SL219.422) There are no EW fighters in this scenario.

(SL219.423) There are no PFs in this scenario.

(SL219.43) COMMANDER'S OPTION ITEMS

(SL219.431) Each non-Alunda 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. The Alunda ships have been cut off from resupply and can purchase Commander's Option Items equal to only 10% of their 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.

(SL219.432) The races that are involved in this scenario do not use drones. In a variation where a drone-armed race is used all drones are "slow," i.e., speed-8. Type-II and type-V drones (speed 12) are available for purchase as special drones. Each drone-armed ship can purchase special drones up to the historical racial percentages as part of the Commander's Option Items. Note that (S3.2) allows drone ships extra points for this purpose.

(SL219.433) Prime Teams (G32.0) are not available.

(SL219.44) REFITS: There are no refits for any of the units involved in this battle.

(SL219.45) ALUNDA DISENGAGEMENT: The Alunda ships have been cut off by a joint Hiver-Branthodon pincers movement which severed their contact with Alunda space. The Alunda can only disengage by forcing the Hiver and Branthodon ships to disengage (perhaps by driving them off the map), or by destroying them.

(SL219.5) VICTORY CONDITIONS: Use the Modified Victory Conditions (S2.201). Should some Alunda survive the battle by destroying the Allied forces or forcing them to disengage, they will eventually be able to make their way back to friendly lines.

(SL219.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of these changes:

(SL219.61) Replace the Alunda with three Sig Invasion Frigates.

(SL219.62) THREE PLAYER VARIANT: The Branthods are seeking a particular officer known to be on one of these ships. To find him, the Branth must gain ten points of lab information (G4.1) on a ship. This information can be provided by the Hivers (if they gather the lab information). Once the information is gained on an Alunda ship, before Energy Allocation the Branth rolls a die; on a 1 or 2, he is on that ship. If he is not on that ship, the Branth must gain the same information on a second ship and again roll a die, on a 1 through 4, the officer is there. If he is not on the second ship, the Branth player must gather ten points of information on the last ship. The Branth can capture the officer with a successful hit-and-run raid, he cannot be guarded or moved as the Alunda do not know of the hunt. If the officer is captured the Branth player automatically wins a decisive victory for himself, and will disengage.

(SL219.63) For a smaller battle, use only the Alunda Huntship against a Hiver CA (no Barbs) and a Branthodon Hatchling.

(SL219.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

(SL219.71) Change the Alunda HS to a Pursuer or the Hiver CA to a DN.

(SL219.72) Replace the Hiver CL with another Hiver CA.

(SL219.73) Delete or add fighters to either side.

(SL219.73) Assume some damage on the Alunda ships (perhaps bid the number of internals, the highest bidder playing them.)

(SL219.8) TACTICS

ALUNDA: Much depends on your initial choices. Do you want to fight near the Pulsar, or avoid it like the plague? Your thicker shields should help you outlast the Hivers when considering the radiation effects, but the Branthodon will not mind. Do not forget your plasma whips' whipcrack option, and be cautious around the gravity waves. The Hivers will be easier nuts to crack, but the Branthodon takes a LOT of pounding to go down, consider your initial targeting choices carefully. You have nowhere to go, so make with the all out attack!

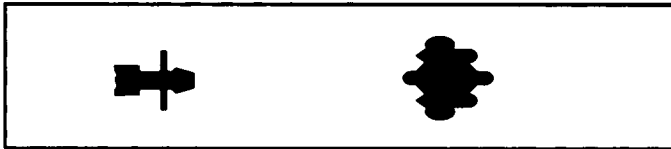
HIVERS: Concentrated forces is usual, but perhaps some

advantage lies in splitting up. The gravity waves will be dangerous for your Barbs, and the radiation effects will hurt you before the Alunda. Keep up with shield repairs! Consider charging the Alunda and next turn blasting them with overloaded sting torpedoes. Coordinating with your Branthodon ally (in the three player variant) will be tricky.

BRANTHODON: You can pretty much ignore the radiation effects, and you are the most durable unit out there. Closing for short-range bite/claw attacks is a good idea. Remember how the gravity waves and pulsar will affect your plasmas.

HISTORICAL OUTCOME: In a very brief fight the Alunda force was annihilated, but the Hiver CA was destroyed and both the Hiver CL and Branthodon AD suffered significant damage.

(SL220.0) RUN FOR THE BORDER



(Y88)

by Mike West, Texas

A Federation spy found out about an impending Kzinti attack. Unfortunately his exit was detected and he was traced while attempting to meet up with his retrieval ship.

Star Fleet Command did not realize that their spy had been compromised or the severity of the message, and only sent an available reserve unit.

The only Kzinti ship available was a frigate. The frigate was not able to catch the spy while still in the shuttle (as the spy had a large head start), but did catch up just as he was boarding the retrieval ship. Seeing what the retrieval ship was, the Kzinti captain decided to attack.

(SL220.1) NUMBER OF PLAYERS: 2; the Federation player and the Kzinti player.

(SL220.2) INITIAL SET UP

FEDERATION: YNC *Warfighter* in 0103, heading C, speed 4, WS—I.

KZINTI: YFF #8 in 0330, heading B, speed max, WS—III.

(SL220.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(SL220.4) SPECIAL RULES

(SL220.41) MAP: The map is fixed; it does not float. Any unit leaving the map has disengaged and cannot return. The Federation units can only disengage through the 42xx map edge. The Kzinti units can disengage through any map edge except the 42xx map edge. Units which disengage in unauthorized areas are considered destroyed.

(SL220.42) SHUTTLES AND PFs: No shuttles or PFs have warp booster packs. Note that this is an Early Years scenario and that the administrative shuttles have no phasers.

(SL220.421) MRS shuttles were not available at the time of this scenario and may not be purchased under (SL220.431).

(SL220.422) There are no fighters in this scenario. In a variant in which fighters are present, use the standard deployment patterns (one EWF for each squadron of eight or more fighters) for EW fighters.

(SL220.423) There are no PFs in this scenario.

(SL220.43) COMMANDER'S OPTION ITEMS

(SL220.431) 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.

(SL220.432) All drones are "slow," i.e., speed—8. Type-II and type-V drones (speed 12) are available for purchase as special drones. Note that the Andorian ship uses Andorian drones as described in (YFD19.0).

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.

(SL220.433) No ship in this scenario normally carries a Prime Team (G32.0), but such Teams are sometimes assigned to various ships. Players may experiment with Prime Teams, perhaps as a balance factor.

(SL220.44) REFITS: There are no refits to any ships in this scenario.

(SL220.45) SPY: The Federation spy is aboard the YNC in one of the command spaces trying to relay his information on to Star Fleet Command. Communications will be jammed until they move far enough away from Kzinti space (i.e., they leave the map). His location must be tracked to allow for attacks by (D7.827).

(SL220.5) VICTORY CONDITIONS: Use the Modified Victory Conditions (S2.201). Possession of the spy is worth 20 BPV.

(SL220.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SL220.61) For a more conventional fight replace the YNC with a YFF.

(SL220.62) For a more esoteric fight, replace the Kzinti YFF with a WCA and move its starting position to 0115.

(SL220.63) For a faster fight, replace the YNC with a YND, replace the YFF with a WDD (with 4 box engines) and use a starting position of 0115 for the WDD.

(SL220.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

(SL220.71) To help the Kzinti, replace the YNC with a YRD or YAD.

(SL220.72) To help the Andorian, only allow the Kzinti player to use slow drones.

(SL220.73) Increase the YNC's starting speed by one point, or decrease it by one point.

(SL220.8) TACTICS

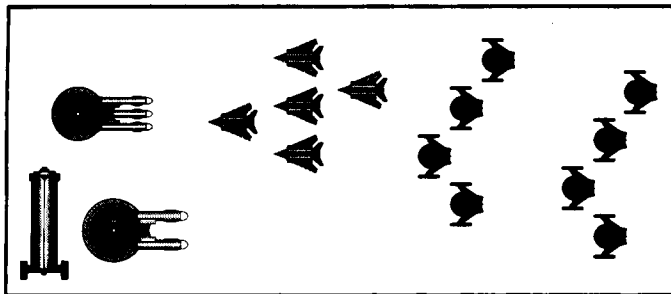
FEDERATION: The Kzinti ship is smaller, but has the advantage of improved technologies and you begin at a low weapon status and a slow speed. Plan a defensive battle while you work up to speed, the Kzinti only has so many drones. Make sure you post a guard on the spy.

KZINTI: Do not simply rush in unless you have a plan. The YNC is going slow enough at start to use a wild weasel if he has one ready, and he probable will. Keep the pressure on as best you can, and if an opportunity arises to anchor him and feed him drones, go for it. Expect the spy to be guarded, but a hit-and-run raid may keep him from reporting.

(SL220.X) DESIGNER'S NOTES: I wanted to get an Andorian ship into a battle.

HISTORICAL OUTCOME: The spy's report was never received.

(SL221.0) ROMULAN REVENGE



(Y183)

by Scott Tenhoff, California

By Y183, the Romulans were being thoroughly frustrated by Federation F-111s wreaking havoc on their ships and bases as they tried to reestablish a stable front line. The devastation of Remus, combined with the already staggering economic load of fighting the war made each new blow that much harder to endure.

The Romulan-Tholian Border sector commander intercepted a message indicating the Federation NVH *Ise* would be restocking for further strikes at a specific location. The message indicated that the *Ise*'s strike group of F-111s would be launching a strike from the resupply point. Enraged at the concept that the Federation group commander was so disdainful of Romulan offensive capability that he would launch a strike while receiving resupply, the Romulan commander determined to strike back, only to be confronted by the reality of the Federation's disdain. He lacked any real means to strike back effectively. However, in his inventory of assets were four of the very rare Fi-Con Centurions, and perhaps Federation arrogance would lend the weight of surprise to Romulan wings.

(SL221.1) NUMBER OF PLAYERS: 2; the Federation player and the Romulan player.

(SL221.2) INITIAL SET UP

TERRAIN: Class M planet in hex 2215.

FEDERATION: NVH *Ise*, set up within five hexes of 2215 on map A, heading at player's option, speed 8, WS-I. See (SL221.46).

DW *Ardzinba*, FFG *Beaty*, both set up within five hexes of 2215 on map A, heading at player's option, speed 8, WS-I.

F-AL (drone) *Island Princess*, set up within five hexes of 2215 on map A, heading at player's option, speed 8, WS-I. See (SL221.47).

5xF-111 fighters VHF-89 *Komodos* set up within three hexes of 2215 on map B, heading at player's option, speed max, WS-III. See (SL221.45).

ROMULAN: 40th PF Flotilla (remnants): 1xCenturion-L, 1xCenturion-S, 2xCenturion.

6th Independent Flotilla: 4xCenturion-F (16xGladiator-FSF). Both flotillas set up cloaked anywhere along the 42xx edge of map B, heading E or F, speed max, WS-III.

(SL221.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(SL221.4) SPECIAL RULES

(SL221.41) MAP: The map is fixed; it does not float. It consists of two map sheets designated A and B. The 42xx map edge of map A abuts and is contiguous with the 01xx map edge of map B. Any units leaving the map have disengaged and cannot return. The Federation units can only disengage in directions A, D, E, or F. The Romulan units can only disengage in directions B or C. Units

which disengage in unauthorized directions are considered destroyed.

(SL221.42) SHUTTLES AND PFs: All shuttles and PFs have warp booster packs. The Federation F-111s have no booster packs at the start of the scenario. They can be fitted with booster packs by the normal rules if they dock to their carrier and booster packs are available.

(SL221.421) MRS shuttles may be purchased [up to the limits in (J8.5)] under (SL221.431).

(SL221.422) If using EW fighters, two of the Gladiator-FSFs are Gladiator-FSFEs.

(SL221.423) The four PFs of the 40th Flotilla are the survivors of a standard flotilla and include the leader and scout. The four Centurion-Fs are a separate flotilla for all purposes, and do not include a leader or scout.

(SL221.43) COMMANDER'S OPTION ITEMS

(SL221.431) The Federation player may purchase a maximum of 40 points of Commander's options to distribute between his four ships. No ship may have more Commander's Options than it would normally be able to purchase on its own, e.g., the DW cannot have more than 19 points. This reflects both that the sector has become a relative backwater of the General War, and that many stores have already been expended in previous operations. No Commander's Option points are available to the Romulans except that the Centurion-L has its T-bomb and associated dummy. Note that whatever is spent here counts in the Modified Victory Conditions (S2.2) as victory points for the enemy.

(SL221.432) All drones are "fast," i.e., speed-32.

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

(SL221.433) Prime Teams (G32.0) are not available in this scenario.

(SL221.44) REFITS: All Romulan PFs have received their shield refits. The Federation FFG has the AWR and Y175 refits. The Federation FA-L has the Y175 refit.

(SL221.45) KOMODOS: The F-111s are returning from a strike on a Romulan base area.

(SL221.451) During this operation one F-111 was lost, and all of the others sustained damage. Roll one die for each F-111 and score the indicated number points as damage.

(SL221.452) Due to the relatively short range of the raid, and the perceived inability of the local Romulan forces to respond to the attack, the F-111s were not fitted with booster packs.

(SL221.453) The F-111s expended virtually their entire on board stores during the attack. Only the light rails on the F-111s remain armed, each holding one type-VIF drone. Chaff packs were not used and are available.

(SL221.46) THE ISE: The ship has been conducting repeated strikes on the Romulan infrastructure in order to prevent them from repairing the accumulated damage and developing a threat posture in the area. This has exhausted the ship's fighter supplies.

(SL221.461) The ship has only thirty spaces of drones stored for its fighters remaining. Ten of these spaces represent 20 type-VI drones. Of the remaining 20 spaces, all are type-IF frames, of which no more than three can be Limited availability and no more than seven can be Restricted availability.

(SL221.462) The ship has exhausted its supplies of stores provided by (J4.75) and (J11.13). Any supplies to be provided for the fighters beyond the drones found in (SL221.461) must be purchased with the Commander's Option points in (SL221.43), or transferred from the FA-L (SL221.47).

(SL221.47) FA-L: This freighter is carrying a full restock for the ships of the *Ise* task force. However, as attack was not anticipated, the movement of those supplies aboard the FA-L was mar-

shaded for efficiency rather than combat effectiveness. Before any non-drone supplies can be moved, the freighter must transfer at least 200 spaces of drones to the *Ise*. The transferred drones can be used to re-arm the F-111s (if they can be landed aboard the *Ise*). Before the scenario begins, the Federation player must compute the 200 spaces of drones on the FA-L as if they were loaded on a full squadron of six F-111s. This will determine how many of the spaces are type-VI drones, and how many might be type-IV drones or type-III drones. It also determines the availability of special drones. Note that the ability of the weapons bay to carry drones is not used in calculating drone availability (R2.F11).

(SL221.48) TACTICAL INTELLIGENCE: Use the Tactical Intelligence Rules (D17.0). This means that the Federation player will know that there are eight Romulan PFs (even while they are cloaked), but will not know which PF is of what type until it takes some action that reveals itself, or is identified by achieving Level H information. Note, for example, that if the Centurion-S lends EW to the *40th Flotilla*, this will reveal which Centurions are the *6th Independent Flotilla* as they will not receive the lent EW.

(SL221.5) VICTORY CONDITIONS: Use the Modified Victory Conditions (S2.201).

The Federation gets a bonus of two victory points for each cargo space of drones moved from the *Island Princess* to the *Ise* (if both the *Ise* and the *Island Princess* survive at the end of the scenario with little damage, this transfer is automatic).

The Romulans get a bonus of five victory points for each F-111 destroyed. They get a bonus of 50 victory points for destroying the freighter, and 100 victory points for destroying the *Ise*.

(SL221.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SL221.61) Replace the Romulans with Klingons. The *40th PF Flotilla* becomes a G1L, G1P, G1B, G1S, while the *6th Independent Flotilla* becomes four G1Fs carrying 14 Z-Y and 2 Z-YE fighters. The Z-Ys are armed with two type-IF and two type-VIF drones each, and the Z-YEs each have two type-VIF. This favors the Federation.

(SL221.62) For a faster and more intense battle, allow the Federation player to fully equip his F-111s, complete with booster packs and adding the sixth missing fighter, and delete the rest of the Federation force. Delete the *40th PF Flotilla* from the Romulan side and only use the Centurion-Fs and their Gladiator-FSFs. The Romulans win if all six Federation F-111s are destroyed, the Federation wins if all four Romulan Centurion-Fs are destroyed, or all 16 Romulan Gladiator-FSFs are destroyed. In this variation, any unit which leaves the map for any reason prior to the accomplishment of its mission is considered destroyed, i.e., if the Federation F-111s have destroyed all four Romulan Centurion-Fs, the surviving F-111s may disengage safely even if all 16 Gladiator-FSFs are still on the map.

(SL221.63) Historically, there was not time to integrate any of the Centurion-Fs into the *40th Flotilla* so that they could benefit from the EW capabilities of the Centurion-E. Players might experiment with allowing the Romulans to integrate two of the Centurion-Fs into the flotilla, or integrate all four of the Centurion-Fs and operate the standard Centurions without Centurion-S support.

(SL221.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

(SL221.71) Add a Centurion PF to the Romulans.

(SL221.72) Add a Pol+ to the Federation.

(SL221.73) Replace one or both of the standard Centurions with Decurion interceptors.

(SL221.8) TACTICS

FEDERATION: Rush and meet the F-111s in the middle and

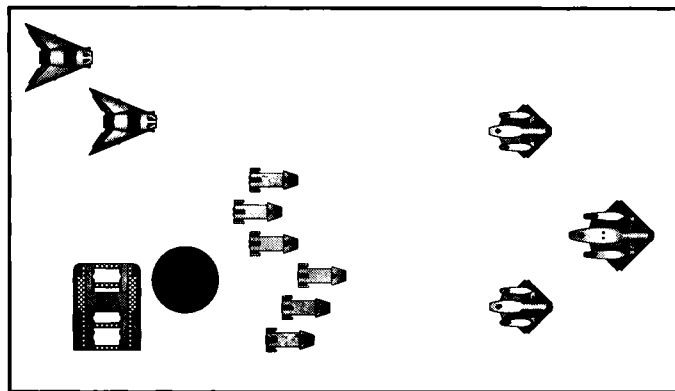
try to destroy the Centurions of the *40th Flotilla* as quick as you can. Remember a plasma torpedo tube can still launch after it is destroyed. Get the freighter as close to your ships as you can, if you leave it behind, the Centurions will break off, and kill it instead.

ROMULAN: Well obviously this is going to rely on your plasmas 100%, so use them wisely, and be well-versed with them.

(SL221.X) DESIGNER'S NOTES: I had the idea that Romulan Fi-Cons would create good strike PFs because the cloaking device allows them to get the fighters in close to their targets, protects the PF while the fighters do their business, and then after recovery, can get them out of the area without being picked off. Four Gladiator-FSFs can launch eight plasma-D torpedoes faster than a Centurion can launch five plasma-F torpedoes (although they have shorter range, cannot be reloaded, and eight plasma-Ds is no more maximum firepower output than four plasma-Fs). The plasma-D torpedoes have the added advantage that they can engage more targets (eight separate targets while the plasma-F torpedoes launched in the same period can only engage four). I do not imagine this scenario taking longer than six turns, though it will go one way or the other fast.

HISTORICAL OUTCOME: In what quickly became a running battle, the Federation lost the resupply freighter and the entire F-111 group (although some of the crews were recovered). The *Ise* was unable to conduct raids for more than a month, greatly easing the pressure on the Romulans in sector. Less than a third of the Romulan fighters were recovered, and half of the Centurions of both flotillas were lost.

(SL222.0) IF YOU BUILT IT, THEY WILL COME AND DESTROY IT FOR YOU



(Y187)

by Scott Moellmer, Colorado

As the Hydrans fell back before the onslaught of the ISC Pacification, some areas proved tougher to crack than others. One hidden repair base they tried to hide repelled the first assault, but the Hydrans knew another would be coming. The rematch-caused call for help was answered first by a flotilla of Harriers, who attempted to beat off the ISC X-squadron that came to finish the job.

(SL222.1) NUMBER OF PLAYERS: 2; the Hydran player and the ISC player.

(SL222.2) INITIAL SET UP

TERRAIN: Small moon (P2.23) in hex 0918, the entire map is nebular space (P6.0).

HYDRAN: FRD (no modules) in 0818, facing A, speed 1 [in standard orbit (P8.0)], WS-III.

GMG on 0918/0818 hexside of the small moon, WS-III.

6xHarrier PFs, set up anywhere within four hexes of 0918, initial heading at the player's option, speed max, WS-III.

REINFORCEMENTS: DWH *Entitled* and DWH *Deserving* enter anywhere along the 01xx map edge on Turn #2, heading at the player's option, speed max, WS-III.

ISC: CSX *Star Tiger*, DDX *Vehement*, and DDX *Versatile* enter anywhere along the 42xx map edge on Turn #1, heading at the player's option, speed max, WS-III.

(SL222.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, have disengaged, or until the end of Turn #5.

(SL222.4) SPECIAL RULES

(SL222.41) MAP: Use a semi-fixed map. The map can float so long as the small moon does not float off of a map edge. Any unit moving in such a way that the moon must float off a map edge has itself disengaged and cannot return. In cases where more than one unit is creating this circumstance on opposite ends of the map, the unit which moves first in the sequence of play (C1.313) is the disengaging unit. Note that this means that if two units are on opposite ends of the map and one moves on an impulse and the other does not, the moving unit will be the one to disengage. In cases where one player owns both such units, he may choose which one will disengage. The Hydran units can only disengage from 01xx map edge. The ISC units can only disengage from 42xx map edge. Units which disengage in unauthorized areas are considered destroyed.

(SL222.42) SHUTTLES AND PFs: All shuttles and PFs have warp booster packs. Note, shuttles will not operate in a nebula (P6.41).

(SL222.421) MRS shuttles may be purchased [up to the limits in (J8.5)] under (SL222.431), but there is no reason to do so due to (P6.41).

(SL222.422) There are no fighters in this scenario. In a variant in which fighters are present (necessitating that there be no nebular effects), use the standard deployment patterns (one EWF for each squadron of eight or more fighters) for EW fighters.

(SL222.423) The six Harriers are all standard combat versions, there was no leader or scout available.

(SL222.43) COMMANDER'S OPTION ITEMS

(SL222.431) 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. Players are cautioned to be careful with their Commander's Options as many items will not function or cannot be used in a nebula. Note that whatever is spent here counts in the Modified Victory Conditions (S2.2) as victory points for the enemy.

(SL222.432) The races that are involved in this scenario do not use drones. In a variation where a drone-armed race is used, all drones are "fast," i.e., speed-32.

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

(SL222.433) No ship in this scenario normally carries a Prime Team (G32.0), but such Teams are sometimes assigned to various ships. Players may experiment with Prime Teams, perhaps as a balance factor.

(SL222.44) REFITS: The Harriers had their shield refits, but it is of little use in a nebula (P6.3).

(SL222.45) ISC DISENGAGEMENT: Any ISC unit which has not disengaged by the end of Turn #5 is considered destroyed by arriving Hydran reinforcements.

(SL222.5) VICTORY CONDITIONS:

If the ISC destroys the GMG and the FRD, use the Modified Victory Conditions (S2.201). If the ISC does not destroy both the GMG and the FRD, they lose.

(SL222.6) VARIATIONS:

The scenario can be played again under different conditions by making one or more of the following changes:

(SL222.61) Replace the ISC X-Echelon with an Andromedan force of an Imposer and a Ravager, neither ship is carrying any satellites.

(SL222.62) Add two turns to the scenario and require the ISC to gather fifty points of lab information about the FRD (they are curious about its placement within a nebula) before they destroy it. Failure to gather the lab information will not cause the ISC to lose the scenario under the Victory Conditions, but the X-Echelon Commander will be relieved of Command, i.e., he may win the scenario but lose his career.

(SL222.63) For a smaller and more intense battle only use one ISC DDX. The Hydran force is reduced to two PFs and one DWH defending the GMG, i.e., there is no FRD.

(SL222.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

(SL222.71) Change the DWHs to Lancers or Apaches.

(SL222.72) Replace the ISC CSX with a CCX.

(SL222.73) Increase or decrease the number of Harriers.

(SL222.74) Add one or two cargo modules to the FRD.

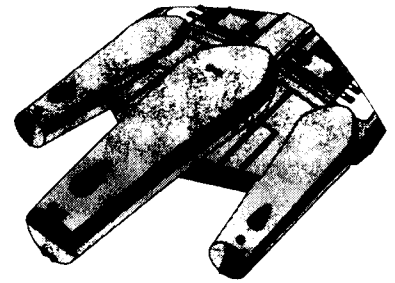
(SL222.8) TACTICS

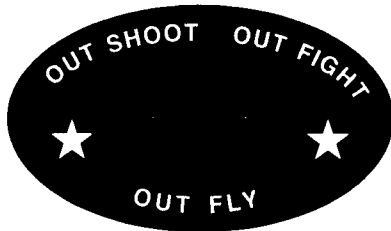
HYDRANS: Given the fact that neither the GMG nor FRD can deploy weasels due to the nebula, you are vulnerable to plasma. But the minimum shields should give your PFs a fighting chance to hurt or Mizia the ISC, and the PPD cannot focus on more than one target at once. The hellbores of the Rhino Hunters can save the day, especially if the Harriers make a few holes first in the peacekeepers. T-bombs will probably not be a problem, but the area ECM created by the nebula could really hamper your fusions. Go for pointblank!

ISC: Your plasmas should be especially effective. Be careful when you launch due to the shifting the nebula can do to all units during a turn. Your phaser-1s at range five against minimum shields, especially against the PFs, could strip enough weapons for your squadron to accomplish its mission and leave. Do not concentrate too much on the PFs, the FRD particularly will take some pounding before going down.

(SL222.X) DESIGNER'S NOTES: X-ships are generally supposed to mangle attrition units, even PFs. The nebula gives the smaller craft a better chance.

HISTORICAL OUTCOME: Despite the tremendous courage of the Hydran Harrier crews, the ISC X-squadron annihilated the Hydran repair site before withdrawing in the face of Hydran reinforcements. Badly damaged, the Hydran DWHs were left to rescue the survivors. Damage to the ISC X-squadron was negligible.



(T11.0) SURVIVOR MINI-CAMPAIGN

Based on one of the games played by the Masters, this is a mini-campaign based on a series of scenarios. After each scenario, one player is eliminated, all other ships are repaired, and the next scenario is played. This continues until one ship and one player remain as the sole survivor.

(T11.1) PLAYERS

This mini-campaign is designed for any number of players from four to eight. (Any more and it gets too crowded around the table.) If more want to play, then divide the group into two teams who play separate scenarios until each team is reduced to three players, at which point the two teams are combined.

(T11.2) SHIPS USED

Each player selects one ship. The scenario is designed to use tournament ships and rules, but players could agree to any selection of ships they are all comfortable with. For best effect, all ships should be different, preferably from different races.

(T11.3) THE CHALLENGES

This mini-campaign is a series of previously-published scenarios. While players could research and select any scenarios or write their own, the following are considered good scenarios for the campaign. Most are, you will note, monster scenarios.

The first scenario in the campaign will have to be one using an "automatic" monster, unless you have another player around who isn't part of the campaign but is willing to play the monster. The Combining of Arastoz (SM10.0) is the official first scenario for this campaign unless players unanimously agree to another monster. The other monsters suitable for solitaire play include the Planet Crusher (SM1.0), Space Amoeba (SM2.0), Moray Eel (SM3.0), Cosmic Cloud (SM4.0), Mind Monster (SM6.0), Igneous (SM8.0), Energy Monster (SM11.0), Banshees (SM13.0), or the Ice Monster (SM14.0).

After a player is eliminated, that player has the sole right to select the next scenario. He may select one in which he plays the monster or other enemy, or he may (if not able to remain and play, or he doesn't wish to) select an automatic monster. The scenario must be one involving a single enemy unit or a single monster.

Some other suitable scenarios include:

Other Solitaire: (SH4.0) Coming of the Cruise Drones [variant (SH4.64)], (SM18.0) Boar Hunt, (SG31.0) Intruder Alert, (SG52.0) Raid on a Mining Planet [variant (SG52.61)], (SG57.0) Maw of Charybdis, (SL206.0) Jason and the Dilithium Fleece, (SL192.0) The Orb.

Multi-player: (SG74.0) Death Race 3000, (SG75.0) Starball, (SG42.0) Assigned Target Game, (SG44.0) Captain's Round, (SL174.0) Asteroid Field of Death.

Two Player: (SG1.0) Duel, (SG5.0) Duel with a Pirate, (SH206.0) Race to Oblivion, (SG30.0) Combat Rally, (SH47.0) Stasis Box, (SG50.0) Black Hole Mania.

One scenario which isn't officially in the game but is simply a variation of (SG2.0), is to have the just-eliminated player take a

B10 (no fighters, SFGs, or PFs, but 20% commander's option points for Y185) and set up in hex 4230, while the players in their tournament ships all start in 0101. While there are many variations in tournament ships and no two battles play exactly the same, the eliminated player cannot select this option if there are fewer than four player-cruisers remaining. (If there are only three, the B10 would probably kill all of them and make the game pointless.)

All scenarios end at the instant that the monster or other enemy is destroyed.

(T11.4) PLAYER ELIMINATIONS

At the end of each scenario, players add up the total amount of damage scored on their ship. This could include all forms of damage, including that scored by the enemy or monster, by other players, by terrain, or by other effects, and could include damage scored on the impulse and step that the ship was destroyed in excess of that required to destroy it. The player who suffered the most damage is the player eliminated. If two players suffered exactly the same number of points, they toss a coin. Note that because tournament ships are of different sizes, it is possible for a player to have his ship blown up and still not be eliminated if a player with a larger ship took more damage.

At the end of the scenario, all other ships are fully repaired and any unused items purchased with commander's option points are returned to the bank.

(T11.5) THE REWARDS

All players keep track of the damage they scored on the monster or enemy, including any scored on the impulse and step the enemy was destroyed in excess of that required to destroy it. (Damage scored on other players, and damage scored on the enemy by terrain effects, is ignored.) At the end of the scenario, write down all of these totals and add them up. Determine the percentage of damage which each player scored. This percentage, multiplied by 100, is the number of Commander's Option Points that player receives for the next scenario.

For example, in a given scenario, the three players scored a total of 371 points to destroy the monster. Frank scored 160, Bill scored 90, and Mike scored 121. Frank's 160 points are 43% of the total damage scored, so Frank will have 43 commander's option points. Bill's 90 points are 24%, so he will have 24 points. Mike's 121 points are 33%, so he will have 33 points. Round fractions of 0.499 or less down and of .500 or more up. This could produce a total number of points that does not add up to 100.

The player who scores the most points also receives the Immunity Armor Belt, consisting of ten boxes of internal armor, which can only be used in the next scenario. If any are left at the end of that scenario, they are lost. Damage scored on the Immunity Armor Belt does not count for determining elimination.

(T11.6) THE TERRAIN

What would a challenge be without terrain? Use rule (S5.0) to provide terrain for each scenario. Exceptions:

(T11.61) If the monster scenario includes terrain, use that terrain as well as the terrain from the die roll.

(T11.62) In the event of result #9 (pirate), either roll again or find another eliminated player to control the pirate. The pirate cannot shoot at the monster, but must also be eliminated by the players before the scenario is over.

(T11.63) In the event of result #5 (wandering monster), you simply have two monsters to kill! If this one is a sun snake, there is no sun for it to kill so it will simply move in a straight line, bouncing off the tournament barrier (turning 120 or 180 or 240 degrees as applicable) attacking ships within range until it is killed.

Our sincere respects to Mark Burnett, who brought the most innovative television program to America in decades.

SHIPYARD REPORT

SHIPS COURTESY OF F&E

During the completion of *Advanced Operations*, the new expansion for F&E, several new ships and variants were created. These are now provided as SSDs for SFB. Does anyone recall that earlier work on AO also produced a bunch of new SFB ships? Maybe that is why we don't want to do another F&E product for a year or so.

F&E Note: The Scout pods were provided to improve the balance of electronic warfare capabilities during certain key periods of the F&E war schedule. The heavy fighter resupply pods and PF transport pods provided increased logistical support to keep fleets in the fight longer.

(R2.A7) FEDERATION GVX: Designed specifically for the raiding mission, this X-ship, *Field Marshal Colin Powell*, carried six F-111 fighters. Data does not explain how this ship appears four years earlier than the GSX it is based on.

F&E Note: The Federation wanted something to balance the horror of a Coalition X-ship with a pair of casual PFs. Maybe they got too good a deal?

(R2.A8) FEDERATION HEAVY FIGHTER POD: The Federation equivalent of a PFT pod, this turned a tug into a carrier with six F-111s on external mech links. Rule (R2.R5) does not apply, and all of the cargo space is for expendable weapons (drones, chaff, booster packs, etc.).

Note that the Federation already has a pod which carries twelve F-111s (restocks for carriers) but cannot operate them. See (R2.101).

F&E Note: The F&E staff wanted the Federation to have the equivalent of a PFT pod.

(R2.A9) FEDERATION SCOUT POD: Built before the General War, this pod was expected to be needed only rarely for EW support and wide-area scans. As the Federation had the best scouts in the galaxy at the start of the General War, these pods were not often needed, but did provide strategic flexibility.

(R3.A4) KLINGON HEAVY FIGHTER RESUPPLY PODS: When advanced heavy fighters went into widespread service, the Klingons noted that they could not be carried in the existing FCRs and used these special pods to transport replacement heavy fighters to those carriers that operated them. These pods can carry fighters but cannot operate, land, refuel, or rearm them. The one shuttle bay was used to "warm up" replacement fighters, which could only launch once, and could not land. The bay did have ready racks and could fully arm the fighters before sending them on the way to their carriers. This type of pod can carry standard fighters (under the same restrictions) but cannot arm them via ready racks as the racks are for heavy fighters; they will have to use (J4.8962) and (J4.892). The shuttle bay includes an HTS to facilitate cargo transfer.

(R3.A5) KLINGON PF TRANSPORT PODS: These were used to carry replacement PFs and crews to front-line PF tenders. Each pod could carry six PFs, but could not operate, repair, refuel, or rearm them. Once the PFs were launched, they had to transfer to a regular PFT to sustain operations. Note the special version of a PF mech link symbol indicating that this limited type cannot dock a PF outside of a supply facility.

(R3.A6) KLINGON MEDIUM HANGAR PODS: The pre-war pods with only five fighters were designed during the period when fighter concepts were still evolving. Once the Klingons determined how fighters would actually operate, they converted their original hangar pods to operate six fighters and built additional pods of this improved type.

F&E Note: The F&E staff felt that the Klingons would eventually standardize their fighter squadrons. We may later provide an F&E counter for a CVT(6).

(R5.A6) KZINTI ADVANCED DRONE BOMBARDMENT CRUISER (CDX): A variant of the light X-cruiser, this ship was designed to provide drone bombardment support to X-squadrons that moved so quickly no other ships could join them in battle.

F&E Note: The F&E staff felt the Kzintis would build this.

(R5.A7) KZINTI SCOUT PODS: The Kzintis (like the Hydrans) did not expect combat electronic warfare to be a major element of fleet battles. They provided scout pods so that tugs could, in an emergency, provide sector scans and fleet warning. When the Klingons and Lyrans invaded with seriously superior scouts, the Kzintis had to use their scout pods in combat to minimize the EW deficit.

(R5.A8) KZINTI HEAVY FIGHTER TRANSPORT POD: This pod was used to carry replacement heavy fighters to the CVH and MVH carriers that used them, since standard FCRs could not provide resupply of these larger types. These pods can carry fighters but cannot operate, land, refuel, or rearm them. The one shuttle bay was used to "warm up" replacement fighters, which could only launch once, and could not land. The bay did have ready racks and could fully arm the fighters before sending them on the way to their carriers. This type of pod can carry standard fighters (under the same restrictions) but cannot arm them via ready racks as the racks are for heavy fighters; they will have to use (J4.8962). The shuttle bay includes an HTS to facilitate cargo transfer.

(R5.A9) KZINTI PF TRANSPORT PODS: These carried twice as many PFs as standard PFT pods, but at a cost. Each pod could carry six PFs, but could not operate, repair, refuel, or rearm them. Once the PFs were launched, they had to transfer to a regular PFT to sustain operations. They were a vital link in the logistical chain that maintained fleet frontline strength.

(R6.A2) GORN SCOUT POD: A rarely-used pre-war pod which could turn a tug or LTT into a viable fleet scout.

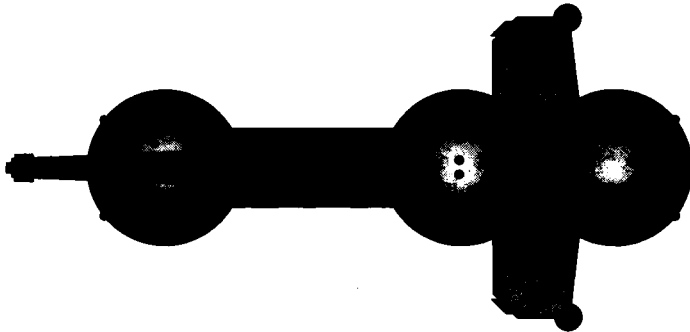
(R6.A3) GORN HEAVY FIGHTER RESUPPLY POD: Used to provide replacement fighters for those carriers that operated these special types. These pods can carry fighters but cannot operate, land, refuel, or rearm them. The one shuttle bay was used to "warm up" replacement fighters, which could only launch once, and could not land. The bay did have ready racks and could fully arm the fighters before sending them on the way to their carriers. This type of pod can carry standard fighters (under the same restrictions) but cannot arm them via ready racks as the racks are for heavy fighters; they will have to use (J4.8963) and (J4.892). The shuttle bay includes an HTS to facilitate cargo transfer.

(R6.A4) GORN PF TRANSPORT POD: this pod was able to carry two full flotillas of PFs, but could not operate them and could only launch them one time. Each pod could carry twelve PFs, but could not repair, refuel, or rearm them. Once the PFs were launched, they had to transfer to a regular PFT to sustain operations. It was used to keep true PFTs on the front line at full strength, allowing sustained offensives.

(R6.A5) GORN COMMANDO DREADNOUGHT (DNG): A slightly modified dreadnought with an extensive collection of marines, this ship was designed for a special assault role in the counter-offensives of the mid-war years.

Note: This ship originally appeared in *Star Fleet Times* where it was regarded as an unbuilt variant. After players of both SFB and F&E expressed strong interest in the ship, we reviewed the tapes and discovered the ship was actually built.

F&E Note: F&E-AO gave the Gorns several fun new dreadnoughts, including the DNC and DNT (already published for SFB).



(R7.A5) THOLIAN HEAVY FIGHTER RESUPPLY PACK: Designed to be carried by a PC-hulled ship, this pack carried six heavy fighters. The one shuttle bay was used to "warm up" replacement fighters, which could only launch once, and could not land. The bay did have ready racks and could fully arm the fighters before sending them on the way to their carriers. These packs can carry fighters but cannot operate, land, refuel, or rearm them. This type of pack can carry standard fighters (under the same restrictions) but cannot arm them via ready racks as the racks are for heavy fighters; they will have to use (J4.892). The Tholians often carried these on FCRs so the ship could refill either type of carrier, as is seen on the SSD in this issue. The shuttle bay includes an HTS to facilitate cargo transfer.

F&E Note: The *Advanced Operations* rules provided heavy fighters but banned them from standard FCRs. Rather than building new FCRs, it took fewer counters to give them all pods. The Tholians didn't have pods but were given this "pack" at the last second; the counter showed up in *Combined Operations*.

(R9.A6) HYDRAN BOAR HUNTER COMMANDO WAR DESTROYER (DWG): A variant of the DW used for commando operations, only two were built due to the high demand for these hulls. They were used against isolated outposts; when one was sent along with a fleet attacking a Klingon starbase it did not survive.

F&E Note: Obvious variant missing from ship list.

(R9.A7) HYDRAN ADVANCED FIGHTER RESUPPLY SHIP: When the Hydrans launched their X-ships with the new Stinger-X fighters, there was a need for a resupply of these craft. The existing FCRs could not handle the Stinger-X, and the Hydrans knew they would need a new design. After studies show it was not necessary to use an X-ship for the purpose (studies proven wrong in combat), the Hydrans elected to use a war destroyer variant for this mission.

F&E Note: The Hydrans wanted some way to resupply X-

fighters, but nobody would agree to let them use standard FCRs (as they would then have way too many spare X-fighters). So the decision was made to give them a separate FCX and naturally we used the larger DW hull.

(R9.A8) HYDRAN SCOUT PALLET: Another pre-war scout pallet born from a mistaken idea of what electronic warfare would require. These were pressed into combat, which caused higher casualties among the tugs (and later LTTs) that were in critically short supply.

(R9.A9) HYDRAN HEAVY FIGHTER RESUPPLY PALLET: Used to ferry Stinger-H fighters to those few carriers that were modified or built to use them. These pods can carry fighters but cannot operate, land, refuel, or rearm them. The one shuttle bay was used to "warm up" replacement fighters, which could only launch once, and could not land. The bay did have ready racks and could fully arm the fighters before sending them on the way to their carriers. This type of pod can carry standard fighters (under the same restrictions) but cannot arm them via ready racks as the racks are for heavy fighters; they will have to use (J4.892). The shuttle bay includes an HTS to facilitate cargo transfer.

(R9.A10) HYDRAN PF TRANSPORT PALLET: Able to carry a dozen PFs to refill the mech links of true PFTs, this pallet was used mostly by LTTs as it did not require a full-sized tug to operate. Each pallet could carry twelve PFs, but could not operate, repair, refuel, or rearm them. Once the PFs were launched, they had to transfer to a regular PFT to sustain operations.

(R11.A4) LYRAN K-SCOUT POD: Unlike other scout pods, these were designed during the war to enable the LTTs (which could not carry the pre-war pallets designed for the tugs) to operate in the scout-tug role. The Klingons could not use this pod due to the complicated power linkage connections for the special sensors.

F&E Note: You just have to love the Lyrans who insist on having two incompatible pod types. We plan to later give them an NCA tug variant which can carry one pallet.

(R11.A5) LYRAN K-TYPE HEAVY FIGHTER TRANSPORT POD: Used to resupply the few carriers operating heavy fighters, since the existing FCRs could not handle them. These pods can carry fighters but cannot operate, land, refuel, or rearm them. The one shuttle bay was used to "warm up" replacement fighters, which could only launch once, and could not land. The bay did have ready racks and could fully arm the fighters before sending them on the way to their carriers. This type of pod can carry standard fighters (under the same restrictions) but cannot arm them via ready racks as the racks are for heavy fighters; they will have to use (J4.8962) and (J4.892). The shuttle bay includes an HTS to facilitate cargo transfer.

(R11.A6) LYRAN K-TYPE PF TRANSPORT POD: Able to carry six PFs, these pods were used to ferry replacement PFs to front-line PF Tenders. Each pod could carry six PFs, but could not operate, repair, refuel, or rearm them. Once the PFs were launched, they had to transfer to a regular PFT to sustain operations.

(R11.A7) LYRAN SCOUT PALLET: Created before the war for the specific purpose of providing the most powerful jamming platform among the Four Powers.

(R11.A8) LYRAN PF TRANSPORT PALLET: Used by fleet tugs to resupply PFTs and casual flotillas. Each pallet could carry twelve PFs, but could not operate, repair, refuel, or rearm them. Once the PFs were launched, they had to transfer to a regular PFT to sustain operations.

Race	Ship Type	G9.0 Crew Units	D7.0 Brdg Pts	S2.1 BPV	G6.5 Break Down	G2.12 Move Cost	J1.42 Spare Shuttles	H0.6 Size Class	C3.3 Turn Mode	Product Where Published	Rule Number	Year In Service	C13.3 Dock Points	D5.2 Explos Strength	F&E Cmd Rating	Notes
Civilian	YF-L	2	0	49/1	1-6	0.5	—	4	D	CL#23	YR1.4	60	6	3	0	ML
Civilian	YF-S	1	0	26/1	1-6	0.33	—	4	C	CL#23	YR1.5	60	3	1	0	ML
Civilian	YBS	65	8	71	—	■	2	3	—	CL#23	YR1.3A	65	—	10+	8	
Civilian	F-HS	12+12	6	30/12	1-6	0.33	—	4	C	CL#23	R1.981	140	3	2	0	ML
Civilian	PT	6	2	100/70	4-6	0.5	1	4	C	CL#23	R1.9A	125	3	8	0	
Civilian	SK	1	0	20/25	4-6	0.25	—	5	B	CL#23	R1.S2	130	1	1	3	N
Civilian	SSK	3	2	30	4-6	0.25	—	5	B	CL#23	R1.S1	130	1	1	3	N
Civilian	LAS	20	6	100/25	1-6	0.5	—	4	D	CL#22	R1.923	165	6	12	0	ML, ◆
Civilian	SAS	8	4	50/16	1-6	0.33	—	4	C	CL#22	R1.924	165	3	6	0	ML, ◆
Civilian	MCR	1	0	18/20	4-6	0.25	—	5	C	CL#23	R1.S3	130	1	1	3	N
Civilian	HT	2	0	15	1-6	0.25	—	4	C	CL#21	R1.920	120	2	3	0	TG, ML
Civilian	ST	4	2	16	1-6	0.33	—	4	D	CL#21	R1.921	120	3	5	0	TG, ML
Civilian	FTZ	5	2	70/20	4-6	0.5	1	4	C	CL#21	R1.922	125	3	5	0	
Federation	IPL	10	4	50	6	0.33	1	4	A	CL#24	R2.A2	177	2	8	3	Y1, N
Federation	COR	12	6	60	6	0.5	1	4	A	CL#24	R2.A3	177	2	11	4	Y1
Federation	POL-FF	10	4	60	6	0.5	1	4	A	CL#24	R2.A4	177	4	10	5	Y1, S
Federation	PDD	12	6	75	6	0.5	1	4	A	CL#24	R2.A5	177	5	11	5	Y1
Federation	DCS	46	10	157/110	5-6	1	1+2+1	3	D	CL#25	R2.A6	178	8	15	9	V, H, ◆
Federation	GVX	60	16	267/197	5-6	1	1+1	3	D	CL#26	R2.A7	182	9	22	9	V, Y1, H
Federation	P-HVL	16	2	48/36	—	Δ	0+1	4°	—	CL#26	R2.A8	181	4	+3	+1	V, H, D%, N5
Federation	P-SC	12	4	65/30	—	■	—	4°	—	CL#26	R2.A9	165	4	+5	+1	N5, ◆
Federation	VDN	54	16	255	3-6	1.5	2+2	2	D	CL#18	R2.975	166	11	28	10	V, CJ
Federation	VCA	43	10	133	5-6	1	1+2	3	D	CL#18	R2.976	166	8	18	8	V, CJ
Federation	VCA+	43	10	144	5-6	1	1+2	3	D	CL#18	R2.976	165	8	18	8	+Refit, V, CJ
Federation	VCAR+	43	10	148	5-6	1	1+2	3	D	CL#18	R2.976	165	8	18	8	R-Ph, V, CJ
Federation	VCA(A)	43	10	150	5-6	1	1+2	3	D	CL#18	R2.976	170	8	18	8	AWR, V, CJ
Federation	VNL	36	8	122	4-6	0.67	1+1	3	C	CL#18	R2.977	170	6	14	6	V, CJ
Federation	VNL+	36	8	126	4-6	0.67	1+1	3	C	CL#18	R2.977	173	6	14	6	+Refit, V, CJ
Federation	VNL(A)	36	8	130	4-6	0.67	1+1	3	C	CL#18	R2.977	170	6	14	6	AWR, V, CJ
Federation	VFF	16	6	75	5-6	0.33	1+0	4	B	CL#18	R2.978	166	4	8	3	V, CJ
Federation	VFF(A)	16	6	76	5-6	0.33	1+0	4	B	CL#18	R2.978	170	4	8	3	AWR, V, CJ
Federation	DGX	30	12	150	5-6	0.5	2	4	C	CL#16	R2.206	182	7	17	6	X
Federation	MCL	36	8	128	4-6	0.67	2	3	C	CL#16	R2.980	175	6	19	6	CJ, +
Federation	MCL+	36	8	132	4-6	0.67	2	3	C	CL#16	R2.980	178	6	19	6	H, CJ, +
Fed-Cygnan	YCA	34	12	77	4-6	1	2	3	C	CL#24	YR2.CA1	132	7	12	8	EY
Fed-Cygnan	YDD	22	6	49	4-6	0.5	1	4	B	CL#24	YR2.CA2	132	6	7	5	EY
Klingon	C4B	52	24	151	3-6	1.5	2	2	D	CL#20	R3.963	122	12	22	10	R
Klingon	UD7	48	16	150/100	5-6	1	1+2	3	B	CL#25	R3.A2	179	7	16	9	V, P, ◆
Klingon	P-M11	10	3	15/13	—	■	—	4°	—	CL#26	R3.A3	172	3	+1	+1	V, D%, N2
Klingon	P-HF12	4+6	0	30/10	—	■	—	4°	—	CL#26	R3.A4	178	3	+0	+0	
Klingon	P-PT13	4+10	0	30/12	—	■	—	4°	—	CL#26	R3.A5	179	3	+0	+0	
Klingon	D7Z	45	14	121	5-6	1	1	3	B	CL#13	R3.941	141	7	19	8	Y1
Klingon	D7ZB	45	14	127	5-6	1	1	3	B	CL#13	R3.941	165	7	19	8	B-Refit
Klingon	D7ZK	45	14	130	5-6	1	1	3	B	CL#13	R3.941	175	7	19	8	K-Refit

Race	Ship Type	G9.0 Crew Units	D7.0 Brgd Pfts	S2.1 BPV	C6.5 Break Down	C2.12 Move Cost	J1.42 Spare Shuttles	H0.6 Size Class	C3.3 Turn Mode	Product Where Published	Rule Number	Year In Service	C13.3 Dock Points	D5.2 Explos Strength	F&E Cmdnd Rating	Notes
Klingon	D7ZY	45	14	134	5-6	1	1	3	B	CL#13	R3.941	175	7	19	8	Y175-Refit
Klingon	D7Y	45	14	148	5-6	1	1	3	B	CL#13	R3.942	175	7	18	8	Y1
Klingon	D7Y(u)	45	14	153	5-6	1	1	3	B	CL#13	R3.942	175	7	18	8	Includes UIM
Klingon	D6C	46	16	120	5-6	1	2	3	B	CL#20	R3.958	136	7	18	9	
Klingon	D6I	38	10	100	5-6	1	1	3	B	CL#20	R3.959	140	7	18	8	ISF
Klingon	D6F	44	14	117	5-6	1	1	3	B	CL#13	R3.943	162	7	18	8	Y1
Klingon	D6N	44	12	146/111	5-6	1	1	3	B	CL#20	R3.960	126	7	17	8	
Klingon	D5XD	45	16	310/210	5-6	0.67	1	3	B	CL#16	R3.206	183	7	17	8	X, DB, ♦
Klingon	E4S	14	6	64/44	4-6	0.33	—	4	A	CL#20	R3.961	134	3	7	3	♦
Klingon	E3C	15	8	49	5-6	0.33	—	4	A	CL#20	R3.962	120	2	7	4	N
Kzinti	FKE	20	6	76	5-6	0.33	1	4	A	CL#24	R5.A1	168	4	9	3	E, LA
Kzinti	FKA	20	6	84	5-6	0.33	1	4	A	CL#24	R5.A1A	175	4	9	3	E, A
Kzinti	EBC	40	16	118	5-6	1	2	3	C	CL#24	R5.A2	168	7	20	8	E, LA
Kzinti	ABC	40	16	132	5-6	1	2	3	C	CL#24	R5.A2A	175	7	20	8	E, A
Kzinti	SRI	40	8	120/100	5-6	1	2	3	C	CL#25	R5.A4	165	7	16	8	Y1, ♦
Kzinti	DCS	44	20	140/110	5-6	1	1+2	3	C	CL#25	R4.A3	178	7	18	9	V, P, ♦
Kzinti	CDX	45	18	203/180	5-6	0.67	2	3	B	CL#26	R4.A4	183	7	16	7	DB, ♦
Kzinti	P-S10	12	4	20/12	—	■	—	4°	—	CL#26	R4.A5	168	3	+4	+0	Pod, ♦
Kzinti	P-F11	4	0	19/5	—	■	—	4°	—	CL#26	R4.A6	178	3	+0	+0	Pod
Kzinti	P-PF12	4+8	0	19/5	—	■	—	4°	—	CL#26	R4.A7	181	3	+1	+0	Pod
Kzinti	LAD	20	6	90	1-6	0.5	—	4	D	CL#22	R5.951A	165	6	17	0	ML, DB, ♦
Kzinti	SAD	8	4	42	1-6	0.33	—	4	C	CL#22	R5.951B	165	3	8	0	ML, DB, ♦
Kzinti	YTG	25	6	70/36	3-6	1	1	3	D	CL#21	YR5.8	64	8	9	6	EY, TG
Kzinti	CLC	34	14	91	5-6	0.67	1	3	B	CL#20	R5.944	127	5	15	7	
Kzinti	CLM	27	6	84/76	5-6	0.67	1	3	B	CL#20	R5.945	152	5	12	6	MS
Kzinti	CLD	30	10	81	5-6	0.67	1	3	B	CL#20	R5.946	140	5	13	6	DB, ♦
Kzinti	CLE	30	10	92	5-6	0.67	1	3	B	CL#20	R5.947	166	5	14	6	E, LA
Kzinti	CLA	30	10	102	5-6	0.67	1	3	B	CL#20	R5.947A	175	5	14	6	E, A
Kzinti	BCM	40	16	140	5-6	1	2	3	C	CL#16	R5.933	175	7	25	8	CJ, +
Gorn	DNC	61	28	200	3-6	1.5	4	2	E	CL#22	R6.932	174	13	27	10	
Gorn	DNG	99	96	255/235	4-6	1.5	4	2	E	CL#26	R6.A5	175	12	27	10	T
Gorn	P-SC	10	2	30/10	—	■	—	4°	—	CL#26	R6.A2	165	3	+2	+0	♦
Gorn	P-HF	10+8	0	30/20	—	■	—	4°	—	CL#26	R6.A3	171	3	+0	+0	
Gorn	P-TP	10+8	0	24/20	—	■	—	4°	—	CL#26	R6.A4	182	3	+0	+0	
Gorn	WBI	34	6	56	3-6	1	2	3	E	CL#21	YR6.10	68	10	13	8	EY
Gorn	WBL	34	6	50	3-6	1	2	3	E	CL#21	YR6.10A	68	10	13	8	EY, R
Gorn	WCI	25	4	47	3-6	0.75	1	3	E	CL#21	YR6.11	68	8	10	8	EY
Gorn	WCL	25	4	42	3-6	0.75	1	3	E	CL#21	YR6.11A	68	8	10	8	EY, R
Gorn	WDL	14	4	30	3-6	0.5	1	4	D	CL#21	YR6.12	68	4	6	4	EY
Gorn	WDL	14	4	28	3-6	0.5	1	4	D	CL#21	YR6.12A	68	4	6	4	EY, R
Gorn	MCM	42	14	173	5-6	1	2	3	D	CL#16	R6.923	175	8	26	8	CJ, +

**FEDERATION GUX
ADVANCED
MEDIUM CARRIER**

CNTR

SHIP DATA TABLE	
TYPE	= GVX
POINT VALUE	= 267/197
BREAKDOWN	= 5-6
SHIELD COST	= 1-1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R2.A7

FIRST GENERATION X-SHIP

**THIS SHIP CAN USE (R2.R5) TO
LOAD FOUR OF ITS CARGO BOXES.**

TURN MODE		SPEED
D	1	2-4
	2	5-8
	3	9-12
	4	13-17
	5	18-24
	6	25+

**FA**

PHOTON TORPEDO TABLE									
RANGE	0-1	2	3-4	5-8	9-12	13-40			
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			
DAGE, OVERLOAD	-----	VARIES	-----	-----	NA	NA			

ANTI-DRONE TABLE				
RANGE	0	1	2	3 4+
HITS*	-	1-2	1-3	1-4 -

[illegible]

THREE RELOADS. THIRD RELOAD IS ENTIRELY Y ADDS.

MOVEMENT COST = 1

NET COST = 5 EM COST = 6

CREW UNITS					
		*	10		
			20		
			30		
			40		
			50		
			60		

ADMINISTRATIVE SHUTTLES						
IDENT	HIT POINTS	NOTES				

BOARDING PARTIES							
							10
							10

TRANSPORTER BOMBS										
					D	D	D	D	D	D

DECK CREWS							
							10

PROBES						
1						10
2						10

TYPE I OFFENSIVE PHASER TABLE												
DIE RANGE		6- 9- 16- 26- 51-										
ROLL	0	1	2	3	4	5	6	15	25	50	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 PHASE									
DIE ROLL	RANGE			4- 9- 3 8 15					
	0	1	2	3	3	8	15		
1	4	4	4	3	1	1			
2	4	4	4	2	1	0			
3	4	4	4	1	0	0			
4	4	4	3	0	0	0			
5	4	3	2	0	0	0			
6	3	3	1	0	0	0			

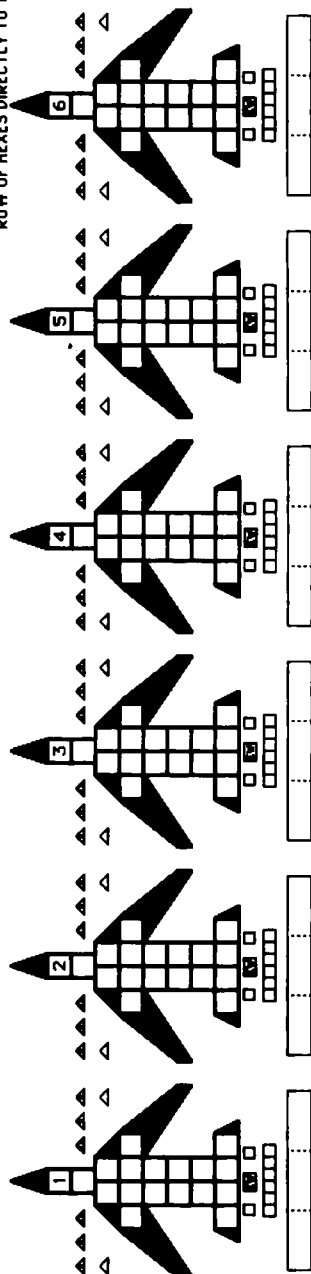
SCOUT FUNCTIONS SUMMARY

21	LENDING ECM OR ECM
22	BREAKING LOCK-ONS
23	ATTRACTING DRONES
24	CONTROLLING SEEKING WEAPONS
25	IDENTIFYING DRONES
26	DETECTING MINES
27	GATHERING SCIENCE INFORMATION
28	SELF-PROTECTION JAMMING
29	TACTICAL INTELLIGENCE

**SPECIAL SENSORS ARE DESTROYED
ON "PHASER" DAMAGE POINTS.**

THE LEFT AND RIGHT PHASERS CAN FIRE DOWN THE
ROW OF HEXES DIRECTLY TO THE REAR OF THE SHIP.

F-111 FIGHTER DATA
1XPH-G-FX
1XPH-2-FA
1XPH-3-RA
DOGFIGHT RATING = 0
CRIPPLED RATING = 1
SPEED = 15
BPV = 19



FFED HEAVY FIGHTER POD

FED SCOUT POD									
#6 [] [] [] [] []	SHIELD #1 [] [] [] [] []				#2 [] [] [] [] []				
PRB [2] SEN [1][2] TRAN [] APR [] LAB [] BTTY [] HULL [C]					SCN [6][0] X DAM [] SEN [6][0] DAM CON [4][0] Y175 REFIT = +D BPV				
DRONE [2][3] PH-3-360° [7][8] SHTL FLAG TRAC [] [] []					#3 [] [] [] [] []				
SHIELD #4 [] [] [] []					#5 [] [] [] [] []				
CREW UNITS [X] [] [] [] [] [] [] [] [] [] BOARDING PARTIES [] [] [] [4]									
PROBES [2] [] [] [] [] [] [] [] [] [] [10]									
DRONE RACKS [2] [] [] [] [] [] [] [] [] [] [6] [3] [] [] [] [] [] [] [] [] [] [6]									
RACKS HAD TWO RELOADS PRIOR TO Y175, THREE THEREAFTER. ONE RELOAD IS ENTIRELY ADD#.									
ADMINISTRATIVE SUMMARY									
IDENT	HIT POINTS	NOTES							
[]	[]	[]							
SCOUT FUNCTIONS SUMMARY									
21 LENDING ECM OR ECCM									
22 BREAKING LOCK-ONS									
23 ATTRACTING DRONES									
24 CONTROLLING SEEKING WEAPONS									
25 IDENTIFYING DRONES									
26 DETECTING MINES									
27 GATHERING SCIENCE INFORMATION									
28 SELF-PROTECTION JAMMING									
29 TACTICAL INTELLIGENCE									
SPECIAL SENSORS DESTROYED ON "PHASER" DAMAGE POINTS.									

[illegible]

CNTR

SHIP DATA TABLE	
TYPE	= CDX
POINT VALUE	= 203/180
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R5.A6

FIRST GENERATION X-SHIP

TURN MODE		SPEED
B	1	2-5
	2	6-10
	3	11-15
HET	4	16-21
	5	22-28
BD	6	29+

DRONE RACKS					
1					6X
2					6X
3					6X
4					6X
5					6X
6					6X

CRACKS HAD THREE RELOADS; THIRD RELOAD FOR
CSX RACKS IS ENTIRELY ADDS.
200 POINTS OF ADDITIONAL DRONES ARE
STORED IN THE FOUR CARGO BOXES.


$$\begin{aligned}LS &= LF + L + LR \\RS &= RF + R + RR\end{aligned}$$
[illegible]

TRANSPORTER BOMBS	D	D	D	D	D	D
-------------------	---	---	---	---	---	---

ANTI-DRONE TABLE					
RANGE	0	1	2	3	4+
HIT*	-	1-2	1-3	1-4	-

DIE ROLL	RANGE		6-		9-		16-		26-		51-	
	0	1	2	3	4	5	6	15	25	50	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	4	4	4	3	1	0	0	0	0	
4	6	4	4	4	4	3	2	0	0	0	0	
5	5	4	4	4	3	3	1	0	0	0	0	
6	4	4	3	3	2	2	0	0	0	0	0	

TYPE III DEFENSE PHASER									
DIE	RANGE	4-9-15							
		ROLL	0	1	2	3	8	15	
1	4	4	4	4	4	3	1	1	0
2	4	4	4	4	4	2	1	1	0
3	4	4	4	4	4	1	0	0	0
4	4	4	4	4	3	0	0	0	0
5	4	4	4	3	2	0	0	0	0
6	3	3	3	1	0	0	0	0	0

SCOUT FUNCTIONS SUMMARY

21	LEADING ECM OR ECCM
22	BREAKING LOCK-ONS
23	ATTRACTING DRONES
24	CONTROLLING SEEKING WEAPONS
25	IDENTIFYING DRONES
26	DETECTING MINES
27	GATHERING SCIENCE INFORMATION
28	SELF-PROTECTION JAMMING
29	TACTICAL INTELLIGENCE

WARP ENERGY MOVEMENT COST = 2/3 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	2	2	2	3	4	4	5	6	6	7	8	8	9	10	10	11	12	12	13	14	14	15	16	16	17	18	18	19	20	20
Fract. $\frac{3}{4}$	$1\frac{1}{4}$	2	2	$2\frac{1}{2}$	$3\frac{1}{2}$	4	$4\frac{1}{2}$	$5\frac{1}{2}$	6	$6\frac{1}{2}$	$7\frac{1}{2}$	8	$8\frac{1}{2}$	$9\frac{1}{2}$	10	$10\frac{1}{2}$	$11\frac{1}{2}$	12	$12\frac{1}{2}$	$13\frac{1}{2}$	14	$14\frac{1}{2}$	$15\frac{1}{2}$	16	$16\frac{1}{2}$	$17\frac{1}{2}$	18	$18\frac{1}{2}$	$19\frac{1}{2}$	20

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GORN POOS

GORN HEAVY FIGHTER RESUPPLY POD (EGG-HF)

SHTL

CGO		
W:M		
:		
AUX		

A HULL

CARGO

CREW UNITS

	*					10
--	---	--	--	--	--	----

POD DATA TABLE

TYPE	=	P-HF
BPY	=	30/20
SIZE	=	4
REF	=	R6.A3

REPL CREW

						8
--	--	--	--	--	--	---

DECK CREWS

		2
--	--	---

ADMINISTRATIVE SHUTTLES POD

IDENT	HIT POINTS	NOTES
		HTS
		HTS

AS A CARRIER RESUPPLY POD, THIS POD INCLUDES READY RACKS TO PREPARE FIGHTERS FOR TRANSFER TO A CARRIER. PODS OF THIS TYPE DO NOT NORMALLY OPERATE FIGHTERS OF THEIR OWN.

CAR60 STORAGE RECORDS

#1	#2	#3	#4	#5	#6

[illegible]

POD DATA TABLE	
TYPE	= P-SC
BPV	= 30/10
SIZE	= 4
REF	= R6.A2

SCOUT FUNCTIONS SUMMARY	
21	LENDING ECM OR ECCM
22	BREAKING LOCK-ONS
23	ATTRACTING DRONES
24	CONTROLLING SEEKING WEAPONS
25	IDENTIFYING DRONES
26	DETECTING MINES
27	GATHERING SCIENCE INFORMATION
28	SELF-PROTECTION JAMMING
29	TACTICAL INTELLIGENCE

SPECIAL SENSORS DESTROYED ON "PHASER" DAMAGE POINTS.

GORN COMMANDO DREADNOUGHT

CREW UNITS

IDENT	HIT POINTS	NOTES
10	20	
30	30	
40	40	
50	50	
60	60	
70	70	
80	80	
90	90	

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THIS SHIP HAS TWO SHUTTLE BAYS.
CAN TRANSFER BY (JL59).

TRANSPORTER BOMBS
D D D D D D D

PROBES
5

PSEUDO-PLASMA TORPEDOES
A R B S C S D F E F

FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR
RA = LR + RR

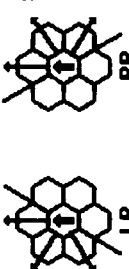
BARRACKS ARE DESTROYED ON "FORWARD HULL" AND "AFT HULL" DAMAGE POINTS.

BOARDING PARTIES

10	20	30	40	50	60	70	80	90

SHIP DATA TABLE
TYPE = DNG
POINT VALUE = 255/235
BREAKDOWN = 4-6
SHIELD COST = 1+3
LIFE SUPPORT = 1+1/2
SIZE CLASS = 2
REFERENCE = R6.A5
F REFIT = +14

TURN MODE	SPEED
E 1	2-3
2	4-6
3	7-10
4	11-14
5	15-20
6	21-29
7	30+



SHADED BOXES ON THE SSD ARE THE F-REFIT.

TYPE III DEFENSE PHASER									
DIE RANGE	ROLL	0	1	2	3	8	15	4-9	15
1	4	4	4	4	3	1	1		
2	4	4	4	4	2	1	0		
3	4	4	4	4	1	0	0		
4	4	4	4	3	0	0	0		
5	4	3	2	0	0	0	0		
6	3	3	1	0	0	0	0		

TYPE I OFFENSIVE PHASER TABLE									
DIE RANGE	ROLL	0	1	2	3	4	5	6-9	15-25
1	9	8	7	6	5	4	3	2	1
2	8	7	6	5	4	3	2	1	0
3	7	5	4	4	3	1	0	0	0
4	6	4	4	4	3	2	0	0	0
5	5	4	4	4	3	1	0	0	0
6	4	4	3	2	0	0	0	0	0

PLASMA TORPEDO WARHEAD STRENGTH TABLE										
RANGE	0-5	6-10	11-12	13-14	15	16-18	19	20	21-23	
TYPE R	50	50	35	35	25	25	25	25	5	
TYPE S	30	30	22	22	15	15	15	15	0	
TYPE G	20	20	15	15	10	10	5	1	0	
TYPE F	20	15	10	5	1	0	0	0	0	
BOLT	1-4	1-3	1-2							1

WARP ENERGY MOVEMENT COST = 1 + 1/2 ENERGY POINT PER HEX [5] = HET COST

SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1 1/2	3	5	6	8	9	11	12	14	15	17	18	20	21	23	24	26	27	29	30	32	33	35	36	38	39	41	42	44	45
Fract.	1 1/2	3	4 1/2	6	7 1/2	9	10 1/2	12	13 1/2	15	16 1/2	18	19 1/2	21	22 1/2	24	25 1/2	27	28 1/2	30	31 1/2	33	34 1/2	36	37 1/2	39	40 1/2	42	43 1/2	45

Ⓢ = ERRATIC MANEUVER WARP COST

THOLIAN FAST CARRIER RESUPPLY CORVETTE

CREW UNITS

IDENT	HIT POINTS	NOTES
1	10	
2	6	

REPL CREW

BOARDING PARTIES	HTS
1	
2	

DECK CREWS

TWO BAYS, NO TRANSFERS	PROBES
1	
2	

TYPE I OFFENSIVE PHASER TABLE

DIE RANGE	6-9	16-26	51-75
ROLL 0	1 2 3 4 5 6 7 8 9 10 11 12	1 2 3 4 5 6 7 8 9 10 11 12	1 2 3 4 5 6 7 8 9 10 11 12
1	9 8 7 6 5 4 3 2 1 1 0 0	9 8 7 6 5 4 3 2 1 1 0 0	9 8 7 6 5 4 3 2 1 1 0 0
2	8 7 6 5 4 3 2 1 1 0 0 0	8 7 6 5 4 3 2 1 1 0 0 0	8 7 6 5 4 3 2 1 1 0 0 0
3	7 6 5 4 3 2 1 0 0 0 0 0	7 6 5 4 3 2 1 0 0 0 0 0	7 6 5 4 3 2 1 0 0 0 0 0
4	6 5 4 3 2 1 0 0 0 0 0 0	6 5 4 3 2 1 0 0 0 0 0 0	6 5 4 3 2 1 0 0 0 0 0 0
5	5 4 3 2 1 0 0 0 0 0 0 0	5 4 3 2 1 0 0 0 0 0 0 0	5 4 3 2 1 0 0 0 0 0 0 0
6	4 3 2 1 0 0 0 0 0 0 0 0	4 3 2 1 0 0 0 0 0 0 0 0	4 3 2 1 0 0 0 0 0 0 0 0

TYPE III DEFENSE PHASER

DIE RANGE	4-9
ROLL 0	1 2 3 8 15
1	4 4 4 3 1 1 1 1
2	4 4 4 2 1 0 0 0
3	4 4 4 1 0 0 0 0
4	4 4 3 0 0 0 0 0
5	4 3 2 0 0 0 0 0
6	3 3 1 0 0 0 0 0

CARGO STORAGE RECORDS

TYPE	#1	#2	#3	#4	#5	#6	#7	#8
1								
2								
3								
4								
5								
6								

SHIP DATA TABLE

TYPE	FCR
POINT VALUE	59/54
BREAKDOWN	5-6
SHIELD COST	1/2+1/2
LIFE SUPPORT	1/2
SIZE CLASS	4
REFERENCE	R7.42

LIMITED AEGIS

TURN MODE	SPEED
A	1 2-6
HET	2 7-12
BD	3 13-19
BD	4 20-26
BD	5 27+

NIMBLE SHIP

NOT NIMBLE IF CARRYING PACK

WITH POD

TURN MODE	SPEED
C	1 2-4
HET	2 5-9
HET	3 10-14
HET	4 15-20
BD	5 21-27
BD	6 28+

NOT NIMBLE

FX = L + LF + RF + R

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
1	10	
2	6	

REPL CREW

BOARDING PARTIES	HTS
1	
2	

DECK CREWS

TWO BAYS, NO TRANSFERS	PROBES
1	
2	

TYPE I OFFENSIVE PHASER TABLE

DIE RANGE	6-9	16-26	51-75
ROLL 0	1 2 3 4 5 6 7 8 9 10 11 12	1 2 3 4 5 6 7 8 9 10 11 12	1 2 3 4 5 6 7 8 9 10 11 12
1	9 8 7 6 5 4 3 2 1 1 0 0	9 8 7 6 5 4 3 2 1 1 0 0	9 8 7 6 5 4 3 2 1 1 0 0
2	8 7 6 5 4 3 2 1 1 0 0 0	8 7 6 5 4 3 2 1 1 0 0 0	8 7 6 5 4 3 2 1 1 0 0 0
3	7 6 5 4 3 2 1 0 0 0 0 0	7 6 5 4 3 2 1 0 0 0 0 0	7 6 5 4 3 2 1 0 0 0 0 0
4	6 5 4 3 2 1 0 0 0 0 0 0	6 5 4 3 2 1 0 0 0 0 0 0	6 5 4 3 2 1 0 0 0 0 0 0
5	5 4 3 2 1 0 0 0 0 0 0 0	5 4 3 2 1 0 0 0 0 0 0 0	5 4 3 2 1 0 0 0 0 0 0 0
6	4 3 2 1 0 0 0 0 0 0 0 0	4 3 2 1 0 0 0 0 0 0 0 0	4 3 2 1 0 0 0 0 0 0 0 0

TYPE III DEFENSE PHASER

DIE RANGE	4-9
ROLL 0	1 2 3 8 15
1	4 4 4 3 1 1 1 1
2	4 4 4 2 1 0 0 0
3	4 4 4 1 0 0 0 0
4	4 4 3 0 0 0 0 0
5	4 3 2 0 0 0 0 0
6	3 3 1 0 0 0 0 0

CARGO STORAGE RECORDS

TYPE	#1	#2	#3	#4	#5	#6	#7	#8
1								
2								
3								
4								
5								
6								

SHIP DATA TABLE

TYPE	FCR
POINT VALUE	59/54
BREAKDOWN	5-6
SHIELD COST	1/2+1/2
LIFE SUPPORT	1/2
SIZE CLASS	4
REFERENCE	R7.42

LIMITED AEGIS

TURN MODE	SPEED
A	1 2-6
HET	2 7-12
BD	3 13-19
BD	4 20-26
BD	5 27+

NIMBLE SHIP

NOT NIMBLE IF CARRYING PACK

WITH POD

TURN MODE	SPEED
C	1 2-4
HET	2 5-9
HET	3 10-14
HET	4 15-20
BD	5 21-27
BD	6 28+

NOT NIMBLE

FX = L + LF + RF + R

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
1	10	
2	6	

REPL CREW

BOARDING PARTIES	HTS
1	
2	

DECK CREWS

TWO BAYS, NO TRANSFERS	PROBES
1	
2	

TYPE I OFFENSIVE PHASER TABLE

DIE RANGE	6-9	16-26	51-75
ROLL 0	1 2 3 4 5 6 7 8 9 10 11 12	1 2 3 4 5 6 7 8 9 10 11 12	1 2 3 4 5 6 7 8 9 10 11 12
1	9 8 7 6 5 4 3 2 1 1 0 0	9 8 7 6 5 4 3 2 1 1 0 0	9 8 7 6 5 4 3 2 1 1 0 0
2	8 7 6 5 4 3 2 1 1 0 0 0	8 7 6 5 4 3 2 1 1 0 0 0	8 7 6 5 4 3 2 1 1 0 0 0
3	7 6 5 4 3 2 1 0 0 0 0 0	7 6 5 4 3 2 1 0 0 0 0 0	7 6 5 4 3 2 1 0 0 0 0 0
4	6 5 4 3 2 1 0 0 0 0 0 0	6 5 4 3 2 1 0 0 0 0 0 0	6 5 4 3 2 1 0 0 0 0 0 0
5	5 4 3 2 1 0 0 0 0 0 0 0	5 4 3 2 1 0 0 0 0 0 0 0	5 4 3 2 1 0 0 0 0 0 0 0
6	4 3 2 1 0 0 0 0 0 0 0 0	4 3 2 1 0 0 0 0 0 0 0 0	4 3 2 1 0 0 0 0 0 0 0 0

TYPE III DEFENSE PHASER

DIE RANGE	4-9
ROLL 0	1 2 3 8 15
1	4 4 4 3 1 1 1 1
2	4 4 4 2 1 0 0 0
3	4 4 4 1 0 0 0 0
4	4 4 3 0 0 0 0 0
5	4 3 2 0 0 0 0 0
6	3 3 1 0 0 0 0 0

CARGO STORAGE RECORDS

TYPE	#1	#2	#3	#4	#5	#6	#7	#8
1								
2								
3								
4								
5								
6								

SHIP DATA TABLE

TYPE	FCR
POINT VALUE	59/54
BREAKDOWN	5-6
SHIELD COST	1/2+1/2
LIFE SUPPORT	1/2
SIZE CLASS	4
REFERENCE	R7.42

LIMITED AEGIS

TURN MODE	SPEED
A	1 2-6
HET	2 7-12
BD	3 13-19
BD	4 20-26
BD	5 27+

NIMBLE SHIP

NOT NIMBLE IF CARRYING PACK

WITH POD

TURN MODE	SPEED
C	1 2-4
HET	2 5-9
HET	3 10-14
HET	4 15-20
BD	5 21-27
BD	6 28+

NOT NIMBLE

FX = L + LF + RF + R

AS A FAST CARRIER RESUPPLY SHIP, THIS SHIP INCLUDES DECK CREWS AND A READY RACK TO PREPARE FIGHTERS FOR TRANSFER TO A CARRIER. IT DOES NOT NORMALLY OPERATE FIGHTERS OF ITS OWN.

WARP ENERGY MOVEMENT COST = 1/3 ENERGY POINT PER HEX		WARP ENERGY MOVEMENT COST = 1/2 ENERGY POINT PER HEX		WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX		WARP ENERGY MOVEMENT COST = 1/3 ENERGY POINT PER HEX		WARP ENERGY MOVEMENT COST = 1/2 ENERGY POINT PER HEX		WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX		WARP ENERGY MOVEMENT COST = 1/3 ENERGY POINT PER HEX		WARP ENERGY MOVEMENT COST = 1/2 ENERGY POINT PER HEX		WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX	
WITH-OUT	PACK	WITH-OUT	PACK	WITH-OUT	PACK	WITH-OUT	PACK	WITH-OUT	PACK	WITH-OUT	PACK	WITH-OUT	PACK	WITH-OUT	PACK	WITH-OUT	PACK
SPEED 1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
Standard 1	1	1	2	2	3	3	4	4	5	5	6	6	7	7	8	8	9
Fract. 1/3	1	1 1/3	2	2 1/3	3	3 1/3	4	4 1/3	5	5 1/3	6	6 1/3	7	7 1/3	8	8 1/3	9
WARP ENERGY MOVEMENT COST = 1/3 ENERGY POINT PER HEX		WARP ENERGY MOVEMENT COST = 1/2 ENERGY POINT PER HEX		WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX		WARP ENERGY MOVEMENT COST = 1/3 ENERGY POINT PER HEX		WARP ENERGY MOVEMENT COST = 1/2 ENERGY POINT PER HEX		WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX		WARP ENERGY MOVEMENT COST = 1/3 ENERGY POINT PER HEX		WARP ENERGY MOVEMENT COST = 1/2 ENERGY POINT PER HEX		WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX	
SPEED 1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
Standard 1	1	2	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10
Fract. 1/2	1	1 1/2	2	2 1/2	3	3 1/2	4	4 1/2	5	5 1/2	6	6 1/2	7	7 1/2	8	8 1/2	9
WARP ENERGY MOVEMENT COST = 1/3 ENERGY POINT PER HEX		WARP ENERGY MOVEMENT COST = 1/2 ENERGY POINT PER HEX		WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX		WARP ENERGY MOVEMENT COST = 1/3 ENERGY POINT PER HEX		WARP ENERGY MOVEMENT COST = 1/2 ENERGY POINT PER HEX		WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX		WARP ENERGY MOVEMENT COST = 1/3 ENERGY POINT PER HEX		WARP ENERGY MOVEMENT COST = 1/2 ENERGY POINT PER HEX		WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX	
SPEED 1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
Standard 1	1	2	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10
Fract. 2/3	1	1 2/3	2	2 2/3	3	3 2/3	4	4 2/3	5	5 2/3	6	6 2/3	7	7 2/3	8	8 2/3	9

HYDRAN FAST X-FIGHTER RESUPPLY SHIP

CNTR

SENSOR

6	5	3	1	0
---	---	---	---	---

SCANNER
0 1 3 5 9

DAM CON EX DAM

SHIP DATA TABLE	
TYPE	= FCX
POINT VALUE	= 94/78
BREAKDOWN	= 5-6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R9.A7
LIMITED AEGIS	

TURN MODE	SPEED
B 1	2-5
2	6-10
3	11-15
4	16-21
5	22-28
6	29+

TYPE III DEFENSE PHASER									
DIE RANGE		4-9-		3-8-		2-7-		1-6-	
ROLL	0	1	2	3	4	5	6	7	8
1	4	4	4	4	3	1	1		
2	4	4	4	4	2	1	0		
3	4	4	4	4	1	0	0		
4	4	4	4	3	0	0	0		
5	4	4	3	2	0	0	0		
6	3	3	1	0	0	0	0		

NOTE: THIS SHIP WAS CONSTRUCTED TO PROVIDE REPLACEMENT X-FIGHTERS AND STORES TO SUPPORT THOSE FIGHTERS TO X-SHIPS. IT IS NOT, ITSELF, AN X-SHIP.

ADMINISTRATIVE SHUTTLES					
IDENT	HIT POINTS	NOTES			
					HTS

TRANSPORTER BOMBS DD

PROBES 5

DIE ROLL	RANGE		6-9			16-26			51-75		
	0	1	2	3	4	5	6	15	25	50	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	4	4	4	3	1	0	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	4	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0


$$FA = LF + RF$$

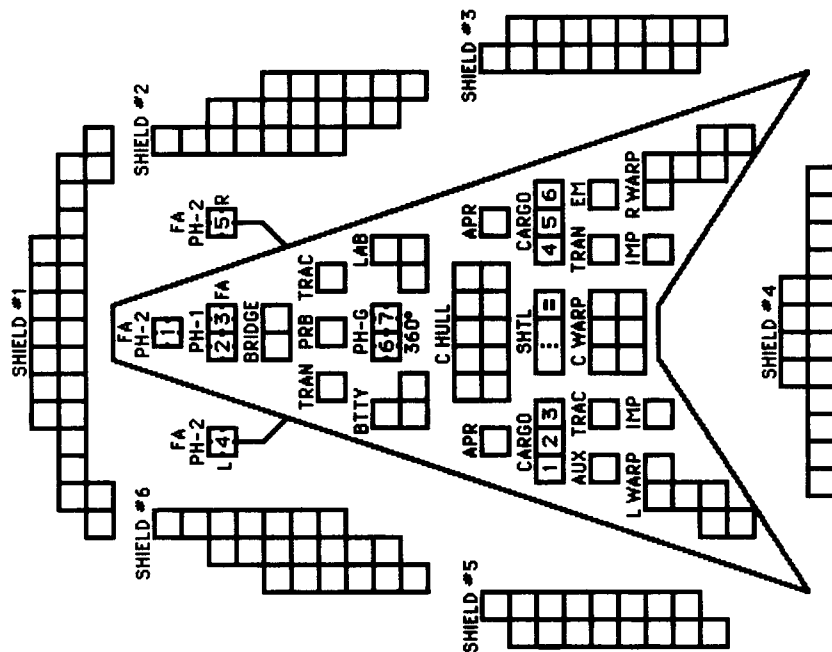
DIE ROLL	RANGE	0	1	2	3	4	5	6	7	8	9-15	16-30	31-50
1	6	5	5	4	3	2	1	1					
2	6	5	4	4	2	1	1	0					
3	6	4	4	4	1	1	0	0					
4	5	4	4	3	1	0	0	0					
5	5	4	3	3	0	0	0	0					
6	5	3	3	3	0	0	0	0					

AS A FAST CARRIER RESUPPLY SHIP, THIS SHIP INCLUDES DECK CREWS AND A READY RACK TO PREPARE FIGHTERS FOR TRANSFER TO A CARRIER. IT DOES NOT NORMALLY OPERATE FIGHTERS OF ITS OWN.

CARGO STORAGE RECORDS

[illegible]

WARP ENERGY MOVEMENT COST = 1/2 ENERGY POINT PER HEX															[5] = HET COST										[6] = ERRATIC MANEUVER WARP COST									
SPEED		1	2	3	4	[5]	[6]	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30			
Standard	1	1	2	2	3	3	3	4	4	5	5	5	6	6	7	7	8	8	9	9	10	10	11	11	12	12	13	13	14	15	15			
Fract.	1/2	1	1 1/2	2	2 1/2	3	3 1/2	4	4 1/2	5	5 1/2	6	6 1/2	7	7 1/2	8	8 1/2	9	9 1/2	10	10 1/2	11	11 1/2	12	12 1/2	13	13 1/2	14	14 1/2	15				



Page 58

HYDRAN TUG PALLETS

HYDRAN PF TRANSPORT PALLET

TRAC TRAN TRAC

TRAC 360° TRAC

PH-G

910

POD DATA TABLE

TYPE = P-PT
BPV = 34/18
SIZE = 4
REF = R9.A10

PFs CARRIED BY THIS
PALLET CANNOT BE
FITTED WITH WARP
PACKS AND WILL ONLY
HAVE MINIMUM CREWS.

CREW UNITS

* 4

REPL CREW

8

BOARDING
PARTIES

4

HYDRAN HEAVY FIGHTER RESUPPLY PALLET

TRAN CGO HULL

1 C

2

3

4

5

6

SHTL

M M

CARGO

CREW UNITS

* 4

DECK CREWS

2

REPL CREW

8

POD DATA TABLE

TYPE = P-CR
BPV = 34/12
SIZE = 4
REF = R9.A9

ADMINISTRATIVE SHUTTLES

IDENT

HIT POINTS

NOTES

HTS

HYDRAN SCOUT PALLET

SEN PRB SEN

1 2 3

2 3

3 4

LAB

HULL

C

APR

LAB

LAB

POD DATA TABLE

TYPE = P-SC
BPV = 30/12
SIZE = 4
REF = R9.A8

CREW UNITS

* 10

BOARDING
PARTIES

4

PROBES

2 3 10 10

SCOUT FUNCTIONS SUMMARY

21 LENDING ECM OR ECCM
22 BREAKING LOCK-ONS
23 ATTRACTING DRONES
24 CONTROLLING SEEKING WEAPONS
25 IDENTIFYING DRONES
26 DETECTING MINES
27 GATHERING SCIENCE INFORMATION
28 SELF-PROTECTION JAMMING
29 TACTICAL INTELLIGENCE

SPECIAL SENSORS DESTROYED ON
"PHASER" DAMAGE POINTS.

AS A CARRIER RESUPPLY PALLET, THIS PALLET INCLUDES A READY RACK AND DECK CREWS TO PREPARE FIGHTERS FOR TRANSFER TO A CARRIER. THE PALLET DOES NOT NORMALLY OPERATE FIGHTERS OF ITS OWN.

CARGO STORAGE RECORDS

#1	#2	#3	#4	#5	#6

SHIELD 0731HS

[illegible]

#2

[illegible]

FA DISR ☒ F AUX ☐ PH-1-FA R 11 12 F HULL ☐ APR ☐ C WARP ☐

FA DISR ☒ E AUX ☐ PH-1-FA 9 10 F HULL ☐ APR ☐ C WARP ☐

[illegible][illegible]

NO SPECIAL ARCS. BOOMS ARE NOT SEPARABLE.

CNTR

SENSOR

6	6	6	5	3	1	0
---	---	---	---	---	---	---

CANNER 000-1359

AM CON

4	4	2	2	2	0
---	---	---	---	---	---

EX DAM

EX DAM

$FA = LF + RF$
 $LS = LF + L + LR$
 $RS = RF + R + RR$
MOVEMENT COST = 1
HET COST = 5
EM COST = 6

[illegible]TRANSPORTER BOMBS

D	D	D	D

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(DEFACS)	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		
DAMAGE, STD	0	5	4	4	3	3	2	2		
DAMAGE, OULD	10	10	8	8	6	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+

ENERGY USED	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

WEB FIST TABLE						
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		

TYPE I OFFENSIVE PHASER TABLE												
DIE RANGE		6-9-16-26-51-			8-15-25-50-75							
ROLL	0	1	2	3	4	5	6	7	8	9	10	11
1	9	8	7	6	5	5	4	3	2	1	1	1
2	8	7	6	5	5	4	3	2	1	1	0	0
3	7	5	5	4	4	4	3	1	0	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0	0
5	5	4	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0	0

TYPE III DEFENSE PHASE						
DIE ROLL	RANGE		4-9-15			
	0	1	2	3	8	15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

SHIELD #1

[illegible]

BOARDING PARTIES						TRANSPORTER BOMBS			
					10				D D D D
					20				

Y184 AND AFTER.

PROBES				5
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CANNOT USE WILD WEASELS, SUICIDE SHUTTLES, OR TRANSPORTER BOMBS IN SCENARIOS SET PRIOR TO Y184.

DIE RANGE ROLL 0	1	2	3	4	5	6	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1
2	8	7	6	5	5	4	3	2	1	0
3	7	5	5	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0
5	5	4	4	4	3	3	1	0	0	0
6	4	4	3	3	2	2	0	0	0	0

TURN MODE		SPEED
B	1	2-5
	2	6-10
	3	11-15
HET	4	16-21
	5	22-28
BD	6	29+

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 PHASE										
DIE	RANGE		4- 9-		3- 8-		2- 7-		1- 6-	
ROLL	0	1	2	3	4	5	6	7	8	9
1	4	4	4	3	1	1				
2	4	4	4	2	1	0				
3	4	4	4	1	0	0				
4	4	4	4	3	0	0	0			
5	4	4	3	2	0	0	0	0		
6	3	3	1	0	0	0	0	0		

ARTICLE CANNON TABLE									
RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30	
HIT	1-6	1-5	1-4	1-4	1-3	1-3	1-2	1-2	1-2
DAMAGE	NR	4	4	3	3	3	2	1	
OL DTG	8	8	8	6	6	NR	NR	NR	NR

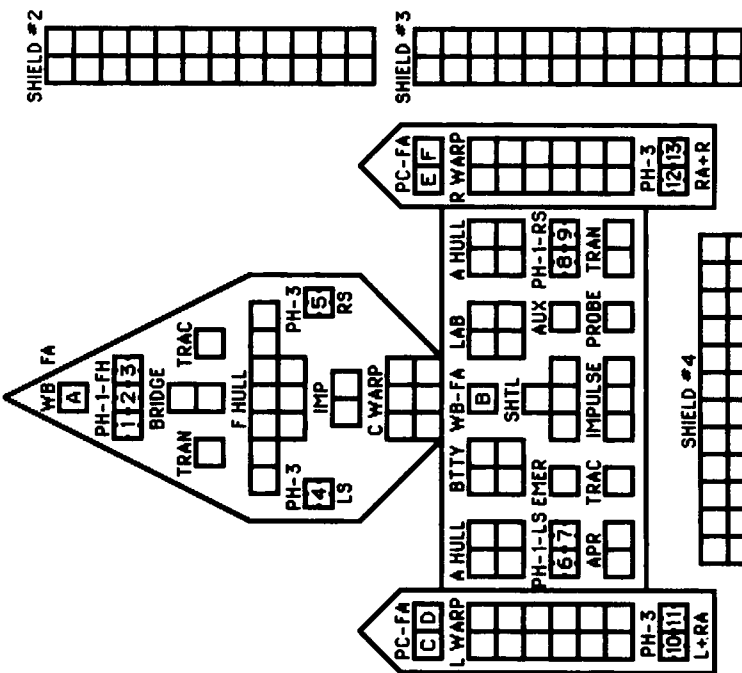
MOVEMENT COST = 1
HET COST = 5
EM COST = 6

$$\begin{aligned} \text{FA} &= \text{LF} + \text{RF} \\ \text{LS} &= \text{LF} + \text{L} + \text{LR} \\ \text{RS} &= \text{RF} + \text{R} + \text{RR} \\ \text{RA} &= \text{LR} + \text{R} + \text{RR} \end{aligned}$$


SHIP DATA TABLE		CNTR
TYPE	= NAT	
POINT VALUE	= 170	
BREAKDOWN	= 5-6	
SHIELD COST	= 1+1	
LIFE SUPPORT	= 1	
SIZE CLASS	= 3	
REFERENCE	= R15.A2	

SHIELD 6

SHIELD 5

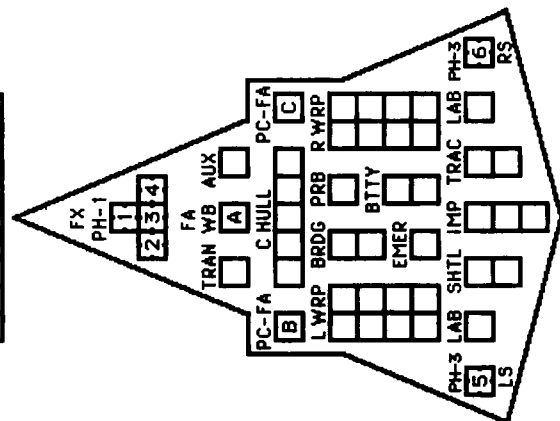


SENSOR	6	6	5	3	1	0
DAM CON	4	4	2	2	2	0
SCANNER	0	0	1	3	5	9
EX DAM						

[illegible]

SHIELD #2

SHIELD #3

[illegible]

THIS SHIP CAN LAND ON PLANETS USING
THE GRAVITY LANDING SYSTEM (P.2.432).

CNTR

SENSOR

6	5	3	1	0
---	---	---	---	---

SCANNER 0 1 3 5 9

DAMCON

DAM				
-----	--	--	--	--

SHIP DATA TABLE	
TYPE	= CTD
POINT VALUE	= 80
BREAKDOWN	= 5-6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R15.A3

TURN MODE		SPEED
A	1	2-6
HET	2	7-12
	3	13-19
	4	20-26
BD	5	27+

NIMBLE SHIP

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	


$$\begin{aligned} \text{FA} &= \text{LF} + \text{RF} \\ \text{LS} &= \text{LF} + \text{L} + \text{LR} \\ \text{RS} &= \text{RF} + \text{R} + \text{RR} \\ \text{FX} &= \text{L} + \text{LF} + \text{RF} + \text{R} \end{aligned}$$
[illegible]

TRANSPORTER BOMBS

184 AND AFTER.

CANNOT USE WILD WEASELS, SUICIDE SHUTTLES, OR TRANSPORTER BOMBS IN SCENARIOS SET PRIOR TO Y184.

TYPE I OFFENSIVE PHASER TABLE														
DIE ROLL	RANGE		4			5			6			7		
	0	1	2	3	4	5	6	7	8	9	10	11	12	
1	9	8	7	6	5	5	4	3	2	1	1	0	0	
2	8	7	6	5	5	4	3	2	1	1	0	0	0	
3	7	5	5	4	4	4	3	1	0	0	0	0	0	
4	6	4	4	4	4	3	2	0	0	0	0	0	0	
5	5	4	4	4	3	3	1	0	0	0	0	0	0	
6	4	4	3	3	2	2	0	0	0	0	0	0	0	

TYPE III DEFENSE PHASER					
DIE	RANGE		4- 9- ROLL 0 1 2 3 8 15		
1	4	4	4	3	1
2	4	4	4	2	1
3	4	4	4	1	0
4	4	4	3	0	0
5	4	3	2	0	0
6	3	3	1	0	0

PARTICLE CANNON TABLE										
RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30		
HIT	1-6	1-5	1-4	1-4	1-3	1-3	1-2	1-2		
DAMAGE	NA	4	4	3	3	3	2	1		
QL DNG	8	8	8	6	6	NA	NA	NA		

SHIELD CRACKER TABLE					
RANGE	0	1-2	3-5	6-10	
HIT	1-6	1-5	1-4	1-3	
DAMAGE	4	4	4	4	4

WARP ENERGY MOVEMENT COST = 1/2 ENERGY POINT PER HEX															[5] = HET COST					[3] = ERRATIC MANEUVER WARP COST											
SPEED		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	2	2	3	3	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
Fractions	1/2	1	1 1/2	2	2 1/2	3	3 1/2	4	4 1/2	5	5 1/2	6	6 1/2	7	7 1/2	8	8 1/2	9	9 1/2	10	10 1/2	11	11 1/2	12	12 1/2	13	13 1/2	14	14 1/2	15	15

Race	Ship Type	G9.0 Crew Units	D7.0 Brgd Pts	S2.1 BPV	C6.5 Break Down	C2.12 Move Cost	J1.42 Spare Shuttles	R0.6 Size Class	C3.3 Turn Mode	Product Where Published	Rule Number	Year In Service	C13.3 Dock Points	D5.2 Explos Strength	F&E Cmd Rating	Notes
Tholian	HFR Pk	0	0	7	NA	0.16	0	5°	NA	CL#26	R7.A5	179	1	+0	+0	Pack
Neo-Tholian	NCH	49	15	185	5-6	1	2	3	B	CL#25	R7.A1	180	8+1+6	16+2+4	8+1	L, Y1
Neo-Tholian	NCM	40	12	151	5-6	0.67	2	3	B	CL#25	R7.A2	180	6+1+4	13+2+4	6	L, Y1
Neo-Tholian	NDH	29	9	110	5-6	0.5	1	4	A	CL#25	R7.A3	180	5+1+4	8+1+3	5	CJ, Y1
Neo-Tholian	NFH	20	6	85	6	0.33	1	5	A	CL#25	R7.A4	180	4+1+3	6+1+3	3	CJ, Y1
Hydran	PGC	28	10	100	3-6	0.67	1+2	3	D	CL#25	R9.A1	173	8	15	6	Y1
Hydran	PGG	66	66	125/50	3-6	0.67	1	3	D	CL#25	R9.A2	178	8	10	6	T, Y1, ♦
Hydran	PGR	26	10	85/50	3-6	0.67	2+1	3	D	CL#25	R9.A4	174	8	10	6	Y1, ♦
Hydran	PGF	24	6	90/50	3-6	0.67	1+2	3	D	CL#25	R9.A5	172	8	18	10	Y1, ♦
Hydran	DCS	40	18	130/100	5-6	1	1+2	3	C	CL#25	R9.A5	180	9	15	9	V, P, ♦
Hydran	DWG	30	30	95/75	5-6	0.50	1+1	4	B	CL#26	R9.A6	173	5	10	5	T, V, Y1
Hydran	FCX	18+8	8	94/78	5-6	0.50	—	4	B	CL#26	R9.A7	181	5	11	5	E, LA
Hydran	P-SC	10	4	30/12	—	■	—	4°	—	CL#26	R9.A8	165	4	+3	+0	♦
Hydran	P-CR	4+8	0	34/12	—	■	—	4°	—	CL#26	R9.A9	178	4	+0	+0	—
Hydran	P-PT	4+8	4	34/18	—	■	—	4°	—	CL#26	R9.A10	180	4	+1	+0	—
Hydran	PGS	24	6	75/40	3-6	0.67	1	3	D	CL#22	R9.947	145	8	11	6	♦
Hydran	CAM	36	14	142	5-6	1	2+2	3	C	CL#16	R9.934	175	9	25	8	CJ, +
Hydran	CAM+	36	14	150	5-6	1	2+2	3	C	CL#16	R9.934	176	9	25	8	R, CJ, +
Andromedan	PYX	16	8	220	6	0.67	—	4	B	CL#18	R10.925	180	6	29	6	X, CJ
Andromedan	DST	20	8	212	6	0.67	—	3	B	CL#18	R10.924	190	12	21	6	CJ, +
Lyran	DWG	27	28	100/85	6	0.5	1	4	A	CL#22	R11.939	172	5	10	5	Y1, T
Lyran	YCL	30	8	65	5-6	0.67	—	3	C	CL#22	YR11.8	82	6	10	6	EY
Lyran	YDD	22	6	58	5-6	0.50	—	4	B	CL#22	YR11.9	82	5	8	4	EY
Lyran	P-SC12	10	4	30/15	—	■	—	4°	—	CL#26	R11.A4	168	3	+3	+0	Pod, ♦
Lyran	P-FR13	4+6	0	30/10	—	■	—	4°	—	CL#26	R11.A5	178	3	+0	+0	Pod
Lyran	P-PT14	4+10	0	30/12	—	■	—	4°	—	CL#26	R11.A6	179	3	+0	+0	Pod
Lyran	PAL-SC	13	4	36/12	—	■	—	4°	—	CL#26	R11.A7	168	5	+2	+1	Pallet, ♦
Lyran	PAL-PTT	4+10	0	36/15	—	■	—	4°	—	CL#26	R11.A8	179	5	+0	+0	Pallet
WYN	PBK	36	8	155	5-6	0.67	1+1	3	B	CL#18	R12.917	165	8	22	7	CJ
WYN	PBZ	30	12	160	5-6	0.67	1+1	3	B	CL#18	R12.918	165	8	25	7	CJ
ISC	DCS	48	16	240/170	5-6	1	1+2	3	D	CL#25	R13.A3	181	10	20	9	V, P, ♦
Seltorian	DCS	56	20	150/120	4-6	1	1+2	3	D	CL#25	R15.A1	185	8	17	8	V, P, ♦
Seltorian	LTT	44	20	140/110	4-6	0.67	1	3	D	CL#25	R15.A2	184	7-8	15	7	Y1, TG
Seltorian	P-B4	10	6	34	—	■	—	4°	—	CL#25	R15.A3	184	3	4	+2	N1
Jindarian	CAD	36	8	300/165	NA	0.67	3	3	D	CL#16	R16.44	1	NA	12	8	Shipyard
Jindarian	CLD	30	8	300/125	NA	0.50	2	3	C	CL#16	R16.45	1	NA	10	6	Shipyard
Vudar	CA	46	14	145	5-6	1	2	3	C	CL#19	R17.903	175	9	20	8	—
Vudar	CW	38	10	125	5-6	0.67	1	3	C	CL#18	R17.927	175	7	17	6	—
Vudar	LTT	38	10	130/115	5-6	0.67	1	3	C	CL#19	R17.916	175	7	15	6	TG
Vudar	WFF	24	6	65	6	0.33	1	4	A	CL#19	R17.904	170	3	8	3	R
Vudar	FF	20	6	50	6	0.33	1	4	A	CL#19	R17.929	130	3	8	3	—

Place	Ship Type	G9.0 Crew Units	D7.0 Brgd Pts	S2.1 BPV	C6.5 Break Down	C2.12 Move Cost	J1.42 Spare Shuttles	R0.6 Size Class	C3.3 Turn Mode	C3.3 Product Where Published	Rule Number	Year In Service	C13.3 Dock Points	D5.2 Explos Strength	F&E Cmd Rating	Notes
Ω Civilian	FL	8	4	100/78	1-6	0.67	—	4	D	CL#20	OR1.3	35	8	8	0	ML
Ω Civilian	FS	5	2	50/42	2-6	0.50	—	4	C	CL#20	OR1.2	35	4	5	0	ML
Ω Civilian	PL	12	6	56/28	3-6	0.25	—	4	A	CL#20	OR1.5	35	3	5	0	
Ω Civilian	XB	4	2	65/22	3-6	0.20	—	4	AA	CL#20	OR1.4	35	2	3	0	N
Ω Iridani	GLB	48	16	124	3-6	1	4	3	D	CL#24	OR14.2B	162	10	17	7	Y2, L
Ω Iridani	CRB	30	10	84	4-6	0.5	2	4	C	CL#24	OR14.3B	162	6	10	4	Y2, L
Ω Iridani	YWB	24	8	64	5-6	0.33	1	4	C	CL#24	OR14.4B	162	4	6	3	Y2, L
Ω Iridani	BQB	40	14	110	4-6	0.67	3	3	D	CL#24	OR14.6B	162	8	14	6	Y2, L
Ω Koligahr	PSP	32	8	80/50	5-6	0.33	—	4	B	CL#22	OR3.11	199	4	7	4	P, ♦
Ω Maeron	FFP	20	4	75/50	5-6	0.33	—	4	A	CL#22	OR2.16	196	3	6	3	P, ♦
Ω Maeron	TGL	40	6	110/80	3-6	0.67	—	3	C	CL#21	OR2.14	97	7	11	4	TG
Ω Maeron	TGH	48	8	150/110	3-6	1	1	3	D	CL#21	OR2.15	97	9	17	6	TG
Ω Maeron	FBS	8	1	90/70	2-6	0.5	1	4	C	CL#21	OR2.16	101	9	9	3	
Ω Maeron	P-LCP	0	0	20/8	—	■	—	4°	—	CL#21	OR2.P1	97	3	+0	+0	
Ω Maeron	P-LBP	2	1	30	—	■	—	4°	—	CL#21	OR2.P2	100	3	+3	+0	
Ω Maeron	P-LDP	2	0	24/16	—	■	—	4°	—	CL#21	OR2.P3	101	3	+2	+0	
Ω Maeron	P-LSP	0+20	0	20/14	—	■	—	4°	—	CL#21	OR2.P4	104	3	+0	+0	
Ω Maeron	P-LYP	0	0	16	—	■	—	4°	—	CL#21	OR2.P5	161	3	+0	+0	
Ω Maeron	P-LRP	0	0	24/12	—	■	—	4°	—	CL#21	OR2.P6	105	3	+0	+0	
Ω Maeron	P-LVP	6	0	20	—	■	—	4°	—	CL#21	OR2.P7	118	3	+0	+0	V
Ω Maeron	P-LTP	9	18	20/16	—	■	—	4°	—	CL#21	OR2.P8	103	3	+0	+0	T
Ω Maeron	P-LPP	0	0	40/28	—	■	—	4°	—	CL#21	OR2.P9	173	3	+3	+0	
Ω Maeron	P-LXP	2	2	16/8	—	■	—	4°	—	CL#21	OR2.P10	109	3	+0	+0	
Ω Maeron	P-LWP	0	0	36/24	—	■	—	4°	—	CL#21	OR2.P11	124	3	+1	+0	♦
Ω Maeron	P-LMP	0	0	24/16	—	■	—	4°	—	CL#21	OR2.P12	118	3	+1	+0	
Ω Maeron	P-HCP	0	0	50/18	—	■	—	4°	—	CL#21	OR2.P13	171	6	+0	+0	
Ω Maeron	P-HBP	4	2	68	—	■	—	4°	—	CL#21	OR2.P14	172	6	+9	+0	
Ω Maeron	P-HSP	6	2	76/64	—	■	—	4°	—	CL#21	OR2.P15	189	6	+5	+0	♦
Ω Maeron	P-HVP	19	0	44	—	■	—	4°	—	CL#21	OR2.P16	174	6	+2	+0	V
Ω Vari	CC	58	12	182	5-6	1	2	3	C	CL#23	OR5.15	177	10	21	9	
Ω Vari	CT	44	8	118	5-6	1	2	3	B	CL#23	OR5.13	167	9	16	7	
Ω Vari	WC	42	8	135	5-6	0.75	1	3	B	CL#23	OR5.16	185	7	14	6	
Ω Vari	FT	26	5	92	5-6	0.5	—	4	A	CL#23	OR5.14	169	5	8	4	
Δ Imperium	CA	36	10	120	4-6	1	2	3	B	CL#23	RN103.2	0	8	17	8	
Δ Imperium	CL	26	8	92	5-6	0.67	2	3	B	CL#23	RN103.4	0	7	14	7	
Δ Imperium	DD	22	6	68	6	0.5	2	4	A	CL#23	RN103.5	0	5	10	4	
Δ Imperium	FF	20	6	59	6	0.33	2	4	A	CL#23	RN103.6	0	5	10	4	
μ Uthiki	CW	23	6	113	5-6	0.67	1	3	B	CL#20	R108.4	130	7	14	7	
μ Uthiki	DD	22	6	88	5-6	0.50	1	4	C	CL#20	R108.3	117	7	9	4	
μ Uthiki	FF	18	6	61	5-6	0.33	—	4	C	CL#20	R108.2	115	7	7	3	
μ Baduvai	FFI	19	5	61	5-6	0.33	—	4	A	CL#20	R94.10	75	3	8	3	
μ Eneen	BDD	31	10	63	3-6	0.50	—	4	C	CL#20	R95.4	75	6	10	6	

SFU DATABASE



This issue of Captain's Log inaugurates a new system for Battlegroup. A scenario was selected, in this case (SH155.0) Circle the Echelon from Module S2, and players were asked to design 900-point forces to oppose the ISC. The Ground Warning Station in the original set up had to remain, together with the command detonated NSMs. Only a few restrictions put on the players [aside from adhering to the rules in (S8.0) and other game rules]. They could not simply fill the moon with small ground bases, being limited to at most three more (four total). Only one such small ground base could have a phaser-4, and no other heavy weapons, defined as any system requiring two adjacent centerline option mounts in Annex #8B, or listed with a cost of "NA" in Annex #8B. They could not purchase any bases larger than size class 5 (i.e., they could not purchase one or two Battle Stations or a starbase).

We received numerous excellent proposals and selected five of them for publication here on the basis of the most variation in the kinds of forces and tactics. Another selection of Battle Groups was posted on the web site. As with the most recent Battle Groups, the emphasis is on the tactics that the force would use, not just the arithmetical skills of the force designer.

THE FAST AND THE FURIOUS FEDERATION

By Jeff Laikind

DVL *Star Tiger* (228): 2xT-bombs (+8); Drones: 6xtype-IF (+6), 2xtype-IIIEWF (+3), 4xIHF with a half space of armor (+6); four extra deck crews (+2); Fighters: 11xF-14BM (+247.5), F-14EM (+19.5); Drones on fighters: 24xtype-VIF (+12), 6xtype-IMWF (+27), 12xtype-IIIMWF (+60), 26xIHF with a half space of armor (+39), 44xtype-IF (+44), Seeking Weapon Control Pod (+2); MRS (+8); MRS Drones: 1xtype-IVF (+1), 5xtype-IF (+5), 6xtype-VIF (+3) = 721. (Note, rules allow the DVL *Star Tiger* to operate without escorts as a fast raider. While its use here is bending a few rules, we wanted to show a different kind of carrier tactics.)

DDX *Hood* (170): 2xT-bombs (+8); one extra Commando squad (+1); Drones: 2xtypeVIIIECM (+0), 2xtype-VII with a half space of armor (+0), 8xtype-VII (+0) = 179.

Tactics:

Well, the *Star Tiger* was sent on a fast reaction again, but at least it has an equally fast ship as a consort.

To deal with the ISC, four of the fighters will be on Combat Patrol. One of these will be the EWF with the four electronic warfare pods allowed on a megafighter EWF. Two fighters will each have one Seeking Weapon Control Pod [one free in the stockpile, and one purchased as allowed (J11.352)]. All three standard fighters will have four type-IIIMW drones. The eight fighters still on board will be configured with remote control (free). All fighters will have one electronic warfare pod (just in case) and a phaser pod (or the Seeking Weapon Control Pod).

The MRS shuttle will be detailed to assist with drone control.

Including all of the drones on the remote operating fighters, the type-III drones on the CSP, and the type-VI drones on the EWF, your fighters can launch 94 drones in one turn. Flood the ISC with drones, following in with the fighters. Any ship that stops and launches a weasel will get overrun with phaser-Gs. The DDX and DVL will follow behind, using photons and phasers to deal with cripples. The DVL itself has a battle speed of 26 while arming photons and using six points of electronic warfare. Both ships will arm scatterpacks to be used for follow-on attacks.

INTERNAL SECURITY

By Ed Grondin

D5I (100): Y175 refit (+2), 4xT-bombs (+16), eight extra boarding parties (+4); Drones: 6xtype-IF (+6), 2xtype-IECMF (+2), 1xtype-IVF (+1), 1xtype-IVF Spearfish (+2); Heavy Weapons drogue (purchased as part of force, not as a Commander's Option) (+14) with 2xtype-H4 (+2) = 149.

2xE4IB (110): Each Y175 refit (+6), 2xT-bombs (+16); six extra boarding parties (+6); Drones: 3xtype-IF (+6), 1xtype-IECMF (+2), 1xtype-IVF (+2) = 148.

E4VB (53): 2xT-bombs (+8), four extra deck crews (+2), one extra boarding party (+0.5); Fighters 6xZ-VM (+72); Drones for fighters: 24xtype-IF (+24) = 159.5.

E4A (60): 2xT-bombs (+8), two extra boarding parties (+1); replace 24xADDs with 24xtype-VIF (+18); drones in ready racks: 8xtype-IF (+8) = 95.

G4B (48): Y175 refit (+1), 1xT-bomb (+4), seven extra boarding parties (+3.5), two extra commando squads (+2); drones 3xtype-IF (+3), 1xtype-IECMF (+1), 1xtype-IVF (+1); phaser drogue (purchased as part of force, not as an Option) (+7) = 71.5.

Type-H Ground Base (+8): three extra boarding parties (+1.5); Drones 16xtype-H4 (+16) = 25.5.

BMB (+8): three extra boarding parties (+1.5); Bombers 6xZB-3 (+186), 48xtype-IF (+48), 12xtype-VIF (+6); four extra deck crews (+2) = 251.5

The purpose of this Battle Force is to show how the ISF may react in a situation in which it is outgunned. This force is limited in its firepower and will probably have a difficult time in dealing with the plasma-S torpedoes that the CV can throw.

The drone selection is pretty straight-forward, the lone spearfish is there as a nasty surprise. It should be used on the CV if at all possible. The 18 type-H drones will have to be used carefully. If just two can reach each ship in the formation then most problems that the ISC ships can create will be resolved. The force has five T-bombs in addition to the five NSMs. The T-bombs should

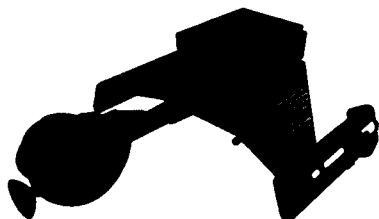
be used wherever they will do the most good. If this means taking out fighters with them fine, if not try and catch a down shield on a ship. The layout of the NSMs may or may not be a deciding factor. Use the fact that they are command controlled to your advantage. The ISC has a gross advantage in phaser firepower, but the waves of drones that will be coming at them should tie up a good deal of their phaser and plasma-D firepower. Remember the bomber base has reloads available for the bombers, but also has admin shuttles that can be armed as scatter packs as well. Since the bombers may not have an opportunity to reload consider using some of the reloads in a scatter pack.

This force will have to rely on maximizing its ECM shifts. The G4 will help in this arena as it will be able to lend ECM or even Offensive ECM. Every drone-armed ship has at least one ECM drone in its initial load. If you think they will survive try removing one of the GBD1s and use the points to add extended range to the ECM drones. If you think that the ISC T-bombs can be avoided try using an ECM drone to guide another flight (perhaps a scatter pack?).

The fighters and carrier are the primary concern. If the type-VIs and ADDs on the E4A do their jobs the Z-VMs can be used for other purposes. If not the Z-VMs will need to be used to eliminate fighters (avoid dogfights though). The bombers should hit the CV (and/or anything that gets close) hard and fast. Avoid dogfights with the bombers if at all possible. They can damage or cripple the ISC fighters in a dogfight but they are here as pure fire support platforms. Once the fighters die do not forget to use the type-VI drones on his other ships (especially the PFs). They may only score two points each but that is more than the ADD they are replacing.

Commando squads are provided for the G4, but any ship that is in a position (and which can risk lowering a shield) should consider hit-and-run raids against the target. The goal is not to capture the opposing unit but rather to damage critical items.

Between the ships and bombers you have nearly 30 phaser-2s and 20 some odd disruptors. This is a lot of potential damage every turn (at least until the bombers have to reload). Unfortunately you have to get close enough to use it. Do not be afraid of some damage, but try to avoid having any one ship crushed in a single pass as you will most certainly lose that way. Erratic Maneuvers should be used whenever you are not guiding any seeking weapons (which should not be that often). You do not have a whole lot of shuttles to use as weasels, so if necessary try phasering down or out running any large torpedoes and try to take what is left on a non-facing shield. Do what ever you can to keep the enemy guessing, press every advantage that you have. You cannot win in a long-range sniping duel (he has more and better weapons), you cannot win in a stand up fight (he has bigger and better weapons). So you will have to hit him when you can and make him hit the things you can afford to lose.



SCALES OF JUSTICE

By Scott Iles and Jeremy Bergen

CCH (171): 3xT-bombs (+12) = 183.

Monitor+ (165): D rack refit (+4), Y175 refit (+0); Support Pallet (+15), 3xT-bombs (+12) = 196.

BDL+ (105): 2xT-bombs (+8), convert two boarding parties to commando squads (+1) = 114.

2xBDD+ (196): each 1xT-bomb (+8), convert two boarding parties to commando squads (+2) = 206.

BMB (8) convert two boarding parties to commando squads (+1); Bombers, 6xBomber-C (+192) = 201.

The attacking ISC force is notably lacking in heavy weapons, but strong in fighter defense. As luck would have it, the force assembled to defend this moon is notably lacking in fighters. Added to the ISC's problems is suffering a warp critical hit after only slight damage to the carrier.

The defending Gorn force seriously outguns the ISC. Basic tactics are to keep your torpedoes on rolling delay (to preserve the option of plasma shotguns) and keep a salvo of five-to-six torpedoes moving towards the enemy each turn, with pseudo-plasmas mixed in at your discretion. If he weasels, let him. You can launch more torpedoes than he can weasel. If speeds remain low, envelop everything to minimize phaser damage.

You need to cripple as many of his ships as quickly as possible. The CV cannot move under its own power for the first turn, so targeting one of the escorts is a good idea. Launching a salvo of plasmas at one of his destroyers just might catch him off guard and score a hit. If you have the chance, and succeed in anchoring one of the enemy ships, you are almost guaranteed a kill.

Launch the bombers immediately. Have them stay together but keep them away until the enemy defenses have been worn down so their weapons can be used to maximum effect. The Gorn ships can keep enough pressure on the ISC fleet to accomplish this without the bombers, which can then destroy his ships.

Place the remaining command controlled mines on the opposite side of the enemy ships from the moon to trap him between two fires. His ships do not have as many torpedoes as you do, but he can still pack a punch. Remember he does have two combat PFs aboard the DDG, in addition to the fighters from the carrier. The fighters will probably attack in groups of three, with two FSFs protecting one FTF.

If the opportunity presents itself, the commandos on the Gorn ships or the ground warning station can be used to deactivate a weasel. Note that the ISC carrier starts out in range of the base's transporter. Be careful not to let the base get hammered while the shield is down. Remember that the ground warning station has a special sensor channel that can be used to lend EW. Another possibility is to grab one of the smaller ISC ships in a tractor beam and push him into one of the mines.

The ISC has two basic choices: stay with the carrier, or run. If they stay with the carrier, you can launch plasma at them until they run out of weasels. They will probably spread out their formation to make it easier to identify the target. Spread your torpedoes out between the CV and the DDG. They are the most dangerous units the enemy fleet has. Be ready to shotgun your heavy torpedoes when the enemy fighters make their run.

The other possibility, some or all of the ISC ships leaving the carrier and running, is not a tactic the ISC would use under normal circumstances. However, since the ISC wins if they have any ships left when the reinforcements arrive at the beginning of Turn #8, it is a possibility.

The Gorn's response will depend on how many ISC ships run. If only one or two run, send a couple of the battle destroyers after them. The monitor should remain with the ISC carrier since its speed is limited. Remember to show him where the command-detonated mines are if you can.

THE PIRATES OF PENZANCE CARTEL

By Jon Berry

CVD (110): Plasma Rack Refit (+4), 4xT-bombs (+16); Fighters; 11xGladiator-D (+132), 1xGladiator-FSFE (+13), 11xGladiator-IIIK (108), 1xGladiator-IIIEK (+12); 1xRomulan MRS (+8), four extra deck crews (+2) = 405.

BRA (115): Full Aegis (+18), 4xT-bombs (+16); All options phaser-1 (+0) = 149.

DWA (80): Full Aegis (+16), 2xT-bombs (+8); All options phaser-1 (+0) = 104.

VIK (83): Cloak (+10), 2xT-bombs (+8); 10 extra boarding parties (+5); convert two boarding parties to commando squads (+1); All options phaser-1 (+0) = 107.

MR (110): 3xT-bombs (+12), two extra boarding parties (+1); Options; A+B 1xPDD-FA, C 1xphoton-FA (+0), D 1xphoton-FA (+0) = 135.

Here you are, and there they are! Time to go get 'em!

First, a word on your target. And the word is this. **DON'T.**

Don't charge into the battle, **don't** go for the carrier, and most important of all, **don't** be hasty.

The enemy CV will be fully operational in two turns. As much as it would be nice to kill it in that small time, that is not going to happen. The other vessels are going to do their best to stop your ships from getting through to her. If you have the time on Turns #5 or #6, use your remaining assets to assault her on your way to disengagement.

The plan is simple. Use the Gladiator-Ds to pin down the enemy fighters, and clear the way for an attack run on the destroyers. Use the BRA and DWA in a support role here, using all those phaser-1s in ripping into anything that gets in their way. Plasma, PFs, Fighters, and ships, in reverse order.

Try to make two attack runs with your Gladiator-IIIEs, the first on Turns #2 and #3, the second on Turns #4 and #5. The first run is the one that is targeted on the destroyers. Remove the destroyers' combat capacity on this run, and you will have better reign of the board. This gives you time to return your Gladiator-IIIEs to the CVD (which will be following, not leading this charge) and reload for a second attack run. This one is totally dependent on the current state of the enemy. Finish the destroyers if you must, but the second run should be made to cripple the cruiser or carrier. Do NOT go for a third run, any units still left on the board at the end of Turn #7 are considered destroyed, and you want all remaining fighters on your carrier when it leaves.

The MR is your hammer in this force. Go pound the CEA, distracting it from engaging your weaker forces. If the CV is accommodating, use your first PPD shot to knock back down the #2 shield, and pave the way for the Viking.

The Viking is your little trick. Served with the dual purpose of setting up a couple of hidden T-bombs out the hatch in the middle of the enemy group, this ship also has the most daring mission. The carrier is not moving far in the first couple turns, try to take her. Yes. You read that correctly. Try and capture the ship. Or at least force combat in section E. This will take your marines straight into combat in the shuttle bay, with the beneficial side effect of shutting down that bay.

Place one or two NSMs to protect the GWS. It is your only scout here, and its protection, while urgent, is not necessary. The pair should be placed around range five from the base with exclusive blast radii. This should discourage the DDG from closing. The rest should be placed as you judge your opponents to move.

Remember your goal is general destruction of the enemy, not any specific target. While taking the carrier would be a coup worthy of legendary status, that is but one option. Destroying the escorts, and crippling the cruiser or fighter squadron will nearly assure your victory. Just keep the CVD out of damage, and your loss in fighters should be well recouped.

SEND IN THE HYDRAN BOMBERS!

By Alex Chobot

HDW (110): Options; APR options as APR (+0); weapon options E and F as phaser-1s (+4); non-weapon options #1 and #2 as labs (+4), non-weapon options #3 and #4 as shuttles (+6); fighters 6xStinger-2s (+60), warp packs for fighters (+6); 2 extra commando squads (+2), decoy drogue (+9), phaser-G drogue (+8) = 209.

BHB (30): bombers 6xSpike-H (+294), Mega-fighter packs for bombers (+147) = 471.

2xFGB-S (24): Each 6xStinger-F (+84), warp packs for fighters (+12) = 120.

5xHellbore DefSats (100) = 100.

All ground bases on the same side of airless moon (facing hex 2316) linked by a (R1.28P) power grid with the Ground Warning Station.

With a potential range zero damage output of 127 points, not counting the tailguns, the Spike-HMs are going to be the heavy hitters of your attack. As half of your total BPV, you will need to make them count.

The ground bases give you three scout channels for EW and a modicum of power to use them, as well as a cluster of phaser-Gs and a phaser-4. The DefSats should be deployed in 2214, 2216, 2415, 2117, and 2114. Have four of the Spike-HMs in flight as your combat space patrol.

On Impulse #1 of Turn #1, you will be facing the down shield of the ISC CV, which will still have eight fighters on deck. With a total of 12 hellbore shots facing it, you have a good chance of crushing it, killing fighters still on the deck. You can expect maximum ECM from the CV, which you can counter if need be. If the CV launches a weasel first, have the BHB fire its phaser-4 into the CV's down shield while the HDW uses its phasers to kill the weasel. If a second weasel is launched, kill it immediately as well. Once the CV no longer has the weasel's ECM benefit (note that it will be able to launch a couple of fighters during this time), or if it does not launch one immediately, hit it with all the hellbores that can bear. Either way, it should be crippled and largely become a non-factor for the rest of the battle.

The ISC has 12 plasma-D racks (which can rapid-fire at most of your force), six offensive plasma-Fs, and two-to-eight defensive plasma-Fs (depending on how many survived on the CV, do not be surprised to see a shotgunned S-torp). You will oppose that with 38 forward facing phaser-Gs on your mobile units, plus 12 RA phaser-Gs on the Spike-HMs, two more phaser-Gs on the HDW's phaser drogue, and nine more phaser-Gs in the planetary defenses.

Expect the first turn to be bloody. Keep the bombers and the HDW in close to the moon, under the defenses of the DefSats and ground bases, until you can get all your fighters launched and clear of launch restrictions. Once that is done, it is time to press the attack. Lead the bombers with the Stinger-Fs to interdict the ISC fighters and prevent them from dogfighting the bombers. The Stinger-2s should fly with the bombers, presenting additional firepower, with the HDW following. If the ISC launches a lot of plasma early, turn off, HETing the fighters as needed, and draw it towards the planet, where the combined weight of the phaser-Gs will be able to chop it down.

If the ISC is more conservative, press forward, phaserizing down what he does launch and engaging the ships with any remaining phasers near the end of the turn (but be sure not to leave yourself open to a massed salvo before your phasers cycle). If need be, you can press the ISC to the map edge, delivering killing blows with fusions (33 in your force) and phaser-Gs. If you can herd them into your NSMs, all the better. Expect fighters to die, especially the Stinger-Fs, but if they allow the other units to get killing shots, then they have done their job.

BROTHERS OF THE ANARCHIST

PART VIII: THOLIANS VERUS SELTORIANS

A campaign involving Tholians and Seltorians is likely to result in at least a few captured ships which could be converted to the technology of the capturing race. This article is a guideline for these conversions. Other conversions are possible within the limits of (S7.0) and local campaign rules.

GENERAL NOTES ON CONVERSIONS

Any mech links on a captured ship will be retained and converted to handle the PFs of the capturing race (or simply ignored as not worth the bother of removing them).

If a specialty ship is captured (e.g., scout, escort, etc.) its conversion will generally follow the guidelines given herein if it is to be operated in the role in which it was captured. These guidelines are also followed if the ship is converted to some other known design, e.g., PFT, and should be adhered to if the ship is converted to some design not previously seen in service of the capturing race.

Aegis fire control is retained if the ship will be used as a carrier escort, but is lost otherwise. If the captured ship had limited Aegis when captured (possible only in non-historical campaigns where the Seltorians arrived earlier), this can be upgraded to full Aegis in Y175 or later, unless the ship is operated as an FCR.

Semi-generic units used by both sides (bases and freighters) 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 the information provided here, with few exceptions, will not result in the publication of formal ships with SSDs, rule numbers, or even BPVs. The sole intent of this article is to provide those gamers who are running campaigns (and those players interested in experimenting with "what if" situations) with 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 these guidelines were developed. It should be obvious that, since the ships were not constructed to make maximum use of aspects of one-another's technology and design philosophies, many conversions will be less than satisfactory.

THOLIAN SHIPS CONVERTED TO SELTORIAN TECHNOLOGY: The conversion of Tholian ships to Seltorian technology is straightforward.

DISRUPTORS (PHOTONS): Any disruptors on Tholian ships will be replaced with particle cannons on a one-to-one basis. DERFACS systems will be removed, possibly for resale to the Klingons (in a historical setting) or to trade to the Orions (or some other allied race in a non-historical setting). Particle cannons will only have 120° firing arcs, and will cover as much of the FA arc as the disruptor they are replacing was able to. In the case of disruptors that had LF+L and RF+R arcs only, this will be the arc of the replacement particle cannon. Disruptors with FX, or FH firing arcs will be replaced with particle cannons with FA firing arcs. Disruptors with RX, RH, or RA arcs will be replaced with particle cannons with RA arcs. Note, in the Home Galaxy, any captured Tholian ship would already have particle cannons, and these would simply be retained. Photons on Tholian ships so equipped would be replaced in the same manner as disruptors, but any AWRs on such ships would probably be retained as such rather than being converted to APRs.

WEB CASTERS: Web Casters will be replaced with Shield-Crackers/Web Breakers on a one-to-one basis with FA arcs.

WEB GENERATORS: The Seltorians will remove all web generators. On ships of Size Class 4, the removed web generators will be replaced with a single FA arc shield cracker/web

breaker. This is done no matter how many web generators are removed. On ships of Size Class 3, the removed web generators are replaced by two shield crackers with FA arcs.

WEB CAPABILITIES: A Tholian ship converted to Seltorian technology loses its ability to pass through webs, or serve as a web anchor. The phasers on such a ship cannot fire through web. Any Web Anchors captured are simply lost.

SHUTTLES: The Seltorians will replace half of all non-fighter shuttles on a converted ship with GAS shuttles. This will not be done in the case of minesweepers and cargo transports which will retain any MSS or HTS shuttles. Troop ships will retain any HTS shuttles.

CARRIERS: Tholian carrier operations are incompatible with the fighter designs used by the Klingons (which provided the Seltorians with their fighters). Captured Tholian carriers will be converted back into the base hull from which they were created (deleting all the external bays and welding the access hatches that lead to those bays shut), or some non-carrier variant thereof. It is possible that a Tholian ship might be converted to be compatible with Klingon fighters, but such a ship would have internal shuttle bays. This does not apply to Tholian carrier escorts, bases, monitors, or auxiliary carriers (which do not use external bays), and such units would have their ready racks configured to support Klingon fighters.

COMMAND RATINGS: Tholian ships captured by the Seltorians cannot have a command rating greater than the base hull of the ship. This means specifically that a Neo-Tholian NCA captured with a flag command module will have a command rating of eight, not nine, but a converted Neo-Tholian DN will have a command rating of ten. Also note that this means that a captured CC will have a command rating of eight, not nine, after conversion.

VARIANTS: Within the above limits, the Seltorians can modify any captured Tholian ship to any variant of that hull that has been in Tholian service for more than a year. Such a conversion must still adhere to the conversion to Seltorian technology.

MONITORS AND AUXILIARIES: Tholian monitors and auxiliaries converted to Seltorian technology will generally look like Lyran versions of such units, except any phaser-2s are upgraded to phaser-1s and ESGs are replaced with shield crackers/web breakers with FA firing arcs.

BOARDING PARTIES AND CREW UNITS: The Seltorians operated larger marine contingents than the Tholians. The Seltorians will increase the boarding parties on any captured Tholian unit to be compatible with their own doctrine. This means that a Tholian NCA, C, or CW hull would increase the boarding parties to 20; a D, NDN, or NBB would increase the boarding parties to 30; and a PC, DD, NDD, or NFF would increase the boarding parties to ten. This increase in boarding parties will be reflected in an increase in crew units (one additional crew unit per two boarding parties added, round any fractions down, i.e., three extra boarding parties adds one crew unit). This is acceptable because the Seltorians are less concerned with "crowding" and individual comfort than the Tholians. This increase does not apply to any Tholian Troop or Commando Ships (F-TS, CTT, T-P etc.) converted.

PACKS AND PODS: Any Tholian packs captured could be added to any captured Tholian unit capable of using them. Particle cannons would replace any disruptors. The packs would otherwise be operationally identical to the same packs in Tholian service. Such packs cannot be used by any Seltorian unit that is not a conversion of a Tholian unit able to use them. Tholian cargo pods (conversions of Federation cargo pods) can only be used by a captured Tholian LTT or CPC. The pods could be used by a Seltorian LTT or Tug under the provisions of (G14.72) if such an SSD is published (a Seltorian LTT SSD was published in CL #25). This assumes that the pod systems of such ships are at least somewhat compatible.

T-BOMBS, WEASELS, AND SUICIDE SHUTTLES: If the conversion is done in a historical context, any Tholian ship con-

verted prior to Y184 will be subject to the limitations on the use of these systems to the same extent as any other Seltorian ship. In a non-historical context, the players will have to determine before hand if these options are available to the Seltorians.

SELTORIAN SHIPS CONVERTED TO THOLIAN TECHNOLOGY: The conversion of Seltorian ships to Tholian technology is straightforward.

PARTICLE CANNONS: Any particle cannons on Seltorian ships will be replaced with disruptors on a one-to-one basis. DERFACS systems will be installed if the disruptors have a range greater than 22 hexes. The disruptors will have the same firing arcs as the particle cannons they are replacing. A captured Seltorian ship in the Tholian home galaxy would simply retain the particle cannons.

Disruptor ranges will be as follows:

SHIP	RANGE
DD, FF	15
CA, CL	30
BCH, DN	40

Photon torpedoes would not be installed on Seltorian ships converted to Tholian technology.

SHIELD CRACKERS/WEB BREAKERS: Shield Crackers and Web Breakers will be replaced with web casters on a one-to-one basis. All web casters will have FA arcs.

WEB GENERATORS: On Seltorian units that do not have web breakers or shield crackers the Tholians will install at least one web generator.

WEB CAPABILITIES: A Seltorian ship converted to Tholian technology does not gain the ability to pass through webs; only ships constructed by the Tholians have that capability. Any Tholian ship captured by another race and recaptured by the Tholians can regain web pass ability, however. Seltorian ships converted to Tholian technology can serve as web anchors, and the phasers on such units can fire through web.

SHUTTLES: The Tholians will replace all GAS shuttles on non-commando/troop ships with standard admin shuttles. Ships rated as heavy cruisers or larger units (but not light cruisers even though the hull is the same) may be equipped with an MRS shuttle, assuming one is available given the shortage of such shuttles. Minesweepers and cargo transports will retain any MSS or HTS shuttles, troop ships will retain any GAS or HTS shuttles.

CARRIERS: Seltorian carrier operations are incompatible with the fighter designs used by the Tholians. Captured Seltorian carriers will be converted back into the base hull from which they were created or some non-carrier variant thereof. This does not apply to Seltorian carrier escorts or bases, and such units would have their ready racks configured to support Tholian fighters.

COMMAND RATINGS: Converted Seltorian ships will retain the Command Rating they had in the service of the Seltorians except as noted herein. The Tholians can add flag facilities to a captured ship, creating a command ship of that class and adding one to its command rating, but any Seltorian unit with a command rating of ten cannot have that rating increased. Further, if flag facilities are not added to a captured Seltorian unit with a command rating of ten (including but not limited to a starbase or Hive Ship) the command rating is reduced two levels.

VARIANTS: Within the above limits, the Tholians can modify any captured Seltorian ship to any variant of that hull that has been in Seltorian service for more than a year. Such a conversion must still adhere to the conversion to Tholian technology.

BOARDING PARTIES AND CREW UNITS: The Tholians operated smaller marine contingents than the Seltorians in the home Galaxy, and had an immensely smaller population base to draw on in the Milky Way Galaxy. The Tholians will decrease the boarding parties on any captured Seltorian unit to be compatible with their own doctrine.

CAPTURED SHIP	BOARDING PARTIES OF
DN	NDN
BCH	D
CA	NCA
CL	NCL
DD	NDD
FF	NFF

Crew units on such ships will be reduced by one for every two boarding parties deleted, round any fractions up, i.e., if three boarding parties are eliminated then two crew units are eliminated. Converted Seltorian Commando ships will not reduce the number of boarding parties they carried in Seltorian service.

PODS: Any Seltorian pods captured can only be used by a captured Seltorian Tug or LTT. The pods could be used by a Tholian LTT or CPC under the provisions of (G14.72) if such are published. (A Seltorian LTT SSD was published in CL #25.) This assumes that the pod systems of such ships are at least somewhat compatible.

T-BOMBS, WEASELS, AND SUICIDE SHUTTLES: If the ship is converted for Tholian use in the Tholian home Galaxy, it will not be able to use these systems. If the ship is converted in the Milky Way Galaxy, the ship will gain the ability to use these systems as any other Tholian Holdfast unit, even if the Seltorians are themselves still prohibited from doing so.

ANARCHIST SHIPS

(R7.A6) CAPTURED SELTORIAN HEAVY CRUISER (CSC): The Tholians were able to weld corvettes together to make larger ships, but true cruisers were clearly superior in operational terms. Plans were drafted from records of such ships from their Home Galaxy, but no such conversion was undertaken because the Tholians never succeeded in capturing a Seltorian cruiser.

Other Data same as Seltorian CA except: Spare Shuttles 2; Year in Service Y182; Notes CP, CJ.

(R7.A7) CAPTURED SELTORIAN DESTROYER (CSD): Rumors abound that at least one Seltorian DD was found salvageable after the destruction of the Hive ship by the ISC and subsequent annihilation of the Seltorians by their erstwhile Klingon allies. If so, the ship has never been detected in operation by Federation intelligence. Other Data same as Seltorian DD except: Spare Shuttles 2; Year in Service Y182; Notes CP, CJ.

(R15.A2) CAPTURED NEO-THOLIAN HEAVY CRUISER (NAT): No ship of this type appeared in our Galaxy, although reviews of captured Tribunal records, and files from the Holdfast before they fled, indicated that several such ships were converted for use by the Seltorians in their home galaxy. Whether they remain in operation is open to question.

Other Data same as Tholian NCA except: Spare Shuttles 1+1; Year in Service Y182; Notes CP.

(R15.A3) CAPTURED THOLIAN DESTROYER (CTD): Reports indicate that the Seltorians actually captured a Tholian destroyer during particularly close fighting and succeeded in evacuating the ship back to their Hive Ship in Y186. The fate of any survivors among the crew is not known, but assumed to have not been pleasant, or long-lasting. The ship was barely operational when the ISC arrived, and (if the mangled Seltorian records are to be trusted) was lost in action in the same battle that saw the Hive ship destroyed. ISC records are unclear on the matter, and they believe that the ship might have been aboard the Hive ship in an unfinished state. Other Data same as Tholian DD except: Year in Service Y186; Notes CP.

STAR FLEET BATTLE FORCE

The most-asked question about *Star Fleet Battle Force* is: "When is the second deck going to be printed?"

We don't know for sure, but we want it to be this year. There are several factors involved in this schedule. One of them is that the first box hasn't achieved full market penetration yet. With so many games being sent to press every month, stores have only a few seconds to review each new product. One of the more common responses to a wholesaler telling a store about *Star Fleet Battle Force* is for the store manager to stop listening before he gets the fourth word, and to assume that anything that starts with *Star Fleet Battle...* must be incredibly complicated, an old product, and of no real interest to him or his customers. We know this is true due to several factors, such as a hundred conversations with store managers at the GAMA trade show in March, all of whom insisted that they had never heard of *Star Fleet Battle Force* and would have carried it had they heard.

Another problem is that there is only so much time and money and there are a lot of projects and products we want to do. And given the market penetration limits of *SFBF-1*, there are just a lot of better bets for the resources available.

We are working to solve this. A new series of advertisements about *SFBF* in trade journals, not to mention our efforts at GAMA, has brought in a lot of new business. If that continues, *SFBF-2* could move from "wish we could" to "we simply must" do this product and as quickly as possible.

There are two things you can do to speed up *SFBF-2*. One of these is to take *SFBF* to your store and play it, recruiting new players in the process. Another is to help us test some new rules, cards, and concepts that might be included in *SFBF-2*. Such as ...

NEW SHIPS

We released cards for the Federation Kirov-class and Klingon C7-class heavy battlecruisers. These are "not real cards" but simple cardstock, but they do have the actual art. We have been giving these away for free in mail orders for months. You can send a stamped-self-addressed envelope or two IRCs for them if you want them but don't buy our products by mail order.

It has been suggested that we provide a number of "carrier escort" cards, and that you cannot attack a carrier unless all escorts have been eliminated.

Another obviously-missing class of ships is the venerable scout. This ship, having fewer weapons than its half-sisters, would provide ECM and ECCM to other ships (at least, as long as it stays alive in combat).

Other classes such as minesweepers and PF tenders might be better handled by special action cards.

NEW RULE: TERRAIN

One major new rule being considered for *SFBF-2* is the use of "terrain" cards. These would be action cards and would be played during your turn, taking the place of a formation change. The card would remain in front of your fleet until your next turn, when it would be discarded at the time of your formation change. No, you cannot use a second formation change to stay inside the terrain.

Asteroids: Anyone shooting at you, and anyone you shoot at, has a penalty of two ECM points (which basically reduces the value of all attack cards by two points). Tholian ships cannot be attacked at all when covered by an asteroid card, but can attack at the prescribed penalty.

Dust Clouds: Same as Asteroids, but only one point of ECM and no special benefit for the Tholians.

Nebula: No fighter attacks can be made into or from this terrain type. Wild Weasels cannot be used by a race hiding in a nebula. Webs and cloaks cannot be used by ships in a nebula.

Radiation Zone: Only short-range combat is possible.

Thanks to David Kass, Ken Humphreys, Andy Palmer, and Robert Herneson for their suggestions regarding terrain cards.

NEW CARDS

Several new cards have been suggested, and sound like they could be useful additions to the game.

Supply Raid: Play this as a regular attack on an opponent. You can then look at all of his reserve cards and take one of them into your hand, or force him to discard two of them.—*Vince Weibert*

Economic Exhaustion: Play this card in place of an attack. Everyone has to discard all of their Reserve Cards (face up, for all to see what they were). Reshuffle the deck.—*Matthew Curry*

Andromedan Intruder: Somewhat like the Space Dragon card, this "ship" is played in the center of the table, and everyone must fire one weapons card at it. (If you do not have a weapons card, you must expose your entire hand to prove this. You can use a weapons card from the Reserve.) If the Andromedan is not destroyed (by a number damage points equal to four times the number of players) as a result of these attacks, it destroys the weakest ship from all players.—*Anthony Trevellian*

T-Bomb: This card destroys one incoming drone card; if that card was doubled by a scatter-pack then both the drone card and the scatter-pack card are removed. Alternatively, playing this card as part of an attack exposes one cloaked ship. If under attack by fighters, play this card and roll one die; the number on the die is the number of fighters destroyed.—*Vince Weibert*

Black Hole: Play this card in place of a regular attack, and all enemy ships in the main body are pulled forward into the screen.—*David Kass*

Tractor Beam: On defense, this removes any one drone card. As part of an attack, this doubles the effect of any one drone or plasma card (unless blocked by an enemy tractor card); a given card cannot be doubled more than one time in a given attack.

DESIGN CONCEPTS

We definitely want the two decks to be combinable, but we also want each deck to work on its own. (Some want *SFBF2* to require *SFBF1*, which would simplify some design concepts.) It is fairly obvious to add the Hydrans, ISC, and Lyrans, but the problem is that their unusual weapons would be "too rare" in the deck. One option would be to make the ESG a weapon that didn't require a card, the PPD a function of a plasma-F card, and to (see CL#25) use other cards for the Hydran weapons.

Several players have suggested specific cards, or a new category of cards, which have to be played immediately when drawn. The problem is that there is no way to enforce this rule, and somebody who drew such a card might (by cheating) simply keep it in his hand until he finds a better use for it, then by a little card shuffling it becomes the card that he just drew. It would be possible to mark the back of such cards, but you would know when it was on top of the draw pile that it was up next and might decide to draw from your reserve rather than taking that card. Absent a good solution for these problems, we'll just keep this idea on file.

ON-LINE GAMING

We are currently negotiating a deal that (if it happens) would bring *Star Fleet Battle Force* to the realm of on-line gaming. This particular web site charges 25¢ to play a game against several live opponents. If this deal works and the game site proves popular, we may provide the site with many new cards that it is not practical to actually print. Those "must play" cards that don't work in a real deck could be handled by the computer, which would keep everyone honest about them. If this deal materializes, we will have announcements on the web site and a link to the site.

PRIME FILES: KLINGON JUSTICE

You are under arrest by the Internal Security Forces. You have the duty to give a full and complete accounting of your actions in answer to our questions. If you feel we have overlooked any information relevant to your case, you have the duty to call it to our attention. If you feel we have misunderstood or misconstrued any of your answers, you have the duty to provide further elaboration or explanation. If you feel some of your actions mitigate your guilt, you have the duty to call these to our attention. If you are confused by our questions or procedures, we will explain them to you. You may provide evidence against others as part of your answer, but false accusations are punished. A legal advisor will help you prepare for trial after you answer our questions.

The Federation prides itself on the principle that an accused individual, even a non-citizen, is "innocent until proven guilty" and often derides Klingon justice as "guilty until proven innocent". In fact, the Klingons would be mystified by either concept. To their eyes, the point is the truth: *did the accused commit the crime or not?* The Klingons regard Federation justice as a "game" played by strange and arbitrary "rules" in which determination of the truth is an accidental byproduct. In a single sentence, Klingon justice could be defined as: "the accused is neither presumed guilty nor innocent, but stands accused until a magistrate issues a verdict".

The Klingons are not fools, and know that if an innocent man is sent to prison, the truly guilty man is still at large in society committing even more crimes. To the Klingon sense of order, discipline, and righteousness, this is unacceptable.

If the Federation criticism ("guilty until proven innocent") has any real basis, it is in the fact that the Klingons will tend to err on the side of protecting the state and society. In Klingon courts, guilt is decided by a preponderance of the evidence (the standard used in Federation civil lawsuits) not "beyond a reasonable doubt". This eliminates various nonsensical defenses seen in Federation courts ("I don't know how it happened, the phaser just went off in my hand without my touching the trigger!") that are designed to create "reasonable doubt" in the mind of an untrained citizen who couldn't think of a way to avoid jury duty. If someone is "probably guilty" he would certainly be sent to prison; if the real criminal is found later, the wrongly-jailed individual is released and compensated. The Klingons have no "double jeopardy" rule, so someone found innocent of a crime might be prosecuted again if further evidence was collected. (The Klingons find Federation tri-video programs in which the defendant is found innocent, then discovered to be guilty but free from prosecution, to be outrageous, and sort of funny.) In cases where the facts are not known, the accused can be kept in custody (although in better conditions than prison) for weeks or months until the government is ready to drop the case or take it to trial. In some cases, especially crimes against the state, the accused may be held without being able to contact his family or business associates. While the Klingons do not have the concept of "bail" (most trials are held quickly after the arrest), some accused persons are allowed limited freedom under police escort to facilitate any investigation that could find the truth.

THE POLICE AND THE STATE

The Klingons have a variety of police organizations to enforce the law, maintain order, and investigate crimes. Each planet has its own police structure, an evolution of its original pre-Empire legal system as modified by the requirements of the Empire. As on Earth, there are local, regional, and global police agencies, each dealing with higher crimes or crimes that bridge jurisdictions.

The Internal Security Forces deal with police matters that pass between planets, or which take place on planets which do not

have their own justice system. The ISF handles tariffs, customs, smuggling, and piracy (as well as search and rescue), and will investigate criminal cases involving military property or personnel as well as civilians and the civil government. They are a separate branch of the military, distinct from the Deep Space Fleet (starships), Marines (ground troops carried on warships), or Army (the planetary defense forces).

Most feared is the ESS or Empire Security Service. This agency deals with "crimes against the state" such as treason, corruption, and counterfeiting. It is the ESS which arrests military personnel charged with cowardice, and a team of ESS personnel are on board every Klingon starship (some of them covertly). The ESS is also responsible to "police the police" and will arrest police or judges who appear to violate the law.

The ESS, Planetary Police, and ISF all include the usual array of subdivisions and specialist units, such as patrol cops, investigators (both technical and physical), SWAT teams, crime lab technicians, medical examiners, arson experts, and so forth.

Many corporations have their own security organizations which function only on corporate property. Similarly, many of the civil nobility have their own security and investigative personnel and the legal authority to handle certain matters (other than crimes against the state) within their territory.

Military units handle "field discipline" (crimes against the good order of the unit) within their own chains of command using fines, physical punishment, or extra duty, just as they do in the Federation Star Fleet (which, of course, does not have the option of physical punishment). Military personnel can be sent to penal or labor units for serious crimes.

The Knights Paladin, the personal agents of the Emperor, have the right to arrest anyone they think is guilty of any breach of the law, peace, or state security (but such a person still faces a fair trial). In the case of minor crimes not related to their assignments, they would all but certainly summon the local police rather than making an arrest themselves. Paladins also have the right to search or inspect anything which they decide is relevant to their assignment. In extremely rare cases, Paladins (a few of whom are lawyers) sometimes serve as judges or prosecutors.

All police organizations use networks of informants (under careful control and accountability), monitoring systems, and security sensor networks. Some say that most Klingons and subject races remain fiercely loyal because they know that they probably talk to at least one government informant at some point during every day of their normal routine. It may be a loyalty born of risk-aversion and even mild paranoia, but for the Klingons, it works. Someone (even a policeman) who expressed disloyal attitudes will certainly be reported sooner rather than later.

THE COURT SYSTEM

The pride of the Federation is its independent judiciary, appointed for life to rule on cases involving everything from petty theft to state treason. Not a part of the military or police, the courts stand aloof as the arbiters of Federation justice.

For the Klingons, justice is simply a matter of administration. Magistrates and all but the highest courts are part of the various police organizations, not a separate body. Judges run special higher courts for the most serious offenses. Magistrates and Judges have little discretion to interpret the law (and absolutely no ability to "make new law") and little discretion in the type of sentence handed down. Computerized formulae define the sentence for each offense (after the magistrate finds guilt) based on prior records and mitigating or aggravating circumstances (determined by the judge). Judges who invent new laws to right perceived social wrongs are quickly removed from office by the ESS.

The "rules of evidence" are very different from the Federation. In the Klingon judicial system, evidence obtained illegally is still valid and used in court, as the point is the truth, not the "rules of the game". (Such illegality could involve a policeman exceed-

ing his authority, or a civilian who broke into someone's home to find evidence and give it to the police.) There is no "fruit of the poisonous tree"; anything found as a result of an illegal act by the police (or anyone else) can still be used in court. If a policeman exceeded his authority in finding evidence, he would be punished for his offense, but the evidence would still be valid and admissible (and *might* justify his actions and result in no punishment). Steps and measures to ensure that evidence is *bona fide* and not faked by technology are even more rigid in the Klingon Empire than in the Federation, but evidence that is suspected to be incomplete or corrupted may still be considered if it fits the pattern established by other evidence that is unchallenged.

The Klingons have no concept of "entrapment". If a policeman (undercover or not) encourages you to commit a crime, you are guilty if you agree to do so. This gets particularly dangerous when policemen solicit bribes, as happens often, since the policeman might charge you (then or later) with paying the bribe.

Likewise, the Klingons have no concept of "discovery" in which the prosecution must advise the defense of all of its evidence and witnesses so that he cannot be trapped with surprise new evidence. To the Klingons, this is simply helping a guilty man craft a lie to fit whatever evidence exists. Klingon prosecutors regard catching a defendant in a lie with suddenly-revealed information as just another tool to reach the truth. After all, a truly innocent defendant, who spoke the truth in his testimony, would not care what unknown evidence the government had against him.

Lie detectors are used extensively (and mind sifters rarely), but their accuracy is not 100% (not even at TL12). Torture is rarely used to extract information (as the Klingons know that information obtained this way is often unreliable). Threats to punish the entire family of the accused are common; such punishment would take the form of lost privileges rather than jail, fines, or torture. Even a confession, however, is not taken at face value but must be consistent with the known facts and pass muster on a lie detector. Using psionic powers for interrogation is legal, but the number of qualified experts in this field is small, and they are kept busy with the most serious cases.

Search warrants are unknown in the Klingon Empire. A policeman with any reasonable suspicion that a crime is in progress or evidence is to be found may search anywhere at any time, but those few policemen who abuse this authority are disciplined (including fines and imprisonment) within their own organizations. (Should those organizations fail to police their own personnel, other organizations such as the ESS, Paladins, military intelligence, or even the semi-independent press would expose this as corruption.) Search Orders are sometimes issued by courts or police officials, but these are directives to conduct a search, not permission for one. Policemen who needlessly damage or destroy property in the conduct of a search can be forced to pay for these damages (although this is rarely done if the individual being searched is found guilty). Individuals who refuse to give police access to their property are responsible for the damage done by the police in forcing their way in. The "right to privacy" is an alien concept that the Klingons cannot grasp. A law-abiding citizen, they feel, has nothing to hide, while a criminal has no right to hide his activities. The concept that a police agency could not make an arrest based on remote sensor readings, or that someone might sue the government to stop the installation of security cameras in a public space, is unheard of.

Klingon trials are similar to those in the Federation if only because they serve the same function. The accused is brought forward, the evidence presented, witnesses questioned, and a decision made. In most trials, the magistrate or judge (or a panel of judges in higher courts) simply makes a decision. There is an automatic review (often on the same day) by a higher court (randomly selected, in a different city). This prevents any individual from being "railroaded" by a court that has a personal grudge against him. Appeals are allowed (and are automatic if new evi-

dence is found), but defendants have no right to waste the time of the court with frivolous appeals and can face additional punishment if they do so. Only in cases of the most serious crimes is the equivalent of a jury used, and even then it consists of professional judges and investigators, not common citizens ordered to serve in rotation. Klingon judges can ask their own questions of the witnesses and order additional tests, calling of witnesses, or investigations as they see fit. Klingon juries have the same authority.

There is no right against self-incrimination; silence when asked questions implies guilt (of either the crime being investigated or some other, worse, offense). The accused cannot refuse to testify. Perjury is, if anything, an even more serious offense against Klingon law than it is in the Federation.

There is no insanity defense, and no excuse for "ethnic rage" or similar defenses. If someone commits a crime, he is punished for it, insane or not. The Klingons find the Federation concept of innocence by "temporary insanity" unfathomable; to them, if you lose control of yourself and commit a violent crime, then you are likely to do it again and need to be locked up. Being under the influence of drugs or psionics is an accepted defense unless you took the drugs yourself. Anyone using mind-altering drugs, legally or illegally, is responsible for their actions when using them.

Punishment depends on the crime but can include fines, physical punishment (e.g., the agonizer booth), imprisonment, or the equivalent of community service. The Federation finds the idea of physical punishment barbaric, but the Klingons feel that the point is to punish the guilty and warn of sterner punishments in the future, and if the guilty party can learn his lesson in a few minutes of the agonizer booth instead of a few weeks in jail, this allows them to return to being a productive member of society all the sooner. Financial penalties are rare as few Klingons have much disposable cash. Most imprisonment includes hard labor; only in the case of dangerous prisoners are they kept in their cells without being sent to work. The death penalty is used for some crimes (and may be imposed if a violent convict is more trouble than he is worth) but the ruthlessly efficient Klingons would rather see someone forced to work for years in a prison factory than given an easy death. An exception is made for treason, as a traitor is dangerous to keep around and could incite more treason or become the focal point of rescue attempts by disaffected factions. When imposed, the death penalty is administered with as much pain as possible. The concept of painless dignity, used on the rare occasions that the Federation imposes a death sentence, is unfathomable to the Klingons. Someone who deserves the death penalty, in the Klingon Empire, deserves the most painful death that can be devised.

JUSTICE IS SWIFT

Klingon justice is incredibly fast compared to the Federation. With modern (TL11-TL12) technology, evidence is often iron-clad once the suspect is caught. There are no delays for motions and pre-trial maneuvering; Klingon police do not need court orders to get blood samples or run DNA tests. Police often collect fines for minor infractions on the spot (using datalinks so that the credits go to the precinct bank; no cash changes hands) and since the government knows where most of its (law-abiding) subjects are at any given time, getting them to report for community service work in lieu of fines is not difficult.

Someone arrested for any offense less than a major felony will probably face trial that same day or the next day at worst. Most trials for misdemeanors take only a few minutes (as they do in the Federation); felony trials can last several days but not the endless weeks seen in the Federation legal system.

For the swift summary trials at the lowest levels, the object is to get the accused party adjudicated and either released or sentenced as soon as possible; a senior administrative judge reviews all of the cases within a few days to ensure that nothing was overlooked that caused an error. Such reviews are often cursory but corruption is at least limited by this practice.

EQUAL JUSTICE UNDER LAW

In theory, all citizens of the Klingon Empire are equal under the law. In practice, ethnic Klingons are a step above the various subject races, and on Klinshai itself, Klingons born on other planets are often a step below native Klinshai-Klingons. Most judges and virtually all magistrates on Klinshai and major Klingon colonies are ethnic Klingons, as are most of the senior judges on subject race planets. Disputes between Klingons and subject races are almost always settled by Klingon judges. Favoritism based on race is officially outlawed but, as a practical matter, is common and tolerated within limits. A clearly guilty Klingon will be punished, but if Klingons and non-Klingons are involved in a criminal act, it will be the Klingon who gets offered the chance to testify against his associates in exchange for leniency, and only if he turns it down will subject races be given that chance.

LAWYERS

The Klingon Empire has less than 5% as many lawyers as the Federation, since most law is quite clear and standardized and is uncomplicated by judicial discretion, prior cases, or jury nullification or sympathy. Most trials are conducted without formal attorneys, with the arresting police officer (or a supervisory or administrative police officer assigned to such duties) presenting the prosecution and the accused presenting his own defense. The accused is allowed to have a friend or family member assist him in his defense, and some individuals become sufficiently familiar with the law as to become part-time lawyers assisting a wide circle of friends. True lawyers (those with a university education in law) are quite rare and work only on major contracts between corporations or governmental agencies, prosecute or defend the most serious crimes, or serve as senior judges. In felony cases, the equivalent of a "public defender" is provided by the government. Only in the most serious of crimes is the accused able to obtain his own attorney from among the small number of criminal defense lawyers licensed to practice.

There is no "Attorney-Client Privilege" in Klingon law. As officers of the court, lawyers are charged with finding the truth. A defense attorney is required to pass any confession by his client to the prosecution, and in the case of a guilty client can only present mitigating circumstances to reduce the sentence, or an offer of testimony against other offenders in exchange for mercy. But defense attorneys play a vital role in preventing the "railroading" of innocent defendants, not because this is unfair to the defendant but because it means a guilty criminal remains at large and able to commit other crimes.

CORPORATE AND BUSINESS LAW

Most business deals are done by using standard pre-approved contracts. The concept of having a lawyer draft a contract to the specific needs of a single business deal is all but unheard of except when doing business with foreign companies. Law suits for breach of contract are handled swiftly by assigned judges who specialize in the field.

Intellectual property suits are unknown, since all intellectual property is owned by the Empire and royalties are paid at standard rates to those who create something sufficiently valuable or unique to be designated by the government as a royalty work.

STRANGERS IN A STRANGE EMPIRE

Foreigners within the Klingon Empire have relatively few rights, and the Klingons certainly do not grant them the rights of their home nations. Foreigners are likely to be roughly treated while incarcerated, but might be deported rather than adjudicated. Bribing one's way out of trouble can be a risky business, as the penalties for offering a bribe (at least, to someone who is honest enough to report it rather than simply pocket it) start at two years in prison (at hard labor) and go up with the size of the bribe and severity of the offense the offender attempted to get out of. But then, bribery

is not unknown and plea bargaining to pay a fine is very common in the case of foreigners (who rarely face the agonizer booth).

Minor Klingon officials are likely to abuse their authority to protect their interests, and to be more amenable to the interest of fellow Klingon citizens than to a foreigners. Say for example that the cost of a monopoly in the market on a particular Klingon planet is \$100 and a foreigner arrives with a cargo hold full of them for which they paid only \$50, and they start selling them for \$90 and taking over the market. (They of course have a valid license from the Klingon regional governor to take monopolies to that particular planet, but he's on another planet 200 light years away.) Klingon merchants who have supplied these to the local market are going to cry foul, and the local police and the special magistrate who handles foreigners are likely to find some excuse to force this foreigner to leave. Of course, buying some tickets to the local police charity fundraiser (say, equal to \$5 for each monopoly he sells) might solve the problem, as might paying a year's dues to join the local merchants' association. These are bribes in all but name, but local Klingon officials will protect their markets.

While the Klingons could not tolerate the idea of knowingly sending the wrong man to jail for a crime that was committed, there are frequent cases of visiting foreigners being charged with crimes that were never committed, either as harassment, a negotiating ploy, or simply to make a little money for the government off of the tourist trade. The Klingons know that if they don't allow visiting merchants to make some profit, the merchants won't be back, but they will not tolerate a merchant taking advantage of a local market problem. Say one has been carrying food to a Klingon planet, charging five credits per kilo, for several years. Arriving this time, however, he learns that unusual weather patterns have caused the local crops to be 10% short of goals. Everybody is hungry and (were this a Federation planet) he could quickly raise his price to ten credits per kilo and make a tidy profit. But not on a Klingon planet. Try that, and the local government will arrest his crew and impound his ship until he agrees to a fair price (or better than fair price) and might even confiscate the ship and send him and his crew to a penal colony as an example to other merchants not to attempt profiteering. The problem is that once a local planetary government has decided to abuse its police powers to force you to charge a fair price, it's only one short step on a very slippery slope to using those powers to force the price down to the point traders cannot make a profit. In theory, the ESS would notice this, consider it a bad thing for the Empire, and step in to stop the practice, but that might take weeks or months for an investigation. And if the ESS is agreeable to that level of corruption, it could be even longer before an Imperial Paladin arrives to find out why foreign traders will no longer go to that planet.

Foreign merchants who realize that paying such fees to grease the wheels is a cost of doing business will get along fine, but those who expect to do business in the same free market that the Federation or some other races offer will run into trouble. There are profits to be made in peacetime trade with the Klingons, but these may not be so large as the simple cost-and-retail-price equation would seem to indicate.

REALITY AND THE KLINGON COURTS

The Klingon courts (with their quest for truth and disdain for the courtroom theatrics and stunts seen in the Federation) would seem to be almost idyllic. The reality, however, all too often falls short of the goal. Being a military dictatorship, the Klingon Empire struggles constantly to avoid corruption, but fails in ways large and small. Policemen, government officials, and judges of all levels can become petty tyrants and push their own agendas, their own philosophies, and their own priorities, and unless their abuses rise to a level where the higher courts or ESS must take corrective actions, they can usually get away with it. This allows corruption to exist at low levels, and it can usually be discovered by a pattern of aggravated abuse of power, not in individual cases.

STAR FLEET VENUES



THE TACTICS OF COMMAND

THE LATE SCATTER PACK

— *Lieutenant, J.G., Benjamin Moldovan, USS Ohio*

Never assume that your opponent is stupid, but even the best players will make mistakes now and then, or forget something at the worst possible moment. So consider holding your scatter pack, or your freighter, or your drones until late in the turn when the enemy is out of weapons, energy, and ideas.

CROSSING THE T

— *Lieutenant Commander Mark Kuyper, USS California*

When operating a drone- or plasma-armed ship, one of the most effective ways of hitting your opponent is to "Cross the T." This is an old naval tactic that works very well, and players of SFB will recognize it as the Plasma Ballet.

You move very fast (preferably faster than your opponent), and get ahead of him or off to one side. Then you turn in so that you cross in front of him with your left or right shields facing his weapons. At the instant that you pass the centerline of his ship, you launch your seeking weapons.

Plasma and fast missiles can be used at a range of up to 15, while medium-speed missiles force you to come to range 8 and slow missiles force you into range 3. If your opponent is not very maneuverable (say, a Fed DN) you can launch from a little farther out, but if the enemy is highly maneuverable (say, an Orion), you'll have to get closer.

The "in your face" shot is the worst for the enemy as both directions he could turn away are equally bad. At the point of closest approach (when he is likely to fire) you will take his fire on your flank shields, saving the forward shield for a final head-on gunnery duel.

THE LYRAN RAM

— *Cadet Bradley B Upson III, USS New York*

If you have two Lyrans ships, have both set ESGs to range 0 or 1. Have the second ship tractor the first one and use the rest of its power to move; the first ship then uses its power for weapons to defend both units. Set your boarding parties to beam over as soon as they see a down shield, and chase down your opponent. Your speed will be limited to 15.5 but you should still be able to catch an artificial intelligence ship. Don't try it against a human opponent; he knows how it works and will shoot everything at the towing ship.

POP GOES THE WEASEL

— *Lieutenant, S.G., David Eastland, USS Texas*

There are few ways that a cloaked ship can attack the enemy, the most obvious being to drop a mine. The enemy, however, knows about mines and will slow down to avoid running into one. You can set off the mine yourself by using a seeking weapon, but cloaked ships cannot fire such things. They can, however, launch a wild weasel if they are going at speed four or less. Send the weasel toward the mine and the enemy ship and watch the fun as it detonates the mine in his face.

WILD WEASEL TACTICS

— *Ensign Houston D. Brown, USS Texas*

Never use a WW to cover up mistakes; use it to open the door for your attack! Use your WW to "get at" a seeking weapon opponent, to sneak in an H&R or to do an Alpha strike at close range, when seeking weapons are a major problem. For example, go ahead and charge in on a drone ship, fearless of the wall of missiles he has put up. Don't shoot at the drones; snag them with tractors or maybe let one hit a shield. Then hit the enemy with every weapon that will bear and follow that up with a flood of hit-and-run raids. Then drop the WW, which will make all of the approaching drones (and those in your tractors) go away.

SEEING ALL, READING ALL

— *Lieutenant Commander John Berg, USS Illinois*

In Star Fleet Command the real time action sometimes grows very intense. It is difficult, if not impossible, to read all your crew reports flooding over the communications channels and still fight effectively. It is possible to 'pause' the game action but still read and scroll through all the communications messages. Just click on the communications panel and then pause the game. Scroll at your leisure through all those important systems reports from your crews . . . then go kick some butt!

A KEY TO FLEXIBILITY

— *Ensign Robert Mantzel, USS West Virginia*

The transporter is the key to flexibility in any battle versus the computer or a human opponent. Why?

1.) Use it to capture enemy ships. The computer rarely does this, but organic opponents will try to humiliate you in this manner.

2.) Use it to lay T-bombs offensively. If an opponent is stupid enough to slow down, let alone stop, show him your gratitude by beaming every T-bomb you have in his face. Computer-controlled ships tend to do this to you after you drop one of their shields.

3.) Use it to lay T-bombs defensively. If that scatterpack opened up off of an oblique shield, dropping one out the shuttlebay will not stop them. A well placed beamed T-bomb can save you or a teammate from a horde of drones.

4.) Use it to conduct hit-and-run raids on key enemy systems. The first target should be your opponent's transporter. (Do unto others before they do unto you.)

Losing the transporter is not critical, but it drastically reduces the dirty tricks you can perform on an opponent. Make it a repair priority if it gets hit.

STAR FLEET WARLORD

STAR FLEET WARLORD Die Hard Game 13 ended with a victory by Randy Hill of *Ace of Diamonds Corp.* This was a special game, in that players could pick their own "random event" each turn from a list of possibilities, and victory was determined by a complex formula including captured sites and sectors as well as total ship kills over a sixty-week game and extraneous income. Second Place went to Todd Kagan of *Reverse Corp.* Third Place went to Gene Malin of *Light Brown Funk Corp.*





In the Galactic Conquest campaign system, each empire tells the story of its trials and tribulations from its own unique perspective. Some use narratives, some use stories, some use poetry, and some use ship lists.

None of these histories is more colorful than the Royal Hydran Registry, listing every ship and its actions. Granted it is slanted in favor of the Hydran empire, but it has become known as a very accurate historical record. Written by Vice Admiral Paul "War Leader" Abell aboard his flagship, the Lord Bishop Command Cruiser *HMS Excalibur*, it remains today one of the finest accounts of the galactic conflict in that region of space. This article includes the listings from this registry as of the end of Y163.

SECTION II: SHIPS NO LONGER IN SERVICE

H3B Squadron: Grenadier 102 *HMS Ice Storm*, Grenadier 106 *HMS Buran*, Voltiguer 124 *HMS Hoar Frost*, Voltiguer 125 *Sub Zero*, Voltiguer 126 *Snow Drift*. These ships were lost in action against the Bola'Shi † in Y154. The entire squadron of five ships was wiped out by heavy missile fire. They were assaulting an MLB (Mobile Logistics Base). The base fired five heavy missiles (one at each ship). The ships were destroyed and the enemy base was not damaged.

Battle of Ho-Thxrup: Voltiguer 147 *HMS Polaris*. This ship was destroyed in Y155 defending the Ho-Thxrup system from a Bola'Shi missile attack. The system was decimated, but the defenders managed to destroy enough of the missiles for the system to survive.

HH6 Task Force: Grenadier 101 *HMS Blizzard*, Grenadier 105 *HMS Snow Fall*, Saracen 700 *HMS Infidel*, Hunter 702 *HMS Vainglory*, Ranger 300 *HMS Tenacity*. These ships were destroyed in Y155.1 during an attack by a two-squadron task force on the Bola'Shi base in Sector F15. The base destroyed the five ships with one missile each, but was captured. The captured base produced extensive intelligence data on Bola'Shi missile technology.

Hunter 704 *HMS Dauntless*: This ship was built in Y137.1 and was later sent to Lyrans space to foster good will and assist in technology transfers. It was traded to the Lyrans in Y157.1 for a YFF.

H99 Squadron: Voltiguer 137 *HMS Snow Blind*, Voltiguer 144 *HMS Frost Bite*, Voltiguer 145 *HMS Ice Berg*. These ships were lost in action in Y158 defending the MLB in Sector F15. It came under attack by a Klingon Battle Tug and its squadron of support ships. While other ships survived, the MLB was boarded and had to self-destruct to avoid capture.

First Battle of Pal Shar: Lancer 502 *HMS Intuition*, Scout 706 *HMS Wanderlust*, Voltiguer 122 *HMS Aurora*, Voltiguer 123 *HMS Sun Dog*, Voltiguer 129 *HMS Ice Fog*, Scout 708 *HMS Sentry*. In Y159, a large Klingon force was besieging the Vudar world of Pal Shar (G18). Hydran Squadron B1 intercepted a Klingon force trying to reinforce the attacking fleet, destroying nine frigates‡ and capturing two (including one that mutinied). The above-listed Hydran ships from Squadron B1 were destroyed in the wild melee.

Second Battle of Pal Shar: Lancer 500 *HMS Attitude* and Lancer Commando Destroyer 508 *HMS Plan* were destroyed in the main battle of Pal Shar in Y159. The Klingons lost a cruiser and four frigates in their failed assault on our Vudar allies. Other Hydran ships from Squadrons B2, B1, and B3 survived the battle.

Third Battle of Pal Shar: Captured F5 *HMS Vehement*. This

ship was captured by Squadron B1 in the first battle of Pal Shar. It was destroyed in Y160 when the Klingons launched their next attack on that system. During this third battle of Pal Shar, the only Hydran loss was the captured F5 *Vehement*, but the Klingons lost two similar frigates.

Fourth Battle of Pal Shar: Ranger 302 *HMS Punctuality*, Dragoon 304 *HMS Majestic*, Dragoon 308 *HMS Colossus*. These three cruisers were lost in the fourth battle of Pal Shar in Y160. A huge Klingon task force had been assembled to take the planet, and the Hydran-Vudar forces were outnumbered and knew they were doomed. Accepting their fate, the defenders fought with such wild abandon that the Klingon fleet withdrew in a rout after their flagship, a veteran battle tug, was destroyed. The Klingons lost nine frigates in the battle in addition to the tug.

Fifth Battle of Pal Shar: Grenadier 109 *HMS Snow Fury*, Hunter 712 *HMS Brazen*. Late in Y160, the Klingons succeeded in capturing Pal Shar. These two ships were destroyed trying to escape through the Klingon blockade. The Klingons suffered no losses.

Battle of Tarish: Grenadier 107 *HMS Crevasse*, Voltiguer 138 *HMS Wind Chill*, Voltiguer 131 *HMS Snow Cat*, Voltiguer-Scout 134 *HMS Nanook*, Voltiguer Scout 133 *HMS Manitou*. This entire squadron was destroyed in Y161 during the Klingon assault on the Vudar planet of Tarish. The squadron had launched a pre-emptive attack to disrupt the Klingon offensive, but the Klingon fleet of four penal cruisers § and a frigate were too much for them. All five Hydran ships were destroyed; they were able to destroy the frigate and damage some of the cruisers.

Battle of Hildaria: Knight 518 *HMS Inevitable*, Outrider 514 *HMS Impetus*. In Y162, a combined Hydran-Lyrans task force attempted to recapture Hildaria (M21) from the Klingons. These two ships were lost in the battle. While a Klingon starbase was destroyed along with numerous ground defenses, fighters, fourteen ships, and an FRD, the system remained in Klingon hands after the Lyrans disengaged and the Hydrans had no choice but to follow suit.

H2B Squadron: Dragoon 0330 *HMS Purity*, Outrider 540 *HMS Valorous*. These two ships were destroyed when an advancing Hydran squadron ran head-on (in sector G16) into a Klingon fleet Δ. The battle was short but furious. While the Hydrans lost these two ships and 32 fighters, the Klingons lost two cruisers and four frigates. The Klingons disengaged after their flagship, a C6 dreadnought, received minor damage. One Klingon frigate, the F5 *Forsaken*, mutinied and joined the Hydran squadron.

† The Bola'Shi were a minor independent state between the Klingons and Hydrans. They played one neighbor against the other for several years, then agreed to become vassals of the Klingons. The Bola'Shi had an unknown missile technology which destroyed many Hydran ships until a captured base revealed secrets of how to defeat these weapons. After that time, the Bola'Shi switched to Klingon drone technology and became effectively irrelevant in the larger scheme of things.

‡ Many of these Klingon ships had poor crews, degrading their combat performance to the point it was an open question why the Klingons bothered sending them into battle at all.

§ These four cruisers were in fact old D4s that the Klingons had relegated to use by penal crews. Even so, they gave a good account of themselves in combat.

Δ This Klingon fleet was composed of green crews who had been given an intense training course to replace the poor quality crews then in service on many ships. The Klingons had determined that their basic training was at fault, and devised a new crew training program but lacked the time to fully implement it.

If you would be interested in joining the longest-running SFB campaign system, contact kerg11@aol.com or find us under Galactic Conquest on the SFB web site. We have two campaigns running with positions available in both.



SFB PBEM

by Jim Hart

In the ten years that I've been playing PBEM, there are a couple of things about the venue that have always interested me. Key among these is the ability to play games in ways that many players would LOVE to play SFB, but cannot for various reasons. In this segment, I'll outline some of the things that PBEM can improve upon over a face-to-face game.

Because PBEM includes a moderator, an omniscient being who knows all and controls all, there are many things that can be done in a game (e.g., limited intelligence) that simply are not possible when two people are in the same room. Many of these are things that are supported by the SFB rules, often in optional rules because of their unique nature. Here are a few of them that PBEM players and moderators should try.

Hidden Cloak: The obvious first choice, having a moderator means that a cloaked ship no longer needs to appear on the map at all. This is a chance to try out the Experience in Tracking Cloaked Ships rules (G13.62). The ship that is tracking the cloaked vessel will start off with no knowledge of the cloaked unit's whereabouts, and the cloaked unit will not know how proficient the enemy is becoming in tracking him. It takes a game of die rolls and turns it into a game of subterfuge. Any scenario with cloaked units can be given a vastly different flavor using these rules. The advantage, however, is to the cloaked vessel, and this should be reflected in the BPVs of the game. When using this option in a published scenario, definitely give the opponent any balance advantages offered.

Minefields: In one of my early PBEM efforts, I ran a game of a Fed CA vs a Klingon D7 in Blackfoot Pass, but the Pass had been heavily mined by the Orions as they left. Any game can be spiced up with a series of random mines, not controlled by either player and totally unknown to both. The minefield can be a major component of the game or a minor annoyance. It gives a reason for using captor mines in a scenario that is not a base assault.

Mystery Monster: One of my favorites. The moderator creates a monster or effect that is unknown to both players. (In fact, the players may THINK they are playing a duel, and the monster/effect becomes a random element thrown in to give them something else to think about.) In these games, the moderator plays the monster, and should have a specific set of rules by which the monster will act. In one game run by Sandy Hemenway, the monster was an intelligent floating cloud that degraded fire passing through it and would seek the brightest energy source at a speed of 32. The monster itself did no damage, but had an effect on combat. The first person to figure out the monster's operating parameters could use them against his opponent. (Sandy also allowed players to use labs to gather information that would tell them some of the monster's effects.)

Tactical Intelligence: The use of Tac-Intel is the basis of the famous *Fog of War* PBEM games. (It also uses limited communication capability, which is equally important in isolating the Captains from one another.) In most games, both players know exactly the composition of the enemy forces. A moderator provides the ability to use deception, and to keep a level of uncertainty as to the enemy forces arrayed against you.

Terrain: There are many types of terrain that can impair the ability to view the opponent. Planets completely block the view of

what is on the other side. Other terrain can provide enough ECM to prevent gaining a lock-on to other units, which can be construed as being unable to view the opponent's activity, or perhaps to not see him at all. (I have played it such that an EW shift of -6, or 36 points of ECM, renders the opponent completely undetectable. This is possible in large asteroid fields, ion storms, nebulae, and other terrain types.) Imagine the surprise of the captain who comes around the gas giant to find himself face-to-face with a Fed!

A creative moderator can put together games that take advantage of these unique aspects of PBEM, to create a game this is definitely SFB, but definitely NOT the same old face-to-face duel. Try some new wrinkles on old scenarios using these rules for PBEM. Or make up new scenarios specifically for PBEM.

Jim Hart is the retired PBEM coordinator, and briefly came out of retirement to pass on this excellent concept.

(CS1.0) Enemy Mine

Jim Hart, USS North Carolina II

Towards the height of the General War, Blackfoot Pass again became an important route for the Federation advance into Klingon space. Unfortunately, the area had been so heavily mined during the war, and by so many different parties, that nobody really knew what was in there, nor could safely pass through it. In Y181, the USS *Yorktown* was given the mission of clearing the pass. While waiting at one end for a minesweeper to rendezvous and begin the operation, the ship detected a Klingon cruiser on the other side. Both ships had come to clear the pass, the Federation to pass through it, the Empire to mine it again, but so that they could pass through safely. Both were less than happy to see the other, and neither could successfully continue their mission until the other was destroyed.

(CS1.1) Number of Players: 3. The Klingon player, the Federation player, and the Moderator.

(CS1.2) Initial Set-up:

The game takes place on the Blackfoot Pass map.

Klingon: D7C *Devastator*, WS-1, speed 10, any open 01xx hex.

Federation CC+ *Yorktown*, WS-1, speed 10, any open 42xx hex.

Moderator: One minefield (see below).

(CS1.3) Length of Scenario: The game continues until all units belonging to the Klingon or Federation side have been destroyed, captured, or have disengaged.

(CS1.4) Special Rules

MAP: Use the Blackfoot Pass map. Any ship that moves off the map is considered destroyed.

SHUTTLES AND PFS: Booster packs are not available.

COMMANDERS OPTIONS: Each ship can have up to 15 points of Commander's Options, at owning player's request. These must be reported to the Moderator prior to the beginning of the game. For this scenario, these points may be used to buy MSS shuttles. **DRONES:** All drones are speed 20. Players may use Commander's option points to buy specialty drones up to their racial limits, but may not increase speed.

MINEFIELD: Prior to the beginning of the game, the Moderator creates a random minefield in the pass. There are 30 mines. The mines should be evenly distributed along the pass. For each mine, roll 1d8-1, to get a number between zero and seven. Multiply by five, then add 1d6 to the roll. This will give you an even distribution of hexes between 1 and 41. Within that hex column, count the number of hexes 'deep' the gap is and randomly select the mine's position. The moderator should first choose the 30 hexes, then roll information for each mine. All mines are automatic. Be sure to record the mine detection number (M6.1) for each mine. Though laid by many different races, all mines count as a single mine field for detection purposes. No mine can be within two hexes of any other mine. For each mine, roll on the tables at right to determine type.

Type 1-4: Explosive 5-6: Captor
Size: 1-4: Small 5-6: Large

If a captor mine, roll type:

- 1: A, Speed 20 Type 1 drones. Roll 2d6 to set range.
- 2: B, roll 2d6 to set range
- 3: C, roll 1d6 to set range
- 4: D, roll 1d6 to set range
- 5: F, roll 1d6 to set range
- 6: H, roll 2d6 to set range

Each mine can be set to accept certain size classes of targets

Explosive:	Large	Small
1:	SC2	SC3,4
2:	SC3	All ships
3:	SC4	SC6 (shuttles/fighters)
4:	SC2,3	SC7 (drones)
5:	SC3,4	SC6,7
6:	All ships	All units

Captor:

Type A,D: Use Small Explosive Chart

Type B,C,F: Use Large Explosive Chart

Type H: 1-2: SC6 3-4: SC7 5-6: SC6,7

(CS1.5) Victory Conditions: The ship that survives, wins. If neither ship survives, the game is a draw. (Moderator cannot win.)

(CS1.6) Variations: Use ships of other races of approximately 150 BPV. If Hydrans are in the game, replace type B or F captor mines (not both) with type E. You can also experiment with type G mines if on a plasma front, using the type H settings. For a smaller variation, use war cruisers and 25 mines.

(CS1.7) Balance: Klingon speed 32 drones. Add Fed MRS.

(CS1.8) Tactics: Move at about speed 10, heavily reinforce, and try to get across the board. If you travel along an edge, you can protect at least one of your forward shields to face the enemy when you meet him. You could even cross the board in reverse.

CHANGES ARE COMING

Over the summer of 2003, PBEM will unveil a new web site with updated information (and regular updates), a new ranking system to reward those dedicated to completing games, and required player registration. Contact Tim Sargent, the PBEM department chief, at bentwingedbird@attbi.com for more info.

Tim Sargent is looking for experienced F&E players who could help develop a PBEM system for that game.

Frank Brooks has received the Order of Moderation 2nd Class with 69 points, while David Keyser has received the Order of Moderation 3rd class with 27 points.

One special event this year is the Frigate Captain's Game, in which nine frigate captains are handily dispatching monsters but await the final challenge of an Orion raider. You can sign up to fly your own frigate or be a guest star as a raider.

Fog of War Fleet Battle #2 is a unique PBEM experience, in which 1500-point fleets are fighting in a limited intelligence game. This involves 22 Captains, four XO's, and five observers. This battle is moderated by David "Cat who Leaps" Crew. Seats as XO or observer are available.

Economy of Force is a campaign on the Hydran Lyran border in Y170. The last surviving Hydran base is blocking the Lyran advance on the capital, that advance being supplied by the last surviving Lyran base. Six players on each side are playing a succession of battles to determine who controls the sector.

You can follow all of this action at:

<http://homepage.mac.com/sfarrant/SFB/Frigate.html>

<http://homepage.mac.com/sfarrant/SFB/FOG2/index.html>

<http://homepage.mac.com/sfarrant/SFB/eofRules.html>

SFB ONLINE

A new upgrade!! By the time you read this the latest and truly greatest version of the SFB Online client will be available. That is version 3.3. With the release of this version of the client the name is going to be changed to "SFB Online XP". The XP stands for Cross Platform. Even though the v3.x version has been a cross platform for awhile, it is being renamed so that people know that any OS can use this version of the SFB Online client. I am sure that you are wondering what makes this latest version so great.

1) It now supports the tracking of Expendables like Shuttles, Plasmas and Drones.

2) Easy to use dialogs to launch the different expendables.

3) For those who have been reluctant to change from the 2.x client to the XP client due to the user interface being so different. Now, there is an option to make the UI very similar to the old familiar 2.x user interface.

4) New SFB Campaign plugin to help people run a campaign.

5) Stability/Incompatibility problems have been solved.

6) A lot of the bugs in the older clients have been fixed.

A lot of what has been changed in the client has been due to suggestions from people having used the client. If you have any suggestions about the client just send an email to webtech@sfbonline.com.

More non-tournament ships!!! There are now over 650 ships in the library with more being added every week. If you don't like playing tournament ships, use the SFB Online XP client and run a frigate squadron battle or 1000 BPV fleet battle. I would like to thank everybody who has been a part of the effort of adding new ships to the library. Thank you. I would like to add a special thanks to Aaron Staley who has shown a real passion about wanting to improve the available ships that we all can use and enjoy.

SFB Campaign using the latest client!!! We have an SFB Campaign being run by Les Leblanc. It is already past Turn #4, territory has been taken and battles are being fought. If you are interested in joining contact Les at LessssLeBlanc@hotmail.com.

Sign up now!!! What are you waiting for. It is only \$39.95 a year. If you don't have \$39.95 then try SFB Online for three months for just \$10.00. Hey, if you are not sure that you want to buy SFB Online, try it for FREE!!! There are demonstration accounts that you can use. Login take a look around. Chat with people, you will find the best people on SFB Online.

TOURNAMENT RESULTS.

First Quarter (2002) Rated Ace: 1st Tim Sheehy (HYD), 2nd Paul Scott (ORI), 3rd Steve Tummey (THA) & Kevin Block-Schwenk (THA).

Fourth Quarter (2002) Rated Ace: 1st Paul Scott (WAX), 2nd Norman Cruz (RFH), 3rd Ken Lin (FED) & Tom Carroll (LDR)

Flying Deuces (2003): Winner was Kenneth Jones.

World League (2003): No winner, yet. Finals are Team North Carolina (Fred Manning, Del Bristol, Dave Brereton) vs. Team Mars (Ken Burnside, Jude Hornburg, Scott Moellmer)

Paul Franz (The Andromedan)

paulfranz@email.msn.com

<http://us.geocities.com/theandromedan>

"Invading a galaxy near you"

ICQ #13584934

Netscape AOL IM ScreenName: PaulFranz

Yahoo ID: TheAndromedan

MSN Messenger ID: TheAndromedan

DEPARTMENT OF TACTICS

VICTORY AT ORIGINS 2002

By Fleet Captain Paul Scott

Like my article in 2000, this article is not really my "Victory at" article, but rather a joint work between me and all of my opponents. Each section containing a battle description has been co-authored with my opponent and has both of our approvals. I hope this makes the article a more enjoyable read, as it contains both a more accurate description of what happened, but also contains the insights of both players as the games progressed. Likewise, the sections following this introduction and prior to the actual game descriptions are a joint work of authorship between me and Norman Cruz. Shortly after Origins 2001, Norm and I started working together on creating the Orion both of us flew this year, and the accompanying theories and tactics that go along with it. Norm was my opponent in the final game this year (as well as my opponent in the finals of SFBOL's RAT7).

Before I get on with the theory and game descriptions, I want to extend a "thank you" to several people. As always, to Gregg Diekhous for developing SFBOL - the best SFB "product" there is, and Paul Franz for continuing to develop it. If you have yet to subscribe, now is the time. It is incredibly cheap and you get to play SFB on your computer against other subscribers. Check elsewhere in this Captain's Log for information on subscribing, or visit <http://www.sfbonline.com> www.sfbonline.com. To Norman Cruz, with whom I co-developed the tactics for this ship. To Joe Butler, Steve Petrick, and the rest of the judging staff who run this tournament as smoothly as they do each year (in spite of people like me giving them troubles :)). Finally, to Steve Cole for developing SFB — the greatest game of all time, in my opinion. Thanks all.

I took two packages into Origins 2002 that Norm and I have been developing over the last year. Those were:

Package A (Plasma-F package): Plasma-F, Plasma-F, Phaser-G, Phaser-1, Fusion.

Package B (Hellbore package): Hellbore, Hellbore, Phaser-G, Drone-B, Drone-B.

In every fight with the hellbore package, my drone loadout would be 1xtype-IVM and 4xtype-IM in each rack.

THE PLASMA-F PACKAGE

The plasma-F package looks very similar to the old Fed Hunter package (2xplasma-F/phaser-G/2xfusion), but it actually fights more like a phaser boat . . . on steroids. The original version we developed replaced two of the front phaser-1s on a phaser boat with plasma-Fs (no fusions). Our idea behind the plasma-F package was to use the plasma-Fs to knock down two shields (one or both of which would be a front shield), while the phaser-1s would take out another front shield. From there, the fight was essentially a phaser boat picking at the hurt shields and exploiting its maneuverability advantage to the fullest. That said, this package is much more flexible than the phaser boat. While it can fight very much like a phaser boat, it has plenty of firepower to 'close and hose' if the opportunity arises.

After Origins 2001, we played against each other many times on SFBOL in various matchups using the original six phaser-1 version, taking turns flying the Orion, and found that the package was quite powerful, particularly against the Orion's nemesis, the Hydran. We both signed up for RAT7 using the six phaser-1 version and both made it to the first ever civil war final on SFBOL. By

the luck of the dice (we rolled for packages), I got the hellboat and Norm got the plasma-F package, the package both of us had a feeling would be advantaged due to its power efficiency and one-turn range one damage output. We were right.

Despite our success in the six phaser-1 version, we discovered through our practice matches against each other that the package suffered greatly from a lucky torpedo hit to a handful of internals which allowed an opponent to simply emergency decelerate and weasel away the eight-impulse period of the destroyed plasma-F. So from then on, we decided to sacrifice the extra firepower of the RS phaser-1 and replace it with a fusion beam for padding.

The plasma-F package became our number one option which we would use against all matchups except for the ISC, Romulans, and the Lyrans (although the package could be effective against those ships as well). Against the disruptor and drone crowd, standard operating procedure would be to cloak, position, uncloak, close and hose. Against the Fed, cloaking to gain position and forcing the Fed to HET towards the Orion in order to get a range four-to-five shot worked quite well. Finally, against the Hydran, use of the torpedoes and phasers to knock out three shields (hopefully two of them front ones) on one approach was a winning strategy. Of course, we realized that it would not be easy to win Origins with the Orion as even the smallest mistake or lucky guess by the opponent (as to the reinforced shield) could mean a dead Orion.

THE HELLBORE PACKAGE

This package is essentially the same as the common hellbore packages out there. The main difference between our hellbore package and the hellbore packages of most Orion players is its limited use as package B, rather than the primary package. After developing the plasma-F package (the one with six phaser-1s), Norm and I discussed what ships would be a problem. The biggest vulnerability of the plasma-F package was parking. A second vulnerability was the cloaking device (although a cloaking ship would still be limited to only 128 impulses of cloaking, the plasma-F package could do very little to a cloaked ship and also lacked a punishing hit as a ship comes out of cloak, so long as it has the option to use a wild weasel). The principle problem ships were the Romulans. We needed a package capable of fighting a mid-ranged game. Hellbores naturally fit that bill, so we started working with those packages.

Several versions are possible, each with their own advantages. If it was certain that only Romulans would see this package, the best choice would be two hellbores, a phaser-G, and six phaser-1s. So, after talking things out, we started to think about what other ships we might want to use the hellbore package against. One that immediately came to mind was the Lyrans, and possibly the LDR. While we both agreed that the plasma-F package could be used against the Lyrans, we also agreed that its use was risky. Lyrans have considerable punch. Additionally, it would not be safe to turn off from a Lyrans that had not already raised its ESGs. Finally, if a Lyrans could get in one good shot against the plasma-F package, even going through the brick, that package would become susceptible to parking. The problem with the hellbores, however, is that while they can eliminate the ESGs, they also, in turn, do no damage to the Lyrans. To make hellbores truly dangerous to a Lyrans, drones are needed, and to make drones dangerous, you need more than one rack.

Ultimately, we settled on a two hellbore, phaser-G, two type-

B drone rack package. This package certainly has its weaknesses, specifically, a high reliance on the hellbores for mid-range damage. It is also barely operational without doubling at least one engine, and as the game goes on, you need to double both just to stay in it. The result is that, in many cases, no significant damage is done on the first pass, or possibly even the second, all the while the Orion is burning away engines. Its advantages, however, are in its flexibility and in that it is very dangerous to park against it, but it also eventually does excellent mid-range damage. The hellbore package does an enormous amount of range zero-to-two damage once a shield is knocked down (the phaser fire will do substantial damage, followed by 32 - to - 40 internals from the two overloaded hellbores). It also has a particularly deceptive "off-turn" firepower, if the opponent commits to chasing down the recharging Orion, in no small part owed to the following turn's damage once that first shield is taken down.

Fighting Lyrans. Basically the opening plan is to try and force an engagement where the Lyran brings up his ESGs (one or both, but preferably both) and then evade for long enough to cause a cycling problem. This cycling problem can be caused, in a best case scenario, by a Lyran raising both ESGs at the same time, or by a toggling Lyran's second ESG being engaged by some drones so that it does not provide sufficient protection. Once the ESGs have been neutralized, the Orion swaps an exchange of fire using additional drones and possibly shuttles to distract some of the Lyran's firepower. Once a single ESG is hit the Lyran is forced to divert significant portions of its firepower to drone defense, making the fight much easier on the Orion.

Fighting Romulans. Romulans are very difficult fights, possibly the hardest opponent. The basics are to find a way to get inside the Romulan's plasma cycle and force the Romulan to cloak, hopefully before you have burned away too many engines. Both Norm and I faced very good Romulans this Origins, so you will get to read about this fight in much greater detail.

Fighting the ISC. Truthfully, either package will do, but the hellbore package is just plain better at dealing with parkers, and the ISC will be parking. Basic plan involves doubling everything (no impulse on Turn #1), taking what he gives you (except running from a Turn #1 EPT), and killing him from range one. The ISC is pretty seriously outclassed in this fight, due to the fact that all of its heavy weapons cause minimal damage on any one turn.

TRICKS OF THE TRADE

The following are some basic Orion tactics or situations to look for in pretty much any game in the Orion.

Range Two. Not really a tactic, but understanding the damage output at range two is important to understanding why certain things cannot be done against an Orion. At range two on a hex spine, the Orion averages 39 damage points. At range two on the oblique, it averages 44 damage points. Those numbers assume the plasma-F package, with hellbores those numbers are less (before firing hellbores). The importance of this is that this is the first range that the Orion can essentially guarantee some internals being done. This is critical to understand in the plasma-F package, because this fact controls the tactics. The plasma-F package is all about softening up multiple shields to allow mid-ranged phasers to start doing internals. If the Orion is firing outside of range two and at a fresh shield, it is doing so solely to later target that shield.

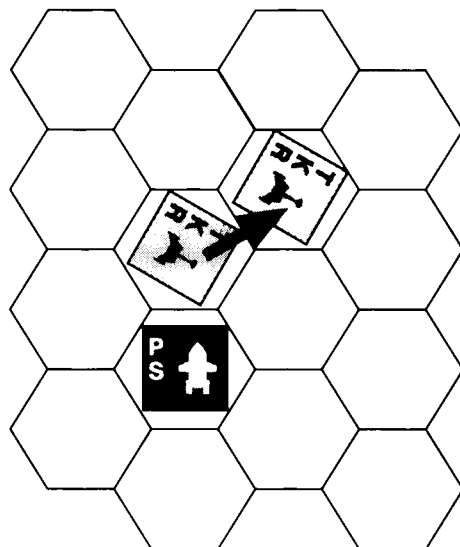
The Brick. The Brick is what makes the Orion work, even when there is not one. Here is the problem the opponent faces. The Orion has relatively weak mid-ranged firepower. Without hellbores, it is in the 14-20 range, depending on the package and the situation. Even with hellbores, if both are overloaded and both hit (a fairly uncommon situation), at range four, the Orion is putting out only 38 damage to the facing shield. Of course, every non-Orion does considerably more typical damage at those ranges,

with the exception of the Kzinti, which still has a little more. The problem the opponent faces, however, is that pulling the trigger before the Orion does, can often result in an overrun. The other problem is The Brick. If the Orion has a 10 - 18 point brick on the facing shield at range four, very few ships are going to do significant internal damage, if any. This in turn, makes firing at those ranges, prior to the Orion firing, a very risky proposition, as the opponent could easily then be trading no internals for 30 or more. There are just too many possibilities and in the end, the opponent has to take the safe route, especially in a single elimination tournament.

This allows the core plasma-F package tactic, and one often employed in the hellbore package as well. As mentioned above, if the Orion shoots at range four or five, its phaser-1s are going to merely scrape away half a shield. The split launched plasma-Fs, after some phaser fire, will do likewise. Thus, as the Orion approaches for the first pass, the reinforcement can be safely placed on a rear shield. In the hellbore package, this is often the #5. In the plasma-F package, it is often the #4. The result is usually a softened up forward shield or two in exchange for minimal, if any, damage on the rear.

Tractors. The Orion is unique in that it will essentially always win an over the turn break tractor auction. With the plasma-F package, the Orion can easily have 20 more power than most of its opponents. Even in the hellbore package, it will have more available power after powering its weapons than any of its opponents. Thus, tractors can be very powerful. Two good, and often game ending, situations exist for the Orion. The first is the tractor rotation to range two on the spine. The second is the tractor rotation into the wall. Although neither situation came up at Origins, I was always looking for it, as in practice games I was able to win several games with these two maneuvers. The range two spine rotation can allow the Orion to push the opponent in such a way that the opponent is in the FA of the Orion (often showing a down shield), but where the Orion is now out of the FA of the opponent. This then allows an Impulse #1 range two strike before the opponent can fire the bulk of his weapons, and also allows the Orion to use an HET plus a #4 brick, to safely HET away on the next impulse, most often increasing the range to at least three for the return fire. See figure #1 for a demonstration of how it works. The rotation into the wall has a similar effect, but is often much more devastating. When a ship hits the tournament barrier ALL allocated power to movement is lost, including HETs. If the opponent has no batteries, he will not be moving or changing facing for the remainder of the turn. Typically, even if the opponent does not have a down shield, this is the end of the game, as a down shield will be created on Impulse #25 and hit again on Impulse #1, all the while the opponent will have little, if any, return fire.

Ok, now you that you know the details about the packages and the theory of how the Orion works, on with the show.



Game #1
Opponent James Lebak ('jlebak')
Kzinti

I feel the Kzinti is significantly disadvantaged in this match. The Kzinti is one of the few ships with so little mid-ranged firepower that it would rarely penetrate a non-reinforced forward shield outside range two, much less do anything to a brick. This makes the approach very safe for the Orion, who does not have to worry about showing a non-reinforced shield while closing. James had had a fair amount of practice against the Orion prior to our fight, but had not fought a low-power package before. This is most likely because prior to Norm and I developing the plasma-F package, the most common low-power package was the phaser-boat. That package does not do well against the Kzinti, because it has less mid-range firepower and less close range firepower, after having to deal with drones, than the Kzinti. As a consequence, most players with a phaser-boat, end up using their high-power package against the Kzinti. The plasma-Fs completely change the character of the fight.

TURN #1

I doubled the LW and plotted speed 26 (using impulse) all turn. I also plotted an HET and put 11 points on the #6, two suicide shuttles and four into tractor. James plotted speed 16 to Impulse #17, and 20 thereafter. He had two wild weasels armed and four standard disruptors. James corner dodged and launched drones on Impulse #28. I charged towards him all turn. On Impulse #32, I was range five to his drones and range ten to him. He fired the disruptors, hitting with all, netting one point on my bricked #6. I fire one phaser-1 at each drone, killing two and doing two or three points of damage to the remaining two.

TURN #2

My opponent was trapped in the corner. One of three things would happen this turn: he would park/move slow, likely with a significant tractor beam and overloads, he would move at a moderate speed with overloads or tractor and eat plasma, doing little in return, or finally, he could plot high speed with standards or tractor, hoping to bluff me with the possibility of a deceleration. The latter two options are potentially game ending for my opponent and have little chance of creating a situation where I could lose the game, thus I expected a park.

I doubled both engines and plotted speed 26 all turn (using impulse), reinforced the #5 and a small amount on the #6, and put six points to tractor, just in case my opponent showed his power that turn and I knew I could tractor him. Again, I kept the two suicide shuttles and plotted an HET. James plotted a speed 4-14 split, with a lot of tractor and two standard and two overloaded disruptors. I started repairing my LW as an AWR. James had hoped to draw my plasma out with a wild weasel and then speed up. Early in the turn, I destroyed his two remaining Turn #1 drones with a phaser-3 each, and then started to circle James at range five - to - seven, looking for an opening. On Impulse #17, James accelerated to speed 14. At that time I was not in a good position to launch my plasmas and, since he had not launched any additional drones, I did not see forcing a deceleration at the cost of my plasmas as a good option. Late in the turn, I saw a good range four shot on his #2, but with me out of his FA. I took this shot, reducing his shield by more than half. I then turned off and a few impulses later, he was able to take a range six shot on my #5 with his four disruptors, his shot did minimal damage to my #5 after reinforcement. We ended the turn at around range six.

TURN #3

I again felt good about my positioning here. Since I still had my plasma-Fs available, James could not afford to try and pressure me. He was essentially left with the same options he had last

turn, except he was down half a shield, which made moving at all dangerous, as I would almost certainly be able to hit that shield again if he moved slowly. My plot was essentially the same as Turn #2, except this time my brick was on my #4. My plan was to get a shot on another shield and drop it by half or more, and then HET away and set up additional phaser strikes in the subsequent turns. Still, to take advantage of a possible game-ending mistake by James, I again allocated six points to tractor. I finished the LW repair and started a second LW repair. James stopped, put five points of power into TACS, and had two standard and two overloaded disruptors, and again a large amount of tractor energy.

On Impulse #4 I had a range five shot on his #1. Since he had stopped, I thought out the possibilities and decided it was very safe to take a bolt shot. Even if I got unlucky and missed, I would be able to end the turn at very long range and he would have no prospects of catching up with me for several turns. If they hit, it would mean some internals and allow me to stick around close and look for sniping opportunities. Launching them, with no drones on the board, would have simply meant trading the plasma-Fs for shuttles. Both bolts hit and with my five phaser-1s downed his #1 and scored some minor internals. I got lucky in those internals, nailing both a drone rack and a couple power.

On Impulse #5, I HETed away to range six, showing him my #4. He fired the disruptors and four phaser-1s, rolling well and nearly downing the shield even through the brick. At that point, I decided I still had the ability to do significant damage to him with my phaser-3s and possibly set up a nice hack and slash for my phasers and fusion on Impulse #1, so I turned around and closed on him. I was hoping he would launch his drones on my approach so that I could safely deal with them with tractors and a suicide shuttle. Unfortunately, this did not happen.

As I approached on his right side, he could not afford to keep me in his FA. I had downed his #1 that turn and had taken his #2 to around 12 points the turn before. So, during my approach he kept his #3 facing me.

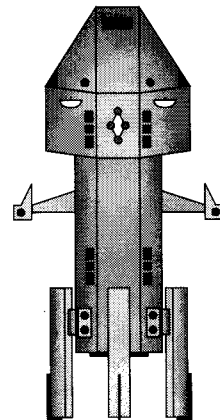
On Impulse #32, I arrived at range one on the oblique, my #2 to his #3. I launched a manned shuttle at him and fired seven phaser-3s, downing his shield and scoring a few internals, including two more phaser-3s.

TURN #4

The frustration of fighting the Kzinti shines on this turn. Here I was facing a down shield at range one with four phaser-1s and an overloaded fusion beam. Against most ships, I get to do around 30 internals and leave. Against a Kzinti with three type-IVFs left on his ship, I get to do nothing if he can tractor me.

I doubled everything, plotted speed 19 all turn (no impulse), put 1/3 into an HET, reloaded my phasers, kept my two suicide shuttles, and put the rest into tractors - a sad two points. I finished the repair of my second LW. Still, my opponent had to rearm his phasers as well, and he was also left with few options. I knew he would have to remain parked. He had two down shields and one at strength 12, while he had done only minor damage to me, outside of downing my #4. James parked, again putting five points of power to TACS. He armed two overloaded disruptors, recharged his phasers, kept his wild weasels and put the rest into tractor.

On Impulse #1, he tractored me. I resisted it to six, but he had at least seven in his beam. He then launched three fast drones, all type-IVs. I had to use all four phaser-1s (as phaser-3s) and my overloaded fusion beam to kill his drones, thus leaving me with noth-



ing to fire into his down shield. Still, I had all ten phaser-3s and a phaser-1 left to shoot at him that turn and I had my two suicide shuttles, preventing him from being able to use all that much fire-power against me.

On Impulse #2, he TACed his #2 to me and fired two overloaded disruptors, three phaser-1s and three phaser-3s at me. He downed my shield (missing with one overload) and did a handful of internals, including my fusion beam and a LW. This, however, left him with a total of two phaser-3s and one phaser-1 left unfired on his ship, and I had one manned shuttle and two suicide shuttles on board. He also is in a bad spot, as I have a bunch of phasers left and he cannot TAC away without showing a down shield to me.

On Impulse #7, I launched a speed-4 manned shuttle at him, which he killed with two phaser-3s. This left him with one phaser-1 in arc and me with two suicide shuttles to launch and phasers remaining to follow them up, against his 12-box shield.

On Impulse #15, I launch a speed two suicide shuttle at him. He fired his remaining phaser-1 at it and killed it! It was disappointing, of course, but I knew I was going to do significant internals still that turn, as he had nothing left to stop my remaining suicide shuttle unless he first TACed a down shield to me.

On Impulse #19, I launch a speed five suicide shuttle at him.

On Impulse #20, the suicide shuttle hit, downing the #2 and scoring one internal after reinforcement. As I had now seen enough of his power to know he could not HET, I held fire.

On Impulse #24, he TACed his #1 to me. At that point I fired my bearing phasers. We had been moving slowly along that turn, me having a pseudo-speed of seven, and he was off my #1 at that point. I fired six phaser-3s and one phaser-1 at him scoring significant internals, including a disruptor, two phaser-3s, a phaser-1 and a lot of power.

We ended the turn #6 to #6 at range one.

TURN #5

I knew the game was over at this point. My opponent still had three drone racks, but I had seen his type-IVs, so three phaser-1s was all that would be required to deal with his drones, plus a few phaser-3s saved to deal with potential scatterpack launch. With only two overloaded disruptors and a few phasers left, my opponent was going to have to get very lucky to score any internals though a fresh shield with a brick. In return, I would be downing a shield of his every turn and doing 10-15 internals to boot (unless he chose reinforcement over overloads, in which case, his damage output would not even significantly hurt my bricked shield). Also, in just one more turn, I would have my plasma-Fs back on line.

I plotted speed zero all turn with three warp TACs and one impulse TAC. I rearmed my phasers, put two into tractors and the rest into a brick on my #6. I also started the repair of a LW. My opponent also went speed zero, with four into TACs (I had destroyed his impulse engines last turn). He overloaded his two disruptors and rearmed his phasers.

On Impulse #1, James launched three type-IMs. We exchanged full alphas, me giving him two phaser-1s and seven phaser-3s (and killing his drones with one phaser-1 each) and him giving me two overloaded disruptors, four phaser-3s and two phaser-1s. His damage left my #6 at one box. My damage downed his #6 and scored some internals, netting two phaser-3s and more power, and cleaning out the rest of his 'fluff'.

On Impulse #2, I TACed to show my #1 and he TACed to show his #5. We ended the turn with these facings. He did not attempt to launch the scatterpack.

TURN #6

I had my plasma-Fs back online this turn. I plotted exactly as I did the turn before. Finishing the repair of one LW and starting the repair of a second. James plotted speed zero with TACs and

some tractor, overloaded two disruptors and rearmed his phasers.

On Impulse #1, I attempted to tractor James. He defeated my attempt (two allocated and four batteries). I then launched a plasma-F. My hope was to gambit one of my plasma-Fs. I had two real and two fake plasma-Fs to what I suspected was two or three wild weasels. Thus, he would have to eat one (or at least guess right on the first plasma-F launched). James decided not to wild weasel the first plasma-F, so I held fire. James fired all of his remaining weapons at me - two overloads, three phaser-1s and two phaser-3s. His damage took my #1 to two boxes, after reinforcement.

On Impulse #2, my plasma-F hit, reducing his #5 to four boxes. James launched three type-IMs in response. I fired all bearing weapons at his #5, five phaser-1s and six phaser-3s, scoring significant internals and destroying his shuttle bay.

On Impulse #3, I TACed to show my #6 and destroyed one drone with two phaser-3s. James TACed to show his last remaining up shield - his #4.

At this point, I would be able to eat his remaining drones on my #5 for no internals and, since he had lost his shuttle bay, TAC back by the end of the turn and hit a down shield with my plasma-F (using an oblique launch and HETting it when it was off his #1, #2 or #6).

At that point, James conceded.

Game #2

Opponent Jude Hornborg ('Von Nasty')

Lyran

This was the first game I would use the hellbore package. In the introduction is a brief description of what I hope to accomplish against the Lyran. Basically, my objective is to get into a situation where I can force the Lyran to commit the ESGs and then use my maneuverability and shield reinforcement to evade until the ESGs dropped, after which I would attempt an overrun. Jude was essentially the last Lyran I wanted to face in the Orion. Fleet Captain Lee Larsen and multiple Ace (including many deep round appearances in Captains) Tim Lyndon were both local players in Jude's play group and both are avid and excellent Orion players that use as their primary package something very similar to my hellbore package. As it turned out, however, this may have worked to my advantage. Jude describes Lee and Tim as 'ultra-aggressive'. That is the antithesis of my game, where (except against the ISC) I play almost exclusively a positioning game trying to set up situational advantages. As such, the Orion Jude would see was very different from the identically configured Orions Jude was accustomed to fighting. I personally think this is one of the real great things about SFB. The systems are so complex that almost every ship has a good array of viable tactics and strategies that it can employ. So many such that even now, decades after the Tournament format was created, people are still coming up with completely new approaches for ships that have been around for a long time.

TURN #1

I doubled both warp engines, plotted speed 26 all turn, armed both hellbores, pre-plotted an HET, armed two suicide shuttles and put a 19 point brick on the #3. Jude plotted speed 16 all turn, two to tractors, two to HET and four overloads. His objective for the turn was to drive me towards the wall without committing both ESGs. Jude turned left early in the turn and I essentially headed directly up the map, slipping right occasionally.

On Impulse #22, I turned left to direction F and started slipping out. I was willing to take a range six - to - eight strike on my non-reinforced #2 if necessary, as it would allow me to HET back into Jude for an eventual range two or closer shot. This left us at approximately range 12, me facing F, him C. I launched two type-IMs. Jude responded by announcing one ESG.

On Impulse #24, Jude announced his second ESG. I was very pleased with this announcement, because I felt I could stay pressing, but at range six - to - eight, to get both ESGs up. I would then be able to turn off and maintain range six - to - eight for the remainder of the turn on my heavily bricked #3, with an entire map to run on the following turn. Unfortunately, Jude was not so cooperative.

On Impulse #25, Jude announced a speed change to 27. He also dropped ESG #1.

On Impulse #26, I announced a speed change to 31, so that I would not miss on Impulse #27 (which would have resulted in him getting range five) and also to regain movement preference for the turn. I hoped to be able to take advantage of Jude's inability to HET at this point, but as it turned out, nothing arose.

On Impulse #28, ESG #2 came up at radius zero, strength 20. This was going to be our last impulse at range six - to - eight, if I did not turn off.

On Impulse #29, with the one ESG committed, I turned off to direction E, showing my #3. My two type-IMs reached range one of Jude, and he killed them with a phaser-3 each.

On Impulse #30, I was at range six on Jude's oblique, my #3 to his #2. Jude was required to either fire now, turn in to direction D, or not fire this turn at all. He chose to fire his overloads and two phaser-1s, not using the UIM. Three overloads hit, but his phasers combined for only one point of damage, netting no shield damage to my bricked #3.

We finished the turn slipping away from each other, ending at approximately range eight. Jude was stuck between me and the 42xx wall.

TURN #2

I felt good about my positioning this turn. I had used only 2/3 power from my reserves (batteries plus phaser capacitor) while Jude had used at least eight. He was cornered in such a way that he would have to move fast all turn to avoid an overrun, but since he had raised an ESG and used at least one point of reserve power (I knew he would not have pre-plotted a speed change at the end of the turn that deprived him of his ability to HET), if he did maintain high speed all turn, he would not have disruptors armed and I could engage by crashing the ESGs and overrunning him. If he went slow again to keep his overloads, I knew I could force up the second ESG and escape relatively unharmed. This turn was the turn I was really benefited by Jude's play against Lee and Tim. Jude had expected that by leaving up his ESG I would expect him to press the attack and overload both of my hellbores. My own play style, however, rarely sees me overloading the hellbores. I felt I had obtained a good positional advantage on Turn #1 and was merely seeking to force out the other ESG.

I doubled both warp engines again, plotted speed 26 all turn, paid for an HET, and kept my two suicide shuttles and both hellbores. I bricked the #5 lightly and put two points of power into tractors. I started the repair of a LW. Jude plotted speed 26 all turn, put three into ESG capacitor #2 and rearmed his phasers.

On Impulse #2, Jude dropped his active ESG so that it would be available on Impulse #2 of Turn #3.

During the early part of the turn, Jude looked to try and turn around in the same direction I would in order to prevent engagement that turn. As such he made a few slips in direction B, before finally committing to turning right to direction D and running for my lower right corner. He realized that if he turned to B, I would be able to HET back into him and, by trapping him in the corner, would be able to overrun him.

On Impulse #16, after I was turned around and pursuing Jude, I saw I would get a range two shot on Impulse #27 if Jude maintained his speed. I had hoped, and found likely, that I would be able to follow that up with shot into that same shield the following turn (firing the phaser-1s at range three on Impulse #25 to allow me a second shot on Impulse #1). Thus I announced a change to

speed 31.

On Impulse #21, I was at range four off Jude's #3. Jude saw at this point that I was going to get a range two hack and slash on his #4 if he maintained his speed, so he made an unplotted change to speed 31.

On Impulse #25, Jude and I exchanged fire. He put four phaser-1s on my #1. I fired four phaser-1s and two standard hellbores on his #3. He hurt my #1 and I hit with both hellbores and downed his #3 scoring 12 internals. I nailed a disruptor and both phaser-3s, as well as a power hit. Of course, I had hoped to kill an ESG, but getting the disruptor was at least as good. The threat of the Lyrans to the Orion is its large single turn firepower, with one disruptor gone, that firepower was significantly reduced next turn.

On Impulse #27, Jude announced ESG #1.

On Impulse #30, I saw I had a choice to stay on his #3 on Impulse #1. The problem was that it was going to require an HET. This would mean that I would not be able to HET again until Impulse #6 of the next turn. Now at this point, I had not killed an ESG. If my range four, Impulse #1 fire failed to take out an ESG, Jude would be in a position where he could HET back into me on Impulse #3 (his second ESG was not available until Impulse #3 of Turn #3), and with a well plotted fast deceleration, could have two ESGs, three overloads, and six phaser-1s all hitting the same shield. Still, I felt that I had reduced his firepower significantly and had the opportunity to score around 14-18 more internals on Impulse #1. If I could hit either an ESG or a disruptor, my brick should be able to mitigate his damage to acceptable levels. So, I made the HET.

On Impulse #31, Jude announced the raising of ESG #2.

On Impulse #32, I launched 2 type-IMs.

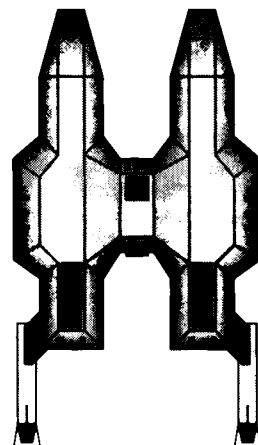
We ended turn at range four, my #1 facing his down #3

TURN #3

To say I felt 'good' about my range situation would be overstating things. I felt confident I had given myself a very good chance to win. The problem was I was relying on my phasers to not do something irritating like rolling only fives and sixes and I was counting on my expected 14 internals to hit at least a disruptor, or preferably an ESG. The odds were definitely in my favor, but it would not be an aberration to score only eight - to - ten internals and fail to hit either an ESG or a disruptor. If that happened, I was likely to take significant internals that turn, which could even up the game quickly.

Because I HETted on Impulse #30 and because I was forced to slip on Impulse #32 to keep on Jude's #4, if I moved on Impulse #2 and if Jude HETted with overloads, I was looking at significant damage to my already injured #1. I felt I had no choice but to stop. I was not all that unhappy about that situation, however, as it would allow me to put up a large brick on my #2, and with TACs I could pretty much ensure Jude would fire on that shield if he went for an early strike. I doubled everything, plotted three warp TACs and one Impulse TAC, put 17 on the #2, two into tractor, and kept my two suicide shuttles armed. Jude plotted early TACs, with a speed jump to nine on Impulse #4 and then back to speed four on Impulse #16. He overloaded his three disruptors, recharged his capacitors, put several points of power into tractor.

On Impulse #1, I fired my phasers, scoring 14 internals. I got an ESG (Jude chose to destroy his active ESG #1) and 2 phasers. I was satisfied at that



point that Jude was not going to be able to do significant damage to me and that I had likely won the game.

On Impulse #2, Jude TACed to direction E and put each drone in a range two tractor, preserving his firepower. I TACed to direction B, showing Jude my #2. Jude cancelled ESG #2.

On Impulse #3, Jude TACed to direction F and announced a speed change to speed 9.

On Impulse #10, I launched a manned shuttle.

On Impulse #11, Jude announced ESG #2.

On Impulse #12, I launched another manned shuttle.

On Impulse #15, Jude announced a speed change to speed four. I launch a suicide shuttle and two type-IVMs. Jude's ESG #2 comes up at radius one, strength 18.

On Impulse #16, Jude moves and the three shuttles and both type-IVMs hit the ESG. The type-IVMs and the suicide shuttle take four damage each, the two manned shuttles each take three. All live. Jude is now left with the option to fire at the type-IVMs, or they will hit on Impulse #18. Firing at them, however, would leave him with only his overloads and four phaser-1s, and even with good rolls, that shot would not likely penetrate my shield. Jude launched a wild weasel.

On Impulse #18, the type-IVMs hit the wild weasel, scoring collateral damage to his #4. Jude then announced the raising of fire control.

On Impulse #20, the two type-IVMs hit the wild weasel explosion, scoring additional collateral to Jude's #4.

On Impulse #21, Jude's fire control comes up, voiding the wild weasel explosion period.

On Impulse #24, Jude turned into me, his #1 to my #2. Unfortunately, this also required Jude to move into the hex of my damaged suicide shuttle, scoring 18 to his #1. We then exchanged fire, me firing seven phaser-3s (by TACing to direction A, I would bring two more phaser-3s into arc, plus the two phaser-3s from my manned shuttles would be able to deal with any potential suicide shuttle launch by Jude), him firing three overloads and six phaser-1s. He scored 54 damage to me, netting him three internals after reinforcement. I scored 11 internals to him.

At this point, I had an additional suicide shuttle with which to hit Jude, plus additional phasers from my ship and two manned shuttles, which I could fire safely for internals on Impulse #32. Additionally, on Impulse #1 of the next turn, I would score approximately 60 internals from my phaser and hellbore fire. At that point, Jude conceded.

Game #3

Opponent Fleet Captain Bill Schoeller ('BS')
Romulan TFF

This is going to sound odd, especially after reading the description of the game, but I was not really worried about this fight. Now, I did not want to play Bill in round three, because I feel that two Fleet Captains should not have to fight each other, if at all possible, until as late in the tournament as possible, but I was not actually worried about the outcome of the game. This was largely due to a similar situation that faced Jude last game. I had fought several Romulans, all very good players, and had handled them easily. What I had never faced, however, was a Romulan solely bent on delaying the game while I burned my engines. That was the game Bill played, and 14 turns later I had barely scraped out a victory.

My plan in the game was simply to avoid plasma damage while looking to soften up a shield I could eventually take advantage of with range five-to-eight hellbores. This plan played exactly into Bill's hands. Bill had planned on using plasma for as long as possible to simply avoid engaging while I burned up engines and repairs.

TURN #1

I doubled my LW and plotted 26 moves with two suicide shuttles and hellbores armed. Bill plotted speed 20 to Impulse #3, then speed 26 for the remainder of the turn.

On Impulse #15, Bill launched two plasma-S torpedoes (these turned out to be both his pseudoes) at about range 16.

On Impulse #16, Bill turned off. It was obvious to me that I was not going to get a range eight shot that turn. I saw no reason to run through potentially 60 points of torpedoes, even though I greatly suspected they were fake. I had not caught onto Bill's plan yet, and simply decided to stick with my game plan of avoiding plasma damage while looking for positioning. I turned off.

Bill started turning around and we ended the turn at about range 18. I lost a LW.

TURN #2

I doubled the LW again and also started repairs on the LW. I plotted speed 26 the entire turn. Bill plotted exactly as he had on Turn #1.

On Impulse #7 I had run out both plasma-S torpedoes. I had hoped to get them to hit me at strength one, but Bill moved them to avoid this.

On Impulse #8, Bill launched plasmas A and D. It is funny, but at that time, I thought this was great. I was going to be able to press the attack long enough to get him to turn off, and then turn off myself.

On Impulse #9, Bill turned off. I was thrilled. I had still not figured out what he was doing and saw I was going to be able to maintain a center position and run out these two torpedoes this turn. I turned off and started a circle.

On Impulse #32, I hit the plasma-S torpedo for one point. I ended the turn in the middle of the 34xx hex-row, facing direction E. Bill ended in the center of the map, facing direction D. I lost a LW.

TURN #3

I counted hexes and saw that if I ran through what Bill had to offer that turn, I could corner him by the end of the turn. My phasers and reinforcement would ensure I took almost no damage in doing so. I doubled both engines, put up a brick on my #6 and plotted 26 total moves. I finished the repair of a LW as an AWR and started repairing a second LW. Bill once again plotted exactly as he had on Turns #1 and #2.

On Impulse #7, Bill launched torpedoes Band C.

On Impulse #8, Bill turned off. I approached the plasma intending on phasering it away and taking the remainder on my #6. As I got closer to the torpedoes, however, I saw I could juke them due to the angles of our closure.

I juked the torpedoes, costing me some hexes of closure, and we ended the turn at about range ten, both facing direction E and him buried deep in the corner. I lost a LW and a RW, but repaired one LW as an AWR.

TURN #4

I doubled my LW, had small amount of power allocated to tractor, and plotted speed 19 for the entire turn. Bill plotted speed four to Impulse #10, then speed nine thereafter. He also cloaked.

I overran him and on Impulse #18, hit his #2 at range zero (range five effective) with four phaser-1s, doing some minor damage after the cloak chart.

I started circling him. With a turn mode of three at speed 19, I was able to stay close and we ended the turn at range two. I lost my previously repaired LW (AWR) and completed my second repair of a LW as an AWR.

TURN #5

I figured he would be staying under cloak this turn, but as he did have as much as 70 plasma available, I could not afford to

simply assume that would happen. I doubled my LW and plotted essentially as I did on Turn #4. I started to repair a LW as an AWR. As I suspected, Bill stayed under cloak and plotted speed four to Impulse #25 and speed nine thereafter.

On Impulse #12, I again got an overrun on Bill's #2 and did some damage with four phaser-1s.

I circled Bill the entire turn, again finishing close, at about range four. I lost a LW.

TURN #6

This was a huge guessing turn. Bill had all 100 points available. It would be possible for him to uncloak this turn under wild weasel and then bump up speed and fire control once out of cloak. Bill would also be risking a great deal by staying under. When two ships with a cloaking device meet in the tournament, each ship is restricted to a total of 128 impulses of cloak for the entire game. After a third turn under, Bill would have only 38 total impulses of cloak remaining. I gambled this would be the turn he came out and doubled everything. I finished the repair of my LW as an AWR, but did not start my final repair.

I plotted a 25/26/25 speed plot, for a total of 27 moves while maintaining my turn mode of four. Unfortunately for me, Bill stayed cloaked and plotted speed nine to Impulse #7 and speed 14 thereafter. With our increased speeds, I found it difficult to stay close.

On Impulse #30, Bill had achieved a six hex separation, and announced he would come out of cloak. I immediately launched two type-IMs.

On Impulse #31, Bill reversed his cloak. However, I maintained lock-on and thus the drones remained on board.

We ended the turn at approximately range eight. I lost a LW (AWR), a RW and an Impulse. I repaired a LW as an AWR. *Ouch.*

TURN #7

I doubled my LW and started the repair of a RW as an AWR. I plotted speed 26 to Impulse #5, speed 31 to Impulse #13 and speed 19 thereafter. I had a small amount of power in tractor, but no brick. I overloaded both hellbores. Bill parked until Impulse #10, then moved speed four thereafter. He came out of cloak.

On Impulse #7, I arrived at range four on Bill's #3 shield. I had hoped to again fire on his #2, but I was not going to be able to get that shot with him TACing, or at least not without closing to range one, where I would most likely die to 100 points of plasma. I fired four phaser-1s and both overloaded hellbores. Unfortunately, one overloaded hellbore missed and I scored some minor internals. I did not hit a torpedo.

On Impulse #8, without having hit a torpedo, I could not afford to give Bill a range four centerline shot, and risk losing the game to a good bolt shot, so I HETed to range five. Bill considered things, but eventually decided to fire four phaser-1s at my #4, rolling well and nearly downing it.

I continued to run and on Impulse #32, with me at approximately range 15, Bill launched torpedo A as an EPT. I lost a LW.

TURN #8

I double no engines and finished my final repair - a RW as an AWR. I plotted speed 16 all turn and armed my two hellbores. Bill plotted speed 10 to Impulse #10 and speed 14 thereafter.

I outran the EPT and started to turn around.

On Impulse #32, Bill launched torpedoes A and C.

We ended the turn at approximately range 15.

TURN #9

I again saw I had the opportunity to corner Bill on a turn he would have no plasma. I doubled both warp. I plotted speed 19 to Impulse #7, and speed 31 thereafter. Bill plotted speed 20 to Impulse #13, speed 27 to Impulse #25 and speed 28 thereafter.

I chased Bill into the corner. We ended the turn at about range nine. I lost a RW and LW.

TURN #10

I doubled a RW and plotted speed 19 to Impulse #12 and speed 26 thereafter. Bill plotted TACs to Impulse #9, speed four to Impulse #17 and speed nine thereafter.

On Impulse #1, Bill launched an EPT from launcher B.

I spent that turn outrunning the torpedo and turning back in.

We ended the turn at about range 16, me in the middle of the map. I lost a RW.

TURN #11

I doubled both warp engines and plotted speed 19 to Impulse #17, to get turned around, and then speed 26 thereafter. Bill plotted speed nine to Impulse #20, then speed 14 thereafter.

On Impulse #7, Bill launched a long-range EPT from launcher A. I continued to close, but slipping away occasionally. On Impulse #19, I slipped into the EPT and ate it for 44. Bill immediately launched both plasma-F torpedoes.

On Impulse #20, Bill fired four phaser-1s, hitting very well, downing my #1 and scoring some internals.

On Impulse #24, Bill HETed away from me at range six. I fired the phaser-G into the plasma-Fs.

On Impulse #25, I slipped away from the plasma-Fs, taking them for 30 minus my phaser fire, losing my #2 and two internals.

By the end of the turn, I had closed to range four of Bill and he was in the corner with no torpedoes available for two turns. I lost two warp.

TURN #12

I doubled everything. I moved speed 12/11/12, moving 13 times and keeping a turn mode of two. I overloaded one hellbore. Bill stopped and cloaked.

On Impulse #2, Bill launched a wild weasel to cover his fade period.

On Impulse #12, with Bill fully cloaked, I moved to range zero and fired the overloaded hellbore. Luckily for me, it hit and did full damage, netting me 15 internals.

We finished the turn at range two. I lost two warp and an Impulse.

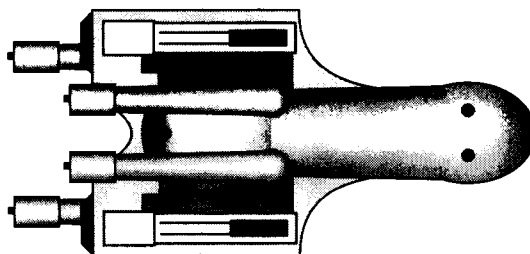
TURN #13

Well, I knew I was hitting him big this turn. He was out of cloak impulses (he had 12 left). I again doubled everything. I overloaded the one hellbore and plotted the same speed 12/11/12 plot. Bill plotted TACs to Impulse #9, then negative four thereafter.

On Impulse #1, Bill uncloaked. He did not launch a wild weasel (I learned later he dropped his second wild weasel from the previous turn).

On Impulse #5, Bill was at a shifted range of +1, making our effective range one. I fired seven phaser-3s, four phaser-1s and an overloaded hellbore - scoring about 50 internals in two volleys. Bill was left with a total of approximately 24 internals, including two torpedoes and two phaser-1s as his only weapons.

On Impulse #6, Bill launched a shuttle at me, at speed five. Given his battle plan, I suspected this shuttle was manned. None-the-less, I could not afford, even in Bill's condition, to take that chance. I used one of my manned shuttles to fire at Bill, and two phaser-3s from my ship to destroy the shuttle (it was manned). I



also fired a phaser-3 from my shuttle at Bill, scoring four internals, including one of his remaining two FX phaser-1s.

On Impulse #7, I launched a type-IVM at Bill, my last drone, as well as launching a second manned shuttle. Bill fired his last remaining phaser at the drone, but failed to kill it. I was not certain, at this time, that he did not have a wild weasel. The Romulan TFH, because of its center warp, keeps its shuttle bay even after large volleys of internals, and Bill still had two shuttle bays left. However, even if he had, it would not have mattered, as I had no suicide shuttle to launch. Because of Bill's 'keep away' strategy, I lost the ability to maintain my one suicide shuttle much earlier in the game.

On Impulse #8, my drone hit his 12 box #5, scoring 12 internals, removing his shuttle bay, and leaving him with eight total power and one plasma-S - launcher A. I did not have a wild weasel myself, as my last remaining shuttle was my last suicide shuttle. Thus, Bill would eventually be able to launch his destroyed torpedo.

On Impulse #16, Bill turned to bring his destroyed launcher into arc and launched a plasma-S from launcher B. I responded by launching my last shuttle - manned.

I had nothing to fire at this torpedo, and on Impulse #19 it hit me on my 15 box #5, scoring significant internals to me and leaving me with less than 30 total internals on my ship. I was left, however, with most of my weapons and about eight total warp boxes left - all right warp.

I continued to circle for the remainder of the turn, and we finished at range two. I lost a RW engine. I could not lose the Impulse and LW, as at the end of the turn I had none.

TURN #14

I doubled everything I had. I knew Bill would have a 30 pointer up this turn and that there was little I could do to prevent it hitting a down shield, which should leave me with basically nothing - certainly no power - and as I had used four repairs so far - no ability to repair anything. I did, however, still have three shuttles left on the map, so as long as Bill did not blow me up, I felt confident I would win. I recharged my remaining phasers and paid for fire control and shields. Bill charged up his remaining torpedo, shields, fire control, and at most one TAC.

On Impulse #1, he launched his torpedo. I fired my phaser-G and four phaser-1s into him, scoring enough internals to blow him up. Next impulse his torpedo would have done 30 internals to me. I probably would not have blown up, as I had about 29 internals left, plus tracks and excess, and eventually my shuttles would have finished him off.

This fight was very educational for me, and the next day, my opponent in the Finals, Norman Cruz, would have a similar nail-biter against another Romulan TFH - Ken Rodeghero. Norm had previously played Kevin Block-Schwenk in this same match-up and Kevin had employed a similar strategy. Norm had warned me that the fight could be very hard, depending on the strategy employed by the Romulan, but I had simply never seen it in action before. I was very fortunate, and very happy, to have made it past this fight.

Game #4
Opponent Ken Lin ("Old School")
Hydran

Four Hydrans made it to the round of eight, so I knew I was getting one of them. This fight is a difficult one for the Orion. Most ships just do not have the firepower combination a healthy Hydran has. The problem is that five phaser-1s and two hellbores do good mid-range damage. However, even after it fires those weapons, it still has four fusion beams and two phaser-Gs (or two fusion beams and one phaser-G off-center), which at range one or less is still a lot of damage. As I discussed in the introduction, one

of the things the Orion can do is approach fairly close to many opponents on an unreinforced shield, because a bad guess (or bad dice) at range three - to - eight will often mean the opponent loses the game. The Orion just cannot rely on that with the Hydran, or at least cannot rely on it at ranges three and four. Additionally, of course, there is also the issue of the fighters. The first pass the Orion makes will likely see fighters at about one hex in front of the Hydran. This means a range four hit on the Hydran is range three to the fighters. Range three fighters do a lot of damage (around 15) and can themselves takeout and exceed a one-engine brick, or rip off most of a two-engine brick.

Given these problems, I use the plasma-F package against the Hydran. The overall strategy against the Hydran involves taking down multiple shields to a level where a medium range phaser strike will cause internals. My Turn #1 plan against the Hydran is to do one of two things, depending on the fighters. If the fighters are in front of the Hydran, I will get to range four of the fighters and do my best to kill/cripple them with my five phaser-1s (two on one, three on the other, or two on each if the fighters are tractorated by a Hydran that moves the next impulse). I then plan on looking at the situation at range four to the fighters and decide if I will be HETING that impulse or the next. If that impulse, I will launch 40 plasma (real or fake, depending on a variety of considerations). If the fighters are at the same range or greater as the Hydran, I will blast the Hydran's facing shield, possibly adding in bolts or possibly launching the plasma-Fs before fire. My reinforcement is almost always on my #4.

Ken's plan was to approach semi-oblique off the #1/#2 spine and get as close as he could, firing a standard hellbore at range four to find the brick, and firing at an unreinforced shield if I got the shot. He would save the second hellbore for Turn #2, feeling he would need at least some firepower if I came back on Turn #2. One of the things Ken mentioned post game was that he could have gambled and shot everything at range five at the unreinforced front, but he was not sure whether the reinforcement was on the front or the back. The range five alpha on a reinforced forward shield would likely not generate internals and if I do not fire there, my range two shot would do substantial damage. Ken was depending on speed and an oblique approach to deal with the initial torpedo launch. He held two suicide shuttles and no wild weasels, as he decided not to play the parking game. (In another round of eight game, Norman Cruz against Tim Sheehy saw exactly that approach. As noted in the Introduction, Norm and I developed the basic Orion tactics and strategies together and reading his description of that game on line will give you a good idea of how the Orion deals with the parking strategy.)

Ken was considering a corner dodge and park approach, but decided against it for a several reasons, including:

1. I might not double both (which I did not)
2. If he corner dived, it meant there would be no way to run from the torpedoes, forcing an obvious park and giving up the initiative for Turns #2 and #3.
3. Corner-diving is predictable; he decided that if he came out to fight Turn #1 that he may be able to engage me while I was doubling only one engine.

TURN #1

I doubled the LW and plotted speed 26 (using impulse) all turn. I also plotted an HET and put ten points on the #4. Ken plotted speed 14 until Impulse #22, finishing the turn at speed 26. On Impulse #1 he launched his fighters and after moving a few impulses forward, he turned left, keeping his fighters one hex in front of him in direction D. I mostly moved directly forward, but with some sideslips to my right.

On Impulse #22, after announcing his speed change, Ken tractorated the fighters to keep them in front of him as we closed into engagement range.

On Impulse #25 I reached range four to the fighters and range five to the Hydran. Ken dropped the tractors on the fighters. The reason for this is twofold. Firstly, the fighters cannot fire at anything other than a seeking weapon so long as they are held in tractor by the Hydran ship. Secondly, with Ken moving next impulse, keeping them in tractor meant I needed to do only seven points of damage to each fighter to ensure their death-dragging the following impulse. I launched both pseudo torpedoes to force the Hydran to turn off or deal with 40 damage. We both plotted fire. I fired three phaser-1s at fighter #1 and two phaser-1s at fighter #2, killing fighter #1 and doing nine points to fighter #2. Ken fired four fusions at me from the fighters, scoring eight points to my unreinforced #6.

On the next impulse, I performed an HET to direction D, showing my bricked #4, and increased speed to 31 so that this would be my only impulse at range five. I was hoping this would encourage Ken to fire his phasers and hellbore in a now or never situation. We plotted fire and Ken fired a single standard hellbore at me, hitting. I fired two phaser-3s at his fighter, killing it. I used reserve power to reinforce the #6 by two boxes, spreading the hellbore damage over three shields. This identified my #4 as having the brick, since the extra point of damage was assigned to the #2 (meaning that the #4 had at least six boxes of reinforcement).

On Impulse #27 I moved to range six, the pseudo plasma-Fs moving to range one of Ken, off his #1 and #2. Ken fired the left-side phaser-G at one of them. On Impulse #28, Ken turned off, eating one fake and then firing the right-side phaser-G on the remaining pseudo. On Impulse #29, he slipped into the torpedo, eating it on the #4 and identifying it as a fake. We ended Turn #1 about eight hexes apart, #4 to #4.

TURN #2

The setup for this turn was a hard one for me. I felt very good about Turn #1, having traded the PPTs and some minor shield damage (on a shield that would likely not be seen again for many, many, turns) for the fighters. Also, assuming that my opponent decided to keep moving, I had excellent board position, as I would both get turned around more quickly than he would and I had my plasma-Fs ready with him either in a corner or pressed against a wall. While all of that sounds good, the issue remains about the Hydran's firepower and what I would do if he parked. If he does not park, and I double everything, allowing a very large brick on the #2 and some tractor, I can probably overrun him with him off-center, possibly even through the #3. If he parks, however, I will lose three engines and do minimal damage to him, if any, at range four or five, and take out a wild weasel. Ultimately my resolution was not to double everything, which would make things more difficult if he moved, but which would give me a large advantage if he parked.

I doubled the LW again and started repairing the one I lost on Turn #1. I plotted speed 19 to Impulse #17, then speed 26 for the remainder of the turn, refilled the batteries, a couple points in tractor and a four point brick on the #2. The plan was as follows:

1. If he parked. I would come up to range five, one hex off center on an impulse I did not move the next impulse. I would launch one plasma-F. The following impulse the torpedo would move to range four. The impulse following that, I would move to range five, perfect oblique with the plasma-F at range three. I would then launch another plasma-F with him in its oblique. The following impulse I would move to range six with plasma-F #1 moving to range one and plasma-F #2, staying at range five. This forces him to either deal with at least one plasma-F with phasers, use two wild weasels, or allow me an unshifted range two shot to his range four.

2. If he moved, I would start the circle and look for an opportunity to land plasma-Fs for internals and/or get behind him for a good shot on his rear shields.

He moved.

Ken plotted speed 14 until Impulse #19 with a speed change to 26 for the remainder of the turn. He allocated partial points to an HET, and some points to tractor (in case I got to range one, where he thought there was a good chance he could tractor me). After his turn away from my pseudoes, Ken realized during Energy Allocation that when he turned back in it would be hard to avoid plasmas. This proved to be true.

During the first part of the turn, both of us turned around as fast as possible (without using HETs). Of course, in the Orion I was able to turn faster and was pointing towards Ken's ship by the time I made my speed change to 26 on Impulse #18.

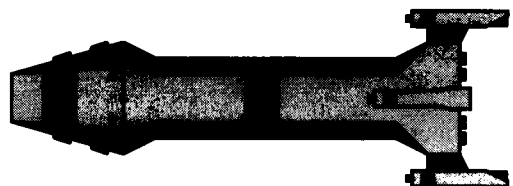
On Impulse #16, Ken turned in, putting us at range ten #1 to #1, four hexes off-centerline. I closed directly in direction B until Impulse #18 (my first move at speed 26). I decided to go ahead and keep the change to speed 26 because I saw that Ken could not get closer than range three without giving up his ability to HET. Essentially, in anticipation of my launching plasmas, Ken was left with three choices on Impulse #16. 1. Ultimately make an HET; 2. Let two plasma-Fs hit the #1, and sacrifice the #1 to save the HET; 3. Delay the turn in until his speed change up to 26. By making the choice to turn in when he did, Ken was committed to one of the first two results. As we discussed during the writing of this article, however, delaying the turn in would merely have let me have a close range shot on a rear shield and still require an HET into the plasma-Fs.

On Impulse #18, Ken slipped in and announced a speed change to 26. I looked at the situation and saw that no matter what he did (absent an HET away), the plasma-Fs would hit for 40, so I moved forward and launched them in direction C.

The next three impulses the plasma-Fs closed and I continued slipping out at maximum rate. On Impulse #22, the plasma-Fs slipped to centerline him. I would have preferred moving them off his #2, but was concerned that he could then pass them by without firing and HET back, taking them on the #2 non-facing shield for 30. Normally, I would consider that a good thing, but in this case, such a pass-over would put me between him and a wall. Moved to centerline Ken's ship, Ken was left with the choice of eating them on the #1, or HETing. Both of those options I felt good about, since eating it on the #1, even after phasering it down, would make chasing me much harder, but an HET would not put him in a good firing position and I felt I could escape that turn with minimal damage. Ken fired the left-side phaser-G only, taking the plasma-Fs down to 32, but leaving him with good close range firepower.

On Impulse #23, Ken made an HET to direction F, taking 32 to his unreinforced #5. I continued forward, bringing the range to three. Ken's eight internals cost him two phasers, a fusion, a RW and some fluff. I launched an unmanned seeking shuttle to direction C at speed four. The shuttle would not hit, but it would cause him to either 1. Use phasers on it, 2. Tractor it, 3. Go around it, allowing me to turn in behind Ken.

On Impulse #24, Ken moved forward. I looked for a way to HET back and fight on his severely weakened right side, but I saw no way to make that work out. I slipped out, keeping the range at three. My shuttle moved to range one off Ken's #2. Ken identified the shuttle, and after determining that it was unmanned, he destroyed it with two pulses from his right-side phaser-G. This left Ken with, the hellbore, four phaser-1s, two pulses of the phaser-G, and two fusions on the right side (he also had one remaining



left-side fusion, but that would be impossible to get into arc). I had yet to fire any weapons, apart from the plasma-Fs. At this point, Ken knew that to get back into the game he needed to get a decent close range shot on a shield I did not heavily brick. He fired his standard hellbore and hit. Again, this was spread evenly over the #3, #5, and #6, but once again, where the extra point went would give him some information about my shields. I took the one point on the #4, revealing that it was not bricked, and also giving him a good idea that the #2 was.

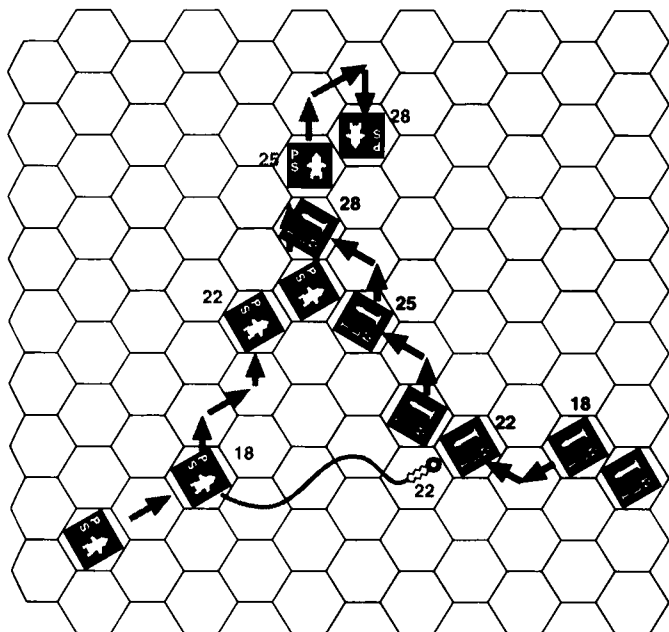
On Impulse #25, Ken slipped right, where my shuttle was the impulse before. I had two reasonable options. I could have turned right, going to range one. I could also turn away, keeping the range at three. My range one fire was likely to be quite a bit more impressive than his, but his range three fire really was lacking. I decided that if he chose to fire on my, as of yet uninjured #3, it would leave me in very good shape to get a range zero shot on him with an HET and perhaps follow that up with some phaser-3s down his down #5. I turned off, keeping the range at three. Ken was now in a position where next impulse he had to move forward. If I slipped right, his remaining FA+L phaser-1 would go out of arc. Ken fired the phaser, doing three more damage to my #4.

Because I was at range three, Ken's options were very restricted here. Even with good rolls, four phaser-1s, two fusions, and two phaser-3s were not going to do many, if any, internals to a 23 box shield (27 possible with batteries). Firing there would essentially assure I would get a range zero shot on him, which would do significant internals. Because of what would certainly develop over the next few impulses, Ken's hope had to be that I would continue to run away or try and circle without attempting an HET, or if I did make an HET, that he would be able to tractor me.

On Impulse #26, Ken moved forward and I slipped right. This put us at range three with me just outside of his FA. I announced a speed change to 29. On Impulse #27, I made my second HET to direction D, putting me at range two on the spine between Ken's #2 and #3. From here, I would be able to fire four phaser-1s, a fusion, and five phaser-3s into Ken's #3, downing it and doing an average of 36 damage. Additionally, Ken would be forced to simply continue forward, or risk showing either his down #3 or #5 to my additional phaser-3s.

At this point, Ken tried to tractor me. The tractor attempt failed and Ken conceded.

The figure below shows the movement of both ships over the last 16 impulses of Turn #2.



Game #5

Opponent Steve McCann (Moose)
WYN Aux (Hellbore. Drone. Disruptor. Phaser-G)

I had faced Steve in the Round of 16 on the way to winning my first Hat in 2000. He was in this same ship, but I was in the Andromedan. Even more so than the Andromedan fight, this is a complete mismatch. The WAX can do essentially no damage to the Orion under cloak. My plan was to cloak and move at moderate speeds until I got behind Steve. At that point I would uncloak and take down a rear shield, preferably the #4, then stay on it until the WAX tried an HET (or simply continue to do significant internals while taking none in return). Steve hoped I would not cloak, but expected that I would and plotted accordingly.

TURN #1

I doubled no engines and cloaked, plotting speed 15 to Impulse #6, then sped 16 for the rest of the turn. Steve plotted speed 21 the entire turn bricked the #1, held two suicide shuttles, and started to arm a third.

Nothing eventful happened this turn. I moved to the middle of the map and Steve corner dodged, trying to set up a reasonable Turn #2 position. Steve failed his roll to maintain lock-on on Impulse #6.

We ended the turn at about range 20, him on the side, me in the middle.

TURN #2

I had not reached the position I wanted, so I stayed cloaked, plotting speed 16 through Impulse #17, speed 17 through Impulse #26, then back to speed 16 on Impulse #27. The purpose of this plot was to keep my speed above 16 at all times while moving only a total of 15 hexes. Steve again plotted speed 21 the entire turn, this time bricking the #6.

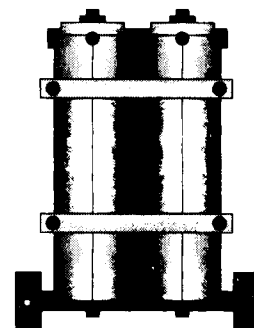
This turn saw Steve moving around the outside of the map, and me moving in behind him. At the end of the turn, I finished at range six, my #6 off his #5.

TURN #3

This turn would be decisive. I had gotten behind Steve. I doubled both warp, plotted speed 26 to Impulse #5, speed 25 to Impulse #13, then speed 31 the remainder of the turn, bricked the #6 and put six points into tractor, so I could ensure I would not get caught in a range-two beam. Steve plotted speed 21 to Impulse #20 and speed 31 thereafter; he dropped his brick in favor of a tractor beam and finished arming his third suicide shuttle.

We commenced a turning game, me getting ever closer to the range two shot on his #4 I was looking for. Steve held his drones, as he knew launching them at long range would only result in me being able to evade them easily, and he needed to use them to reduce my eventual range-two firepower.

On Impulse #24, I got to range two on Steve's #4. He launched one drone and we exchanged phaser fire. I downed his #4 and did 26 internals. His return fire did not penetrate my reinforcement. He lost three phaser-3s, one phaser-1, a drone and a disruptor. I then turned into him and eventually ate a pair of type-IMs on my #2, putting two others in tractor. I brought my fusion and two other phaser-3s into arc on Impulse #32, scoring additional internals and ending the turn off his down #4. I still had not used my plasma-Fs. Steve had taken significant internals and was going to take another 50 or so on Impulse #1 of next turn. At that point, Steve conceded.



Finals

Opponent Norman Cruz ('Sir Cruiser')
Orion (2xplasma-F, phaser-G, phaser-1, fusion)

Well, Norm and I had worked together to design the ship, and frankly I felt pretty satisfied no matter the outcome of the game. That said, I certainly wanted to win. As I mentioned in the introduction, Norm and I faced each other in the finals of RAT7 on SFBOL in the first incarnations of our Orions, a game he won. We both knew we would be selecting the plasma-F package for this fight, so we would be playing with identical ships. This is the second time I have done a mirror image fight in Captains; the last time was against Tom Carroll in 1999, both of us in Andromedans. Mirror image fights are often maligned in SFB, but I must say, like my fight against Tom in 1999, I very much enjoyed this game. I think another interesting note is that each of us had opportunities to capitalize on the mistakes of the other. This is not going to be a description of two perfectly flown ships. It is another reason SFB is so great. The game is so complex that minor errors are easy to analyze in hindsight, but even in a game between two excellent players, you will find mistakes more often than not.

TURN #1

Neither of us doubled engines. I plotted speed 19 the entire turn, armed my fusion beam and put six points on the #6. Norm also did not double his engines and plotted speed 16 to Impulse #27, and speed 31 thereafter. We both held two suicide shuttles.

The early part of the game was to see if either of us could establish a positional or maneuvering advantage. Norm cut left and I countered with a left turn. Later we both counter turned back right. We flew past each other, and then Norm turned in and a few impulses later I responded with a counter turn in. Because Norm plotted a slower initial speed and a faster end of turn speed, and because he turned sooner than I in all cases, we ended the turn at range five, #6 to #6. But Norm had moved five hexes in direction C, where I had moved only three hexes in direction F.

On Impulse #32, Norm launched his two pseudoes. I launched one pseudo (A).

Norm had established a large advantage on Turn #1 in maneuvering. His turn mode was satisfied at any speed. I would have to go speed 19 or less, however, or my turn mode would not be satisfied, and I would have to move forward on Impulse #2 (we had both slipped on Impulse #32).

That said I had committed less on the map than Norm. I had the potential to establish a plasma advantage next turn.

TURN #2

I felt I was in a bad spot. It was clear that because my turn mode was not satisfied, Norm was going to be able to select the shield he would fire on. I knew that the fact that I had committed fewer torpedoes on the map gave me a potential advantage to exploit, but I was not quite sure how to do it. I decided my only way out of this was to get more torpedoes on the map early and to make my slower speed encourage him to fire on the reinforced shield, which I would make the #2. Norm likewise knew I had made a maneuvering blunder on Turn #1, and was considering how to best take advantage of it. We both spent about 30 minutes in Energy Allocation that turn, considering all of our options.

In the end, we both doubled all engines. I took an Energy Allocation advantage in that I put almost all of my spare power into a brick on the #2, where Norm put ten into tractor and ten into a shield #1 brick. We both maintained our suicide shuttles.

On Impulse #1, I launched two real plasma-Fs.

On Impulse #2, Norm moved forward and I turned left; we were at range three at this point.

On Impulse #3, Norm slipped to my #1/#2 hex spine. I announced a speed change to speed 31. Norm's pseudoes were off my #2 at range one. My pseudo hit Norm's #6. Because my speed

change would not take effect until next impulse, for the purposes of determining shield facing for that Impulse, I was considered speed 19, and thus moved first. This made our shield facings his #1 facing my #2. My real plasma-Fs were also one hex off Norm's #6. Norm launched both of his plasmas - one facing direction D, the other facing direction C. We now came to the fire decision. From his approach, I felt certain he had bricked his #1. I was right, but I did not know it was only a ten point brick. I took a huge risk (that his Turn #1 plasmas were pseudoes) and held fire. Norm fired five phaser-1s and five phaser-3s at me. This reduced my #2 to about 20 boxes (after my 21 reinforcement).

On Impulse #4, I sat and stared at the pseudoes for a long time. Basically, if I slipped into them, I knew I was going to get a nice shot at Norm's #4, assuming he HETed (which, since he had just fired, only made sense). I had already guessed that his #4 was not bricked, so if that guess was right, I was going to score a decent number of internals. If, however, those plasmas were real, I was about to take 20 internals myself. That would have likely ended the game. However, I felt I was too far behind that if I just HETed off myself, I would likely lose. So I took the risk. I slipped into the pseudoes and Norm HETed to direction A. I was on his #4 at range two. The Turn #1 plasmas were fake, and I ate 20 on my #1 from one of his Turn #2 plasma-Fs. I fired four phaser-1s, one overloaded fusion beam, and five phaser-3s, scoring about 15 internals through Norm's unreinforced #4. Norm actually had five phaser-1s he could have fired at me as well, but he held them. Later Norm told me he intended on firing them, but simply forgot during fire phase.

Having destroyed three of his rear phaser-3s, I pursued in the hopes of getting either a phaser-1 or more phaser-3s through that same shield. I also dropped out a shuttle, mostly just to get it out of my bay, but I thought maybe it could later get a shot on his #4.

I was not able to shoot again on that shield with my ship, and I eventually turned off to juke the plasma-F that had swung back around. My shuttle did get that range eight shot, however, and I got lucky and netted another internal.

By the end of the turn, I had established a good lead. Yes, I had damaged two of my front shields and all three of his were good, but I had a significant power edge. He had also used an HET while I had not.

Later, while at the airport waiting on our flights, Norm and I discussed the game at length. One of the things we noted was the potential brilliance either of us could have displayed in our plasma launch. Had I made my Turn #2, Impulse #1 launch a real and a pseudo, I would have still had a real plasma-F on board, making a comeback by Norm at that point almost impossible. Likewise, had Norm simply not engaged at all on Turn #2, when he had two pseudoes on the map, and I had three plasma-Fs - at least one, and probably two, of which were real, he would have had a huge Turn #3 advantage at only the sacrifice of some long range phaser fire on his #4. This is something worth noting at Origins; especially the deeper people get into Captain's. Conservative play tends to reign here. People will often play not to lose, rather than to win, in the late rounds. I have known this for a long time, but have rarely been able to make myself take advantage of it.

TURN #3

Definitely a do or die turn for Norm. I had established a large advantage. He needed to even things up quickly, or our power disparity would only increase. He had his own advantages to exploit, however, including the fact that I had two weakened forward shields.

We again each spent a good half-hour in Energy Allocation. In the end we both doubled both warp engines. Neither of us had a brick as we both had phasers to recharge. Norm went speed 31 all turn. I went speed 19 for four impulses, then increased speed to 31.

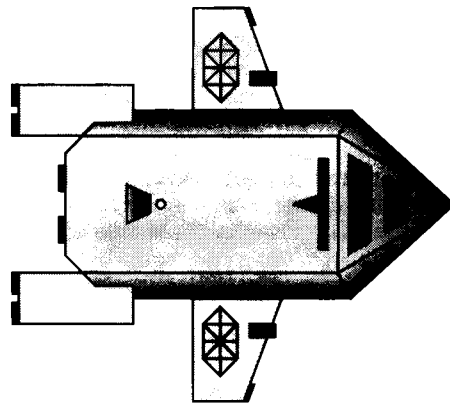
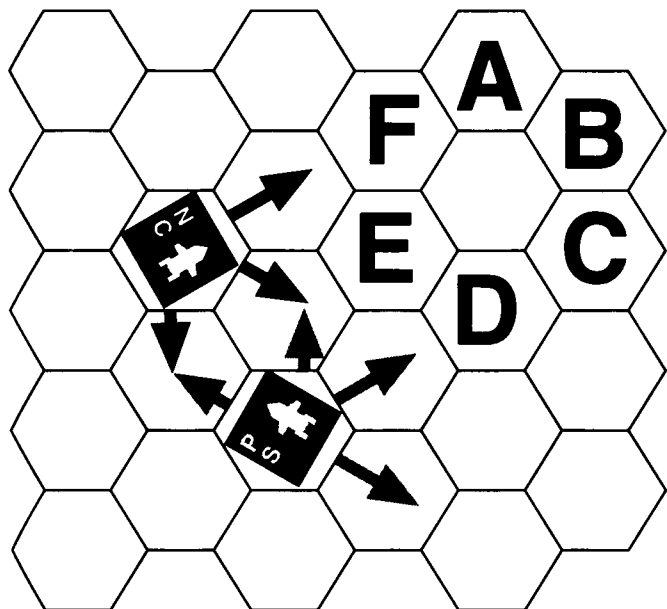
In the early part of the turn, we both turned around and closed on each other. We were moving simultaneously, and as we approached each other, each move started taking an increasingly longer amount of time to make. We each played conservatively. I knew I needed to simply come out of this exchange having not given the game back to Norm. Likewise, Norm knew he needed to eventually get a strike in on my hurt shield to get back into the game.

Eventually, we arrived at range two on a spine. He was splitting my #1/#6 and I was splitting his #1/#2. Since we were each moving the same speed, the situation was resolved by moving the target ship. This put me on his #2 and him on my #6. I chose to fire here, hitting him with five phaser-1s and five phaser-3s, scoring another handful of internals, including his fusion beam, a phaser-1, and two more phaser-3s, along with some power.

On the next impulse, we both slipped left. Norm launched a suicide shuttle in direction F. Now, what I needed to do here was destroy or cripple that shuttle, so I could turn to direction A the following impulse. This however, slipped my mind, as I was working out directions in which I could HET. Ultimately, Norm had to take a risk here. He had to get back into the game and the only way to do that was with a range zero strike against my injured #2 or #1. Had I thought it out carefully enough, it would have been obvious that he really had to HET back to direction D at that point. However, I was, as I mentioned earlier, playing very conservatively, constantly saying to myself, that what I needed to do was simply not lose the game. After much thought (but not about the right things) I decided to move forward. Norm HETed back to direction D and got a range zero shot with four phaser-1s and five phaser-3s. The damage he did essentially evened the score, although my internals were more favorable, leaving me with more power and more weapons than Norm (and fewer shuttles, lab and batteries).

As you can see from the Figure below, Norm and I both had three reasonable options. For me, I could move forward (direction F), I could HET to direction A, or I could HET to direction B or C. Norm could HET back to direction D, turn to direction C, or continue forward in direction B.

My biggest concern was not to lose the game. I had not taken any internals. I had not used an HET. I still had one pseudo. I had a weakened shield #1 and #2. Norm had used an HET, used both pseudoes, had about 25 internals, and had two down shields, #2 and #4. If I could get out of this turn without sustaining significant damage, I would have a huge lead in the game from which Norm



really would not have been able to recover. Because most of the map was to the left of us had I done an HET at that time, and Norm not HETed, Norm would have been able to counter HET and eventually get an overrun on me. If Norm chose to HET to direction D and I chose to turn in directions A or B, then Norm would essentially have done no damage to me that turn. If I chose to move straight ahead (F) and Norm chose to move in directions B or C, again, Norm would likely have done no damage to me that turn, as I would be past him and able to simply turn off to direction E, using a HET the impulse after his, if he HETed back around to chase me. I chose to take the most conservative approach, and moved forward.

Norm was equally aware of the situation. He knew this was the critical impulse and if he guessed wrong about my move, he would lose. He guessed correctly, however, and quickly evened up the game.

Interestingly, and not shown in the diagram, my best option would actually have been an HET to direction E. Such an HET would still gain separation for the remainder of the turn had Norm chosen to move in directions B or C. Had Norm chosen to HET to direct D (as he did), he would have gotten only a range-one shot on my full #3 shield, resulting in far fewer internals for me, and by me continuing forward in direction E, I would have guaranteed at least a range-two shot into his down #2 shield with up to five phaser-3s. I did not even consider this move until the writing of this article.

For the next several impulses, I looked for an opportunity to HET back to try and get an additional shot on his #4. The situation simply never arrived, so I went wide and circled.

I ended the turn at about range eight on his #5 shield.

TURN #4

Norm and I both doubled everything. I knew I would eventually get a shot against his down #4 unless he HETed. I also had not used an HET, so I felt even if he did HET, I would be able to arrange a good shot with a counter HET later in the turn. Norm also saw this problem and knew he had to HET back.

On Impulse #2, Norm attempted his third HET and rolled a six, breaking down. At that point, he conceded the game.

CONCLUSION

I was very happy to have this year. Although I was principally responsible for developing the tactics that made the old Andromedan such a tough ship, and although I had many difficult and enjoyable games in 2000, I never felt I had really accomplished what I set out to do, apart from getting the Andromedan banned. Winning in the Orion was very satisfying. It is an incredibly difficult ship to fly. Every game you know even the smallest mistake can end up with you dead. This was certainly one of my most enjoyable Origins to date.

TERM PAPERS

KLINGON SB WITH SFG

— *Captain Steven Paul Petrick, USS Texas*

If you have a Klingon Starbase with two PF flotillas and an SFG, you can be virtually immune to drone strikes. Have one of your PFSs go wild, and after attracting the drones in flight, place it in stasis. All drones targeted on it will continue to pursue it, expending themselves on the stasis field without harming the PFS. On the following turn, when a new strike of drones is launched, simply repeat with the second PFS, releasing one or the other as needed.

This is the Klingon version of the famous "Federation Yo-Yo", and will drive any Kzinti or Federation CVA group commander wild the first time it is pulled on him.

The obvious counter is to target the PFSs with maximum direct firepower to put them out of business.

Any starbase with two PF flotillas can pull a variation on this by setting both their PFSs well back from the base [but not more than 14 hexes from it (J9.24)]. By having one go wild and move beyond the enemy's seeking weapon control distance (i.e., more than 35 hexes from the guiding units) and alternating. By being that far away the PFSs are difficult to target with direct fire, and the enemy (if he relies on seeking weapons) is forced to chase them down before they get down to the business of reducing the starbase.

Rated the Best Term Paper in this issue.

GOT TOO MUCH GAS?

— *Ensign Scott Tenhoff, USS California*

Never good with Gorn GAS shuttles? Well replace the, almost always present, pair of GAS shuttles on your Gorn ships with two heavy weapon drogues. Or if you are going into an environment where you are outnumbered by fighters, seeking weapon drogues with plasma-Ds.

While this will cost you up to 28 Commander's Options Points (2x14), it will add six plasma-F torpedoes, or 12 plasma-D torpedoes to your arsenal to launch, more than doubling your available plasma.

Note, beware of the launch rates of the heavy weapons drogue and seeking weapon drogue.

This should enable you to overwhelm any equal-sized ships with the close in firepower of the plasma-Fs, or if he has prepared a weasel, you will be able to punish him after the weasel is destroyed.

X-WEASELS

— *Lieutenant, S.G., Andrew Harding, HMAS Victoria*

Decoy drogues represent exceptional value for X-ships and should be purchased to replace at least a couple of shuttles. This is because an X-ship moving at speed 24 can drop, with a plotted change to speed 12, fool seeking weapons with the decoy drogue and be back at speed 31 - possibly from reserve power - after as little as six impulses.

THE MOST LIKELY VICTIMS OF KIDNAP ARE CHILDREN

— *LT, J. G., Michael John Campbell, HMAS New South Wales*

When fighting against an F5 or its variants (or even an F6 or FX), or an E4 or its variants; beam your boarding parties directly into section C (the aft main hull section). Rule (D16.32) lets you transport into this area without the destruction of any kind of control box, you only need a downed shield. As soon as you have captured the section (by killing any defenders) and are in a place from which the vessel can be retrieved cut off the power supply to the warp engines [as per (D16.83)] (during energy allocation of course). This will make the vessel much more pliable for the rest of the capture attempt.

THE ECHELON: SPECIAL REPORT

— *Lieutenant Commander James L. Butler III, USS Louisiana*

ISC fighters and fast patrol ships can be used in a special support role. Fighters to tie down enemy fighters and harass ships; PFs to attack from the rear and drive the enemy into the echelon and/or its plasmas. The plasma-D version can be used as a fast moving, free form, anti-drone, anti-fighter force, letting the echelon get on with the important work at hand and not have to worry about fighters, drones, PFs, etc. The older model plasma fighters (Gladiator-I equivalents) can be used for cheap throw away firepower to harass and suppress enemy shipping.

ISC PFs are good all-around quality units with their three plasma-Fs, two phaser-1s (with excellent arcs), plenty of power, and two pseudoes. They are well-suited to their combat environment. A PFT often replaces the CL in an echelon. An effective combination is to replace the CL with a PFT and replace the DN with a CVA. This combination is preferable to an SCS because having scout channels and more fighters are very desirable assets. This replacing of combat ships by carriers and/or tenders is not as debilitating as it first sounds. For one point, ISC variants are well equipped, as are their neighbors, and for another, the fighters and PFs carried into battle will more than make up the balance. Also note that CVs are the units most likely to be carrying an MRS, a very versatile and powerful unit (carrying two plasma-Ds) in itself.

A good idea is to form mini-echelons with the fighters, placing the torpedo fighters and EW fighter(s) in a position where they can contribute to the conflict, but not be harmed by the enemy as effectively. Another good idea is to conduct passes with mine-laying PFs (assuming you have a minelayer for them to operate from). A single pass, done properly, can eliminate innumerable drones, fighters, and PFs; cut off an avenue of escape for the enemy; or channel him to where you want him to go.

In effect, PFs and fighters can form another line to the echelon, a sort of skirmish line; to fire and to draw fire, and to harass and cripple any opposing force, including the destruction of cripples. They form a free moving element to "plug up" any holes in the formation and suppress the enemy's ability to utilize such holes. They form a valuable point defense unit, not only able to destroy drones or weaken plasmas, but able to drive off or destroy their opposite numbers.

THE BOBCAT SHUFFLE

— *Lieutenant, S.G., Alex Chobot, USS Washington*

While generally regarded as one of the poorer PF designs, the Lyran Bobcat actually has a hidden strength. The Tactics Manual basically advocates a suicide use of the Bobcat, closing with standard loads, then parking and overloading if the PFs are still alive next turn. This ignores one of their primary strengths: the two disruptors on the standard Bobcat. These give the Bobcat a credible sustained fire ability at ranges nine-to-ten and, with warp packs, the speed to get the needed firing positions. The oblique is the best approach.

A full flotilla carries ten disruptors, averaging twenty damage points if firing through no shift. That is more than the average of 15 points a turn from a Kzinti Needle flotilla firing its disruptors and phaser-1s, and while not much more than the 18.33 average damage of the ten fusions of a Harrier flotilla, the Bobcats are firing every turn.

The key to this is patience. While many disregard the Bobcat for not having phaser-1s, its phaser battery is there for defensive purposes (especially against drones) and to close and deliver the *coup-de-gras* to any already stricken foe. The Bobcat is, essentially, an assault PF that is in general deployment. Only send them in close to kill a crippled enemy, or if doing so will save one or more of your ships.

MEGA-FIGHTERS VERSUS BOOSTER PACKS

— *Cadet Loren Knight, USS California*

When purchasing a fighter squadron consider buying the lowest grade fighter with a Mega-fighter system instead of the best fighter type. Using the venerable Federation F-18 as an example, compare these two types;

First the F-18C (the best F-18): Speed = 15 (WBP = 30), Drones = 4xtype-I + 2xSpecial Rail, Damage = 10 (WBP = 5), BPV = 12.

Second an F-18M: Speed = 26, Drones = 4xtype-I + 2xtype-VI, Damage = 12, BPV = 12.

The two special rails are the only advantage for the F-18C over the F-18M but not really. Since the F-18C with the WBPs active can be crippled by a mere four points of damage (from a phaser-3 is all) while the F-18M will take a full eight traveling at nearly the same speed with a tactically similar drone package for the same BPV cost!

Different fighters work out slightly different but always consider the added survivability for the cost. A dead squadron launches no drones!

One last note of interest for the assault role: You can gain much of the effectiveness of a heavy fighter on a smaller faster frame with the Mega-Fighter system. Of note, the Federation A-10: Faster and can fire two photons just like the A-20 for one BPV less. Yes, the A-20 has many more benefits but takes twice the space and if your need is to launch photons then the A-10M will get more of them in space than the A-20. A typical A-20 squadron is only six fighters launching 12 photons. A typical A-10M squadron of 12 fighters could launch 22 (24 if not using EW fighters) photons before reloading.

Of course, all this is given the appropriate YIS (for the Federation in Y179+).

THE TOURNAMENT FLASHCUBE

— *Ensign Marcus J. Giegerich, USS New Jersey*

The Romulan Tournament King Eagle is often looked at as a ship that is more tactically limited than its larger cousins, but there is one thing that it can do that no other tournament ship can*.

When playing against an Orion or another Romulan who is cloaking against you, you can roll your T-bomb out the hatch in an adjacent (or the same) hex. Wait for the two-impulse activation, then launch a shuttle to trigger it. According to (G13.552), the explosion will allow you to lock-on to him at that point, and if you retain the lock-on you can slap him in a tractor and feed him all of your available plasma. It is not likely that a cloaked ship will have the power to defeat your tractor. You should plan this carefully by looking at the chance you will have to retain the lock-on. If he is moving slowly (less than speed 16 if you are not in his hex, less than speed 13 if you are in his hex) there is a chance you will not retain the lock-on.

There is a trade off here in that you will most likely take ten points of damage yourself and lose a shuttle, but he will be taking the same ten points of damage, plus plasma, plus direct fire (through the range five shift).

*The Andromedan could do this as well minus the shuttle, but it will get far less benefit from it.

SHENYANG MRS ESCORT

— *Ensign Raymond Ford, USS Texas*

The Shenyang F-7 is useful as an escort for a Federation MRS. It is cheaper than a "real" fighter, is fast enough to keep up with the MRS, and has just enough weapons to do the job. The F-7 should remain in the same hex as the MRS and use its phaser-3s and type-VI drones to defend it against enemy fighters and drones. This will keep the MRS around longer to provide its services to its ship. The drones for the F-7 can be provided from the stores that come with the MRS.

KEEP THOSE SHUTTLES

— *Ensign David Jannke, USS Texas*

If you have taken a shuttle hit, but have not lost them all, you can extend your shuttles' lives by transferring a live shuttle to the destroyed box using the bay transfer rules. This will allow you to take one hit on the now empty shuttle box and another on the now occupied but previously destroyed box. It takes one full turn to move the shuttle and barring linked bays can only be done within the same shuttle bay, but there is no restriction about launching during the turn if the situation becomes desperate. Note that you may not prepare the shuttle for a special mission, but may launch a previously prepared shuttle, provided it needed no holding energy, from the destroyed bay. This is most useful for carriers and Hydrans where it provides an extra shuttle hit that will not cause a chain reaction.

DROGUES FOR THE MEMORY

— *Ensign Kenneth Jones, USS Arkansas*

The sensor drogue is often overlooked. Using it you can achieve even higher ECM/ECCM levels, potentially letting you have eight ECM without a scout being around giving you even more protection versus that nasty Fed's photons. Unless he puts five points of power into ECCM you will get a Net ECM shift of minus two, and even if he does you will have a minimum of a net ECM shift of minus one.

If you have a handy ECM drone giving you its protection as well you would have 11 ECM giving you a net ECM shift of minus three with no way for it to be reduced beneath a net ECM shift of minus two. You do not even need to power it fully, simply go ahead and run at a power of ten ECM which will give you the same benefit. If your opponent has a scout handy all of this goes right out the window, but at least he is using it to counter your ECM instead of other even more vital jobs.

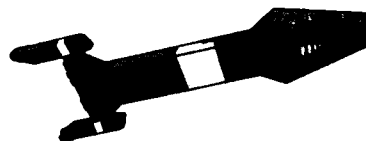
ANCHOR AT THE FORTY YARD LINE

— *Lieutenant, S.G., Timothy Sheehy, USS Virginia*

Playing the EPT game with the TKE can be done against the drone/disruptor races, but it requires more than just finesse. Because your opponents know you have no other heavy torpedoes in which to damage them after EPTing, they "know" they can get away with murder on Turns #2 and #3 chasing you down. If your opponents go for a high-speed run away on Turn #1, and are planning on chasing you down on Turn #2, they can leave themselves open for a quick defeat. The extremely long legs of the plasma-R EPT greatly help to expedite this.

Take a look and see what the enemy ship does early on Turn #2. Is he going high speed? Does he fire phasers at the EPT to weaken its strength? Did he do both (the usual)? If so, run him over and send him to the showers early! The two plasma-F torpedoes will likely be more than double his heavy weapon output, and the short-range phaser power of the TKE is extremely good. (It will greatly overwhelm an opponent who used the 'book' defense of phasering down the incoming EPT.) If you couple this with the TKE's invaluable thirty-box shields/ten boxes of armor, you can deliver a hammer blow on a turn when your opponent was expecting no combat to take place whatsoever.

A forty-point anchor does not seem like a threat, and that is exactly why it works.



MEGA PACK

— *Cadet Andrew Cowling, HMAS Tasmania*

While it is common wisdom to choose mega-fighter packages for plasma assault fighters before loading the plasma superiority fighters with them, there is one occasion where this changes.

By combining the megafighter package with remote controls on your superiority fighter, you gain the ability to launch all the fighter's seeking weapons at once, transforming it into a pure assault weapon, without suffering the standard scatterpack limitations. Note that this advice is not limited to plasma-armed fighters: drone-equipped fighters gain the same benefits.

ADVANCED DRONE TACTICS

— *Lieutenant Commander Gerald Lane, USS Massachusetts*

Drones can provide a very useful part of an overrun attack. One or more type-IV drones, particularly the higher speeds as available, released at one hex range and scheduled to move on the following impulse drastically limit the target's options. If he can drop a wild weasel then he loses direct-fire capability. An ADD will only get one chance with only a 33% chance to hit. If he attempts to phaser the drones down, a sure kill, especially if armored drones are available, will require the allocation of two or more phasers. This option will either result in massive damage to the enemy or a greatly reduced level of return fire, both of which mean an easier victory.

Note that lab identification of seeking weapons comes before seeking weapon launch in the Sequence of Play (as, indeed, does tractors), so there is no way for the target to know if the drones are type-IVs, type-Is, or type-VIs in this case. (Note, there is an exception in that type-VI drones launched from some ADDs and type-E racks will be identified under the Tactical Intelligence rules (D17.197), (D17.4-F), and (D17.4-I)).

Type-II and type-V drones are generally neglected in favor of the faster drones. These drones can be useful, if they are mixed in with a group of type-VI drones from a scatterpack. The odds are then greatly improved that some of the heavy (double space) drones will get through to the enemy. A type-V could be any one of the nine drones released by a scatterpack. Any ship that relies on knowing what a drone is before killing it, those without ADDs or ESGs, will have a greatly reduced chance of finding the real drone. This method is also possible with a ship that can launch type-VI drones from its own ADD, type-E, or type-G drone racks.

A type-IV drone chassis with 1.5 spaces of armor and a 0.5 space explosive module is a useful combination. It escapes the limited availability of slug drones yet it can still take 12 points of damage. This makes it useful for crashing ESGs, mine hunting (it can take two T-bombs), or at least slipping some damage past the enemy's phasers.

When using external armor on a drone check the resulting speed. In several cases the speed will give away the chassis type and the size of the armor module. Type-IV drones with 1.5 spaces of external armor are one of the least secret combinations possible.

Many ships can deploy four T-bombs simultaneously. The problem with massed T-bombs is to get them to detonate. The answer is to use massed type-VI drones. Under (M2.47) each drone has a chance to set off one T-bomb. Ten or twelve drones will most likely blow up six or seven T-bombs scoring 60 to 70 damage points all at once.

TWO TORPEDO INTERCEPTOR TACTICS

— *Lieutenant, J.G., Fred Hood, HMS United Kingdom*

The only thing that keeps an interceptor alive is its speed. The Hydran and Lyran interceptors cannot afford to put more than four points of power into heavy weapons. These interceptors should fire one torpedo on overload on Impulse #32 of a turn and the other on Impulse #1 of the following turn.

ROMULAN MINELAYING PF TACTICS

— *Lieutenant, J.G., Donovan A Willett, USS Alabama*

When preparing for action using the Romulan StarHawk PF, take a second and review the information on the modules you can have available for your flotilla. Rule (R4.PF2) informs us that a tender carrying StarHawks can carry two sets of 'special' modules, which includes the Mine Warfare modules, in addition to having six 'Combat' sets. This means that you can begin a battle with two of your StarHawks configured as minelayers from the start. Couple this with the fact that Romulan PFs can do speed 31 under cloak, and you have the potential of being able to lay an instant minefield around your enemy.

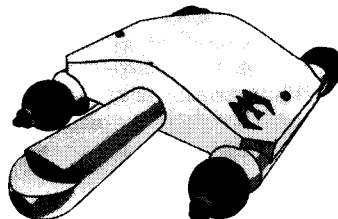
The principle problem will be the supply of mines for the Starhawk-Ms to use. Romulan ships are limited to only a single NSM, and trying to gather the NSMs of a fleet on one ship under fire is problematic. One solution is to have a Sparrowhawk-D, or even a lowly Skyhawk-D, as part of your fleet/squadron. To be really effective they would need the (R1.R1) mech link refit which would allow the Starhawk-Ms to dock and be loaded while under way. This will still be time-consuming during a battle however, and simply having the minesweepers will not provide the NSMs as their racks must be filled at the cost of additional BPV. However, if you are willing to pay the price, and manage to get your Starhawk-Ms loaded, you gain some tactical options.

One tactic would be to launch your PFs under cloak, having them split into two groups while heading for the enemy, criss-crossing in front of him twice before doing an enveloping approach. At that time you have the option of engaging him, or turning back and docking your Starhawk-Ms to replace their modules. The result would be a minefield composed of 18 NSMs right under your enemy's nose, assuming you are using Secret Placement (M2.6). This can be especially useful when being pushed back by an ISC echelon.

Another tactic for use against drone/fighter fleets such as the ones the Federation will be throwing out in the time period is to deploy standard small mines set for size classes 6 and 7 for defense. In this case, the Starhawk-Ms can either set a field, or simply stay out in front of your fleet dropping them as needed.

What makes this truly effective is that under (D17.0) (if using Tactical Intelligence) PF variants are not detectable separately until Level H. While Kzinti MRNs, and others willing to sacrifice PFs for full time minelayers, can do this too, Level H is available out to 12 hexes (18 for scouts). This means the enemy is more likely to detect the minelaying PFs and take appropriate actions. On the other hand, even if they achieve a lock-on they cannot gain Level H on cloaked Starhawks if they do not get within four hexes (eight for scouts) range of their ships, or if they use tactical intelligence resources like probes or MRS shuttles. This lets you get even closer leaving them even less room to maneuver. And if they let you do hidden cloaking, they will have no warning whatsoever unless they manage to get a detection roll (which is quite possible if you are flying at high speeds).

Also, remember that bases get double the amount of modules, making plugging minefield gaps, instant minefields and anti-fighter/drone mines more effective, and the mines can be drawn from the base's cargo storage (G25.4) and will only cost half as much as if they had been purchased by a minesweeper.



BLIND MAN'S BLUFF

— *Lieutenant, S.G., Piotr Orbis Proszynski, HMCS Ontario*

One point of power may not be much, but sometimes even one extra point in movement, phaser capacitors, special shuttles or batteries can make a difference in a close game.

Make use of the fact that without lock-on, the status of a ship's shields is unknown (D3.543). In certain specific matches involving cloaking ships (Romulans, especially the TKE and TFH, and Orions with certain packages which rely on cloaked 're-load' turns), lack of lock-on can be a recurring and predictable event, as a cloaked/fading ship must have inactive fire control (thus obscuring the shield status of its enemy) and the enemy may lose lock-on when the cloak is fully activated (thus losing track of the cloaked ship's shields).

While leaving shields completely unpowered in Energy Allocation must be announced (Annex #2, Energy Allocation Phase), the difference between full and minimum shields is not obvious. This means that on those turns when the cloaked ship is re-arming heavy weapons (and thus unlikely to resurface), in EA its hunter can pay for minimum shields only with impunity, provided it can avoid damage from already-launched plasma, is not spied on by the cloaker's manned shuttles, and does not plan on overrunning the cloaker with heavy weapons which cause feed-back.

Vice-versa, the cloaked ship can also consider paying for minimum shields only. This can be considered if the enemy has lost lock-on and cannot regain it, and if you are facing an enemy very unlikely to hurt you during the turn(s) you'll spend under the cloak, either because they are under speed restrictions which will make getting near you difficult, or because they are busy fleeing your launched plasma, or because of the nature of their weapons (photons and fusions, for example, are rarely expended at a cloaked ship). Go ahead, save yourself a point of power to go along with the one you're already saving on Fire Control; cloak is expensive enough to pay for. The under-appreciated Tournament King Eagle is probably best suited to taking advantage of this mantle of darkness, with its six batteries and ten-space armor, and the keep-away power of an enveloping plasma-R. Remember one thing, though: if you start fading in at the end of a turn, so as to be fully uncloaked by Impulse #1 of the next turn (a popular tactic), your choice to power minimum shields will be known immediately. Still, if the changing tactical situation does necessitate such an early fade-in, you can simply raise the shields from battery before you do it, the enemy need never know a thing, and you will be no worse off.

CATCHING UP TO KAUFMAN

— *Cadet Kenneth A. Blache, USS Louisiana*

Whenever battling an opponent utilizing the Kaufman retrograde, simply start out a turn moving speed zero, and plot a mid-turn speed change. An opponent, assuming he is not trying to disengage, would emergency decelerate in order to maintain the range to his advantage. Your mid-turn speed change will be to speed ten while your enemy can only sit and watch. Electronic warfare and erratic maneuvering can be used to cover your advance.

PPD TECHNIQUE

— *Cadet Dave Morse, USS Kentucky*

When an ISC fleet focuses its PPD wrath on a single enemy ship, it should try to fire exactly two impulses before the targeted ship is scheduled to miss a movement opportunity. The targeted ship will be trying to split the damage evenly among two shields by turning during the third impulse. If the target is not scheduled to move, it cannot turn without either a HET or a Mid-Turn speed change. These will likely drain reserve power, decreasing the effectiveness of an ECM yo-yo.

Obviously this tactic should take a back seat to firing the PPDs at a ship with an unsatisfied turn mode.

BETTER LATE THAN NEVER

— *Ensign Marc Mitchell, USS Georgia*

When an opponent has stopped (either through speed plots or Emergency Deceleration) and you are considering an overrun, drop a couple of suicide shuttles out the hatch a hex or two apart while you are still three-to-five hexes away. He is not likely to lab them, and due to the range may presume they are manned shuttles. Even if he suspects what the shuttles really are, he will have to save phasers to destroy them instead of using them on your own ship. The enemy may lose any unfired phasers due to battle damage from your overrun, leaving him defenseless to the shuttle attack. Launching shuttles early ensures that they are in flight in case your shuttle bay gets crushed during your overrun.

FLEET RE-ASSESSMENT

— *Lieutenant Commander Russ Bullman, USS Illinois*

It is almost universal to assign certain ships to certain roles during fleet actions. Common examples are using one ship to identify drones, a couple just to kill drones or fighters, etc.

While this is an excellent way to start a brisk fleet battle, it is not something just to be done at the beginning of the action, but rather something to be done all through the battle.

Always re-assess your ships in relation to the job they are meant to do as opposed to what damage has left them suited to do. A ship that has lost labs, but still has firepower, is not well suited to identify drones any longer, but could still kill them. Re-assign a ship like that if its original duty was drone identification. Likewise, a ship should be re-assigned if still combat worthy. Ships that have lost torpedoes or drones but can quickly repair phasers should be used for drone defense or anti-fighter roles.

If nothing else, a ship that has lost most of its power and weapons, but still has viable sensors, should withdraw somewhat, turn fresh shields to the enemy, sit still and guide seeking weapons, until too many seekers lock onto it.

Lastly, if the original task a ship was assigned to has become redundant, such as identifying drones when you feel that the enemy has used all his special drones, re-assign the ship assigned to do it to something you feel is more relevant to the current tactical situation.

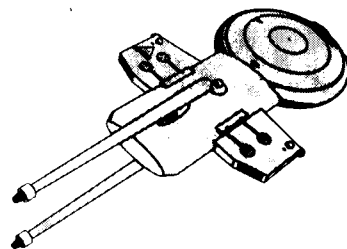
IDENTIFY THIS!

— *Ensign Dale McKee, USS California*

When flying a plasma ship with a heavy torpedo and light torpedoes (such as the S/F/F of a Gorn HDD), a standard tactic is to string launch the plasmas. This can cause problems when your opponent runs out your torpedoes and accepts a low-damage hit in order to identify the torpedoes as real or pseudos. It can help foil your opponent's attempts to identify pseudo-torpedoes if you launch the heavy torpedo with a light torpedo (real or fake).

If your opponent would normally run out the heavy torpedo, he will not be able to identify the plasma-F as it will dissipate long before the heavy (R, S, or G) torpedo, unless he is willing to accept damage from the heavier torpedo in order to do so.

In order to keep your opponent guessing, mix up your load of real/pseudo torpedoes; do not always make the heavy torpedo a real one or the light torpedo a pseudo. If he phasers down the heavy torpedo and accepts a hit from the plasma-F, he may unpleasantly find he has burned his phaser power on a pseudo.



OMEGA TERM PAPERS

LEAPING TIGER TECHNIQUE

— *Lieutenant, S.G., Alex Chobot, USS Washington*

As the captain of a Ryn vessel, you should, unless absolutely necessary, not make a quantum transporter jump after Impulse #29. This preserves your ability to use a quantum transporter bank on Impulse #1 of the following turn, giving you the almost unheard ability to move during Impulse #1.

Even better, since this movement occurs during the transporter functions step, your opponent does not have the opportunity to HET or TAC in reaction before direct fire, affording you a better ability to pick the shield you engage.

ALUNDA SNATCH AND GRAB

— *Lieutenant Commander Paul Stovell, HMS Kingston*

This needs at least two Alunda ships with Attraction-Repulsion Fields armed to work. Plot high speed for one and either high speed or low speed and cram power into the Bioelectric Bolts with the other. Activate the Attraction-Repulsion Fields with the ships in same hex. Set to repulse his friend.

The Friend can either manage speed 64 for five impulses which may allow some fun plasma dodging.

Or speed 32+ with plenty of power in Bioelectric Bolts.

This can be extended.

When the lead ship exits range five have a preplotted speed change to get the trailing ship within five and travelling slow and activate the lead ship's Attraction-Repulsion Fields to attract it back. Alternatively use the lead ship's Attraction-Repulsion Fields to attract a target for both to hit.

Alunda suffer from lack of reserve warp. Their Attraction/Repulsion Fields can more and make up for this, given a friendly ship.

Example: Two Alunda CAs start the turn in the same hex. CA "A" plots speed 15 Impulses #1-3; speed 30 Impulses #4-14; and speed 15 Impulses #15-22. CA "B" plots speed 15 Impulses #1-12 and speed 29 Impulses #13-21.

In this simple example both ships head in the same direction without sideslips. It also assumes both Attraction/Repulsion Fields roll 1-4 for maximum effects.

Impulse #1 CA "A" activates an Attraction/Repulsion Field to repel CA "B". By Impulse #11 CA "B" is six hexes away and the Attraction/Repulsion Field collapses on Impulse #12. CA "A" closes to range five of CA "B" and CA "B" activates an Attraction/Repulsion Field to attract CA "A". By Impulse #21 both ships are again in the same hex.

In those 21 impulses each ship has moved 24 hexes!

This maneuver was first witnessed by Mrin scientists studying Alunda mating rituals. It took many years before the Mrin learned to turn this behavior on and off at will without unwanted side effects.

This tactic can be used in many other ways. Typically one Alunda ship can invest heavily in arming its Bioelectric Bolts while a second then pushes it into position.

OMEGAN PHASER-3s: NOT JUST FOR KNIFE FIGHTS

— *Lieutenant, J.G., Andy Vancil, USS Colorado*

Omeagan phasers do not just have different damage curves than the Alpha Sector phasers, but sometimes require different tactics for their use. The differences are most pronounced with the Omeagan phaser-3s, which generally have longer effective range than the Alpha Sector phaser-3. For players used to the Alpha Sector, the phaser-3 is a weapon that is effective to range two, marginal at range three, and generally not worth firing at longer ranges, except for "free" shuttle phaser shots and sniping at down shields. On the other hand, some Omeagan phaser-3s remain effective to range three or four, and most retain a one-to-one or

better energy-to-expected-damage output to range seven or more.

Here is a comparison table. "Effective" means the phaser averages 2.0 or more points of damage, "Marginal" means the phaser averages at least 0.5 damage:

Phaser-3	Effective	Marginal	Max
P-3	2	3	15
PW-3	2	7	12
PR-3	4	12	12
AP-3	2	8	8
PP-3	2	5	15
PQ-3	3	7	7
PM-3	2	7	12

The long range of Omeagan phaser-3s has several implications. Shuttles become more effective as phaser platforms; a stack of shuttles at range seven has a decent chance of doing several points of damage, but is not really worth the resources to destroy at that range. On the flip side, shuttles and seeking weapons can be shot at before they get too close; for example, if a Trobrin ended the turn at range four from a tachyon missile, it might be worthwhile for him to fire some phaser-3s at it. The biggest implication is that you can use your "defensive" phasers on the battle pass as part of your alpha (or should I say Omega) strike.

VARIABLE DEFENSE

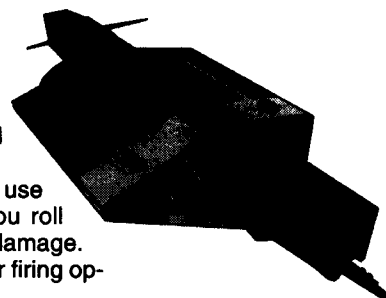
— *Lieutenant, J.G., Andy Vancil, USS Colorado*

The Vari have difficulty using phasers to defend against shuttles and tachyon missiles. Their phasers can do a lot of damage, but they can also miss, even at close ranges. For example, two PP-3s at range one will probably kill a shuttle, but not even five PP-1s will guarantee its destruction.

To be successful in seeking weapon defense, the Vari must do two things. First, avoid situations where there is only one impulse to deal with a seeking weapon. This is a good idea for just about anybody, but is especially important to the Vari. If the Vari ship has several impulses to deal with the shuttle or missile, there is no need to over commit resources to minimize the chance of a miss. For example, a Vari ship is faced with a tachyon missile with eight points of endurance. If there are several impulses to deal with it, the captain could fire a single PP-1 or a pair of PP-3s and have a decent chance of destroying it. If the shot misses, other defenses can be used. If the missile is going to impact the following impulse, the Vari captain is in a quandary because even four PP-3s will still fail to destroy it 1% of the time.

The second thing the Vari captain should do is consider other methods of defense before phasers. Tractor beams are a good option as Vari ships tend to have lots of them. Suicide shuttles are another option, although most Vari ships have but a single, small shuttle bay. Particle beams are another option — although they are not as energy efficient as phasers, they have a lower damage variance. By (OFD1.351) heavy weapons are not penalized when firing at tachyon missiles, so particle beams make good candidates for shooting them down. If you can find the power, your particle beams can be used defensively against the first wave of missiles, and used again eight impulses later against your opponent on the attack run. In a knife fight, an overloaded particle beam is just the thing for shooting down that (suspected) suicide shuttle your opponent just launched in your hex.

Save your phasers for use on the opposing ship. If you roll well, you can do grievous damage. If you miss, you'll have other firing opportunities.



TACTICAL PRIMER: THE RYN ENCLAVE

by Lieutenant Commander Scott Moellmer

The tiger-like Ryn thought they were alone in the universe. Unfortunately, they were wrong. And their neighbors kept trying to conquer them! But they rebuffed all assaults, until finally the Andromedans brought more than they could handle. Herein we shall look at how they kept their homes safe for as long as they could.

A UNIQUE MOVEMENT SYSTEM

The mineral-poor tigers never did develop warp drive, but adapted transporters to meet their movement needs, among many others.

This quantum transporter movement system gave them unique advantages against their warp powered foes.

The primary thing to remember about quantum transporters is that the Ryn 'move' during the transporter step of the Sequence of Play, AFTER others have moved. So, much like the Orions in the Home Sector, the advantage of moving last is yours. Watch where the enemy goes, then exploit it. This is best utilized by not moving much until the enemy gets fairly close, so it takes courage to wait. Quantum transporters have a four impulse delay between uses (for ships, delays are longer for shuttles and fighters), so where you 'bounce' to is where you will be, at least for a while. Keep that in mind. If you are in a big hurry, most undamaged Ryn units can effectively move speed 30 for no power.

Another plus is that Ryn ships and units do not actually 'move' when they transport. This means they are mostly immune to movement effects like setting off mines, taking asteroid damage, etc. You can gaily lead pursuers through various terrain without taking any damage, while their front shields weaken. You can even jump from space to a planetary surface in an instant. This (if timed well) can transfer lock-on of a pesky seeking weapon to where you were, which can be very useful (as long as none of your own live there).

Bouncing over a gravity wave, or behind a planet to escape a pulsar blast, are other examples. Think like Andromedans displacing, but even better and more often, without the disrupted fire control either, as long as you are in the Nebula.

The ability to bounce backwards (cannot be used by transporter-emitter missiles), usually three hexes, is also an advantage to keep in your battle plan.

One drawback to keep in mind is that four (or more) impulse delay. If you bounce too close to an enemy, it is not hard for them to move to the other side to fire on your weak armor belt, or greet you with suicide shuttles, or (even worse) Black Shards in the case of the Souldra. Range three and no closer in quantum transporter usage is recommended there, preferably behind or to the side of the foe.

A perhaps little utilized option with your quantum transporters is VERY long-range hit-and-run raids! You can (at the cost of a little movement) reach out and visit someone up to range 15. You can replenish lost boarding parties via the transporter link, if you are far enough away from trouble to stop moving for a while.

MAXIMIZING YOUR FIREPOWER

Most phaser arrangements on Ryn ships are heavy on the FA/R and FA/L arcs, usually with some RX available as well. So, try to jump to show your #2 or #6 arcs to maximize your firepower. Your #3 and #5 arcs are also good if your front armor is weak or gone, as many phasers can fire there. And of course the transporter-collector beams have 360° arcs. Compare your quantum phaser tables with the enemy weapons to determine the best range to bounce to, and keep the transporter-collector beam range breaks in mind as well.

Remember the built-in ECCM of quantum phasers can sometimes gives you an edge in an electronic warfare situation, whether powered or caused by terrain.

The transporter-collector beams work best when shields are down, of course, so an optimum attack is bouncing to a vulnerable position, firing phasers to down the shield, then adding the transporter-collector beams on the following impulse. Be aware that if you are going to do a great deal of damage thereby, your target may HET at you. If you cannot get that dream shot, add the transporter-collector beams in, as their power to damage ratio, even against shields, is not bad. Do not forget you cannot hold the transporter-collector beams beyond three turns.

Often, especially with damage, your energy will allow phasers OR transporter-collector beam arming, or perhaps some of each. This is a very variable situation, but if the facing shield is down, the transporter-collector beams should be your priority. Frequently in early turns you should think about giving precedence to rearming the phasers, to drop those shields for later transporter-collector beam exploitation.

The high repair cost of transporter-collector beams (12) often means using emergency damage repair, or using the power saved for more phasers.

THOSE DRONE GNATS

At first glance transporter-emitter missiles look fairly puny. Only able to use transporter-collector beams at the one power level, with a long 32 impulse firing cycle, and having to be programmed at launch with a set firing range can give the impression of pretty useless weapons.

Not at all! While you must keep those factors in mind, also think about the facts of unlimited endurance, ability to repair themselves when using the transporter-collector beam, and effective speed 30 of a unit immune to T-bombs among other things, and they look more dangerous. Again, compare the enemy's phaser ranges (especially phaser-3 equivalents) when setting the target range. If you want your transporter-emitter missiles to draw enemy fire, set them for close range. If you want to pinprick and snipe, setting them at range seven, for example, keeps them reasonably far from reprisal while still being in a decent transporter-collector beam damage range.

They need to keep the target in FA arc if possible, and cannot quantum transport backwards, but each one takes seven damage points to destroy, and will keep firing until destroyed. If control is a problem, transfer some to other Ryn units, or fighters if you have some.

Wait for the best firing opportunity, as the small damage they do often causes the enemy to mostly ignore them. But a swarm of these gnats can cause headaches all out of proportion to their size when the battle reaches the later stages where power is low and down shields abound.

STAYING ALIVE

The ceramic-composite armor is another unusual system for the Ryn. Covering 180° arcs, like Andromedan PA panels, but replenishable by either internal damage to the enemy or simply sweeping space around you (assuming you are within the Nebula).

The usual way Ryn ships get beaten is taking a big enough shot to destroy the impulse and APR power, after the armor is gone. So if things are a little thin looking on those armor belts, just bounce far away from your foes and renew yourself. Rules limit you to restoring no more than twice the original belts, but if you have not won by then, it is time to leave anyway.

Keep in mind the ability to restore up to ten armor at a time by using continuous damage repair, but this will obviously limit your ability to repair other things. Balance your needs in repair decisions.

YOUR OTHER LITTLE FRIENDS

Ryn shuttles share the quantum transporter movement system, but in a much more limited fashion. If you are not facing a strong seeking weapon race, consider using them as a tiny fighter wing. You can keep them together more safely than other races given their inability to set off T-bombs, but beware a foe setting off their own T-bombs with their own units while next to your shuttles. The balcony and track system is helpful here in getting shuttles out, don't forget the impulse of delay before you can launch, though.

Often your enemies will have trouble hitting you with seeking weapons given the quantum transporter advantages, but if you are unsure or just cautious, keep a wild wesael ready.

The fighters are always helpful things to have around. The (R19.0) description of the Raker fighter mentions it having a phaser it never uses, but the Annex does not even list one, so keep these cycling as transporter-emitter platforms. Keep control limits in mind.

Slasher fighters are good follow-up units, having their own transporter-collector beams, even with limited power. Most Ryn ships will NOT have enough power (especially when damaged) to rearm their own weapons and Slasher transporter-collector beams, so cycle them in landings that are well staggered out, and be prepared to keep them out as phaser platforms in the mean time.

ENEMY NOTES

The racial history lists the major invaders as the Probr, Mæsrón, Sigvirion, Trobrin, Koligahr, and (finally) the Andromedans. Dealing with each requires care.

Versus the Probr, have one or more wild weasels warmed up as accentuated HEATs are capable of catching even quantum transporter bouncing units. They stole your quantum phaser technology, so that area is a wash. Try to keep them shooting at transporter-emitter missiles, and look for a low HEAT turn when you can get in, do some damage, and leave. A tricky fight.

Versus the Mæsrón, you have trouble as the tachyon guns will really sting. Until really late, when the missiles get very fast, you can usually ignore them. Concentrate on maneuver here to avoid massed tachyon gun pain.

The Sigvirions are somewhat easier, as you can normally evade KWHs, and the PEs will not hurt you much beyond point blank range. Pepper them around range 3-5 (closer if your transporter-emitter missiles have tied up their PE's) and attrite them.

The Trobrin are big trouble. The implosion torpedoes can keep you moving at least, and the implosion bolts and radiation phasers will hurt after you bounce. Depending on how weak the implosion torpedoes are after a while, consider letting them hit the offside armor belt, then dance around the direct fire weapons. Try to survive their early attacks and seek to get even when they are reloading, as they slow, often dramatically, then.

The Koligahr are normally not a huge threat. Spread out your transporter-emitter missile launches to keep antimatter clouds from getting them all, and again use maneuver to try and maximize your firepower against them. The slow firing cycles on some Koligahr weapons can give you a timing edge, with quick bounces in, shoot them, then flee.

The Andromedan mass assaults drove the Ryn to abandon their homes, but in less than overwhelming numbers, the tigers hold their own against them. The greater damage that transporter-collector beams do against non-shielded foes, and the pinpricking of transporter-emitter missile fire, especially since T-bombs are of little help, aid the Ryn here. The effective high speed of quantum transporter movement and constant quantum phaser and transporter-collector beam firepower is capable of punching good holes in the invaders. If the Andromedans use displacement devices to freeze one of your units, that is one less option to evade you that particular ship has, tending to make it a good target.

Overall, the Ryn are capable ships, especially on home turf. Use your movement advantages, replenish armor when weak, and your tigers will stand proud in defending their homes.

TACTICAL PRIMER:

SIZING UP DRONES, THE LYRAN WAY

— Ensign David Kass, USS California

Using ESGs to stop drones is not quite as simple as turning them on and letting them work. You can get a lot more out of them if you use proper techniques.

If your Lyran force (or any ESG-equipped force) is intending to use several ESGs to assist with drone defense, consider raising one ESG at radius two (or even radius three). While it will do a few less points of damage and may distribute the damage done less efficiently, in exchange, rule (G23.52) priority #5 will reveal the groups of drones with the same size. All the drones that are grouped to randomly receive the last points of damage are the same size (type-VI, type-I or type-IV). And any not in the group are another size (larger if they received damage, smaller if they all received more damage).

For example, a wave of 12 drones is approaching a Lyran squadron. One ship raises an ESG at radius two (strength 17). All the drones take one point, but the last five points are randomly distributed among the first eight drones. These eight drones are all the same size and smaller than the last four drones. Having noted that all the drones were launched by type-B or type-C drone racks, the Lyran now knows that the first eight drones are type-I (or other single space) drones and the last four are type-IV (or other double space drones). Knowing the size of each drone allows anti-drone resources, e.g., labs or phasers, to be allocated more efficiently. No need to allocate two phaser-3s to a type-VI drone while being worried that it might be a two-space drone.

If none of the damage from the ESG needs to be allocated randomly, then the drones that received an extra point of damage are all smaller than the drones that did not. In cases where all three drone sizes are in the same wave, e.g., from several scatterpacks, the results will only distinguish all three types if the last point(s) of damage must be randomly distributed among the single space drones. To help achieve this, consider putting less power in the ESG so that the extra damage will affect about half the drones. But even if only two groups are identified, the ESG will still have divided the drones into large ones and small ones (with single space drones possibly being in either group). And the use of a few labs should clarify the situation.

Another approach for a very large wave in this situation might be to put up one ESG at radius three and one at radius two. This can be particularly useful against drone waves from scatterpacks by at least determining whether several drone sizes were used.

Note that in cases of spread out drone waves, it may be possible to have the ESG impact several stacks of drones simultaneously. This will "sift out" the large or armored drones.

Be careful of drones that jump the ESG (i.e., move toward you on the same impulse that you move toward them) since they will receive all the damage (or at least enough to destroy them) before any damage is allocated to other drones.

Hitting a ship and/or shuttles with your ESG at the same time will not make a difference as long as the last point of damage falls among the drones.

Against very small stacks (four or fewer drones), this process often works by killing some (or all) of the smaller drones. It can be inefficient against moderately sized stacks (five to eight drones) since even a phaser-3 is overkill against type-I drones that took two or three points of ESG damage.

Perhaps the biggest disadvantage of the method is that it does not detect armor. On the other hand, type-IV drones are more likely to be armored (in my experience many Kzinti players like to use type-IV drones with a half space of armor) and the larger drones are also more dangerous when armored (a type-I drone with 1/2 space of armor only does six points of damage).

These techniques should make the most of your ESGs.

The DEPARTMENT of STRATEGIC STUDIES

A FEW CHANGES AROUND TOWN

This issue marks a turned corner for F&E, with the release of the first truly new product in nearly a decade, a new version of two older products, plans for more expansions, and some changes to the F&E section of Captain's Log.

We are basically going to provide F&E with its own, separate, sections for Command the Future, After-Action Reports, and Proposals Board. This should show once and for all that F&E stands equal to its tactical antecedent, *Star Fleet Battles*. To reinforce this, we will be sure to include F&E data for all new SFB ships, and have included in this issue the F&E data for all previous Captain's Log ships which did not receive that data when originally published.

ADVANCED OPERATIONS IS HERE!

No, we're not kidding. After three years of promises delayed, broken, and denied, we actually did publish this product earlier this year. Any worries that the F&E players might have stopped waiting for it evaporated when we had the biggest week of mail order in the company's history.

COMBINED OPERATIONS IS TOO!

With the release of Combined Operations and the earlier F&E2K rulebook, we have effectively completed the "doomsday" revision of the original F&E game system. (Carrier War never had any serious problems and the few that were got fixed in the Ship Information Tables for AO.)

For those who never got the memo, we basically took the rulebooks for Marine Assault and Special Operations and combined them into a single product, Combined Operations. The product includes all of the original contents (Countersheets H, K, L, M; some new fleet charts, maps for Sectors A and D, and the various rules elements and scenarios). After fully revising the rules, we added the new police ship rules and a previously-published rule on Base Stations that was needed for some of the earlier scenarios. We also added Countersheets T and U, which are full of useful play aides and a smattering of new ships and units.

Also included is a new fleet chart by Chuck Strong which combines the traditional "boxes for piles of counters" treatment seen on other fleet charts with grids for laying out a battle force including all of its various (and potential) elements.

AND IN THE FUTURE?

F&E is not our only product line, and (after years of drought) it has soaked up a lot of designer time over the last year. So, don't expect another huge product like AO or CO this year. We have released some "pdf on the web" things such as a sheet of HDW counters, just to keep momentum going.

The theory we have is to do one "new major module" per year. The possibilities in this category include ISC War, Andro War, Civil Wars, and EcoWar. (We might mention that there are also Web War, Xorkaelian War, Trade Wars, Magellanic Wars, and Omega Wars but most these will come after most of the above.) No decision has been made at this time regarding which of them will be first, but we hope to make such a decision in time to announce it in CL#27. Meanwhile, the playtesters remain hard at work on the available elements of all of these products.

Two other potential projects should be mentioned. Sometime we will run out of the 1999 printing of countersheets AB and CD,

which were done with the old-style graphics and silhouettes. When that happens, we plan to reprint those sheets with the new type of graphics seen in *Advanced Operations*. We will probably reprint more of countersheet NO at that time, as our stocks of this sheet have been depleted by players ordering it as a spare part. One plan that SVC has been working on for a long time is to print the entirely new countersheet RS (composed entirely of more copies of the most needed ships from the basic F&E game set). As mail order sales make up only a small fraction of total unit sales, we need a way to get this sheet into the stores, and that will probably mean combining it with some kind of reinforcements package that also includes other existing sheets. Such a package, perhaps titled *F&E REINFORCEMENTS*, might also include some play aides. It should be noted that doing such a reinforcements package would not delay the "new" product for 2004 and cancelling the reinforcements package would not speed up the "new" product by a single day. So if we do release this reinforcements pack, it didn't delay anything else.

Another project deserving of note is a potential revision to Carrier War. The rules of that product are not in need of any serious fixing (being relatively errata free), which is why it wasn't done over when we did *Combined Operations*. One possibility would be to expand this product with new carriers and counters from SFB Module J2 (the various scout carriers, patrol carriers, area control ships, interdiction carriers, and the like). Since we cannot print just one countersheet (due to economies of scale) we would probably print a new sheet (called "V1+V2" in internal memos) at the same time as one of the "new" products.

DO YOU WANT TO PLAYTEST F&E?

This is relatively simple. There are many ways, and you can do all of them in any order, simultaneously!

The simplest way is to find a playtest rule in a Captain's Log (say, new carriers in CL23, or conversion during repair from CL21, or colonial development from CL23). Sit down and read it. Think about it. Think what you would do with it. Do any questions come up? Are there any undefined areas or unanswered questions? Does anything contradict or collide with some other rule (published or playtest)? If this rule is in play, will it force or encourage changes in your strategy? Will it encourage you to change the way you construct battle forces, or the ships you build? Is that good or bad? If anything comes up, then write up your comments, questions, or observations (preferably in "line item format") and send them to ADB or post them in the appropriate BBS topic.

A more advanced version of this is to get out your F&E set and play your way through one of the smaller scenarios. Try to use one or more of the various playtest rules. Often, actually using a rule will produce more comments, ideas, problems, tactical options, and questions than simply reading it. While you will get more done with a live opponent who is playing to win and seeking every edge and loophole he can find, playing a couple of turns of a small scenario by yourself will always find more than just reading the rule.

And of course, if you can find a real live opponent (locally or through internet) who knows the game and plays to win and pushes the rules, you will find no end of things that nobody could ever find any other way.

Remember that the most unpredictable model is a dynamic one. A given rule might produce only 1% more casualties, but if it changes the way you pick your targets, or the way you set up battle forces, or the way you select directed damage victims, or what you build, the effect can be far greater (or almost nil).

RULES & RULINGS

By Nick Blank

FIGHTING RETREAT

(302.775) In the event that a "fighting retreat" enters a hex with a base (or a non-base unit which is treated as a base for combat purposes) special cases apply as follows:

A: If the hex contains a friendly base (e.g., SB, BATS, BS, MB, LTF) or planet, the conditions and penalties of a fighting retreat do not apply after the first approach battle. The retreating units are merged with the friendly units at the base/planet and conduct future rounds of combat normally (i.e., a fighting retreat just turned into a normal retreat).

B: If the hex contains a friendly "base-like unit" (e.g., FRD, Convoy, Tug acting as a supply point, Tug setting up mobile base) AND (after the retreat) the total friendly forces in the hex (not including those conducting the fighting retreat) have more ships than the total enemy forces, the conditions and penalties of a fighting retreat do not apply. The retreating units are merged with the friendly units at the base/planet and conduct future rounds of combat normally (i.e., a fighting retreat just turned into a normal battle at a base.)

C: If the hex contains a friendly "base-like unit" (e.g., FRD, Convoy, Tug acting as a supply point) AND (after the retreat) the total friendly forces in the hex have fewer ships than the total enemy forces, the conditions of "fighting retreat" apply and the ships would have to fight one round [an approach battle, technically] under the penalty of (302.77) and then continue retreating as required by (302.771). This could involve a separate slow-unit retreat (302.742) by any units of that type. [Note that units are never forced to use a "fighting retreat" and could retreat somewhere else, but that the tactical situation would probably make the choice irrelevant.]

D: If the hex contains an enemy base or "base-like unit", the conditions of "fighting retreat" apply and ALL of the ships would have to fight one round [an approach battle, which the base-defending player might decline] under the penalty of (302.77) and then continue retreating (effectively abandoning the planned attack on the base). This could involve a separate slow-unit retreat (302.742) by any units of that type. [Note that units conducting a normal retreat would not disrupt the attack on the enemy base. It may be possible in some situations provided in the rules to enter the hex by either a fighting or normal retreat.]

COMBAT RULES

(302.133) Cloaks: If the chosen flagship successfully uses cloaked evasion (306.1), a new flagship is chosen from those eligible units which failed to evade.

(303.5) Destroyer Leaders: Hydran LN and KN destroyers also count for the destroyer leader rule, reflecting the destroyer leaders published in SFB (Count, Earl, and Warrior).

(304.4) Variability against non-mobile defenses: This includes both slow-retreat units and non-retreating bases. We apologize that it was not reworded when "slow-retreat units" were created in the 2K revision.

(305.47) Uses of captured ships: These are some additional notes, rules, and restrictions in response to player questions:

Captured Lyrans twin-hull ships cannot be converted into trimarans by the capturing power (e.g., no CL to BC conversions).

Captured Gorn "single bubble" ships cannot be converted into "double bubble" ships (e.g., no DD to BDD conversions).

Captured Romulan SPs cannot be converted into heavy hawks. No captured ship can be converted into a survey ship.

(308.131) This rule allows you to retrograde carrier groups during the enemy player turn, and allows you to repair a carrier group damaged in a previous turn. It does not provide an exception to

(206.33) which prohibits retrograding a carrier group that was not in combat on the previous combat phase, so you cannot use this rule to keep retrograding a crippled carrier group twice a turn all the way across the Federation.

(311.21) Shock for non-maulers: Players should direct their attention to the change in *Combined Operations*. Ships other than maulers which are marked to take shock roll two dice; they are crippled if the total of the two dice is 12.

(315.24) Allowed in Battle Groups: One NCA can replace the one permitted CWL (and only if two standard CWs are present). *This item, (315.24), is regarded as a playtest proposal only.*

RAIDS ON FIXED LOCATIONS

(314.254) This rule requires some further elaboration.

As you can designate that a fixed unit (e.g., a base) is or is not in the same location (system) as another fixed unit, it is entirely possible that not all of these units might be in the same location. If, for whatever reason, you set up two bases at different locations (or a base in a different location from a planet), each of the items listed in this rule would have to be designated as being at one or the other location.

A tug or LTT setting up or upgrading a base or PDU would of course be located with that base or PDU and subject to the defense provisions of this rule. If you had captured Kzinti planet 1202 and had put four PDUs on it, then a tug setting up a mobile base in the same system as that planet could not be attacked by a raider who had not first battled all of those PDUs. Note, however, that two tugs setting up mobile bases (or doing something else) in this hex would not defend each other. Let's say that in 1202 you have four Klingon PDUs, a Klingon BATS being upgraded by a Tug, and a Lyrans tug setting up an MB. To attack either tug means first fighting the BATS and the PDUs, but not the second tug. Similarly, a tug performing any mission in the hex is not part of the "fixed defenses" protecting anything else there.

A tug acting as a supply point is also covered by this rule since it could be designated as being co-located with a planet or base (if no declaration is made, this is in fact assumed to be true). While one might think that a tug serving as a supply point would never be located with a base or planet which is itself a supply point, this could easily happen when it is an allied tug.

Special Attack Forces are considered convoys in some respects, including this one. Monitors are by definition of their own rules "with" the planet, and hence are protected by all of the bases and PDUs associated with that planet's location.

A warship in the hex is not protected by the bases or PDUs unless crippled since it is assumed to be on patrol.

OTHER RULES

(431.1) Shipyard: The capital hex is the shipyard hex. (It is curious that this common term was never defined.) For the Romulans this is 4613; for the Gorns this is 4402.

(431.5) Starbases can produce PFs and an FF at the same time.

(431.8) Substitutions: Lyrans can freely substitute the catamaran version of a scheduled trimaran, e.g., CA for DN, CL for BC, DD for CW, FF for DW. Why they would want to is not clear.

(502.91) Fed F111s: The Federation has to pay 10 EPs on each of the three turns that bases get extra fighters to reflect that other races are paying for their PFs. This reflects rule (527.14) in *Advanced Operations* which has the same cost.

(508.16) Residual Defense Factors are not units in any sense. They do not block retreat or pursuit. You cannot re-devastate them over and over to rack up points. Any mention of Residual Defense Unit should be read as Residual Defense Factor.

(517.43) Overloaded Tugs: *Combined Operations* corrected the error that said Lyrans tugs with SCPs were overloaded; they aren't overloaded (as it says in SFB).

(705.3) Kzinti FFK: Any FKEs produced by CEDS replacements count against the limit of three FFK/FKEs per turn.

F&E PROPOSALS BOARD

NEW SHIPS!

Alan De Salvio sent in a proposal for scout carriers but SVC did his own version. Alan's basically allowed the CSV to operate in the free scout position and still use its heavy fighters. SVC Rejected this as only Hydran scouts and HDW scouts (due to hybrids) can do it. CSVs operate just like PFTs.

John Pepper proposed a bunch of F&E data for various ships in various products (many of them playtest types) but SVC ignored the proposal since he seems to think it's his job to do the factors of new ships.

David A Slatter mentioned possible Gorn ships similar to the CL-DNC conversion that might convert a DD into a cruiser. SVC noted that he had already done these designs and they would be seen in EcoWar. Some suggested a way to turn a DD into a small cruiser that would sneak into battle groups, an idea SVC liked.

THE COST OF A FRIGATE

Gary Quick was one of many to suggest discounts for Hydran "war" ships but SVC (the guy who gave the Hydrans a pot of gold in the AO guild treasury rule) has rejected these as the money it gives the Hydrans wrecks the game balance.

John Smedley suggested a mass production rule for four-point frigates, but this was only one of many proposals for balancing the cost of these ships and we finally just changed the cost on the SIT to 2.5 points, an idea championed by Kevin Howard and Craig Tenhoff.

Craig Tenhoff proposed that carriers which lose heavy weapons in the conversion should not pay the full +2 surcharge for carrier capabilities, but perhaps +1 or even +0. Some of the carriers involved included the Hydran CVE, the Federation NVL, and the Tholian CVA. After some discussion it was felt that this concept was an overly simplified reflection of a complex situation and that no special rule was needed. The campaign has, since then, shifted to trying to convince SVC that the cost of each carrier should be evaluated separately rather than having all carriers pay the same two-point surcharge. SVC, noting how much work he had spent on the SIT, was less than enthusiastic about changing it.

TWEAKING THE RULES

Ahmad Abdel-Hameed proposed a system whereby movement was based on ship types, with frigates moving at a speed of 3, cruisers 8, dreadnoughts 16, and other classes along the scale. SVC found the concept impossible to accept within the background and said that while some players might want to "mess around" with the idea, he wasn't going to print it.

Kevin Howard discussed other options regarding the 'war' classes (shorter supply ranges, slower movement) but ultimately agreed it wasn't worth the bother.

Craig Tenhoff proposed a tug mission to function as an FCR with spare fighters, but it was finally decided during the AO design to not do that.

RADICAL RULES CHANGES

Peter DiMitri suggested that Kzinti free scouts could add their ComPot to the battle force (but those of other races could not). This was rejected as unrealistic (Klingon and Federation scouts have lots of drones, too), not needed, and unbalancing. Kzinti doctrine is for the scout to use its own drones for self-defense, so the existing rules are fine. If this concept really worked, the Klingons and Federation would have built huge numbers of drone scouts and all of the other races would be crying foul. The Lyrans are reportedly designing a drone-scout-carrier (with marines).

David A Slatter proposed that once FCRs were in the game, no carrier would be allowed to transfer fighters to another carrier.

This would require players to put CVEs into the battle line if you wanted to burn up their fighters, instead of using them to refill CVs. While an interesting idea, this would so radically change the game that the disruption would be impossible. Players would use directed damage against individual fighters just to push carriers out of the line.

John Colacito discussed letting the Kzintis and Hydrans build their DWs earlier than history allows, but this was rejected as dates on the SFB Master Ship Chart cannot be changed.

There was a lot of discussion about how rough a time the poor Kzintis have, and (in a weak moment) SVC agreed to give them a small amount of FFK and FKE production if they would just stop that constant caterwauling. The problem is that history is quite clear that the Kzintis (the supposed premier carrier race) entered the General War with a whole bunch of CVLs and CVEs escorted by a bunch of FFEs and CLEs, and found out in the first few weeks of the war that these ships were a really awful idea and that they needed CVs, MECs, and DWs. It took them a while to switch over the escorts. Much of the Kzinti complaining was simply trying to rewrite history they didn't want to read.

David A Slatter proposed that the Andros be allowed three DisDev ships because the increase in SFB firepower has made the original Andro proposed ships ineffective. The problem is that SFB has very specific rules not allowing this, so while the problem may be real, this solution is not possible.

The gang on the BBS spent a lot of time trying to figure out how to do counters for individual satellite ships so that it would be possible to "run the Andromedans out of scouts" but SVC said they could build anything and the existing playtest rules on scout and mauler satellite ships were just fine the way he wrote them.

APPEARING FOR THE DEFENSE

John Wyszynski proposed a concept under which crippled ships could be repaired cheaply as "base defense ships" which could be assigned to bases as extra defense units. (He was seriously misreading some background information about base commanders having some ships assigned to them. Such ships are nothing special or separate are already on the map, and may be patrolling areas in the next F&E hex over from the base.) The assigned base defense ships would then not count against the command limits for battles in that hex. This was rejected as it would have major balance effects and doesn't reflect anything historically in the game universe.

Jim Cummins suggested that the Federation might have National Guard ships that can never leave the Federation, and might be slower and weaker. His theory was that this would improve the Federation defenses. The problem, however, is the published history. Certainly, National Guard ships existed, but for everybody, not just the Federation, and the Klingon National Guard ships could certainly take over garrison duties inside and outside of the Empire. The result would be a lot of weak ships but no real change in balance. We have already discussed Module R8 (for SFB) with these National Guard ships, and they might make it into F&E (for everybody, not just the Federation) at some future point.

PLANETARY DEFENSES

Scott Tenhoff proposed that PDUs should have a one-point "mauler effect" to account for their phaser-4s. This proposal, which would affect the critical first few turns of the General War, was found unnecessary on both game balance and technological grounds. The combat values and other special rules regarding PDUs and planets were already written to account for their phaser-4s. At least SVC remembered to put the EW for PDUs into AO.

David A Slatter proposed the idea of PDUs which had empty fighter bases, and could accept temporary transfers of fighters but wouldn't be able to keep the fighters beyond the combat phase or get replacements. This seemed a lot of trouble for something that would only rarely be useful.

QUESTIONS WITH ANSWERS

CARRIERS AND ESCORTS

Q2601: If a carrier escort is already crippled and I want to destroy it using CEDS, does it get the +1 bonus?

A: Real escorts always provide the +1 bonus to other real escorts (whether crippled or not), but an escort only adds the bonus to its uncrippled side. If crippled, (308.111) says it does not receive the +1 bonus. Ad-hoc escorts (515.34) do not give or receive this bonus.

Q2602: My carrier group has one crippled escort, and the enemy wants to use directed damage to cripple the entire group. He claims he can ignore the crippled frigate as it is already crippled.

A: And he is right. See (308.111) which specifically says that if he is directing on the entire group to cripple it, he can ignore ships that are already crippled. Of course, if he wants to destroy the crippled escort that would have to be done in a separate attack, probably on a separate combat round.

Q2603: Can Hydran hybrid carriers send their fighters forward as independent units? And if they can, I'd assume they are still under the 18 fighter limit, and are treated as carrier fighters.

A: Hydran hybrid carriers use rule (302.35) for sending their fighters forward as independent ship equivalents just like any other race, they get no special benefit or difference. Under (302.35) every six independent fighters count against the command limits as a ship equivalent, and they count against the limit of three ship-equivalents of fighters in the battleforce under (302.332-B) because their carrier is absent.

Q2604: I have a carrier group deployed at start on one of my starbases. The enemy came and attacked, damaged the group, and left. Can I now repair the ships under CEDS and then use Strategic Movement to form the ships into a new reserve?

A: Yes. A ship cannot use Operational Movement (or Retrograde or Retreat) and still form a reserve, but Strategic Movement and repairs have no impediment to forming a new reserve.

Q2605: Could auxiliaries be used as carrier escorts?

A: No, they are non-ship units, and "slow".

Q2606: Building a carrier counts against the carrier limits. Converting a non-carrier to a carrier counts against the carrier limits. Does converting a carrier into a different kind of carrier count against the carrier limits?

A: We had to go back to SVC on this one since nobody knew why he inserted the rule that a Kzinti CVL converted to a CV counts as a carrier build. He intended that to be a general rule, so any conversion of a carrier to another kind of carrier counts if the ship gains fighter factors in the deal. A Federation NVL being upgraded to an NVS wouldn't count against the limit. A carrier converted into a scout-carrier counts against the scout limit, but in a specific exception doesn't count against the carrier limit even though it gains two fighter factors. A carrier converted into an SCS counts against the SCS limit. A carrier converted into a CVA counts against the CVA limit.

TURN ONE, THE QUESTIONS JUST WONT' STOP

Q2607: Do Klingons get the free prime team on Turn #1 even though they are not at war?

A: Rule (601.161) says they do.

Q2608: Can the Lyrans build auxiliary carriers on Turn #1 or do they have to wait for their real carriers in Y171?

A: The new Order of Battle gives them pre-war auxiliary carriers as a pilot training school. Even if it had not, they can build auxiliary carriers "when at war" as per (513.112).

Q2609: Can I move the tugs from the Klingon Home and Northern Reserve Fleets out of their deployment areas on Turn #1 to set up Mobile bases near the Kzintis?

A: No, rule (601.2) says those fleets are inactive on Turn #1 and ships from inactive fleets cannot leave their areas.

TUGS AND PODS

Q2610: Can tugs in the initial set up have pods or missions? The Sequence of Play usually requires this assignment to done later in the turn.

A: Rule (509.32) says the non-phasing player can assign tug missions before play begins.

Q2611: Are pods assigned to a specific fleet in the initial set up?

A: They are listed as the "pod pool" and can be used by any tug. One might presume that a scenario somewhere might list a particular group of ships as being separate from the main fleet and main supply grid, in which case there would be limits on matching pods and tugs.

Q2612: Can a tug carry around a mobile base without sitting it up? I want to keep it out of reach of the enemy until I figure out a good place to use it.

A: Why not? Just give the tug the mission "move mobile base" and keep an open mind on the destination. It does tie up a tug, but that's a choice you can make.

Q2613: How do you keep track of the Hydran supply tug if you happen to move several tugs into a stack?

A: If you have several identical tugs in a stack, then when you want to move out the special supply tug you just say "I am moving *that* one". Or you can use the special tug counter provided in *Combined Operations*.

Q2614: Considering this magical Hydran tug that has 20 ship-turns of supplies and a bunch of spare fighters. Is this a mission or a pod? Does transferring the FCP pod from Combined Operations to a different tug give that tug the supply ability?

A: There is much confusion as these are two different things, and the way you handle them varies between standard F&E and F&E+CO.

The FCP pod (spare fighters) and the supplies are two separate functions. A single tug (the one for the expedition) has both. The supplies are a major pre-war logistic trick that cannot be repeated once it's used up. In F&E, they both stay with that tug; in CO you can move the pod to another tug but only the original tug has the supplies. The FCP pod can be refilled indefinitely and you can build a new one (if you can afford it) after losing one. The supply tug cannot be replaced and can only be refilled once.

RESERVE MARKERS

Q2615: The Marquis Fleet (except for the six ships left on the Federation Border) is released when the Klingons invade the Hegemony. Can it be assigned a reserve marker on Turn #1 and react to Klingon movement?

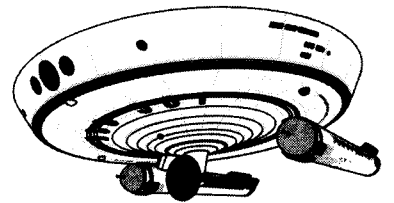
A: Yes, in both cases.

Q2616: Can I send more than one reserve fleet to a specific battle hex?

A: Nothing prevents this.

Q2617: If I assign a reserve marker to an inactive fleet and then add active ships to the reserve fleet, what happens when I want to move the reserve fleet but the original inactive fleet is still inactive?

A: Remember that nothing requires you to move every ship in a reserve fleet (203.72). So in your case, you would just leave the inactive ships behind (they would lose reserve status). Now, take special care here. You can do this only because the reserve marker was itself active. You cannot add active ships to an inactive reserve marker due to rule (507.43) which says you can't.



COMBAT, THE MOMENT OF DECISION

Q2618: Does the leader effect (303.5) add one attack factor, or does it also increase the defense factor?

A: The rule is rather clear that only the attack factor is increased.

Q2619: A Klingon D7A made three stasis attempts, one each on the outside escort of three different carrier groups, and all three were random selection. I claim he cannot pick as a target the escorts that he originally targeted, but he says he can.

A: The rules *are* complex and fortunately were just fixed in *Combined Operations*, but even before that time, the answer was the same. First, you have to fully resolve each stasis attempt before the first die roll for the next one. Second, a ship which was targeted but not frozen can be the target of a random selection of a later attempt (312.235). So, if the Klingon bungled his attempt on the outer escort of Group #1 and got a "random" result, he could select the outer escort of Group #2 and Group #3, and the next ship in Group #1, as his three ships. If there were not other defending ships besides the three carrier groups, the defender would have to select other ships inside those groups.

Q2620: When defending my capital, can I redeploy the static units between systems each combat round?

A: No, the rules require the 50% of ships on static defense to remain where they are initially deployed. The only exception in the rulebook is if the attacker pulls back to do more approach battles and then comes back to the systems themselves. Another exception is in the errata file: (511.53) If all bases and PDUs in the hex have been destroyed and all planets have been devastated, all "static" ships are transferred to the "mobile" fleet element.

Q2621: A Klingon fleet enters a hex with a bunch of Hydran units including warships, auxiliaries, an FRD, a convoy, and a military convoy. The Klingons don't want the hex or even a big fight, they just want to bag the soft support units. What happens?

A: By virtue of rule (302.211), the FRD and the two convoys are treated as "bases" and (after an approach battle) can be attacked. The auxiliary warships can be included in battle forces if the owner wants but don't have to be.

Q2622: Do plus/minus points from a planet battle stay with the specific planet or are they part of the system?

A: F&E2K clarified that they are with the specific planet. The exception of course is an approach or pursuit battle. See rule (308.25) in the 2K edition.

PRODUCTION, WITHIN LIMITS

Q2623: Is there a limit on the number of scouts you can build in a turn? My opponent just built five of them!

A: Rules (432.41) only allows you to substitute one scout for a base hull, but you can convert as many as you have starbases to do the conversion.

Q2624: Hydran DWs and their variants have service dates of Y173, but a rule says they can only build four of them during Y173-175. Can I convert as many FFs as I want into DWs and DW variants?

A: No, the rule only allows four DWs during that period, and even those can only be built by substitution, not conversion, although most of variants are available for those four production slots.

Q2625: The Hydrans enter the General War on a fall turn. Do they get all of their annualized fighters or only half of them?

A: Half of them.

Q2626: Can a CA be substituted for a CC?

A: Yes. Rule (701.0) lists several allowed generic substitutions including that one.

Q2627: Can the frigate or war destroyer production allowed to starbases be a variant? Can I build an F5E carrier escort or F5G commando ship instead of an F5?

A: No problem with those. See (431.52) which allows only escort and commando variants for starbase production.

MONITOR THE SITUATION

Q2628: In the case of a captured planet with PDUs from two allies, can both of them send a monitor?

A: No! By (508.232) one race is the "owner" of the planet and while he can allow allies to put PDUs there, only the owner can send a monitor there. The really nifty part is that if two allies change ownership of the planet, the monitor of the original owner *still* has to stay until defenses are built.

Q2629: Can at-start Monitors leave their assigned planets since all planets have PDUs?

A: No, the rules require you to ADD a brigade (or max out the defenses, or add a BATS) before at-start monitors can redeploy.

Q2630: I don't understand the use of the term "base position" regarding monitors. They always count against command limits (519.21) so just what is this "base position" and what does it mean?

A: It means they count as a base for approach battles.

Q2631: Can monitors be used to garrison captured planets at the start of a scenario?

A: The old Marine Assault rules seemed to imply this could not be done but Combined Operations says it can.

RETREAT IS JUST ANOTHER DIRECTION FOR ATTACK

Q2632: In a fighting retreat, is an overall BIR of 10 used for both sides?

A: In a fighting retreat the person conducting the fighting retreat is at BIR 0 and the person blocking the fighting retreat is at BIR 10. They do not get added together. The retreating player rolls the damage he causes on the BIR 0 line, and the blocking player rolls the damage he does on the BIR 10 line.

Q2633: Do the retreat priorities (302.731) cover Neutral Zones?

A: Only if they are adjoining future belligerents. Once the races are at war, the original neutral zones are just unclaimed territory. Rule (302.731) mostly covers neutral countries such as the WYN, LDR, or ISC.

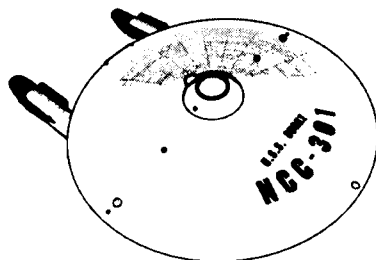
Q2634: What are the hex-choices for a joint Lyran-Klingon fleet retreating from 0413? Assume (302.76) that the nearest Klingon supply node, 1013, is cut-off and Klingon forces would be out of supply regardless of where they retreat, while 0411 is the nearest Lyran supply node.

A: For joint retreat it depends on who commanded the last battleforce. If the last flagship was Lyran, then everyone uses Lyran priorities, and you must retreat to 0412 (retreat priority step 3-D says so) assuming there are no enemies in that hex.

If the last flagship was Klingon, then everyone uses Klingon retreat priorities, and since in the Klingon case you are out of supply regardless of choice (and Step 3-A says don't use Step 3 at all), you can pretty much retreat to any hex where there are not overwhelming enemies present (which are prohibited by Step 2), or with fighting retreat you can retreat to a hex containing enemies provided you are not outnumbered there (Fighting Retreat overrules Step 4).

If using separate retreat, then the Lyrans will have to go to 0412 and the Klingons can go to any hex where there are no Hydrans, and maybe even Hydran-controlled hexes with fighting retreat.

The overall situation will dictate the best choice for the Klingons. It might be to retreat with the Lyrans, or it might be to try to get closer to other Klingon units who could rescue them.



TACTICAL NOTES

MARINES AT WAR

— *Lieutenant, S.G., Richard Abbott, HMS Avon*

During the game, it can be very difficult to get a marine assault through to a target, especially a well-defended one. An effective tactic involving marines is to use three unescorted CWG (or better) units. The amount of directed damage to kill these is 66 (3 x 22 each) which is enough that the fleet involved in such an attack will not be damaged very much (other than the CWGs). Six ships are involved as 'consorts' (521.371) which limits the use of carriers in such a battle force.

The attacking fleet gives up between 3 (R-SPG) and 15 (Z-MCG) ComPot using this doctrine, so it should still generate enough damage to direct on either PDUs or a monitor (if present). The best races for this are the Eastern powers: the R-SPG has 2G factors uncrippled, the Gorn will generally have an extra free 'G' from their fleet. The worst race is, ironically, the Klingons. Their D6G will be in short supply, due to the D6 hulls being used for other conversions, and the D5G is limited by LTT production.

THE DOCTRINE OF BOMBARDMENT

— *Lieutenant, J.G., Peter S. DiMitri, USS New York*

Drone bombardment is an effective means to temporarily increase ComPot for a battle force, but it is often used without a clear understanding of the actual economic cost and effect.

In purely quantitative economic terms, drone bombardment should never be used!!

That is right . . . Never! Let me demonstrate.

Let's say you are going to fight ten rounds of combat, and you pay for full bombardment for all ten rounds. This will cost you 12 economic points (1.2 economic points per round for ten rounds) and will yield you approximately 35 damage points over the ten rounds (12x10x.2875 – battle intensity rating of 5 average).

These 35 damage points will cripple seven F5s. Those seven F5s will be repaired for a cost of seven economic points.

So, you paid twelve economic points to get your opponent to pay seven. While there are other variables (bombardment becomes more effective at higher battle intensity ratings and less effective at lower ones, some ships repair less efficiently than others), the equation remains an inefficient one for the race paying for bombardment. Obviously this is NOT a good trade, particularly for a cash-starved race like the Kzintis.

So, does that mean you never use bombardment? No!

There are three – and only three – legitimate uses for drone bombardment:

1 – When it will make a difference in the outcome of the battle. If you have thirty ships on your Starbase, and your opponent attacks it with fifty ships, there is actually a chance that you might win this battle and preserve that SB. It is more than worth the economic disparity of bombardment to preserve such a key asset. If, however, the numbers are such that the outcome of the battle is certain (two-to-one on a Starbase will do it), then save the money.

2 – If it allows you to kill a key unit. Let's say you need to kill that mauler right now. You cannot take a risk of it not dying. In that case, you have to pour on as much ComPot as possible to get that unit.

3 – If it allows you to win an approach battle. These key battles are to either get to or protect a key unit. Winning approach battles is crucial to both sides. As a defender, you need to have greater damage output to keep the attacker out; as the attacker, you want the greater damage output to avoid more rounds in approach.

If you are not in a situation where you have one of the three preceding conditions, then you should not be using drone bombardment. It is not economically viable. Save the cash. You will need it.

KILLING PROVINCE HOLDERS MADE FUN AND EASY

— *Lieutenant Commander Trent Telenko, USS Texas*

F&E players do not think much of the lowly light carrier. These small groups are highly expensive (14 economic points for a Kzinti CVE plus escorts!), highly vulnerable to directed damage, and have both low combat potential and density besides. Light carriers are rarely built and are relegated to the roles of pinning, attacking unsupported bases or planets, and fighter resupply platforms.

This is a waste of an efficient economy of force unit!

Small carriers should be used on the obvious small targets every turn, also known as running down province holding frigate garrisons. Early Alliance light carrier groups average from 10 to 11 ComPot with escort frigates, and with another ship can get above 14 ComPot to avoid the (318.72) small force combat roll. They will inflict crippling damage on a four ComPot frigate (Klingon E4, Romulan SN, or Lyran FF) at least 5/6 of the time and will kill it in a successful pursuit 1/3 to 1/2 of the time.

The standard Coalition counter move is the threat of a reserve coming down and gobbling up the CVE and its consorts. Thanks to the Carrier War expansion, that threat is hollow. Due to the interaction of rules (302.131), (515.14), and (515.15), it is almost impossible to destroy a light carrier.

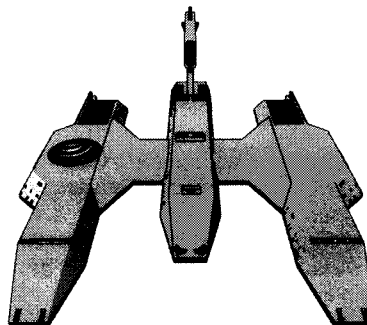
If a Coalition reserve drops on a reinforced CVE group that is challenging its province holding frigate, rule (515.14) specifies that the carrier 'group' is not formed until the combat step. That being the case, the Alliance player can choose not to form a carrier group and use rule (302.131) to withdraw the carrier before combat by selecting out the CVE and one other ship as "leaders left out of the battle force." Thus leaving the doomed FF/FFE behind to screen the light carrier's retreat. This is a result no worse than a single challenging Alliance frigate losing its duel or being eaten by the same reserve.

In cases where adjacent Coalition frigates react to protect each other the CVE stays long enough to burn its fighters and then it leaves. This results in a crippled Coalition frigate for dead fighters and a freed province in some cases.

The last counter to a raiding CVE is to place scout supported nodal reaction forces to cover multiple province holding frigates. This is a good thing for the Alliance as it pins more ships in the garrison role, leaves bite-sized detachments for marauding carrier fleets to pounce upon, and still suffers the same 'escape hatch' problem as a reserve has in catching the escort carrier.

This same 'raid with three, escape with two' strategy can be used with a PFT with two standard ships; a pair of Hydran hybrid cruisers with a frigate; or a Tug with BP, VP, or PFP pods with two standard warships; or any three ship medium CV group. The first two lack full CEDS benefit, the last two are a misuse of a rare fleet unit and a battle line capable group respectively.

Only the light carrier is available from the beginning of the war and is just right for this bumping and grinding mission.



EIGHT WILL LOSE YOU ONE

— *Lieutenant, J.G., Craig Tenhoff, USS California*

When defending minor targets, it is best to remember the number eight. This is the maximum number of ships you can safely deploy and risk losing only one if an overwhelming force shows up.

Why is this you ask? A simple interaction of the Withdraw Before Combat and Battleforce Selection rules allows the defender to keep up to seven ships out of a battle.

Rule (302.1) allows up to half the defense force to withdraw before combat. From the eight ships that start in the battle hex, four can be withdrawn leaving four ships.

Rule (302.3) then allows the defender to nominate three of the remaining ships as flagship candidates, and rule (302.36) allows the two unchosen flagship candidates to be excused from the battle. Finally, rule (302.36) requires that only half the ships eligible to be the battle must be, which allows you to excuse the ship that was not a flagship candidate. So only the flagship will be lost [as required by (302.133)]! With proper planning, this will only be a FF.

By deploying multiple small groups in such a manner along the attacker's main axis of advance, the attacker is forced to increase the number of ships attacking these minor targets. This could slow down the offensive as they now have fewer ships to attack other targets and must worry about where the seven ships that flee the battle will retreat too.

Advance planning on your part can allow your retreating force to threaten supply and retrograde paths.

FOOT ON THE DOOR

— *Cadet John Smedley, USS New York*

A common tactic used when assaulting a capital planet is to strip all of the PDUs off on one turn, then come back later (after doing repairs) to finish off the Homeworld starbase. The reason this tactic is widely used is that once all of the PDUs are stripped from a planet, new PDUs take a turn to become active; see (508.33).

The advent of Planetary Ground Bases (PGBs) gives defenders a low cost option of dealing with this situation. The defender can build a single PGB on the turn after the PDUs are gone for a mere three economic points. This PGB will take a turn to become active, but if it survives four PDUs can be added the following turn, and these PDUs will be immediately active! This option may force the opponent to go back in front of the starbase's guns before he is ready, just to direct on a single, inactive PGB!

So if your capital seems poised for destruction, and your PDUs have all been stripped, then scrape together three economic points and put your foot on the door!

DELAY THE EXPEDITION

— *Fleet Captain Bill Schoeller, USS Pennsylvania*

If the Hydran has gotten a large number of ships (ten or more) into Klingon space, it may not be practical to herd him back. In this case do not attack the Hydran stack during your turn! It will only allow him an additional retreat towards Federation space. Strategic move a pinning force to a space that is two hexes away on the Federation border. This way you can slow the *Expedition* (by reacting and pinning his force limiting his movement towards the border to two hexes - one when he moves forward and the other when he retreats).

Be sure to bring a scout to be able to react at range two, and prepare to have a glorious battle with the Hydran at half ComPot and unable to replace lost fighters (you have fought him before and emptied his supply tug and fighter conveyor pallet, right?).

As an added bonus when you attack the Hydrans in this manner on his turn, he will be unable to retreat before combat (enabling you to kill more of his ships). That was the objective in allowing him to attempt the *Expedition* anyway . . . right?

HIT THEM HARD AND FAST (AND FAR AWAY)

— *Lieutenant Commander Roger D. Morgan Jr, USS Florida*

Some people choose not to use fast cruisers because of their drop in firepower. For example, a Kzinti BC to CF goes from an 8 to a 7-8 uncrippled (but can move seven hexes). By adding a Prime Team (one free per turn!) to it, you now have a 9-8 ship that can move farther than a regular ship. Put two or three of these ships together and you have a powerful raiding force that can really reach out and touch someone. (Warning: Under current rules, only two prime teams add ComPot to the force, but two more can be used for other missions.) And after beating up on some unsuspecting ships, your Prime Team can go into Rambo mode and increase the chances of bringing home a trophy for your fleet intel boys.

INDIRECT DEFENSE

— *Lieutenant, S.G., Andrew Harding, HMAS Victoria*

When planning defenses for a key planet outside the capital hex, rather than simply piling on PDUs consider building a starbase in a different "system" from the planet. Although this means that the starbase will not contribute to battles fought over the planet, the attacker still needs to destroy the SB to capture the hex, and starbases are far more durable than PDUs.

More importantly, attacks on the system must now use the capital assault procedure, allowing the defender partial retreats and to choose a battle force after the attacker has done so.

This is best used to hold captured planets, as they have no PDUs and further devastation is irrelevant.

X-POWER

— *Cadet Doug Lampert, USS Alabama*

Advanced Operations adds the option of replacing PF modules with power modules.

An SBX should always use power modules. With a ComPot of 54 and the support of a fleet an extra five electronic warfare points is worth more than the PFs. Even for Kzintis full electronic warfare costs a base without power modules 27 ComPot, more than the ComPot of two PF flotillas. Power modules continue to function when the base is crippled. Adding power modules does not require a tug.

Power modules for a SB are only four economic points (not X-Technology Points) and free up six economic points worth of PFs for use elsewhere.

CAPITOL PUNISHMENT

— *Ensign Lawrence Bergen, USS Michigan*

As the Alliance player on your player turn, if you have the opportunity to attack a weaker force that is forward deployed and has a penal ship in it, take the chance. Why? Rule (528.345) says that penal ships cannot withdraw before combat. If you can cripple something of value (or if there is a slow unit) in the force you WILL see the penal ship on the line [per (528.35)] as the Coalition player leaves the hex.

At minimum you should be able to cripple the penal ship upon retreat and hurt the Coalition economy.

How? Rule (528.24) says, "For every unrepaired penal ship the Klingons have at the end of the Production Step, they pay a penalty of two economic points." If you manage to destroy the penal ship, so much the better, you force the coalition to use a conversion or substitution slot next production phase to replace the penal ship (instead of something they want/need), or pay the economic penalty.

Please notice I mentioned 'forward deployed' for this to work, the location of the force must be in a hex that does not have a repair facility next to it, which is often the case with forward deployment. Also note that if the Klingon self-kills the ship you crippled they can avoid pursuit but it costs them the valuable ship you targeted so you still come out ahead.

AFTER ACTION REPORT: ADVANCED OPERATIONS

The long-awaited release of Advanced Operations happened during February, although a snow storm impounded most copies in the UPS terminal in Mesquite for several days. In a sudden burst of marketing genius, we offered (by mail order only) an expanded edition with extra counters, and more than two-thirds of all mail orders were for this type.

Our printer managed to introduce some errors in the counters. We have switched to locking the counters in Photoshop to prevent any further errors by them. The known counter errors include: Orion DWV listed as 45 combat instead of 4 fighter and 5 combat. Lyran 3xCWX is listed as 3xCW. The Generic ASC has -4 instead of 1-4. The Federation LAH should be 1-4 not 4. The Gorn BDSX should be 4-9. The Lyran SCX should be a 4-8.

A few things that were discussed early in the design process (like an EW chart that went to +4) were discarded based on play-test reports. Those who saw early drafts but didn't pay attention to the design process had some surprises. Somebody once started a rumor that base power modules would make all bases have full EW and full combat without losing anything (in AO they lose their PFs doing this) but it was never part of the design.

(314.253) If the raider attacks a PDU, it must first fight a round of normal combat against all bases, PDUs and monitors assigned to the planet. Then, if it survives, (314.28) will allow the raider to attack a single PDU. There are no approach battles during raids. A result of crippled or retreat would destroy the battalion.

(314.28) Note that any alternative attack *must* use the Single Combat Table, not the regular combat system, unless it qualifies for the exceptions in (318.7).

(315.26) LNH is sometimes misspelled LHN.

(316.229) If an Admiral is removed from an inactive fleet then an admiral produced under the normal rules (316.32) could be sent to that fleet without actually needing a ship.

(318.3) The Federation can start building subsequent battleships under the regular rules two years after this event is triggered.

(318.8) Hydran tugs or LTTs with CV pods: fighters from the pod are a squadron and the fighters on the ship are casual fighters.

(441.341) Federation PDUs do not use F111s but standard fighters, so all references to F111s and their cost should be ignored. Rule (527.14) is correct.

(441.413) The Federation pays 2.25 EPs for the module (not zero) under option (527.16) to pay for the first load of F111s.

(441.432) Should refer to a published SB counter having 12 fighter factors, not 24.

(441.443) This rule is incorrectly numbered (411.443).

(442.321) is misnumbered as (441.321).

(442.31) Also available to carry EPs are the Romulan DemonHawk when using SPH (10 EPs) or SKH (2 EPs) modules and the Hydran LNH using Mission T (5 EPs).

(442.54) Lyran ships sent to the LDR for repairs are exempt from internment. Repaired ships must leave the LDR on the turn they are repaired. No more ships can be sent than can be repaired on the next turn; payment is made when the ships are sent. If the Hydrans return to the map, ships in LDR space can complete their repairs and leave normally (otherwise they would be interned) but no others can be sent there while this condition persists.

(442.93) Should say one SAF per year in either turn.

(523.125) Captured and devastated planets produce XTPs based on their current rates (not affected by exhaustion but still affected by all other conditions).

(523.134) Applies only to Gorn, Romulan, and ISC non-X BSs.

(523.353) X-ships conducting drone bombardment pay EPs.

(524.23) As PFs cannot transfer into a CPF (524.231) delete the words "go to" in this rule.

(525.318) The Hydran player may select a PGS, PGC, PFT, PGF, PGG, or PGV (subject to year of availability) as his free Pegasus.

The free Pegasus-hull ships built by the Guilds include their fighters at no cost to the Hydran player. The free Pegasus does not count against any of the limits (scouts, carriers, PFTs, etc.). The four pre-war PGS ships do not count against the limit of four ships of one type.

(525.326) You can combine a CA and a DND and three EPs to get a DN. This is listed under the Order of Battle production notes but some have missed it.

(526.47) This free production is outside of the normal PFT production limits.

(527.14) The double fighters cost double as per (502.91).

(528.434) A Penal ship could honor duel with a single ship-equivalent of PFs or fighters. It could select a partial flotilla or squadron. It could not pick a single fighter or PF out of such a squadron or flotilla.

(530.221) Romulan SPBH proper designation is SPV.

(530.225) The Klingon and Kzinti VHPs are standard pods the same size as cargo pods. They are not under VAP restrictions.

(617.B1) Any returning Remus forces arrive by Strategic Movement in that phase.

(701.0) Should say one SAF per year in either turn.

(706.3) Carriers: Reference to (525.84) should be (525.85).

(709.1B) Reference to (515.316) should be (525.316).

(711.0) JagdPanther sometimes listed as JPG.

(711.3) The Lyrans receive their free fighters from Turn #1, having JGP-Vs and Auxiliary carriers and fighters on bases from that time or before.

(756.0) Non-ship units include Auxiliaries, SAFs, SWACS, Swarms, and LTFs.

(757.7) The note about the Hydran and Kzinti destroyers belongs to (757.8).

General SIT: LAS reference should be CL22. SAS reference should be CL22.

Federation SIT: CC should not have the battlegroup mark.

Romulan SIT: CNH costs 19 (no fighters). SPB to SPV conversion should be 2+0 rather than 0+2. SPB to SUB should cost 5+8.

Kzinti SIT: DWE should have escort mark for both sides.

Gorn SIT: DNC is 13/7, one conversion per year. SP is 2 max in service, not one.

Hydran SIT: FCP service date Y139. FCX should list "CL26" rather than (R9.69); FCX Year In Service is Y183. IC should be listed as part of AO not F&E. SBX should have 18H/9H Stinger-X fighters. SBX conversion from BTX is 45+18.

Lyran SIT: DD can be subbed for CW or DW. SCP+ should not list a "crippled side". SCX should be 4-8/2-4.

CROSS REFERENCE TYPOS

(105.0) 3A4: Reference to (317.773) should be (318.731).

(105.0) 5-4C2: Reference to (305.211) should be (305.21).

(105.0) 5-4D: Reference to (305.211) should be (305.21).

(105.0) 5-7C: Reference to (307.73) should be (302.73).

(105.0) 5-8F: Reference to (307.73) should be (302.73).

(105.0) 9B: Reference to (314.144B) should be (316.144B).

(105.0) Orion Step 9: Reference to (503.34) should be (504.34).

(105.0) Orion Step 9: Reference to (529.265) should be (529.25).

(105.0) SoP Step 3A4: Reference to (317.773) should be (318.73).

(315.5) Reference to (312.61) should be (312.261).

(318.74) Reference to (317.71) should be to (318.71). Reference to (317.72) should be to (318.72).

(442.91) Reference to (517.1) should be (317.1).

(523.352) Reference to (315.34) should be (515.34).

(524.41) Reference to (502.231) should be (524.231).

(526.258) Reference to (562.261) should be (526.261).

(526.264) Reference to (523.453) should be (523.452).

(529.14) Reference to (529.34) should be (529.24).

(530.221) Fed reference to (529.0) should be (527.0).

(702.4) Heavy fighter reference to (529.0) should be (527.0). Auxiliary reference to (763.0) should be (762.0).

(703.3) Reference to (515.12) should be (525.12).

(709.1B) Reference to (515.316) should be (525.316).

Q&A FOR ADVANCED OPERATIONS

Q2601: Can I built or convert an IC the expensive way if I still have the homeworld shipyard in Y171?

A: That is what the rule says.

Q2602: In *Winds of Fire*, the Federation has DDX and other X-ships the SIT says it cannot build. What up?

A: Both the SIT and Scenario are right. If you play the scenario, you have the ships. If you play the campaign, you cannot build them until the authorized turn.

Q2603: Why were the "extra" Fed CVAs removed from the playtest draft in AO?

A: They were non-historical, and we went back and forth for some time on whether to include them and finally decided that it was a historical scenario and could not have extra CVAs that the players build but the Federation did not.

Q2604: Why are the Hydrans and Lyrans allowed fewer SAPs than LAPs by the chart in (762.0)?

A: SAPs have such limited abilities that few were built.

Q2605: Why does the Orion SLV cost 4 EPs when it is such a weak unit?

A: Because it has the special ability to carry EPs.

Q2606: Shouldn't the CLs in the carrier groups in the Marquis Fleet be CLEs?

A: No, they are standard CLs. As noted in SFB, history reflects that many Kzinti carriers went into the General War with CLs as escorts instead of CLEs.

Q2607: I like the new counter silhouettes better than the old ones. Will all the old sheets be changed?

A: Over time. Sheets ABCD should run out within a year and will be replaced with new silhouettes then. Sheets G-through-M are not likely to run out for years.

Q2608: Was the AO Romulan production schedule changed?

A: Yes, although there have been enough different Romulan production schedules that it's hard to tell. The one in AO is the correct one.

Q2609: The Romulan SPV is a bad deal as it doesn't gain any fighter strength over the SPB version. What gives?

A: That's the way it is. At least the eight heavy fighter factors are one squadron while the eight standard fighter factors on the SPB are one squadron and a fraction. But to add insult to injury, the SIT is correct and you do have to pay two EPs to convert the SPB into the SPV. Poor Romulans. At least the SPV makes a dandy FCR-H to support bigger carriers fitted with heavy fighters.

Q2610: Doesn't (501.9) which says "Six (actually 6-8)..." mean that the SPB and any other carrier with seven or eight fighter factors automatically has an oversized squadron?

A: No, it means and says no such thing. All that "6-8" part means is that with less than 9 fighter factors you cannot claim 1.5 pinning equivalents.

Q2611: The SIT lists the production cost of an FRX as 12 but to convert one from an FRD is 10. Is that correct? Why so much to convert vs build?

A: Because of the extensive changes to the structure. Yes, the cost of conversion is correct.

Q2612: Are the SFG ship Year In Service dates right?

A: Yes, they are correct. In the original Special Operations, you were (vaguely) warned to use the SFB dates which were not referenced in the F&E system until now.

Q2613: What chart does the C5A use?

A: Same as the C9A, as per CL22 and Combined Ops.

Q2614: The Federation E2 SWAC has an introduction date of Turn #4. Do they get free ones in PWC? Can they buy them if they have control of their economy due to some event?

A: Yes to both.

Q2615: I noticed that FCRs don't have an escort box on the

crippled side. What's up?

A: As it says in (562.35), they lose the ability to become an escort when crippled, but if crippled while serving as an escort they can stay there.

Q2616: Why were two SAFs added to the Klingons in AO?

A: To balance additions to other races also made in AO.

Q2617: Do the two new Klingon SAFs still have their single allowed strategic movement remaining or did they using it reaching the Northern and Southern Reserve Fleets?

A: This no longer matters as the rules of Combined Operations allowed SAFs to make multiple strategic movements.

Q2618: Why do the Romulans add SEH production so late in the war?

A: As the history (i.e., the SFB background says) the SEH was designed that late and went into production to replace the many lost smaller ships on secondary missions. The SEH production schedule is historically correct.

Q2619: Given the confusion between (441.341) and (527.14), does the Federation use F111s or double fighters on its PDUs?

A: They use double fighters (527.14) and pay for them (502.91). You could put F111s on them by using CP1s.

Q2620: Is Option E (525.74) intended for use on stasis ships?

A: Well, not just them, but it is very useful against them.

Q2621: Given (315.32), if I have six CWs in my battle group can two of them claim the leader bonus?

A: First, you can have six CWs in the battle force (and two of them get the leader bonus) but only three in a Battle Group as it is limited to three Size-3 ships.

Q2622: If the enemy uses an FCR as an escort but I cripple it and it loses its escort mark, is it now an ad hoc escort with all of the vulnerabilities provided by those rules?

A: No. See (526.35) which clearly shows that since it was a valid escort when assigned the job it remains a valid escort even when crippled. If you had crippled it and then it had been added to a carrier group, it would be an ad hoc escort.

Q2623: Rule (523.111) says that the Lyran DDX replaces a CW. Shouldn't it replace a DW since the DD is subed for a DW?

A: First, the DD can be substituted for either a CW or a DW. Second, the DDX must be subbed for a CW because the DW docks are too small.

Q2624: If a Fed CVA is crippled, what fighters does it have?

A: Three factors of A10s and three factors of F14s.

Q2625: Can the X-ships stacked with X-scouts react (523.222) to a Reserve fleet if they have already moved their full allowed operational movement? For example, if I move a stack of X-ships seven hexes to a given point adjacent to a battle hex, and the enemy moves reserves into that battle hex, can the X-ships then move an 8th hex to enter the battle?

A: Yes. They could also move their one hex to pin part or all of a moving Reserve Fleet. Aren't X-ships dandy?

Q2626: Is the cost of upgrading a BATS to a X-BATS right? Given all of the upgrade paths from one type of base to another, and from Non-X bases to X-bases, that one seems out of kilter.

A: It is correct. All of the various pathways were evaluated and this one just had the biggest technical problem to solve.

Q2627: Is the cost to upgrade a Romulan SPB to an SUB correct at five EPs?

A: Yes, it is.

Q2628: Does direction of movement of raiding unit (314.241) affect the ability of a reacting unit per (205.16)?

A: This is complicated by the special nature of raid movement, in that defenders can only react to the final destination hex, not the ship during movement. That being the case, the direction of movement is irrelevant and you can react if within range.

Q2629: How would you resolve a battle with a BATS under an alternative attack?

A: Consult (318.7) to see if you can use (310.0) or might be forced into the regular combat system by the 14-point limit.

(672.0) THE TORNADO

by Darin Smith

This reflects a little-known Klingon War plan that was, of course, never actually used. It has the advantage, from the point of view of players, that it begins in the middle of the map and expands in both directions, rather than sweeping across the map from west to east.

While the majority of Klingons favored the "Hydrans first" strategy, and were willing to accept the Lyrans demand to first subjugate the Kzintis, there was a small faction of the high command that believed that any reprise of the Four Powers War was likely to be indecisive because of eventual Federation intervention. This faction proposed that the Klingon Empire should instead attack the Federation. This plan was contingent on bringing the Romulans up to a higher level of technology and combat as quickly as possible, allowing a near-simultaneous invasion. To work, the plan required that everything envisioned by the Treaty of Smarba be done in the most rapid and efficient method possible, and in considerably greater volume. Klingon survey ships would have to be sent to Romulan space, and the delivery of mothball ships expedited. Trust between the two new allies was limited, and both agreed that whoever captured the Federation core worlds would have exclusive control over this rich prize.

The plan assumed that Lyrans threats could keep the Kzintis and Hydrans from entering the war.

In history, the plan was doomed before it could be started because the Romulans simply could not absorb Klingon technology fast enough, and Romulan infighting (the Klingons had never realized how deeply fractured the Romulan Empire actually was, being accustomed to their own monolithic power structure) slowed the pace of technology absorption even further.

(672.1) SCENARIO ORGANIZATION

This is a three-player scenario: Klingon (including Lyrans, first player-turn), Romulan (second player-turn), and Federation (including Gorn, Hydran, and Kzinti; 3rd player-turn). The Romulans and Klingons are co-belligerents, not allies, with all of the restrictions of that status. They cannot be in the same battle force, and cannot share control over captured planets.

The scenario begins in Fall Y168 and uses the historical Orders of Battle except where modified. Any inactive fleets are activated if enemy units enter their deployment zones.

Set up in this order: Klingon, Federation, Romulan, Gorn, Hydran, Kzinti, Lyrans.

(672.2) SCENARIO SCHEDULE

Turn #1, Fall Y168

Historical: Klingons invade the Federation.

KLINGON Available: Eastern Fleet, Home Fleet, Tholian Border Squadron; new construction and activations, plus certain units from Northern and Southern Reserve Fleets. (Nine ships from each of Northern and Southern Reserve must be left in place as a reserve against Kzinti or Hydran attacks. These must include a D7C plus 40 combat and/or electronic warfare factors.)

FEDERATION Available: 1st Fleet (Home), 2nd Fleet Detachment, 3rd Fleet (Klingon Border), all activations and new construction. Detachments from the 4th and 5th fleets are also released, each made up of CC, 2xCA, 2xDD, SC, 2xFF, Resv. The 7th Fleet (Tholian Border) is released if any Klingon ship comes within two hexes of any 7th fleet unit or if any Fed starbase is destroyed by Klingon forces.

ROMULANS are on a "wartime" economy; all fleets are inactive.

All other races are on a peacetime economy; all of their fleets are inactive.

Turn #2, Spring Y169

Historical: Romulans invade Federation Territory.

The Romulans are not required to attack, but any delay will reduce their chances of seizing the Federation core worlds.

KLINGON Forces available: As above.

FEDERATION Forces available: As above.

ROMULANS: Home Fleet, West Fleet, Patrol Squadron, and all K-type ships.

Turn #3, Fall Y169

Historical: Gorns begin "limited war" to support the Federation. Until other races enter the war, available forces are as above with the possible exception of Gorn Limited War forces.

Later turns

Historical: Kzinti forces invaded Klingon space on Turn #8. On Turn #9, Lyrans declared war on the Kzintis, and the Hydrans declared war on the Klingons and Lyrans. See special rules below. The Klingon IWR is not activated until they are at war with three races as per (703.21).

(672.3) EXPANSION OF THE WAR

The Gorns can go to Limited War (75% economy) on the Alliance Player turn after the Romulans invade the Federation. In this case, the Gorn 2nd Fleet and any new production can be used in Federation space. The Gorns go to full war if the Romulans invade Gorn space. The Federation player rolls a die each turn (during his production phase) for the Gorns. When the total of these die rolls reaches 23, the Gorns go to full war and can invade the Romulan Empire, or retain the Limited War rules with a full wartime economy. Tholians use (604.151) normally.

The Federation player rolls a die for the Hydrans (and a separate one for the Kzintis) each turn that he is at war with the Klingons. The Kzintis can go to Limited War to support the Federation on a die-roll total of 29, and to full war (as above) on a die roll total of 36. The Hydrans go to full war when their total is 42, or on the same turn that the Lyrans enter the war, whichever comes first.

The Lyrans enter the war after either the Kzintis or Hydrans reach full war status.

(672.4) ECONOMIC RULES

All races use their historical production schedules except for the Romulans, who would have benefited from more rapid transfers of Klingon technology. This schedule is:

FY168: KC9R, 3xSP, 3xSK, (convert 3SP-SPC)

SY169: 5xSP, 6xSK, WE, SNB

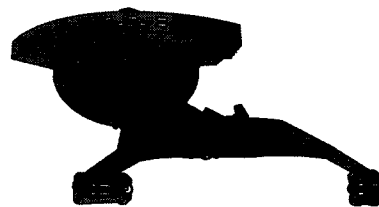
FY169: 4xSP, 6xSK, KE, WE, SNB

SY170+: SUP, FH, 4xSP, 3xSK, WE, SNB

FY170+: Con, FH, 4xSp, 3xSK, WE, SNB

The Romulans can start exploring the territory listed in (603.15) on Turn #1, using three SPCs produced that turn and the two Klingon survey cruisers (redeployed from Lyrans space and adopted by the Romulans; use Ship # counters). Once this is complete, the Klingon ships can either move into the Romulan off-map area or move to the Lyrans off-map area, in either case within the rules. The Romulan IWR is activated if at war with both Gorns and Feds. All KR-type ships on the Romulan OB are available on Turn 1.

The Federation uses the "Early War" production schedule provided on page #110 of this issue of Captain's Log.



F&E SCENARIO IDEAS

These are some of the ideas that have been mentioned, kicked around, or suggested. Few of them exist in a form ready for publication, and for some of them, the data here is all the data that exists. Players might "mess around" with scenarios such as these, and we might write them up at some future time.

Kirklin Spencer proposed a scenario in which the Hydran Kingdom on the map is just one end of a much larger Hydran Empire. Give them 70 EPs of off-map economy each turn, move the shipyard off-map, and for every ship on the map at the start of the historical game, give them an identical ship in the off-map fleet (which arrive 15 ships per turn). Add two CWs and two FFs to the production schedule, and replace all scheduled FFs with DWs in Y173. Cancel the various special rules such as the Iron Chancellor and the secret guild treasury. The Old Colonies Squadron remains intact (not doubled) as the police squadron.

Any number of players have suggested that a scenario eliminating all "true carriers" and PFTs could be fun (or at least simpler), replacing them with the basic hull types in each case.

Anthony Trevellian suggested this scenario, which he called Kosnett's Last Stand. The general idea is that everybody is pretty much fed up with the Federation, so every race is allied against the Federation and the Federation has no allies other than the Orion Pirates (who operate under Federation control). Double the Federation economy (everything that produces EPs produces twice as many). Use the Y168 Orders of Battle but allow Federation to begin X-ship production on Turn #3. Allow the Hydrans and Lyrans to build chains of MBs across Klingon space in order to get their ships to the front; they can use expeditionary and adopted units to get into combat sooner. Basically, everybody just invades the Federation and carves it up into conquered territory. Garth Getgen suggested a similar scenario with numerous special rules to portray the Federation as a bloated and corrupt super power deserving to be taken down a couple of pegs.

Stan Taylor suggested that the Warlord Scenario in Captain's Log #16 could be a lot faster to play if everybody picked a planet inside Federation Space, and nobody was allowed to move outside of Federation territory. This would bring the players into conflict much more quickly, hold down the total economies (and ship counts), and force people to make diplomatic deals as quickly as possible.

One scenario that deserves to be formally written up is an Isolationist Federation scenario proposed by Terry Mullins (with additions suggested by A David Merritt). In this scenario, it's Y175, and the Federation never entered the Second Four Powers War (which ended in Y172). The Hydrans are entirely off map with a chain of coalition battle stations on the map edge. The Kzintis have only one on-map hex (their capital). Formal OBs would have to be written up, but obviously the Hydrans and Kzintis would have much smaller fleets and there might even be a rule that as long as the coalition kept certain forces on the borders, they would not enter the war. The Federation, with only its pre-war construction and its original fleet, would find itself under a furious onslaught from a powerful Klingon force and a fully-refitted Romulan fleet.

Mark Kuyper proposed an interesting Lyrans-vs-Kzinti scenario in which the Klingons (and Hydrans) simply never entered the General War (2nd Four Powers War). On Turn #1, the Lyrans invade the Kzintis, following the established General War rules. The Kzintis cannot use the Duke's Fleet unless the Klingons move ships past the 10xx hex column. The game lasts for 15 turns, and the player with the most captured enemy territory wins. Or you can get an "instant win" if you hold the enemy capital for two complete turns. If the Lyrans attack the Kzinti homeworld, the Feds go to Limited War; if the Kzintis attack the Lyrans homeworld, the Klingons go to Limited War (Northern Reserve and New Construction). Feds cannot enter Klingon or Lyrans space; Klingons cannot

enter Kzinti or Federation space. This makes an interesting two-player scenario that might actually get finished on a very long Saturday.

Eric Stork suggested that you live up the General War by giving each race (randomly determined) the area of another race, with an equivalent build schedule of the new home area. For example, if the Tholians got Federation territory, they'd have a build schedule that matches the Federation economy, while the Klingons in Tholian territory would have only a tiny schedule equivalent to the Tholians. This would require quite a bit of work to define the "equivalent schedule" of races with very different ships, but could be fun. There are a lot of other problems. The Klingons built a lot of maulers to go on the offensive; if they (by luck of the draw) got a "defensive" area, the maulers would be useless and some other race, needing to launch an offensive, would have no maulers.

Chris Nasipak suggested a scenario in which the Klingons invade the Federation on Turn #1. Steve Petrick independently came up with the same idea, which he called *Fire in the East*. The Lyrans, Hydrans, and Kzintis glare at each other but don't fight. The Klingons get the Home, North Reserve, South Reserve, Eastern, and Tholian Harassment Fleets, plus new construction. The Federation uses the historical rules (meaning everything but the 6th Fleet and part of the Gorn Border Fleet). The Romulans and Gorns enter the War on schedule (or not).

Garth Getgen suggested the Great Galactic War. The Gorns and Romulans go to War on Turn #1. The Federation joins the Gorns on Turn #3 and the Klingons invade the Federation on Turn #7. The Kzintis and Hydrans attack the Klingons on Turn #8 and the Lyrans join in on Turn #9.

Matthew K Hargraves suggested an alternative historical scenario in which the Hydrans won the Four Powers War. Give them all of the border provinces of the Klingons and Lyrans. This will require deleting the original Klingon and Lyrans border BATS and rebuilding them on the new border (0110, 0311, 1012, 1212, 1413, 1614, and 1616), and building additional Hydran BATS (leaving the originals in place) along the new border (0111, 0312, 0512, 1113, 1314, 1515, 1517, 1519). In a variation of this scenario, Kzinti provinces 0701, 0901, and 0903 would be occupied by the Lyrans while the Klingons hold Kzinti provinces 1104 and 1404. As on the other border, the Kzintis would rebuild their border stations in hexes 1101, 1103, and 1503, while new Lyrans BATS would be in 1001 and 1003 and new Klingon BATS would be in 1204, 1404, and 1604.

Paul Bonfanti suggested an alternate General War scenario in which the Kzintis and Hydrans learned their lessons from the Four Powers War. Both add two DNs, six CWs and ten DWs to their starting fleets, and can start building any ship types available through Y173 on Turn #1 (e.g., CWs, DWs, FFKs, etc.). His theory is that the Hydrans have the most colorful navy but it's wiped out before you get any fun out of it. These additions would probably deter Klingon and Lyrans aggression, forcing the Coalition to either stay home or invade the Federation. On the other hand, if the Lyrans were neutralized by a civil war, the Hydrans and Kzintis would have the firepower to invade the Klingons! For a really wild ride, you might even include the Federation going to Limited War to help the Klingons!

We have been asked many times to provide a "Return of the Carnivores" scenario. Here's a "quick and dirty" version that could be fun to play. Use the Y168 Orders of Battle for the Lyrans and Kzintis, and keep the other races neutral. To stand in for the Carnivores, use the Gorns (who are, at least, carnivorous). The Carnivores (Gorns) start with an off-map empire adjacent to hex 0101. They use the Gorn Order of Battle and production schedule from Turn #14, but don't get PFs until the Lyrans get them; the Kzintis get PFs on the same turn. Give the Carnivores (Gorns) an off-map economy of 87 points. Off-map combat is impossible (if only because we don't want to bother doing a map extension).

FEDERATION EARLY WAR

One of the most confusing parts of the entire game system is the "oh, by the way" rule that if the Federation goes to war before Turn #7, it simply moves up the production schedule. This doesn't really work, for a number of reasons, including hull type availability, ships assigned to various frontiers, and how quickly production of various types can be ramped up. To understand the situation, we first have to reverse-engineer the 702 Order of Battle to show the actual Federation Pre-War Construction Schedule in proper sequence.

- 1-Fall Y168: DN Activated for 3rd Fleet (Klingon Border).
- 2-Spring Y169: [CVB+DE+FFE]; these ships are assigned to the 3rd (Klingon Border) Fleet.
- 3-Fall Y169: DN activated for 6th (Romulan Border) Fleet, FFS built for the 3rd (Klingon Border) Fleet.
- 4-Spring Y170: 3xNCL, 3xFF; these ships are built for the 3rd (Klingon Border) Fleet.
[CVB+DE+FFE] built for 6th (Romulan Border) Fleet.
- 5-Fall Y170: DN activated; 3xNCL, 3xFF built; all built for the 4th (Kzinti Border) Fleet.
- 6-Spring Y171: [CVA+ECL+2xDE], 3xNCL, 3xFF, FFS; these ships are built for the 1st (Home) Fleet.
- 7-Fall Y171: DN, CA, 3xNCL, 3xFF (This begins the regular wartime production schedule.)
- 8-Spring Y172: [CVA+ECL+2xDE], CA, 3xNCL, 3xFF
- 9-Fall Y172: DN+, CA, 6xNCL, 6xFF
- 10-Spring Y173: [CVA+ECL+2xDE], CC, CA, 10xNCL, 12xFF.
- 11-Fall Y173: DN+, 2xCA, 12xNCL, 12xFF.

CLASS BY CLASS

Let's examine each of these ship types in detail.

CA: The Federation had slipways for two cruisers per year, but wasn't using them since Star Fleet had the required number of cruisers. They could begin building a CA each turn on the first production cycle they are at war. The second CA or CC per turn is not available before Turn #10 regardless of when the Federation enters the war.

CVA production marks the opening of the second "size class two" slipway. The Federation had done this in anticipation of a new war and the need for a stronger fleet, but were in no hurry about it. If an early war erupts, CVA production would start on the next Spring turn, so unless the Klingons invade on Turn #3 or earlier, that's not going to help. The escorts would come along at the same time.

CVB: The CVBs are built in cruiser slots, and remain unaffected by early war, as do their escorts. (502.95) doesn't change.

DN: The three activations are "early" DNs being converted and remain unchanged. The Fall Y171 DN is the first of the new series being built. If you go to war early, you don't get any extra DNs since the DN slipway is full of old DNs being converted. The DN+ isn't available to build until Y172, so it cannot be moved forward to replace other DNs. So early war doesn't change the DN situation at all.

FF: The ramp-up to six FFs per turn comes on the third turn of war, so Hydran arrival or a Klingon invasion on Turn #3 would increase FF production to six per turn on Turn #6 and twelve on the next turn.

FFS: The two scheduled to be built remain unchanged and further FFS scouts take up FF slots.

NCLs: These are first available in Y170 so Early War doesn't get them sooner. The ramp-up to six NCLs per turn comes on the third turn of war. So if the Hydrans arrived on Turn #4 and the Feds went to wartime production on Turn #5, then you would go to six NCLs per turn on Turn #7, ten on the next turn, and twelve the turn after that (although this is limited to ten on turns when CVAs are built).

OTHER NOTES

One problem the Federation suffers from is that if a war begins on the Alliance turn, they will have already done their pre-war construction and won't have a production cycle until the next turn. That's just the penalty for being surprised.

The above information covers the transitional turns when the Federation is at war in your game but historically was not at war. That will (over a few turns) bring the Federation production up to the published Y173-Y174 schedule, which they will continue to use until Y175, at which point they would be on the historical schedule. The Y175 schedule cannot be brought forward due to the availability of ship types.

As noted in (601.14), the Federation receives a percentage of its income for these early turns. If the Federation enters the war on its own turn (after production) then the 50% of the budget pays for the PWCs and anything left over is available for other costs or carried over. Thereafter, the stated amount of the economy is available to buy the ships from the schedule (as adjusted by this article) and anything not spent is available for overbuilds, special costs, drone bombardment, etc.

On the first Federation turn of the war, any PWC built that turn is not sent where assigned but is released to be sent to the active front. Thereafter, any PWC assignments are ignored and the ships are released for duty at the front. For example, assume that the Hydrans enter the Federation on Turn #5. The PWC ships for that turn were scheduled for the 4th Fleet, but are instead released and sent wherever the Federation player wants them to go (within the rules; you don't get to instantly deploy them on the Klingon capital).

VARIABLE HYDRAN ENTRY

One of the problems with F&E is the hard schedule on which each race enters the war. This allows players to move ships around to anticipate what the historical commanders could not. These rules provide a more dynamic situation.

1) Set up the Hydran forces at the start of the game.

2) The Hydrans can move up to 6 ships in each fleet within their deployment areas each turn while at peace. All new production may move freely unless specifically allocated to a fleet. If at peace after Turn #3, at least one ship from each turn's builds must be sent to the Old Colonies Squadron.

3) All Hydran fleets are released when they go to war, except for the Old Colonies Squadron which is not released until one of the following occurs: an attack on the home worlds, a star base is destroyed, or the 4th turn the Hydrans are at war.

4) The Hydrans control their production from Turn #3 onward and may make any legal substitutions and conversions desired, they may produce at a wartime or limited war level but may not do any of the following until they are actually at war with the Coalition: roll for survey, set up mobile bases, build PDUs (or any similar units), upgrade bases, or make overbuilds.

5) The Hydrans may attack the Coalition on or after Turn #2. They must declare before production if they are going to attack.

6) If the Hydrans attack on Turn #2, they receive their normal production and their yearly allotment of free fighter factors but lose 40 EPs in spending on "war preparations".

7) The Coalition may attack the Hydrans the turn after the Kzinti home world is devastated. The Coalition may attack on Turn #7 regardless. The Enemy's Blood Fleet is not released until the Lyrans are at war with the Hydrans. The Klingon West Fleet is released on the turn that the Hydrans attack either Coalition power, The Southern Reserve is released on Turn #6 or the turn after the Coalition is at war with the Hydrans, the Home Fleet is released when the Klingons are at war with two or more races.

8) Starting on Turn #3, the Coalition and Hydrans may enter the Neutral Zone hexes adjacent to the Hydrans, and the Hydrans and the Coalition may raid each other's territory.—*Ed Reece*

NEW PLAYTEST RULES

In recent issues of Captain's Log, we have presented various new rules which are planned for future modules. In this issue, however, we present three new rules proposed by players who just thought it would be fun to bring in some previously unseen background elements.

(4FM.0) FIGHTER STORAGE MODULE

While all bases provided support for ships in their sector, bases in key sectors could be reinforced or enhanced with various additional abilities. One of these was to stockpile spare fighters at the base. This is reflected by the "purchase of a special module" even though what is actually happening is that a supply line is being set up to stockpile spare fighters in the base's cargo modules.

(4FM.1) A starbase can have two such modules, a battle station can have one. PDUs and MBs cannot have fighter support modules.

(4FM.2) Each module has six spare fighter factors [6] which can be transferred to any unit in the base's hex [or within supply of the base?] between combat rounds. These factors function as factors on an FCR. (The base does not count as an emergency escort.)

(4FM.3) Each module costs six EPs. Each race can buy one such module per turn, but cannot buy FSMs prior to Y172. Modules can be installed on any base within the Main Supply Grid and do not require a tug or other ship to deliver them.—*Craig Tenhoff*

SVC Notes: Logistics are always an important part of any war and rules to reflect the extra effort are worth considering.

(2CD.0) CLOAKED DECOYS

The Romulans used cloaked decoys to protect critically important ships. These items were rare and expensive, and could be used only for the most critical missions.

(2CD.1) The Romulan player receives one cloaked decoy per turn, starting with Turn #20 (Spring Y178). The Romulan player can, in those turns, purchase a second such decoy for three EPs, but the limit is two per turn. All cloaked decoys produced begin in the capital shipyard hex during the Production Phase.

(2CD.2) Cloaked decoys are not independent units, but must be carried by a ship. Just which ship is carrying one is not important until it is committed to combat, so the cloaked decoy marker can be added to any stack of ships. If all ships in a hex with a cloaked decoy are destroyed, the cloaked decoy is destroyed. If ships retreat out of a hex, the cloaked decoy can retreat with any ship or ships. Newly-produced cloaked decoys get a free strategic movement on the turn of their production to join any stack of ships in the capital supply grid, and thereafter are moved as above.

(2CD.3) When a stack of Romulan ships (which might or might not include ships of Romulan allies) is in combat, the fact that a cloaked decoy is with them must be made known to the enemy. Before the first combat round, the Romulan player must designate, by writing and in secret, which of the ships in the battle force is carrying the (or a) cloaked decoy by position left to right. If the cloaked decoy is not used by any of the ships in the battle force, this fact must also be noted. The assignment of the cloaked decoy cannot be changed between combat rounds.

(2CD.4) During combat, once the enemy player has allocated any directed damage, the secret written record is exposed. If the ship which had the (or a) decoy was targeted by directed damage, the attacking player rolls a die. If the result is 1-3, the attack proceeds normally, but if the result is 4-6, all of the damage was expended on the decoy and the ship is undamaged. A cloaked decoy is destroyed when used in this manner.

If the cloaked decoy was assigned to some other ship in the battle force, and that ship is destroyed by the damage procedure, the cloaked decoy has no effect and is destroyed with the ship.

If the cloaked decoy ship was targeted by an SFG, roll as

above, with a 4-6 meaning that the cloaked decoy was frozen (and destroyed) and the ship carrying it is not frozen.

(2CD.5) Cloaked decoys cannot be carried by or assigned to: bases, size-2 ships, non-Romulan ships, mercenary ships working for the Romulans, ships escorting other ships (carrier groups, commando ships), ships generating EW, ships in unbreakable groups, ships used for a mauler attack, ships conducting a ground forces attack, ships using an SFG, carriers contributing fighters to the battle.—*Ahmad Abdel-Hameed*

SVC notes: A lot of rule for one tiny little shuttle, but fun.

(3DR.0) DRONE RAIDS

Drone bombardment was used for many purposes, not just to support main fleet combat, the only reflection of this capability currently seen in the game. These rules would allow drone bombardment to be used for its traditional raiding and long-range attack missions.

(3DR.1) Drone raids are conducted in the Raid Phase. The Kzintis may conduct two such raids per turn; the Klingons and the Federation may conduct one each.

(3DR.2) Drone raids may be conducted by one, two, or three ships. Only drone bombardment ships (those with drone bombardment factors in parentheses) may conduct such attacks, and at least one of the ships in each drone raid must have scout capabilities. Auxiliary drone ships and ships out of supply cannot conduct this type of attack.

(3DR.3) Drone raids are conducted as follows:

A: The raiding player designates the hex from which a drone raid will be conducted, and the specific ships which will conduct it.

B: The raiding player then pays one EP for each ship conducting the attack. If adopted ships are used, the host race must pay 3 EPs for each ship. If Expeditionary ships are used, the cost of 2 EPs is paid by their owner.

C: The attack can be targeted on one specific unit in any adjacent hex; this unit is designated by the attacker doing the raid mission.

D: The attacker then adds up the total drone bombardment points on the ships in the raid, and rolls an "attack" using the normal combat chart (Battle Intensity Rating = 4). This damage is then resolved against the target. Any plus or minus points carry over to any combat in that hex during the next Combat Phase.

E: The drone ships (which actually entered the target hex to conduct the raid) may then be intercepted by warships in the hex. The defender designates three groups of ships (each including a number of ships up to or equal to the number in the raid). These cannot include non-ship units, independent fighter/PF units, or auxiliaries. The defender numbers these groups 1, 2, and 3, then rolls a die. If the die roll is 1, 2, or 3, the group of ships with that designation intercepts the drone ships. If the die roll is 4-6, there is no interception and the raid proceeds to the next step. If there is an interception, the defender then totals the attack factors of the intercepting ships and rolls a standard attack (Battle Intensity Rating = 4) which is resolved against the drone bombardment ships by their owner. The drone bombardment ships attack with 50% (round fractions up for the total force) of their normal attack factors (BIR = 4) and this is resolved against the intercepting ships.

F: The drone bombardment ships in the raid must then retrograde to a supply point not in the original hex or the target hex. The intercepting ships remain as they were. The drone raid is then concluded.

(3DR.4) (OPTIONAL) The attacker may select any battle intensity from one through seven, but the number of intercepting groups will always be one less than the battle intensity rating. So if the attacker selects a battle intensity rating of 7, there will be six intercepting groups. This would obviously be done only when there were not many defending ships in the target hex and the chances of interception are low.—*David Kass*

SVC regarded this rule as working within his raid dynamic.

SHIP INFORMATION TABLE

Designation	SFB Ref #	Factors On Counter	Product	Cmnd (754.0)	Date Avail	Base Hull; Size (755.0)	Conversion Cost, Source	Build Cost or Substitution	Salvage (439.0)	Notes and Special Cases; EW, Shock
Fed DCS	A6	2-8(6H9)♦/1-4(3H4)	CL25	9	178	CA(3)	From CA: 5+12	For CA: 14+30	2.4	Division Control Ship, EW=2
Fed CAM	959	10+/4	SL91	8	175	CA(3)	From CVS: 5	For CA: 10	2.4	Conjectural Mauler
Fed MCL	960	7+/4	CL16	6	175	NCL(3)	From NCL: 4	For NCL: 7	1.25	Conjectural Mauler
Klingon UD7	A2	5-8(6)P♦/3-4(3)P	CL25	9	179	D7(3)	From D7: 5+12	For D7: 14+12	2.4	Division Control Ship, EW=2
Klingon E4S	961	2-4♦/1-2	CL20	3	134	E4(4)	From E4: 1	For E4: 3.5	0.625	Scout, EW=1
Kzinti EBC	A2	7-8■/4■	CL24	8	168	BC(3)	From BC: 1	For BC: 9	2.0	Heavy Escort
Kzinti DCS	A3	5-8(6)P♦/3-4(3)P	CL25	9	178	BC(3)	From CVL: 5+4	For BC: 14+12	2.0	Division Control Ship, EW=2
Kzinti BCM	933	10+/4	CL16	8	175	BC(3)	From BC: 5	For BC: 10	2.0	Conjectural Mauler
Kzinti MCM	932	7+/4	SSN4	6	175	CM(3)	From CM: 4	For CM: 7	1.25	Conjectural Mauler
Gorn MCM	923	10+/5	CL16	8	175	CM(3)	From CM: 5	For CM: 10	2.0	Conjectural Mauler
Gorn MDH	922	7+/4	SSN4	6	175	HD(3)	From HD: 4	For HD: 7	1.25	Conjectural Mauler
Neo-Thol NCH	A1	10W/5W	CL25	9	180	NCA(3)	From NCA: 1	None (525.7): 11	3	Heavy Variant
Neo-Thol NCM	A2	8W/4	CL25	6	180	NCL(3)	From NCL: 1	None (525.7): 9	2.4	Heavy Variant
Neo-Thol NDH	A3	6W/3	CL25	5	180	NDD(4)	From NDD: 1	None (525.7): 7	1.8	Heavy Variant, Conjectural
Neo-Thol NFH	A4	6/3	CL25	3	180	NFF(4)	From NFF: 1	None (525.7): 6	0.9	Heavy Variant, Conjectural
Tholian CAM	938	10+/4	SFT2	6	175	CA(3)	From CA: 5	For CA: 10	2.0	Conjectural Mauler
Tholian MCW	933	7+/4	SSN4	6	175	CW(3)	From CW: 4	For CW: 7	1.25	Conjectural Mauler
Orion MBR	928	7+/4	SFT	6	175	BR(3)	From BR: 4	For BR: 7	1.25	Conjectural Mauler
Hydran DCS	A5	2-8(6)P♦/1-4(3)P	CL25	9	180	CA(3)	From CC: 5+6	For CA: 14+12	2.0	Division Control Ship, EW=2
Hydran MCL	933	7+/4	SSN4	6	175	CW(3)	From CV: 5	For CW: 7	1.25	Conjectural Mauler
Hydran CAM	934	10(1)+/4	CL16	8	175	CA(3)	From CA: 5	For CA: 10+1	2.0	Conjectural Mauler

This Ship Information Table covers ships published in previous issues of Captain's Log. (Since the ships in this issue of the Log were all published in AO or CO, we don't need to do a SIT for them in this issue.)

The conjectural maulers are available only if the players agree to use conjectural ships, or agree that the Alliance can build maulers two turns after it captures a mauler from the Coalition. It is beyond bizarre to think that the Orions would have built one, but if it gets them to shut up you could let them have one to lease to the Allies as a mercenary unit.

The Division Control Ships are heavy cruiser hulls with a full squadron of fighters, no heavy weapons, the EW capability of a PFT or scout-carrier, and a full flotilla of PFs.

The Klingon E4S is a pre-war scout that had long been replaced by the F5S when the General War started. It could be built again if one were needed, or you might assume that the F5S scouts in the reserve fleets are in fact old E4S scouts that were awaiting replacements.

The Kzinti EBC is an escort variant of a battlecruiser, intended to match the Klingon AD6. It is classed as an "unbuilt variant" and the Kzintis cannot have more than one in service at any given time, unless the Kzintis and Klingons agree to allow extra production of both types.

The Neo-Tholian ships use collars to increase their combat capability and are classed as "heavy variants".

In future issues we will present a SIT for the NCA variants in R10, the carriers in J2, and the battleships and variants in R5 and R7.



CAPTAIN'S LOG #26

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