

STAR FLEET BATTLES

CAPTAIN'S LOG #2



**TASK
FORCE
GAMES™**

- ★ *REFINER'S FIRE—Story and scenario by James Ashauer*
- ★ *Who's Who in the STAR FLEET UNIVERSE*
- ★ *New Impulse Movement Charts*
- ★ *Three New Command Cruisers*

3008

CAPTAIN'S LOG #2

INTRODUCTION

From the data files of Star Fleet Headquarters, from the design and development staff of Amarillo Design Bureau, and from the players of Star Fleet Battles come even more scenarios to challenge your skills as a Captain. The traditional duel scenario will be shown with several new twists, including borders to violate, survey parties to rescue, and battles between ships never designed for such actions. Fleet actions also see new challenges, including crippled ships to rescue, military convoys, and patrol actions.

The pirates have problems of their own, as you will see in *A Question of Franchise*. The ultimate in multi-player games will be fought over *The Dilithium Crystal Asteroid*. A total of 25 scenarios will provide enough challenges to keep you busy until *CAPTAIN'S LOG #3* appears next year.

As with the first issue, *CAPTAIN'S LOG #2* is built around a major, and exciting, piece of science fiction. Besides that and the usual scenarios, this issue provides several features, including the *HYDRAN CAMPAIGN GAME*, new impulse charts (8, 16, and 24) for movement, Commander's SSD Sheets for the Gorn, Hydran, and Romulan Command Cruisers, and profiles of the people who have brought you the *STAR FLEET UNIVERSE*.

NEW IMPULSE CHARTS

Included in this issue of *CAPTAIN'S LOG* are charts for dividing a turn into 8, 16, or 24 impulses. These may be used in the game along with the existing 32, 20, 10, and 6 impulse charts. The primary advantage of these new charts is that they are easily convertible into 32-impulse equivalents for use in keeping track of various time requirements (such as the general $\frac{1}{4}$ turn delay in refiring weapons) since they have a common denominator.

NEW SHIPS

Three new Command Cruisers are included in this issue of *CAPTAIN'S LOG*. All of these were included on the updated Master Ship Chart given in SSD Book #3.

The Gorn Allosaurus Rex is a slight change from the Allosaurus-B battlecruiser. Three ships of this class were in service prior to the General War. The Gorn CC has three spare shuttles.

The Hydran Lord Marshal is a significant change from the Ranger; it was the first Hellbore-armed ship to enter service. Five of them were built sometime after Y150. Each has 2 + 3 spare shuttles.

The Romulan SuperHawk is based on the SparrowHawk but, unlike its smaller brother, cannot use interchangeable modules. The SuperHawk normally carries four admin, four G-I or G-II, and four G-F or G-SF fighters. There are two rechargeable F-plasma holding cells in each shuttle bay. The SuperHawk has 1 + 2 spare shuttles. Its cloaking cost is 20. Three were built, the first in Y169. The BPV listed for this ship in SSD Book #3 is incorrect; that shown on the SSD here is correct.

SCENARIO NOTES

The scenarios in this issue of *CAPTAIN'S LOG* are written in the format of the COMMANDER'S EDITION of *STAR FLEET BATTLES*. Those who have not yet acquired the Commander's Edition should be able to play these scenarios

without it, but you will need it to get full use of this material.

Since *CAPTAIN'S LOG* is not designed to be disassembled into its component pages and integrated into the Commander's Rulebook binder, the scenarios are not integrated into the standard numbering system. In the Commander's Rulebook, general scenarios such as *Supply Fleet* are designated as "SG" and historical scenarios such as *Mutiny on the Demonslayer* are designated as "SH". All scenarios in *CAPTAIN'S LOG* are designated "SL" regardless of category.

SCENARIO SET-UP INFORMATION

In the scenario set-up information, the term "speed" refers to the speed of the ship on the immediately previous turn. This, of course, limits the acceleration of the ship, but does not require it to go at that speed on the first turn.

Each scenario also specifies the arming status of all ships. This is termed "weapons status" as in (S4.0).

Each scenario specifies certain conditions that the players must fulfill in order to win. These vary from scenario to scenario, but are often simply listed as the "Standard" or "Modified" Victory Conditions, as per (S2.0).

Several new ships, which have appeared in the recently published SSD Books or in *NEXUS #6*, are included in these scenarios.

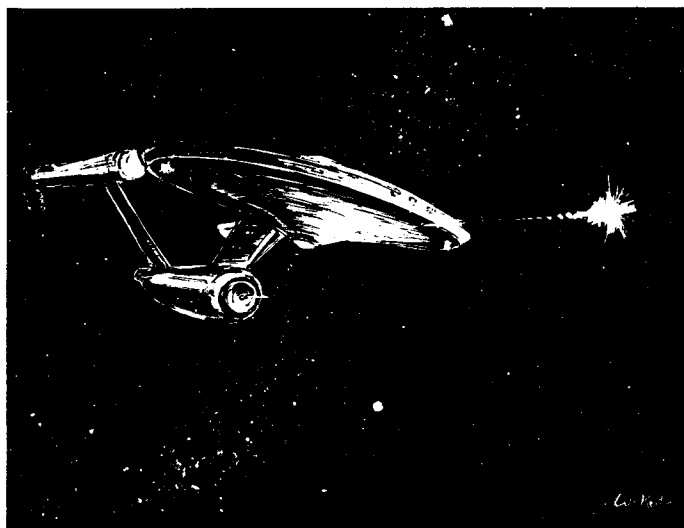
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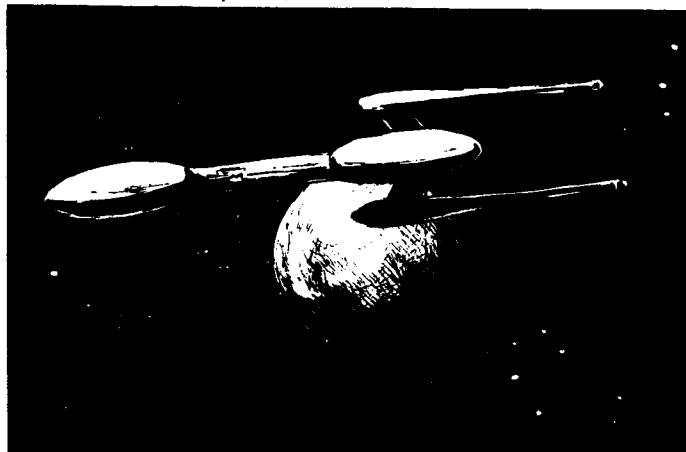
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A number of other playtesters neglected to list their names on their reports, and so cannot be honored here.



WHL 1/17/83

The Romulan Centurion came through the door, marched across the room, and stopped in front of the ornate table and the imposing group of officers seated behind it. "Centurion Grade Three Turm, reporting as ordered," he said, snapping to rigid attention. What an honor, he thought, to be called to personally stand before the fleet Triumverate, the Admirals-in-Chief of the Imperial Romulan Fleet.

Admiral Talgar broke the momentary silence, "Greetings Centurion, you may proceed with your report."

Thank you, Exalted One, I am pleased to report that the incident reported by our intelligence network has been confirmed."

The three admirals looked at the Centurion with increased interest. "Go on man!" ordered High Admiral Strell.

Turm continued, "On Stardate 7234.1, a Gorn heavy cruiser mysteriously exploded while on patrol. The Gorn ship, the *Serpenticon*, apparently suffered a malfunction in her warp control mechanism while on a high speed run. This jammed her control and maneuvering, and the only way the crew was able to stop her was by crippling her drive. By the time they accomplished this, the ship was wrecked. Engineering analysis estimates that the *Serpenticon* will be out of action for at least a year."

"Thank you Centurion; if you have nothing to add, you may go."

High Admiral Strell looked at his subordinates, smiling faintly. "This could be our chance," he said. "We know that the Gorns have only six heavy units, five minus the *Serpenticon*, and only three more under construction. Also, one of the five is undergoing refit in the home system, leaving only four active."

"Are you forgetting the light cruisers and destroyers in the Gorn fleet?" asked Talgar. "Additionally the recent improvement in Gorn-Federation relations releases more Gorn ships for use against us."

"That's true," admitted Strell, "but we have support ships also, including the new warp-powered Eagles. Right now the Gorns are at their weakest point ever, while we are at our strongest with the new KR Cruisers in commission. However, we must act quickly if Operation Triumph is to succeed."

"I'm still not convinced," said Talgar. "The Gorn ship in drydock is still a factor, so there are five heavy units to reckon with. Even with only five heavy cruisers in action, the computer still gives us only a 30-percent chance of complete success."

"Gentlemen, the solution to this problem is obvious!"

The two men looked at the third member of the Triumverate. "You have some thoughts on this matter, Sub Admiral Artemis?"

The Romulan woman smiled, "If the odds are too long, we must shorten them. We must arrange an 'accident' for yet another Gorn heavy cruiser."

Strell nodded, "May I assume that you have already given the problem some thought?"

The woman's natural female deviousness had been of use on several occasions. "Yes, if you Admirals would focus your attention on the viewer ..."

Several minutes later Talgar broke the silence. "Yes, it could work and open the way for Operation Triumph: the final invasion of the Gorn home systems."

* * *

Captain Anthony Stocker lounged back in the form-fitting command chair and contentedly surveyed his domain. Sometimes the familiar bridge of the Federation Command Cruiser *Lexington* seemed like it had been his home for most of his 39 years. The mood on the bridge was light but industrious as each member of the crew carried out his portion of the task of keeping the mammoth cruiser on course. It had been a quiet patrol so far, both a blessing and a curse. Oh well, only three weeks more and then Starbase Eleven, and shore leave. Stocker stifled a yawn and ran a hand through his short black hair.

To Stocker's right, at the sensor station, Lieutenant Commander Reinhardt 'Hardy' Meister, ship's science officer sat musing to himself. Section four, quadrant nine twenty-six had been quiet. Sector four was unique in that it was the point where Federation space bisected the Gorn-Romulan border to form a three-way common corner. An interesting race, the Gorns, thought Meister. Reptilian-humanoid, resembling a cross between a Tyrannosaurus-Rex and a gorilla. Fiercely protective of territory, as the Federation had learned on Cestus III, the Gorns were basically a civilized race that held intelligent life in high regard. All in all, a race not to be taken lightly, yet one which, when shown trust and respect, replied in kind. After a poor beginning, Gorn-Federation relations had warmed considerably. Star Fleet hoped for an eventual formal alliance with the Gorn Confederation, indeed, such an alliance had been profered but not accepted. The Gorns were cautious. Reinhardt believed an alliance would be formed eventually, with great benefit for both races.

Across the circular bridge from the science officer, Lieutenant Commander Rodney Komatsu sat happily taking readings from the engineering console. Like all good chief engineers, Rod was never happier than when observing the indicators showing his beloved engines, his 'children,' operating at peak efficiency. "A nice quiet trip," Stocker heard him mutter. "Nothing to tax my children this patrol."

Looks like Rod is right, thought Stocker, maybe sometimes there is rest for the wicked.

* * *

Across the limitless void of space, another mind was thinking thoughts of a less contented nature. A mind that, though alien to the *Lexington's* human captain, shared many concepts and principles with him, among them the mantle of command. Senior Commander Rexuss Sslith of the Gorn Confederation Starship *Reptilicon* twitched his tail in annoyance. Paperwork! No military commander, no matter what race or place in history ever escaped its drudgery. Maintenance reports, supply consumption, personnel, updates, briefings, requests for survey data, etc., etc. Many could be passed onto subordinates, but all must ultimately be checked by himself. Sslith hissed and reapplied himself to the commissary report.

Nearby, in the control center of the *Reptilicon*, the Helmsman looked up, "Honored one, we are approaching the Federation border."

Junior Commander Caim Dardiss, the ship's first officer, glanced at the screen at the front of the chamber. "Very

well," he said, "bring us around eight-eight points. It wouldn't do to violate the border just when relations are looking up." The spot where the Gorn-Romulan border met the Federation boundary was the *Reptilicon's* patrol limit. Just our luck to draw the most isolated sector there is, thought Dardiss gloomily.

* * *

The shimmering of the transporter effect thickened, took form, and solidified. Commander Tama, Imperial Romulan fleet, returned the transporter tech's salute as he stepped off the platform. "Instruct Sub-Commander Tal to meet me in my quarters," he snapped as he went through the hatch.

As Tama strode the passageway toward his cabin, he marveled once again at its spaciousness. He sometimes felt that he could easily get lost in the maze of corridors that ran like arteries through the immense vessel. These new Klingon-designed ships were so different from the old warbird-type ships aboard which he had risen through the ranks. He loved those old ships. But, he reminded himself, these new KR cruisers were faster and more powerful than anything the Romulan fleet had ever possessed. Yet, not even they were powerful enough to be a fair match for a Gorn or Federation heavy ship. We learned that the hard way, he thought darkly. Oh, Stern my brother, at last I have the chance to avenge you.

* * *

Sub Commander Tal stared at the screen without really seeing it. The controlled bedlam of the great naval base at Remus had lost its fascination years ago. The intercom on the arm of his command chair buzzed and Tal switched it on.

"Exalted one, Commander Tama would see you in his quarters," said the face on the tiny screen.

"Vrac, you have the conn," Tal said as he stood and headed for the turbo lift.

A moment later Tama looked up as Tal entered his office. "Greetings Tal. My meeting with the Triumverate was most interesting. It seems we have a mission! We sail tomorrow morning."

"But Commander, we cannot be ready by then. *Pretorian* is still in dry dock repairing meteorite damage!"

"Yes Tal, but I'm told we will receive a replacement for her. Now, what is the status of the rest of the squadron?"

As second in command to Tama and captain of the flagship *Senatarian*, Tal was responsible for squadron status. "*Senatarian* is ready now, Exalted One. *Hawk* will be finished provisioning within four hours. Now, if I may ask, what are the details of this mission?"

"We are accorded a great honor, Tal; upon our success will depend the launching or cancelling of Operation Triumph."

Tal's eyes widened, "The invasion of the Gorn Confederation?"

"Yes. The planners have concluded that to swing the odds in our favor, a Gorn heavy cruiser must be neutralized. I will explain the plan after we sail. One more thing, they have told me which Gorn is to be our target." Tama's eyes gleamed, "It's the *Reptilicon*."

"The *Reptilicon*!" exclaimed Tal. "Isn't that the Gorn cruiser said to have destroyed the *Kestral*, your brother's

ship?"

"Yes, and now I have the chance to avenge him as I swore I would!" Tama calmed himself, "Right now, however, there are details to work out. You will see to final preparations for sailing and meet me in the transporter room in three hours. Our replacement captain is coming aboard to meet us."

At the appointed time, Tama and Tal stood in the transporter room. "All preparations to sail have been made, Exalted One," reported Tal. "However, Sub Commander Dianna of the *Pretorian* does not like the idea of being left behind."

"Yes, it is unfortunate to have to break up the squadron," agreed Tama, "and I'd prefer to have that noble lady and her ship with us, but there is not time. We need a ship that is ready immediately, and the Triumverate is very anxious to have this captain and his ship accompany us."

"Why commander? Why this particular ship?"

"One to beam up, Exalted One!" reported the transporter tech.

"I believe you are about to find out, Tal," said Tama.

The transporter shimmered, and the two Romulans were joined by a third officer. Tal frowned, something was wrong with the new man. The pointed ears and arched eyebrows of a Romulan were missing. In their place was a bearded, scowling face!

Tama said, "Tal, may I present Captain Kriit."

Realization hit Tal like a phaser bolt; the man was Klingon!

* * *

Throughout the vast interior of the U.S.S. *Lexington*, red lights flashed, sirens wailed, and decks thundered with the sound of running feet. Lieutenant Alice Darwell, ship's communications officer turned from her board, "All stations cleared for action, Captain."

From around the bridge came other reports. "Deflectors on maximum!" "Phasers and photons armed and ready!" "Damage control on standby!" "Marines on station; 3rd platoon in transporter bays for boarding duty!" "Engines up to full rated power; you can have 3% overload if you need it, Captain!"

Stocker watched his crew perform like the well-oiled machine it was. "All ahead warp three, Mr. Threllvin," he ordered, and the Andorian helmsman moved to obey. "Any identification yet, Hardy?"

"Captain, the object is a ship. Light cruiser or heavy destroyer, origin still unknown, closing rapidly."

"She's firing at us, Captain!" exclaimed Threllvin unnecessarily as detonations rocked the *Lexington*.

Stocker responded, "Helmsman, come around, starboard forty degrees, warp four! Prepare to fire phasers!"

"Deflectors holding, captain," reported Rod Komatsu, from his station.

"Object approaching again, Captain, Warp 3," announced the science officer.

Stocker watched the point of light on the screen grow larger. "Steady ... steady ... now! Fire phasers, Mr. Threllvin!"

A pause, then twin beams of destruction lashed out and hit nothing. "Damn, a clean miss," muttered Threllvin. "Wake up down there you phaser crews!"

The object flashed by *Lexington*, firing as it went, and once again detonations rocked the ship.

"Number six deflector is strained, captain!" said the engineer.

Stocker frowned, "Course zero-two-seven mark four."

Hardy Meister squinted into his viewer, "Object is closing again, Captain!"

Once more Stocker watched the pin point of light on the screen. "Lock on photon torpedoes!"

"Lock on, sir!"

"Fire photons!"

The bridge lurched slightly as the torpedoes fired.

"A hit by photon torpedo, captain! The object is veering away damaged."

"Fire phasers!" ordered Stocker.

Once again the white tongues of energy lashed out.

"A hit! The object has stopped."

Stocker turned to his science officer. "Well?"

Meister checked his sensors, "No power emanations, sir. The object is dead."

"Very well," sighed Stocker, "secure from exercise, Mr. Threllvin. Your phaser room reaction time needs work; other systems were very good. Mr. Komatsu, prepare to recover the drone."

The drone was a combat simulator drone. Designed by Star Fleet for ship's combat practice, it contained electronics designed to give off a sensor image many times larger than its actual size. Controlled by the *Lexington's* combat computer, the drone provided the ultimate in simulated combat. The weapons fired and damage scored by the drone were simulated by *Lexington's* own computers. The *Lexington* had just undergone an exercise second to none in realism.

Stocker stood up and said, "Mr. Komatsu, you have the conn. Tell the crew to stand down for the rest of this watch. Hardy, I believe we have an appointment with the handball court." The two officers headed for the turbolift. "And this time, Mr. Meister, you are *doomed!*"

Hardy grinned slightly, "Oh, really, Captain? I've found your predictions in that area to be most unreliable." The turbolift door slid closed.



"But, commander, why a Klingon?" stormed Tal in Tama's cabin after the departure of the alien captain. "I can see no reason for including a Klingon ship in the squadron on a mission this important!"

"That will be enough, Tal!" Tama glared at his subordinate. "I was not aware that the captain of my flagship was in the habit of questioning his superiors! If he cannot obey orders, perhaps he should be replaced by someone who can! Sub-Commander Dianna is available!"

Tal was stung by his commander's rebuff. "I'm sorry, Exalted One. Such an outburst was unworthy of me. It will not happen again. However, I ask to be made privy to the Triumverate's reasoning in this matter. The crew will want to know, and I will have to tell them something."

"Very well, Tal. As you know, the Klingons have given us much useful technology which puts us years ahead of where we were. This Klingon ship that worries you so, the *Decimator*, is giving us an opportunity to repay our debt. It is here through an agreement between our governments to observe Romulan battle tactics and in particular the use of the plasma torpedo generators we have modified and installed in these new KR ships, with the thought of procuring some for their own D-7 class cruisers. The Triumverate concludes that the ideal observation opportunity is an actual combat situation, so it was arranged for the *Decimator* to join us for this mission. Also, it will show Klingon solidarity with our goals. Additionally, a successful combat mission will raise Romulan prestige in Klingon eyes. Now, Tal, do these points satisfy you, ... and the crew, of course?"

Tal bowed his head, "I am ashamed at my questioning of the Triumverate's motives. However, may I state for the record that I do not trust this Klingon or feel secure in the thought of fighting beside him."

"Your statement is noted, Tal, and just between two friends, I share your feelings. We shall watch our Klingon friend closely, as we would any unknown quantity in my squadron."

A short time later, three ships left orbit above Remus, slid smoothly into warp drive, and sped into the void.

* * *



Captain Krilt of the Klingon battle cruiser *Decimator* sat fuming to himself in his command chair. If anyone on the bridge heard him, he avoided showing it. "These Romulans think they're just born to rule the galaxy," he thought gloomily. "Why, if it weren't for the Klingons, they'd be nothing but second-rate tin soldiers plodding around in their sub-light space canoes. Someday though, they will outlive their usefulness and then, well, I just hope I'll be around to help wipe them out of the galaxy. And to be ordered to subordinate myself to that pompous space-eel Tama! It was almost too much for a Klingon to bear! As a warrior of one of the great families, I should be leading these Cretins! Tama had even declined the offer of a class on battle tactics for his senior officers! Well, above all I am a soldier, and soldiers must obey orders." For now ...



The buzzing of the comm-link was welcome relief to Rexuss Sslith. He put down the report and hit the button, watching as Caim Dardiss' face focused on the screen.

"Commander, we have just received a transmission from Zanthim base. I decoded it, but I believe that it requires your attention."

"Very well, Caim, put it on my viewer." A moment later Sslith spoke into the comm-link. "Caim, meeting in the briefing chamber in five minutes. You will attend. Also find S'Arnath and Zor; their presence will also be required."

Rexuss Sslith looked around the briefing chamber at his assembled senior officers. "I have just received a signal

from fleet scentral," he said. "It was not cheerful. It begins by confirming the loss of the *Serpenticon*. As you know, that leaves the fleet stretched quite thin until the *Sauricon* finishes refitting. The dispatch goes on to say that we are the only warship in this quadrant. We are to continue our patrol but to avoid trouble if possible. Now for the bad news. Zor, the loss of the *Serpenticon* has been traced to a flaw in the new warp control unit. After a cumulative period of time, a high speed burst can fuse the control."

The Gorn engineering chief hissed, "Yes, the fusing of that unit would not only make shutting down the warp drive impossible, but destroy maneuvering ability as well."

"Yes," agreed Sslith. "Now, do you remember which ship received the new unit right after the *Serpenticon*?"

"Yes, Honored One, it was the *Reptilicon*. That means our system could be next to go."

Sslith nodded agreement, then continued, "Right now we cannot be spared from duty, but under no circumstances must we go into high warp speed. Zor, get on this problem. Do anything you must, short of crippling the ship, but find the flaw and fix it! Or at least figure out how to minimize the damage. Also, set charges to blast the engines clear if we have to. S'Arnath, I want all your sensors on maximum gain. I want to know about any trouble before we get into it."

"Yes, Honored Commander," barked the sensor chief.

"Very well, everyone has their assignments, so move!"

After the others had gone, Caim Dardiss looked at his commander, "Why didn't you tell them the rest?"

"It would serve no purpose, Caim. As long as we are effectively crippled, I don't want the crew to know that command suspects that the Romulans are up to something. You have read the full report?"

"Yes."

"And all of the classified material in my cabin?"

"Yes."

"Then you are prepared to assume command, should you have to?"

"Yes."

* * *

"We will join the asteroid cluster approximately here," said Tama, "and cross the Gorn-Romulan border here." He gestured at the star map on the screen.

"I assume standard penetration procedures will apply," said Rama, commander of the *Hawk*.

"Yes. Rigged for silent running, communication by visual navigation lights using battle code. If you have a major problem, one you can't handle, we will abort the mission."

The captains of the Romulan squadron were assembled in the *Senatarians*'s conference room for final briefing on the mission plan.

"Stay within the thickest portion of the asteroid field," Tama was saying. "The asteroids contain a high radioactivity content, and this will shield us from the Gorn sensors. The *Reptilicon* will not know of our presence until too late."

"Who's to say that this Gorn will just sail up to be ambushed?" snarled Krilit.

"Our raiders and spyships often use asteroid cover to slip into Gorn space; it has become standard Gorn procedure to reconnoiter all asteroid swarms drifting across the border. Very jealous of territory, these lizards," answered Tal.

Now Tama spoke again. "Krilit, you and your crew understand the vital importance of complete silence once in the asteroid field, do you not?"

"Yes, Commander," answered Krilit. *He's treating me like a green cadet!* seethed the Klingon silently. All these precautions are only necessary because the idiots allowed the Federation to steal the secret to their highly vaunted cloaking device. Why couldn't they wait until the new units were ready?

"Once the Gorn ship is within range, I will order Tal to fire," Tama continued. "That will be your signal to begin firing. We will smother the Gorn with plasma torpedoes and Klingon disruptors! Any further questions?"

Krilit sat silently, thinking thoughts concerning Tama and a disruptor pistol set on low burn, or even better, the rotisserie in the *Decimator's* galley.

"Then this briefing is terminated. We enter the asteroids at fourteen hundred hours. That is all." Tama and Tal watched the others leave. "Tal," said Tama, "you may be right about the Klingon; he will be watched."

* * *

In the command center of the *Reptilicon*, S'Arnath looked up from his instruments. "Commander Sslith, long range sensors are picking up a large asteroid swarm approaching the border from the Romulan side, at a point about halfway between us and the Federation border."

Sslith thought for a moment. "What's our ETA to the point where it will cross our border?"

"Two hours at present course and speed, Honored One."

"Very well, we'll check it as we go by. Maintain course." Sslith hit his comm-link, and the speaker crackled.

"Engineering, Zor here," it said.

"Zor, this is Sslith, how are you coming on our little problem?"

"Actually, Commander, I've located it."

"Can it be fixed?"

"I don't know. I'm working on it, but right now, I'd recommend no speed over warp four."

Sslith hissed, "Do what you can, Zor. Let's just hope this routine patrol stays routine." *Reptilicon* could fight, but it could not run.

* * *

Aboard the *Senatarian*, now in the heart of the asteroid field, Tama's intercom beeped. "Commander, sensors have just picked up an enemy ship, closing slowly."

So Sslith, you approach your doom, though Tama. "Very well, Tal, bring the squadron to battle stations." Tama turned to watch the Klingon ship in one of the monitors.

* * *

Senior Commander Rexuss Sslith watched the swarm grow on the screen.

"Commander, the swarm consists of several thousand fragments from 0.6 to 870.4 meters in diameter, heavy in iron, radioactive material and Tellurium. This combination makes sensor scans of the interior of the swarm most unreliable," reported S'Arnath.

"Commander," said Dardiss, "this seems most suspicious. Given the condition of the ship, I recommend the swarm be left alone."

"Thank you, Caim, you are correct. However, the prime mission of this ship is to insure the integrity of our space. A Romulan convoy raider allowed to slip into our shipping lanes could do a lot of harm; therefore, we must check this swarm. Sensors on full, even though they'll be unreliable, and all communication lines open also. Bring the ship to yellow alert and, helmsman, take us in!"

* * *

Tama watched the *Reptilicon* enter the fringe of the field, "At last Sslith, you are mine!"

* * *

Aboard the *Reptilicon*, eyes strained to see. Dardiss stared, blinked and stared again. Was that ... no, it's gone now. Must be my imagination, he thought. For a moment he'd thought he'd seen a Romulan battlecruiser in the asteroids.

Something prickled at the back of Sslith's neck. This sixth sense had saved his life many times, and now it was trying to tell him something. "Maximum effort everyone!" he said as he hit his comm-link. "Zor, how much power could you give me right now?"

"Warp four, Commander. Any more and the unit could go any second."

* * *

Aboard the *Decimator*, the tension was intense. A heavy silence hung in the air; hearts pounded. At that moment a security tech sneezed loudly. Lieutenant Krak the comm-officer jumped, startled, and his hand hit the transmission switch. A sub space carrier frequency squealed out.

* * *

In the *Reptilicon*, the comm-chief stiffened. "Commander," he hissed, "I've just picked up a transmission from inside the asteroid swarm ... Romulan frequency!"

S'Arnath tuned his sensors. "Commander, indications of artificial bodies at the transmission point!"

Sslith acted instinctively. "Helmsman! Turn 50 degrees port, flank speed! Get us out of here!" The *Reptilicon* shot out of the field.

* * *

On the *Senatarian's* flag bridge, Tama watched incredulously as the Gorn fled. He hit his intercom. "Tal, break radio silence, signal pursuit! Damn all Klingons to hell forever!" he gazed.

* * *

On the *Decimator*, Kriit holstered his pistol. "Get this carcass off my bridge!" Klingon discipline is swift and harsh.

The new comm-tech said, "Captain, the flagship is ordering pursuit!"

"Helmsman, after the Gorn!" Kriit bellowed. Like greyhounds after a rabbit, the trio of battlecruisers sprang to the chase.

* * *

Aboard the *Reptilicon*, the crew calmed down as the discipline of the service overcame momentary bedlam.

"Maintaining course and speed," announced the helmsman.

"That puts us running at an acute angle toward the Federation border," said Dardiss.

Sslith nodded, "Navigator, how long until interface with the border?"

"One point five hours, Honored One," answered the nav-chief.

"S'Arnath, scan the swarm we just left."

"I have been doing so, Commander. Three Romulan heavy cruisers have just emerged, in pursuit, high speed, closing steadily. They're the new type, like the one we destroyed last year."

"More than enough to junk us, if we hadn't been warned," muttered Caim Dardiss. "Maybe enough to junk us anyway."

"Dardiss, your time would be more profitably occupied checking the location of the nearest units and filing a report with the nearest base."

"There are no naval units anywhere near us, Captain. You know that as well as I do!"

"Do what you're told, Dardiss. Find me something! A convoy, a pirate, anything that will take their minds off of us!"

"Checking now, sir!"

Sslith hit his comm-link. "Zor, I need more speed!"

"Out of the question; I guarantee it would fuse the unit!"

"We've some nasties on our tail, Zor. I need one of your miracles like never before! Sslith out." Sslith hissed again. They wouldn't be able to maintain course though; the Federation border loomed ahead like a brick wall. According to the agreement with the Federation, violation of the border would be considered an act of war. Not something to be done just when things with the Federation were looking up. No way around it; they were boxed in. *Reptilicon* was trapped. "Caim, bring the crew to battle stations."

"But, Rexuss, we can't fight three Romulans!"

"We may not have a choice; now report to your battle station."

"Yes, Honored One, and may the Gods be with us," Caim said as he boarded the turbo lift to auxiliary control.

"And may they be with you when you need them, Caim," Sslith muttered to himself.

* * *

The sensors developed by the United Federation of Planets are the best in the galaxy. This is due to the Federation's thirst for knowledge and exploration, and the fact that the UFP counted on better sensors and fewer ships than most races. It was this technical excellence that allowed the sensors of the command cruiser *Lexington* to bring an interesting situation taking shape at the limit of their range to the attention of Reinhardt Meister, ship's science officer.

"Captain Stocker, I have picked up something that I think warrants your attention."

"What have you got, Hardy?"

"I've picked up a group of vessels across the border and closing on it at high speed."

"A Gorn squadron?"

"I thought so at first, but as they were approaching our territory, I continued to scan."

"Quite correct," said Stocker, "crossing the border would be an act of war."

"To continue, sir, as the range closed, I discovered that while the leader is in fact a Gorn, the other three, trailing behind the first, are Romulans, apparently pursuing the Gorn."

"Romulans!" Stocker considered the facts. "Navigator, plot a course for the projected intersection point between the aliens and the border; my curiosity is aroused." The ship turned toward the approaching formation.

"Communications, signal Star Fleet about our situation. And get me the location of every ship within three days high-speed travel. We don't know what they're up to."

* * *

In the control center of the *Reptilicon*, Rexuss Sslith twitched his tail as he watched the screen. The enemy was close now, well within maximum torpedo range. He could make out the details of each ship clearly. The *Reptilicon's* torpedo launchers faced forward, useless. Yet, the Romulans did not fire. Why should they? Sslith thought. Time was on their side. Sslith hissed. Why prolong the end? There was still time to come around and obtain a favorable firing position, surprise the devils! The decision made, Sslith's mood lightened. "Helmsman, prepare for high energy turn! Energize weapons!"

S'Arnath broke Sslith's train of thought. "Commander, sensors indicate another ship, over the Federation border. She's a Kongo-class command cruiser, an uprated Constitution-class ship."

Sslith spoke again, hope reborn in his voice, "Helm, obey that last order. Slak, try to open a frequency to the Federation ship. Perhaps miracles do still happen."

* * *

"Frigate *Burke* is on its way at Warp 6; it will rendezvous with us in 4.5 hours. I've contacted the scout *Bowie* and the destroyer *Xerxes*, they'll be here in 8.5 hours. The cruiser *Hood* is 10.4 hours away but moving here at high speed. The light cruiser *Suffolk* is 7.5 hours away, but short of fuel. They're going to refuel from a convoy and get here as soon as they can." Rod Meister looked up from

his console. "That's the list. There are a couple of convoys and a few police ships, but they're all standing clear."

"If those foreign ships will stop and stare at us across the border for a few hours we'll be in a position to control this situation," Stocker calculated, "but for now we're on our own."

Lieutenant Alice Darwell paused, a look of surprise on her face. "Captain, we are picking up a signal from the Gorn ship!"

Now Stocker's face showed surprise, "Oh? — Put it on the screen."

Some subdued gasps were heard as a massive reptilian head appeared on the screen. Its mouth moved, and *Lexington's* universal translator rendered its speech into Federation basic.

"This is Ssenior Commander Rexuss Sslith of the Gorn Confederation Sstarship *Reptilicon*. Whom do I have the honor of addressing?"

"This is the United Federation Starship *Lexington*, Captain Anthony Stocker commanding. To what do we owe this call?"

"This is, I'm afraid, a distress call," Sslith said. "I assume that you have noticed our little group of followers?" Stocker nodded. "Then you know that they are Romulan, our common enemy. They attempted to ambush us, but fortunately failed. Now, however, due to technical problems which preclude our out running them, within 10 of your minutes they will overtake us, to no good purpose."

Stocker broke in, "Most unfortunate, Commander, but what do you want from us?"

"Captain, it is best to be blunt. I want your aid. With your help we could handle the Romulans; without it my sship faces certain destruction. Good feelings are blooming between our two governments; do not upset the hopes of our peoples by refusing to help us!"

Stocker's mind whirled. To turn down the Gorns would destroy any chance for a treaty with the Confederation, but to cross the border to aid them would effectively involve the Federation in a Gorn-Romulan incident which the Romulans could even use as a reason to reopen hostilities with the Federation. If we refuse to help, we're snubbing the Gorns. If we cross over the border and help them, we're picking a fight with the Romulans, Stocker thought. If only there were a way to help without crossing the border! But maybe Yes! Invite them into the Federation! Universal Law allowed the Federation, or anyone else for that matter, to rescue a ship in trouble. The technical definition of "distress" did not cover this situation, but it would provide an excuse. If the diplomats made an issue of it, he would tell them he was interning the Gorn as a vessel of a belligerent power illegally entering neutral territory. The Romulans could either give up their prey, in which case Sslith would be sent home when the incident blew over, or the Romulans would have to risk war with the Federation. But then it would look like the Romulan's fault! Stocker looked up, smiling. "Commander Sslith, are you willing to be interned, under my protection"

* * *

On the flagbridge of the *Senatarian*, Tama's intercom beeped. "Commander," said Tal, "sensors indicate a Federation cruiser is approaching the border from the

Federation side."

"Nothing to worry about, Tal," said Tama. "The Gorns and Federation have no alliance. I doubt the Federation ship would cross the border to help the Gorn for fear of starting an incident with us. In addition, it is a guarantee that the Gorn will not cross the border in its efforts to escape. But keep an eye on it anyway."

* * *

Rexuss Sslith hissed. They weren't going to make it; the Romulans were closing too fast. He hit his comm-link, "Zor?"

"You've got it, Commander! I've jerry-rigged a by-pass, but I don't know how long it will last!"

Sslith smiled, "Bless you, you old sspace dragon! Helmsman, accelerate!"

* * *

On the *Senatarian*, Tal watched the Gorn accelerate toward the border and was puzzled. If she crossed it, the Federation ship would consider it a warlike act, ... but wait! Tal suddenly realized he'd missed the obvious answer. He hit his intercom, "Commander Tama! I believe that the Gorn is going to cross the border and join the Federation ship!"

Tama paled. Of course! Why hadn't he seen it! "Tal, emergency power! Get the Gorn!" As he spoke, the *Reptilicon* entered Federation space.

Tama watched the Gorn go. It cannot be! To come so close and fail! With the quarry safe in Federation territory, the logical thing to do was go home. Romulan minds, however, are not totally given to logic like their Vulcan cousins, and Tama had sworn a blood oath of revenge. And the Klingons! When the worm Kilt reported the botched mission to his superiors, Romulan prestige would plummet. The fact that Kilt himself had botched the mission would not come out, Tama knew. Above all, however, there was the oath. He touched the intercom, "All ships, continue pursuit!"

* * *

Aboard the *Lexington*, the mood was tense. Stocker hoped that the Romulans would abandon the chase before crossing the border.

"Thirty seconds to Romulan interface with our border," reported Threllvin.

Peel off, peel off! thought Stocker. Tony Stocker was a brave man, but unnecessary fighting was appalling to him.

"Captain, the Romulans have just entered Federation space."

Well then, one more chance, thought Stocker. "Lieutenant, open a channel to the Romulan flagship."

"Yes sir."

The screen came on, focused and showed the form of Tal on the bridge of the *Senatarian*.

"This is Captain Stocker of the Federation starship *Lexington*. You are hereby informed that you have violated the Federation border and are ordered to turn back immediately or face the consequences."

"Captain," Tal answered, "I am instructed to inform you that we violated your territory while in pursuit of an enemy ship. We demand that you allow us to continue the pursuit, or perhaps you would like to aid us, since the enemy vessel entered your territory first."

Stocker frowned, "This 'enemy,' the Gorn starship *Reptilicon*, has been interned by the Federation under Universal Law. You are not welcome here. I say again, reverse your course!"

Tal darkened. The diplomats and lawyers could argue for years over the doctrine of interning a warship in neutral territory. But Universal Law was not true law, just an organized way of dealing with a foreign power. In the beginning, and in the end, the basis of law was military power. "Universal Law also contains the doctrine of ships in hot pursuit of a pirate."

"The *Reptilicon* is a warship, not a pirate. Give it up Commander, and turn away."

"We claim that he was raiding our territory, or we will claim anything else you want to hear, Captain Stocker. Stand clear. We mean to have the Gorn, and if you get in our way, beware!"

The screen went dark. "Sound general quarters," Stocker said.

* * *

Aboard the *Reptilicon*, the view screen came to life and Stocker's face looked down from the screen.

"Commander Sslith, welcome to the Federation. You are officially interned."

Sslith grinned, "Unfortunately my ssensors sshow that the Romulans have, as you humans ssay 'crashed the party.'"

"That's correct, Commander, and under the terms of your parole I must ask your aid in evicting them." Some things, including the boyish grins of starship captains, are universal.

"Indeed, Captain," said Sslith, "with pleasure."

Reinhardt Meister looked up from his scanner, "Captain, sensors now indicate that while two of the enemy ships are Romulan, the third is, in fact, a Klingon."

Stocker smiled grimly, "Well, this little incident gets more interstellar all the time!"

At that moment, *Reptilicon* passed close by the *Lexington*, executed a tight turn, and moved upon the *Lexington*'s starboard quarter. Both ships slowed, much to the relief of Zor, and bore down on the Romulans.

"Isn't attacking at this point a bit rash?" Meister asked.

"It's the only chance we have to bluff them into leaving," Stocker remarked. "If it doesn't work, we'll have to fight anyway. At least they may not be expecting this."

* * *

From *Senatarian*, Tama was giving final orders to his captains. "Concentrate on the *Reptilicon*; she's our main target. Stay in battle formation. That way we cover our weak spots."

Captain Krlt was not listening. He sat lost in thought. A Federation command cruiser! Great were the honors awaiting the Klingon who humbled one of those. Let the Romulans have the lizard; *Decimator*'s course was clear!

Tama watched the two enemy ships close on his squadron, then hit his intercom, "Tal, fire a plasma

torpedo at *Reptilicon*. Rama, fire one at the Federation ship. We must break up their formation.

Aboard *Lexington*, Stocker saw the torpedo as soon as it emerged from *Hawk*. "All stop!" he ordered, "full speed, reverse!" Plasma torpedoes use energy to move, Stocker knew. The *Lexington* couldn't outrun the torpedo, but could avoid it until the end of its run, when it would be weak. Stocker watched the glowing orb grow larger on the screen. "Fire phasers!" he ordered. The powerful beams sliced through the energy mass, weakening it further; then it hit them. Stocker saw the flash, felt the heat.

Crewmen were thrown about by the shock.

As the turbulence subsided, Rod Komatsu regained his station. "Number one shield strained but holding, Captain!" he reported.

"Decks report no serious casualties or damage, Captain!" said Alice Darwell.

"So far so good," said Stocker. "Helmsman, ahead warp two!"

* * *

Reptilicon handled her torpedo differently. As soon as Sslith saw the menace, he ordered "Maximum power to front ssshield! Fire all phasers at bolt! Fire plasma torpedo #1!"

As *Reptilicon*'s phasers sliced through the Romulan energy mass, her own plasma torpedo left its tube. Then like a charging bull, *Reptilicon* rammed the weakened bolt, shield reinforcement taking the shock. Blinded by the light, the *Senatarian*'s crew did not see the Gorn torpedo until too late.

"Plasma torpedo, point blank!" yelled a crewman.

"Hard aport!" ordered Tal.

As *Senatarian* turned, the full force of the Gorn torpedo took her in the starboard flank.

"A hit, Commander!" reported S'Arnath in the *Reptilicon*'s control center.

Reptilicon bore in on the Romulan squadron.

* * *

On *Senatarian*, Tal picked himself up off the deck, bathed in the dim glow of the emergency lighting.

The sensor tech was already back on station. "Number two shield down, Commander. Sections six and fourteen report extensive damage, moderate casualties. Starboard waist phasers out. Gorn cruiser bearing in on the squadron!"

Reptilicon passed through the Romulan squadron, firing as she went. Deflectors glowed, ships rocked as phasers struck home.

"Hard aport," ordered Tama, "don't let him get behind us!"

As *Senatarian* and *Hawk* complied with the order, *Decimator* did not. Let them take the Gorn, thought Krlt, I have other work.

* * *

* * *

Hardy Meister looked into his scanner, "Captain, the Klingon has detached himself from the others; he's bearing our direction, head on."

Stocker nodded, "Mr. Threllvin, hard to starboard on my order. Prepare photon torpedoes." Just then, *Decimator's* disruptor bolts flashed toward *Lexington*. "Now!" ordered Stocker. "Fire photons, come about!"

The *Lexington* slewed right, causing the disruptors to go wide; then *Decimator* was blanketed by the photon barrage.

Krilt hung on as his ship rocked and swayed beneath him. "Shields one and six strained, sir! Damage to port warp nacelle!" reported the damage control tech.

Chastened, Krilt swore. I got careless, he thought. It won't happen again. Like gladiators of old, the opponents circled, phasers probing, searching for the chink in the other's armor.

* * *

Meanwhile, *Reptilicon* found herself fully occupied, the Romulans defending one another's tails like wingmen from the days of fighter planes. As Sslith's phasers scored a hit on *Senatarian*, *Hawk* cut across his stern, the Romulan phasers cutting through a weakened shield and hitting *Reptilicon*, fair in the main hull.

Sslith felt his ship be hurt. "You'll pay for that," he promised as he saw *Hawk* flash by. "Fire plasma torpedo #2!"

At point blank range the Gorn weapon hit the *Hawk* square on the port warp engine. Now, *Senatarian* lined up on her opponent, having come around while Sslith was distracted by the *Hawk*.

"Incoming plasma bolt!" Sslith heard S'Arnath scream, then blackness.

Down in his battle station in auxiliary control, Caim Dardiss felt the ship lurch sharply. Another bad hit, he thought, then his attention focused on the flashing indicator in front of him. Calmly he looked around at the auxiliary control crew. "The control center is gone; it's our fight now," he said as he switched on his command console.

* * *

Aboard *Senatarian*, Tama sat on his flagbridge, studying his viewer. The Klingon vermin had disobeyed his order to stay with the squadron, but at least he was keeping the Federation ship occupied. He hit his intercom, "Tama to squadron, break off and re-group."

Caim Dardiss watched the Romulan ships move away and saw with satisfaction their battered condition. One sported a wrecked shuttle bay and sundry phaser hits while the other carried mangled wreckage where once had been the port warp engine and torpedo tube. The enemy was badly hurt. His elation was tempered however by the damage reports flowing in concerning his own ship. Control center out, phaser number two out, life sciences lab out, fires in the main hull.

At that moment his comm-links beeped, "Medical ssection, chief medico Thragg here," it said. "I thought you might want to know that Commander Sslith is still alive."

Relief flooded through Dardiss. "How is he?" he asked.

"Bad enough, but if we survive, he'll live."

"What about the others?" asked Caim.

"The helmsman may make it, the rest..." Thragg fell silent.

"I ssee," said Caim, "thank you, Thragg, Dardiss out." S'Arnath and five other friends gone! The Romulans would pay.

"Commander," said the nav-tech, "here they come again."

As the next minutes crept past, that sector of space was lit by unholy fire as incomprehensible energies raged. Phasers lashed, plasma torpedoes glowed, shields flared as ships fired and were, in turn, hit. The antagonists whirled like dervishes as they sought openings to plant their seeds of destruction. *Reptilicon* would gain a favorable position, only to be driven off. The Gorn ship bucked and spun, throwing Romulan aim off time after time. Slowly, however, the superior Romulan numbers began to tell in sheer fire power, and *Reptilicon* lost ground.

* * *

Stocker sat in deep concentration on the bridge of the *Lexington*. This Klingon was good. The fight was one of movement, neither opponent willing to concede the advantage.

Stocker tried to put himself in the Klingon's place. What would he do? Suddenly the Klingon D-7 seemed to waiver slightly to starboard. "Hard to port!" yelled Stocker as the Klingon pivoted on its vertical axis. *Lexington* swung left as multiple disruptor bolts sliced space apart just where she would have been. "Hard starboard, fire photons!" Glowing orbs of anti-matter flashed toward *Decimator* and exploded harmlessly in space as Krilt accelerated his ship to avoid their deadly embrace. "We could be at this all day!" howled Stocker as the macabre dance continued.

Decimator's wing phaser flashed out, striking *Lexington's* bow shield a glancing blow.

"That number one deflector won't take much more!" reported Komatsu from the engineering station.

If only there were some way to distract the Klingon, thought Stocker. I sure could use a destroyer, or even a frigate right now. No point wishing to the stars though, I can't just conjure up a ship. Or, can I? Yes, with the Klingon's poor sensors it just might work! Stocker spun in his command chair. "Rod, here's the play ..."

Moments later a tiny shape sped out of *Lexington's* shuttle bay on a circular course around to the other side of the battle zone. *Decimator's* sensors, locked fully on *Lexington*, missed the small ship as it went.

A few minutes later the *Decimator's* sensor officer nearly jumped out of his skin. "Commander! Another ship has just appeared off our starboard beam, Federation destroyer by the size of it! It ... it just appeared out of nowhere!"

* * *



Krilt recognized his danger. "Some new cloaking device no doubt. We've got to put this new ship out of action quickly! Hard to starboard! Fire disruptors!"

The Klingon bolts flashed out, and the *Lexington's* little combat simulation drone 'died,' its bogus sensor image failing with it.

The Klingon sensor officer was now beside himself. "Captain! The ship just vanished! No explosion, it's just gone!"

"Fools!" screamed Krilt, "we've been duped!"

But as the *Decimator* had turned, *Lexington* had pounced on its tail.

"Fire all weapons!" ordered Stocker.

The first pair of photon torpedoes struck the Klingon's rear shield. The deflector glowed, overloaded and collapsed, allowing the rest of the Federation barrage to wreak havoc on the hapless *Decimator*.

As his ship rocked under the force of the phaser and photon hits blanketing his stern, Krilt and his crew were tossed around like leaves in the wind.

When the bridge quit bouncing, Krilt knew instinctively that his ship was badly hurt, also, something felt odd. The engines had stopped! *Decimator* was not moving! Krilt hit his comm-line, "Engineering, report!" Only static came over the line. "Damage control! The line to engineering is out, fix it!"

The disheveled face of a damage control officer appeared on Krilt's screen; he appeared to be in shock. "I can't fix that line, sir," he said vacantly.

"Why not?"

"Because there no longer is an engineering. Engineering is ... gone!"

On the bridge of the *Lexington*, Hardy Meister scanned his sensors. "Captain, sensors indicate hits on the Klingon's engineering, crew quarters, and hull areas. Warp emissions have ceased. He is badly damaged."

Stocker nodded, another gamble had paid off.

Just then, Lieutenant Darwell turned, "Captain, the *Reptilicon* is sending an urgent appeal for help!"

"Once more into the breach," said Stocker. "Mr. Threllvin, ahead warp three. Steer for the *Reptilicon* and recharge all weapons. The Klingon looks like he'll keep for awhile."

* * *

Reptilicon was continuing the fight, but it was a losing one. Most of her shields were gone, several phasers were out, and one plasma torpedo launcher was wrecked. In addition, the fires in the main hull were out of control, threatening engineering. She had fought her best, both Romulans were badly damaged, but the superior odds were telling. Dardiss hit the *Hawk* with his remaining phasers, just as *Reptilicon* rocked from the impact of a plasma torpedo that collapsed a weakened shield. If *Lexington* doesn't arrive soon, thought Dardiss, we're finished.

* * *

Aboard *Decimator*, Krilt listened to the damage reports flow in. Any fool could see that *Decimator* was finished. The final blow was motive power. Without engines he was a sitting duck. To a Klingon, no battle is over until the enemy is destroyed, so it was an astonished Krilt that watched the *Lexington* turn and speed away.

"Why didn't he finish us?" he asked incredulously. Klingons, though fierce warriors, are always ready to employ the old adage 'He who fights and runs away, lives to fight another day,' and it was to this end that Krilt now turned his energies. If *Lexington* gave him another chance at life, he would take it! "Lieutenant Korm, assemble all vital personnel in the boom section."

"Captain, what shall I tell the others?" asked Korm, sensing his captain's intent.

"Tell them nothing! Just slip the essential ones out quietly. Now move man, if you want time enough to save the yeomen! Navigator, prepare a course back to Romulan territory. We don't have the range to make it, but that worm, Tama can pick us up after the battle."

A moment later, Korm re-entered the bridge. "Captain, I have done as you ordered."

"All officers, the surviving engineers, the yeomen too?"

"Yes Captain."

Krilt turned to the helmsman, "Close all emergency bulkheads, stand by fire separation charges!"

The helmsman broke the seal on a small box set into his board, exposing the two buttons, one red, the other black, contained therein. Krilt took a fine chain from around his neck and, fumbling with the key that hung from it, inserted it into the lock built into his command chair. Korm had already inserted his key. Looking each other in the eye, Krilt and Korm turned the keys together. The helmsman pushed the black button.

Large explosive bolts fired and the *Decimator's* boom section broke away from the main hull. "Activate emergency impulse engines!" ordered Krilt. The helmsman

THE BATTERED GORN SHIP
SAT STILL IN SPACE, SHIELDS
DOWN, PHASERS SILENT.



hit some switches, and the 'lifeboat' moved away on the course programmed by the navigator. "Now destroy the main hull."

"But, Captain, the personnel still in the main hull ..."

"Are expendable! We can't let the Federation have that section. Now carry out your orders," snapped Kriit. He and Korm turned their keys another 90 degrees in the locks.

Hesitantly, the helmsman pushed the other button in the box, the one painted blood red. The main hull of the Klingon D-7 dissolved in blinding white heat.

* * *

"At last I've got you Sslith," said Tama. Through the viewer of the *Senatarian's* flag bridge, it did indeed look that way. The battered Gorn ship sat still in space, shields down, phasers silent. Tama hit his intercom. "This is the Commander. For the glory of the empire, circle and destroy!" As *Senatarian* waited, *Hawk* circled the crippled Gorn and came in on her opposite beam, both ships scanning the Gorn at full intensity in case of a trap. "Excellent," said Tama. "No escape is possible. Lock on both plasma torpedoes ..."

The total disintegration of a major warship is a terrifying sight. Many eyes and minds knew they would never forget the destruction of a major starship. With all sensors locked on their prey, neither Romulan ship detected *Lexington* scream in and plant a full barrage into *Hawk*. Photons and phaser beams collapsed an already weaken-



On the *Reptilicon*, Caim Dardiss watched *Senatarian* flash past after the *Lexington*. His little ploy had worked. Playing dead had bought the time needed for the *Lexington* to deliver a telling blow. *Reptilicon* in fact had a few teeth left. "Helmsman!" barked Dardiss, "after the Romulan!"

* * *

Aboard the *Senatarian* the Romulan sensor tech looked up. "Commander, the Gorn is moving, coming after us!"

So, thought Tal, a trap. "What? Come about! Prepare to fire!" Just then the intercom buzzed; Tal looked into the tiny screen and saw Tama.

"Tal, we must finish the Gorn quickly!" said the Commander.

"I am endeavoring to do that, Exalted One!" said Tal as he watched *Reptilicon* on the screen.

Before plasma torpedoes could be fired, the two ships flashed past each other, firing phasers as they went. *Senatarian's* beams destroyed the last Gorn weapons scanners, but *Reptilicon's* final shot drilled through a shield, cut through *Senatarian's* wrecked shuttle bay, and penetrated the flag bridge, killing everyone on it. Tal watched his commander die before the flag bridge viewer circuits fused and cut out.

* * *

"Honored One!" The *Reptilicon's* damage control chief looked desperate. "That last hit took our sscanners, beyond immediate repair!"

"Well, that's it," shrugged Caim Dardiss. "Without sscanners the weapons are useless. We're finished."

* * *

On the bridge of the *Senatarian*, Tal stared ahead in shock.

"Commander, the Federation ship is approaching!" reported the sensor tech.

Tal sighed. Tama's death had snapped his will to fight. "It's finished," he said. "Helmsman, take us away, emergency speed. We can do nothing more here." At that moment, his objective within his grasp, Tal gave up. *Senatarian* shot away, rapidly accelerating to warp six.

* * *

On the *Lexington*, they watched the Romulan go.

"Shall I pursue?" asked Threllvin.

"No, let him go. It might be a trap, and our basis in Law allows us to defend our territory but not pursue and destroy cripples. He left, that was what we wanted him to do. Besides, there is still the Klingon."

"No, Captain," said Hardy, "sensors indicate that the Klingon has self-destructed."

Stocker nodded. "It's over then. Lieutenant Darwell, open a frequency to the *Reptilicon*."

* * *

Tal sat on the bridge of the *Senatarian*, defeat weighing heavily on his mind. He knew his position was probably safe; this fiasco would be blamed on Tama, and Tama was

dead. Tal knew who was really at fault though, and his mind clouded with hate at the thought. Tal hoped the Klingon had died hard.

The sensor tech looked up then. "Commander, sensors show a Klingon boom section on a course paralleling our own, dead ahead!"

Tal scowled. "So he's still alive," he said bitterly.

"Communication coming in from the boom, Commander."

"Tal's eyes narrowed. "Put it on the screen," he spat.

On the main viewer a blur appeared and focused into the face of Krilt. "I demand to speak to Tama!" said the Klingon.

Tal looked up at the face. "Tama is dead," he stated flatly.

A slight smile played along the Klingon's features. "Then I will speak to you. I demand that my surviving crew and I be beamed aboard your ship and taken back to Remus."

"You demand?!"

"Yes, my ship and over half my crew were lost in your poorly planned operation. I demand that we be treated with honor, and I expect an apology from your government for asking us to be included in this fiasco!"

Tal could take no more. "You talk of a fiasco? You *caused* this fiasco!" he raged. "The mission was botched because of your inability to obey orders or hold the Federation ship, and I assure you it will be a complaint not an apology that my government will issue. As for your 'demand,' I will not allow a single Klingon boot to soil the deck of this ship!"

Krilt softened somewhat, sensing his poor position. "Then perhaps a tractor beam?"

Tal's self restraint and discipline were long gone now, lost in a sea of rage. "No! Anything I would do for you now would be too much!"

"But this escape boom is damaged; our engine is overheating. Our batteries are drained. We'll never make it on our own!" Krilt's tone was definitely changing.

Tal remained adamant. "Your situation is of your own making, get yourself out of it. Otherwise, may your fate be what you deserve."

"You can't just leave us here, we'll die. That's murder!" Krilt was pleading now.

Tal smiled coldly. "I was not aware that Klingons found murder distasteful. At any rate, call it what you will. I prefer to call it revenge for the hundreds of loyal Romulans lost this day."

"You swine!" screamed Krilt, his pleading tone gone. "I wish they'd killed you all! I hope ..."

Tal cut the picture as the Klingon stormed, and silence blanketed the bridge. Then, speaking loud enough for the entire bridge crew to hear, he said, "The conversation that you just heard never happened. After the *Senatarian* disengaged from the Gorn, we saw no sign of the *Decimator*. Is that understood?" Without even slowing, *Senatarian* sped past the boom and headed for the Romulan neutral zone and safety.

* * *

"Captain's log, stardate 7264.3. *Lexington* is proceeding to Starbase 11, having said our farewells to many new friends aboard the Gorn starship *Reptilicon*. Before parting company, Senior Commander Sslith, showing every sign of a quick recovery, indicated that his report to his superiors would richly praise the aid given and friendship shown by the Federation and this ship. He informed me that on the strength of our support in this incident, his superiors could possibly be made to re-evaluate the possibility of an alliance with the Federation. I heartily hope that this will be the case; the Gorns would be high caliber allies. I believe that, above all else, this incident has shown what can be accomplished by two races if they can overlook personal prejudices and co-operate in a spirit of friendship and respect. End report."

Anthony J. Stocker
Commanding U.S.S. *Lexington*

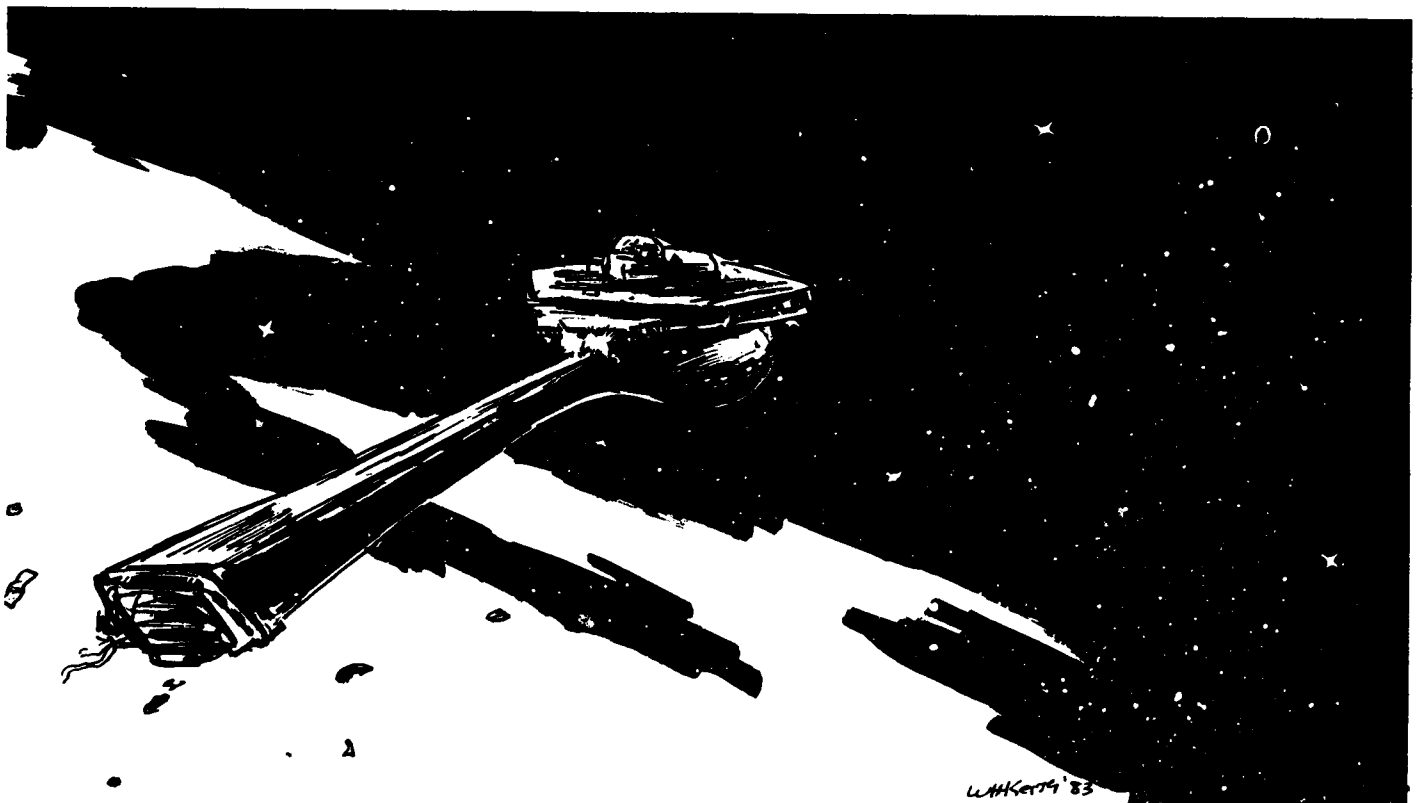
* * *

Krilt sat back in his chair. The boom, of course, was in no where near as much trouble as he had told Tal. Korm reported. The batteries were fully charged; the impulse engine operating normally. Shields had been reestablished, and there was even one phaser charged in case of asteroids. The boom was stable, and had six weeks of food and fuel. At sublight velocities, however, even that wouldn't get them out of the Federation. Korm looked expectantly at his Captain. Without a word, Krilt handed him the second molar from his lower left jaw. Within it was a microrecorder with the frequency of the local pirate clan.

It took only two hours to contact a pirate. It was necessary to wait almost a week for the *Lexington's* patrol route to take it out of the area, but the welcome grin of a pirate anticipating a huge rescue fee greeted them shortly thereafter. Krilt and his crew returned to Klingon territory three months later. After the court-martial, Krilt was assigned to command one of the penal frigates on the Kzinti border. It was felt that this assignment would teach him to obey orders and control subordinates better. A soldier serves as he is ordered.

EPILOGUE

Admiral Strell shook his head sadly as he scanned the report. Then, turning to his subordinates said, "Yesterday at zero-seven-hundred hours, representatives of the Gorn Confederation and the United Federation of Planets signed a formal treaty of alliance on the planet of Algeron." Dropping the paper on the table he said, "Not only was Operation Reptilicon a total failure, but it has dealt us a greater blow than could have been imagined. The Gorns and the Federation." Strell frowned, "Never again will we be able to attack one without incurring the wrath of the other. This means the end of Operation Triumph." The admiral sighed. "A golden opportunity has been lost in the bitter fire of defeat. The same refiner's fire that charred the gilded coverlets of our alliance with the Klingons and exposed the rotteness beneath has been used by our enemies as a terrible forge to shape the instrument of our downfall." Strell picked up the report and the file marked 'Triumph' and dropped them into the waste disintegrator, and there they, along with Romulan dreams of conquest and his own career, ended in flames.



(SL25.0) REFINER'S FIRE (James Ashauer, Utah)

This scenario recreates the final action of the story presented in this issue.

(SL25.1) NUMBER OF PLAYERS: 4; the Romulan player, the Federation Player, the Gorn player, and the Klingon player. Note that the Gorn and Federation ships could be controlled by the same player, as could the Klingon and Romulan ships.

(SL25.2) INITIAL SET UP

Gorn CA + in hex 2209, heading F.
Federation CC in hex 0712, heading B.
Klingon D7 in hex 3626, heading F.
Romulan KR in hex 3624, heading F.
Romulan KR in hex 3823, heading F.
All ships at max speed, weapons status III.

(SL25.3) LENGTH OF SCENARIO: The scenario continues until all units belonging to the Gorn/Federation or Romulan/Klingon players have been captured or destroyed or have disengaged.

(SL25.4) SPECIAL RULES

(SL25.41) Use a floating map.
(SL25.42) The Federation player may, at the start (after Energy Allocation) of any turn (after turn 2), place a Federation DD counter anywhere within 3 hexes of his ship. The "Federation destroyer" moves at a speed of 10 as directed by the Federation player. It cannot use EM, HET, EW, or other rules than forward movement and turning.

The nearest Klingon or Romulan ship (if two are equal, the Federation player chooses which one) to that counter (at the time it is placed) must move directly toward it (pursuit plotting) and fire all weapons (that will bear on the target, whenever they will bear) at it. The ship may not fire weapons at any other ship (it could fire at shuttles or drones). The ship is not released from this condition until it has scored 21 points of damage, or has entered the hex, of the "destroyer." At that point, the destroyer (which never existed) is removed from the game and the ship returns to the full control of its owner. Should the destroyer still be on the board at the start of the next turn, the pursuing ship is REQUIRED to charge all of its weapons and fire them all at the destroyer. Other Klingon/Romulan ships may NOT fire at the destroyer.

The Federation player can only do this once. (Note: This is a special purpose rule to recreate the events of the story. "Destroyers" are NOT routinely available and would probably not fool anyone in a less intense situation.)

(SL25.43) Klingon drones are type-IM; there is no BPV adjustment.

(SL25.44) The Romulan cloaking devices are inoperative; there is no BPV adjustment.

(SL25.45) The Gorn ship cannot disengage by acceleration.

(SL25.5) VICTORY CONDITIONS: Use the Modified Victory Conditions. No points are scored for the "destroyer." The Klingons and Romulans are allies; the Federation and Gorns are allies.

(SL25.6) VARIATIONS

One interesting variation is to assume the arrival of the

frigate *Burke*. When the "destroyer" counter is placed, it is really the frigate. The fact that it is a frigate, and not the simulator drone, is revealed only when the destroyer would normally be exposed, or when the frigate does something that the "destroyer" cannot do.

On the Federation's other frontier, you could use three Klingon D7's (or two and a visiting KR) and a Kzinti BC with the Command Cruiser.

The ships could be upgraded to a Gorn BC, a Klingon D7B, a Romulan KRB, and a Romulan KRC. Historically, this scenario took place before the introduction of these refits.

(SL25.7) BALANCE: Many minor adjustments could be made, such as changing the Gorn or Romulan plasma torpedoes from S to G or vice versa, replacing the KRC with a KRB, replacing a KR with a KF5R or the Gorn with an HDD, etc.

(SL25.8) TACTICS: Standard plasma torpedo tactics (judicious use of pseudo-plasmas and wild weasels) are appropriate. Of particular importance are the first two turns. You can maintain good speed while firing pseudo-plasmas, or drop speed to fire your best plasmas immediately. You can load and fire two plasmas on turn one, or two on turn two, or one each on the first two turns. You must decide how you will fight (dance at 12 hexes or close to point blank range) and plan accordingly.

(SL25.9) PLAYTESTERS' COMMENTS: The "destroyer" is an interesting addition to the classic 2-vs-3 confrontation. Obviously it should be used at a critical moment to get the enemy to turn away from you, emptying his weapons on a ghost and turning his weak rear shields toward your weapons. This is less effective against a B refit, but still workable.

Playtesters were divided on deployment of the Klingon/Romulan force. Some chose the traditional approach (sending the D7 after the Federation ship) while others chose the opposite course, having both KR's attack the CC. All of the playtesters who worked on this scenario enjoyed it immensely.

(SL26.0) MUTINY ON THE DEMONSLAYER (Douglas Jew, Ontario)

In Y175, the Klingon D7C command cruiser *Demon-slayer* mutinied. This time, however, the mutineers were Klingons! Commodore Jark Valgan had attempted to gain his promotion to admiral, which he considered to be long overdue, by assassinating his commander. When the plot failed, Valgan fled for his life toward Kzinti space. His officers had been deeply involved in the plot, and most supported his decision to flee. The crew, who knew that whatever happened they were along for the ride, did not oppose Valgan's action at first, but later were incited to mutiny (ironically, a mutiny in support of the empire!) by loyal crewmen.

Demon-slayer roared for the border, but found its way blocked by a squadron of frigates. Valgan had already contacted the Kzintis, who were sending their nearest ship to help.

(SL26.1) NUMBER OF PLAYERS: 2; one player (Valgan, the Mutineers) controls the D7C and any Kzinti forces; the other player controls the three Loyal Klingon frigates and any mutineers on the D7C.

(SL26.2) INITIAL SET UP

D7C in 0120, speed 24, heading B, weapons status III.
Three F5's anywhere within 10 hexes of 3319, speed 12, heading at option of owning player, weapons status III.

(SL26.3) LENGTH OF SCENARIO: The scenario continues until the *Demonlayer* is either destroyed or recaptured, or has disengaged.

(SL26.4) SPECIAL RULES

(SL26.41) Use a floating map.

(SL26.42) Mutiny, in the normal sense (i.e. security stations) is not possible on the *Demonlayer*. The Loyal Klingon player can call for the crew to rise up at the end of any turn. Roll two dice. The total is the number of crew units that convert to Loyal boarding parties (two per crew unit). This can be done only once per game and can only be done after internal damage has been scored on the *Demonlayer*.

When this is done, it is assumed that all of the original boarding parties remain as Mutineers; the Loyalists form boarding parties from crew units. All other crew units remain mutinous. Each turn, before boarding party combat is resolved, the Mutineer can convert one or two crew units (his choice) to boarding parties.

(SL26.43) The *Demonlayer*, due to a lack of fuel and sabotage of the navicomputers, cannot exceed a speed of 24 and cannot disengage by acceleration.

(SL26.44) There is a Kzinti ship in the "900" hex row. At the start of each turn, this hex row is reduced by 30. Thus, the hex row is 870 on turn 2, 600 on turn 11, and 330 on turn 20. If the *Demonlayer* can continue moving in direction B or C at top speed, the two ships are closing at a speed of 54 hexes per turn and should be within the same map by turn 17. This requires players to keep track of the map as it shifts, recording the total number of columns shifted. This number is added to the first two numbers of the hexes to show the "true" hex number. Shifts in direction A or D are irrelevant. If the *Demonlayer* is recaptured before the Kzinti ship is within 30 hexes of it, the Kzinti ship breaks off and returns to base.

(SL26.45) When the Kzinti ship is within 30 hexes, the Klingon player can identify it. Roll one die and consult the following chart to see what type of Kzinti ship has arrived:

- 1 – 3 Frigate
- 4 – 5 Light Cruiser
- 6 Strike Cruiser

(SL26.46) All drones are type-IM. Scatter-Packs cannot be loaded at the start of the scenario.

(SL26.5) VICTORY CONDITIONS: If the *Demonlayer* successfully disengages from the frigates, the mutineer player wins. If it is captured, the Loyal Klingons win. If it is destroyed, the Loyal Klingons win a tactical victory.

(SL26.6) VARIATIONS:

Give the *Demonlayer* its two G – 1 P/F's, and give the loyalists a G – 2 police ship with their initial forces.

Have a Loyal D7 following *Demonlayer* at a speed of

31, starting 150 hexes behind it.

(SL26.7) BALANCE: Most playtesters found the scenario slightly in favor of the Loyalists. One or two of the F – 5's could be reduced to E – 4's to create balance. But then, someone who can take Valgan's position and win has some bragging rights. (In history, Valgan was captured; his fate is unknown, but assumed to have been very unpleasant.)

(SL26.8) TACTICS: The first tactical decision is in the hands of the Loyalists. They can try to retrograde in front of the *Demonlayer*, or let him go past and follow him.

Retrograde has some advantages. The *Demonlayer* will be fighting "uphill" against drones, mines, etc. Unfortunately, his DERFACS-aimed disruptors will pound the frigates down one by one.

Pursuit avoids the *Demonlayer's* strongest weapons, but doesn't leave much power for offense.

Once this is decided, the scenario becomes a long chase punctuated by extreme violence. The *Demonlayer* should take every opportunity to cripple a frigate (if you can avoid serious damage). The frigates must get the most out of their limited supplies of drones, scatter-pack shuttles, and mines.

LOYALISTS: One extremely dirty trick is this: Let the *Demonlayer* close with and trade shots (overloaded, of course) with one of the frigates. The result should be a weak #1 shield on the D7C and a nearly destroyed frigate. Fire just enough weapons from the other ships to bring down the shield; then fire your remaining weapons at the frigate, through a conveniently down rear shield. (Approaching drones, seemingly fired at the *Demonlayer*, may actually be targeted on the frigate.) The explosion should cripple the cruiser, while the catastrophic destruction rules will allow you to beam most of the frigate's boarding parties onto it. Obviously, Valgan will have to be careful about overrunning the frigates.

Keep your frigates within 2 – 5 hexes so that he can't pick off one of them. If he's pounding on one particular ship, have it pick up speed (at the cost of charging its weapons) to pull further away. Don't forget that you can use the capacitors of the rear phasers like a battery to keep the front phasers firing continuously while you have extra power for other things. If the Kzinti is a frigate, attack immediately and destroy him.

VALGAN AND THE MUTINEERS: The one area where the frigates simply can't afford to compete is electronic warfare. Continuous use of ECM will lower the damage you receive while not really costing you any speed. Change directions often to avoid mines. Keep moving toward the border; moving in A/D is only going to give the frigates more time.

(SL26.9) PLAYTESTERS' COMMENTS: A fascinating and interesting scenario with many new twists.

NOTE: The seven D7C-class ships built by the Klingons were named: *Darkslayer*, *Doomslayer*, *Deathslayer*, *Demonlayer*, *Devilslayer*, *Dragonlayer*, and *Dreadslayer*.

(SL27.0) MERCHANT, PIRATE, SOLDIER, SPY (Stephen V. Cole, Texas)

Wars tend to be confusing times, and not everything is as it seems. Take the case of a starship commander, patrolling a distant portion of the frontier, out of immediate contact with his superiors, who comes upon a pirate ship molesting a convoy. As he approaches, one freighter lashes out with sudden fury at the pirate. "Q-ship!" the commander gloats, "We've got the pirate now!" Before he can reach battle range, however, the sub-space communication system comes alive with claims and accusations.

"This is Fleet Captain Andros in the pirate vessel. We are not pirates but a naval unit on a secret naval mission. Security identification X3 – 54G. What appears to be one of our Q-ships is, in fact, a pirate marauder. We lured him here for a rendezvous. Please render assistance in capturing him."

"This is Captain Gran in the Q-ship. We are a naval unit on a secret mission. Security identification Y7 – 23T. The pirate ship is an enemy spy, not a pirate. Please render assistance in capturing him."

"Dammit, he's the spy, not me. Don't you remember me from the Academy? We used to go to the beer gardens together!"

"Don't fall for that! He may have been a spy even then!"

"Convoy leader, can you confirm the identity of the Q-ship?"

"Negative. He joined us after we cleared port. None of us have been on board his ship."

"This is the Q-ship. What would you expect from a secret naval mission?"

"Or from a pirate!"

The commander was perplexed, to say the least. Both identification codes were valid; both ships claimed to be clandestine units of his own Navy. Either might be a pirate, spy, or friend. Worse, they might both be enemies, OR THEY MIGHT BOTH BE FRIENDS!

(SL27.1) NUMBER OF PLAYERS: 4 (or 3); the Navy player, the convoy player, the Q-ship player, and the pirate ship player. The Navy and convoy players are allies; these forces could be controlled by the same player.

(SL27.2) INITIAL SET UP:

Navy player: 1 CL (any race, up to 130 pts) in 3825, facing F, speed 12.

Convoy player: 2 small freighters, 2 large freighters, 1 priority transport, all within 2 hexes of 1610, facing F, speed 4.

Q-ship player: 1 large Q-ship (same race as Navy) in 1808, facing B, speed 4.

Pirate ship player: 1 CR in 2405, facing E, speed 4.

All ships have Weapons Status III.

(SL27.3) LENGTH OF SCENARIO: The scenario continues until there are only units of one side (see special rules) remaining in play.

(SL27.4) SPECIAL RULES

(SL27.41) Use a floating map.

(SL27.42) Before play begins, the pirate ship player and Q-ship player each draw a card from an ordinary deck of playing cards. Each player keeps his card secret until forced

to expose it (SL27.44); it determines what "side" he is on.

(SL27.43) There are four possible "sides" in this scenario:

Hearts: Navy side.

Spades: Enemy spy.

Clubs: Pirate clan #1.

Diamonds: Pirate clan #2

The Navy player and Convoy player are automatically on the Navy side. Each side has its own victory conditions. **(SL27.44)** There is only one way to positively determine what side another ship is on: by boarding it. At the instant that a boarding party is placed on board another ship, the owner of that ship must show his card to the owner of the boarding party. (The owner of the boarding party does NOT reveal which side he is on, although which ship he came from will, of course, be known to all players.) Under no other circumstances can a player show his card to another player. (Partial exception: Any two Navy side players could exchange information on the identity of the third ship.)

(SL27.45) A "SPY" player is trying to gain information. He gains one point for each turn during which he passes within three hexes of a non-merchant ship. He can score several points per turn if he passes near several non-merchant ships, but can only score one point for each ship each turn. Information can only be gained about non-merchant ships. Note that information gathered about another spy does not count. To avoid exposing true identity, the unknown players should record information gained every turn.

(SL27.46) The freighters and priority transport are considered to be merchant ships; the cruiser, Q-ship, and CR are considered to be non-merchant ships.

(SL27.47) Drones of any type are available to the players, but must be purchased. The pirate ship has 12 pts. available for modifications, including improved drones.

(SL27.48) The pirate ship can only use engine doubling if it is controlled by a pirate. The act of doubling engine output can be detected and must be announced; it will reveal the true identity of a pirate.

(SL27.5) VICTORY CONDITIONS

FOR THE NAVY SIDE:

Decisive: Capture one pirate or spy ship and disengage at least two uncrippled merchant ships; or disengage all four merchant ships, only one of them crippled; or capture two pirate or spy ships.

Tactical: Capture one pirate ship or disengage at least two uncrippled merchant ships.

Marginal: Disengage at least three uncrippled merchant ships.

Defeat: Lose any non-merchant ship or lose all merchant ships.

FOR AN ENEMY SPY:

Decisive: Destroy any non-merchant ship except another spy; or

gain 20 or more points of information.

Tactical: Gain 12 – 19 points of information.

Marginal: Gain 6 – 11 points of information.

Defeat: Be captured or destroyed, or gain less than 6 points of information.

FOR A PIRATE:

Decisive: Destroy or capture a pirate ship from another clan; or

destroy any non-merchant ship; or
capture and disengage two merchant ships.

Tactical: Cripple a pirate ship of another clan; or
capture and disengage one merchant ship.

Marginal: Disengage.

Defeat: Be captured or destroyed.

If a player cripples a ship that is on the same side as himself, his level of victory is reduced by one step. If a player qualifies for two or more levels, Defeat takes precedence; otherwise the higher level counts.

(SL27.6) VARIATIONS: Replace the CL with a CA, add a small Aux CV to the convoy, replace the small Q-ship with a large one, or replace the pirate CR with a CA.

(SL27.7) BALANCE: The scenario can be adjusted by the selection of the Navy ship, or by providing more or fewer points for modifications.

(SL27.8) TACTICS:

NAVY: Use the convoy to determine who the pirates are. Send it toward the edge of the map and see who follows. Keep yourself separated from it so that you will know if they are following you or the convoy.

NAVY IN AN UNKNOWN SHIP: Contact the cruiser immediately. Move within 5 hexes and drop a shield. Once you are in contact, work out strategy with him. Perhaps try to claim that you AREN'T a Navy ship and cozy up to a pirate.

PIRATE IN AN UNKNOWN SHIP: Make a high-speed smash-and-grab attack on the convoy and leave town. Alternatively, slug it out with the cruiser, counting on your doubled engines, possibly by pulling in to five hexes, dropping a shield, accepting his boarding parties, then turning and firing weapons while locking up the guests. Messing with the other unknown is too complicated unless he has already been exposed, and that will only happen if the scenario goes longer than a few turns.

SPY IN AN UNKNOWN SHIP: Punching it out with another ship is possible, perhaps in cooperation with a pirate or another spy. Watch out, however, for a unknown naval ship that offers to work with you to attack the cruiser.

(SL27.9) PLAYTESTERS' COMMENTS: This scenario was a welcome change from the "us versus them" battles of the past. Tension runs high and stays high until the end. Ships tend not to leave the battle, but to pull out of range and await developments.

(SL28.0) LANDING PARTY (Graeme Cree, Texas)

In Y155, as tensions grew between the Federation and the Klingon Empire, the Federation accelerated its efforts to survey planets in the neutral zone. The Klingons considered these surveys to be a "provocation," and used them to create incidents.

On one such mission, the light cruiser *Texas*, under Commander Nita Howell, was making a standard survey of Vanecek VI when cosmic radiation from a solar flare forced the *Texas* to withdraw for 31.8 hours. A landing party had been previously transported to the surface, and remained behind (protected by the atmosphere) to complete the survey. When the *Texas* returned to the system, however, it found that a Klingon battlecruiser had entered the system and was blocking the way.

(SL28.1) NUMBER OF PLAYERS: 2; the Federation player and the Klingon player.

(SL28.2) INITIAL SET UP

Place a class-M planet in hex 0715.

Klingon: D6 battlecruiser anywhere within 12 hexes of the planet, speed 6, facing at option of owning player, weapons status II.

Federation: CL (old type), arrives anywhere in 42xx hex column, speed 20, facing F, weapons status II.

(SL28.3) LENGTH OF SCENARIO: The scenario continues until the cruiser *Texas* has been captured or destroyed or has disengaged.

(SL28.4) SPECIAL RULES

(SL28.41) The map is fixed; it does not "float." Any ship leaving the map is considered to have disengaged.

(SL28.42) There are three crew units (known as survey units) on the planet. The *Texas* can recover these survey units by shuttle (one unit per shuttle) or transporter. The Klingons cannot attack the survey units while they are on the planet.

(SL28.43) The Federation player must record, before the scenario begins, which part of the planet each survey unit is in. This is noted in terms of hex sides; each unit must be facing a different hex side. Each of the three units is noted individually; the record of each unit is exposed only when it is recovered. When recovering by shuttle, the shuttle must land in the specific hex side occupied by the survey unit; when recovering by transporter, the hex side occupied by the survey unit must be facing the ship, and the ship's facing shield must be down.

(SL28.44) All drones are type-I.

(SL28.45) Tractor beams cannot be used in this scenario due to the solar flare.

(SL28.5) VICTORY CONDITIONS: Use the Standard Victory Conditions. The Federation player receives a bonus of 10 points for each survey unit that is aboard the *Texas* when it disengages and loses 25 points for each survey unit remaining on the planet when the *Texas* disengages. The Federation player receives 25 points if no Federation unit fires on the Klingon ship.

(SL28.6) VARIATIONS: Several obvious alternatives are possible, including a Gorn DD vs. a Romulan KR, a Hydran Lancer vs. a Lyrn CW, etc.

(SL28.7) BALANCE: Increase or decrease the number of survey units, or bid on them with the high bidder taking the *Texas* and rescuing that number of survey units.

(SL28.8) TACTICS:

FEDERATION: Obviously you are going to have to rescue the survey teams. That means shuttles (which are highly vulnerable to Klingon fire) or transporters (which means dropping a shield). Another possibility is to defeat the Klingon, which may not be as tough as it seems. The shuttles you are sending toward the planet may, in fact, be suicide shuttles aimed at the Klingon. If he wastes weapons on them (which he will have to), he'll be empty when you attack.

KLINGON: This is a duel with a weaker opponent who has a ball-and-chain tied to his legs. He has to stay somewhere around the planet, and will eventually have to drop a shield. Stay between him and the planet, or on the opposite side of the planet from him. Let him come to you. Keep a few drones on the board, possibly using a scatter-pack.

(SL28.9) PLAYTESTERS' COMMENTS: Another interesting variation on the duel. Some playtesters found this scenario impossible for the Federation (they suggested using an F-5B or F-5L instead of a D6, or a GSC instead of the CL); others found it challenging but winnable.

(SL29.0) A QUESTION OF FRANCHISE
(Stephen G. Wilcox, Texas)

The Orion pirates operated on two levels. Clan overlords "controlled" all pirate activity in huge territories. Ships, some of which were "owned" by the clans and some of which were "independent" of all clans, were assigned areas (known as "franchises") in which they could operate. Most of the larger groups of pirate ships were operated by the clans, and these claimed the more lucrative franchises. In theory, no two pirates were assigned the same area.

This was not always the case, however. Sometimes, two clan overlords both claimed the right to lease a certain area. Sometimes the pirate assigned a given franchise would fall behind in his lease payments, or otherwise disappoint the overlord, and his area would be assigned to another ship. Sometimes a pirate in pursuit of quarry would follow it into another franchise territory. All of these circumstances were likely to create trouble, and a question of franchise.

(SL29.1) NUMBER OF PLAYERS: 2; each player controls one pirate ship.

(SL29.2) INITIAL SET UP

Large freighter in 2225, heading A, speed 10, weapons status O.

Pirate ship in 3725, heading F.

Pirate ship in 0725, heading B.

Both pirates at speed 15, weapons status III.

NOTE: The pirate ships can be of any class (CR, LR), but must both be of the same class. They could be of different classes to balance the scenario between players of differing skills.

(SL29.3) LENGTH OF SCENARIO: The scenario continues until all units (including boarding parties) belonging to one player have been captured or destroyed or have disengaged. The scenario automatically ends at the end of turn five, since help summoned by the freighter will arrive then.

(SL29.4) SPECIAL RULES

(SL29.41) Use a floating map.

(SL29.42) The freighter will continue heading in direction A until captured. After allocating power for life support, it will move at its top speed. Any extra power is used for general shield reinforcement. It will not fire its weapons.

(SL29.43) The freighter cannot disengage by acceleration. If a pirate is towing the freighter, it cannot disengage by acceleration.

(SL29.44) Each pirate ship has 12 points (if a CR, 18 if a CA, 6 if an LR) to use for modifications, including option mounts, mines, improved drones, or other changes.

(SL29.45) Both pirates **MUST** use non-violent combat against the freighter.

(SL29.5) VICTORY CONDITIONS: The pirate that controls the freighter at the end of the scenario wins. If one pirate is destroyed, captured, or disengages, the other is assumed to capture the freighter.

(SL29.6) VARIATIONS: With optional weapons, variations are built in. A three-player version (where the pirates use CR's and the third player commands the freighter and a CA that arrives on turn six; no time limit) can be interesting.

(SL29.7) BALANCE: Allow one player more points to modify his ship.

(SL29.8) TACTICS: There are two basic alternatives: capture the freighter or destroy the other pirate.

(SL29.9) PLAYTESTERS' COMMENTS: This scenario is particularly challenging because of the different weapons possible. Players who do not normally play pirate ships will enjoy it because they can equip their ship with weapons they are used to.

(SL30.0) PRACTICE, PRACTICE, AND THEN WHAT? (Frank Crull, Texas)

In Y171, the Federation and Gorns were conducting a series of wargames in a special training zone. The exercises were necessary to give Federation captains experience in dealing with the Romulan SparrowHawk and its three plasma torpedoes. These games used computer-generated battle damage simulations. As each ship scored "damage" (using weapons set on 1/1000th power) on the other, the computer analyzed the attack and "turned off" certain systems to simulate the damage.

The system worked well enough for training, but on one memorable occasion a Romulan SparrowHawk arrived in the training area to find two "badly damaged" ships that were not expecting to conduct actual combat.

(SL30.1) NUMBER OF PLAYERS: 2 (or 3); the Federation/Gorn player and the Romulan player. Alternatively, the Federation and Gorn ships could be controlled by different players.

(SL30.2) INITIAL SET UP

One Federation NCL in hex 2115, facing B.

One Gorn HDD in hex 2412, facing D.

Both at speed 4, weapons status I.

One Romulan SpH-A in hex 3524, facing F, speed max, weapon status III.

(SL30.3) LENGTH OF SCENARIO: The scenario continues until all units belonging to one player/side have been captured or destroyed or have disengaged.

(SL30.4) SPECIAL RULES

(SL30.41) Use a floating map.

(SL30.42) The Gorn ship cannot have its type-F plasma torpedoes armed at the start.

(SL30.43) The Gorn and Federation ships have been "damaged" (hereinafter "deactivated") by the computer simulations. Certain systems have been "shut down" by the computers, and can only be reactivated slowly. This is because the "shut down" procedure was not designed to allow rapid restart in an emergency situation. NOTE: The Romulan ship is not involved with the special rules for deactivation. The Federation and Gorn players are not required to reveal which systems are deactivated.

(SL30.44) Apply 45 internal "hits" (deactivations) to each of the Gorn and Federation ships. These cannot be scored on shuttle or control systems.

Alternatively, conduct the following procedure (separately) for both the Federation and Gorn ships. Roll one die, and score 40 points of "damage" to the shield with that number. Then roll a second die, and score 30 points of "damage" to the shield with that number. Finally, roll a third die and score 10 points of "damage" to the shield with that number. Assume that the shields were not reinforced. If two or all three of the volleys strike the same shield, assume that the shield was not repaired.

(SL30.45) The systems deactivated by (SL30.44) are not destroyed, but cannot be used (nor can power be applied to them) until they have been reactivated as in (SL30.46). It is suggested that players mark destroyed and deactivated systems in different colors. Deactivated systems can be destroyed or reactivated; destroyed systems cannot be reactivated. Shields are never really deactivated (the computers keep track of how much damage to let

through) and function normally from the start of the scenario.

(SL30.46) Each ship can reactivate a random number of systems each turn. At the start of each turn (after the first turn), before Energy Allocation, each ship rolls two dice. The owner of that ship can then reactivate a number of systems equal to the total of the two dice.

(SL30.47) Legendary Officers, if used, can each reactivate two systems each turn. The captain, engineer, and science officer can reactivate any systems; the weapons officer can reactivate weapons only; other legendary officers cannot be used for reactivation. Officers used to reactivate systems cannot perform any other action on that turn.

(SL30.48) All drones are type-IM.

(SL30.49) The shields on the Federation and Gorn ships must be set on minimum (and not reinforced) on the first turn. Reserve power can be used (during turn one) to reinforce the shields, but not to bring them to full power.

(SL30.5) VICTORY CONDITIONS: Use the Modified Victory Conditions. There is no adjustment for the deactivated systems; deactivated systems do not count for victory conditions. The Gorn and Federation ships are allied and considered to be of the same race for victory purposes.

(SL30.6) VARIATIONS

(SL30.61) Other Federation and Gorn ships could be used.

A Romulan KR could be substituted for the SparrowHawk.

(SL30.62) Ships from any races could be used.

(SL30.63) BUT WE DIDN'T PRACTICE THAT!

Replace the SparrowHawk-A with a SparrowHawk-G and require that the Romulans capture one ship to win the scenario.--(Ed Gillis, playtester)

(SL30.7) BALANCE: The number of systems deactivated can be adjusted, as can the repair rate. Players could bid a number of deactivated systems, with the high bidder taking the Federation/Gorn side and deactivating a number of systems equal to his bid.

(SL30.8) TACTICS

ROMULAN: There is not time to wait for an opening; you will have to charge one of the ships immediately. Do not expect to destroy both ships, with four turns (at most) before substantial systems are repaired, you must cripple one of the ships on your first attack. Then you can either finish it off, or attack the second ship on turn two. One key decision is to use your type-F plasmas (along with the single G) on turn 1 to cripple a single ship, or save them for use as "shield breakers" on turn 2.

A rather risky alternative is to divide your fire, on turn one, and strike both ships with repeated attacks. These will penetrate the weak shields and may give you some weapons hits. If you can knock out most of the weapons on both ships, you can force both to retreat.

Keep your speed up. This will let you run down any cripples, and give you enough speed to turn for home if the Gorn gets his plasmas armed.

FEDERATION/GORN: The tactics of the alliance player are simple: Keep from getting decisively engaged until you have repaired enough power and weapons systems to fight. First priority should be to phasers, since they can be used immediately. Second priority should be to get enough power to operate shields, fire control, and the phasers while maintaining enough speed to keep out of range of his torpedoes. If he fires all of the torpedoes on turn 1, skip the power and proceed to reactivating your own torpedoes. Don't think that you need to reactivate everything before you attack; it IS two ships against one, after all. Also don't think that you need to reactivate backup systems. You can score hits on deactivated systems.

The Gorn should probably reactivate (and start arming) his G-torpedo on turn one, using the deactivated F's to absorb hits. The Federation should not bother reactivating torpedoes until he can do all of them at once; they are best fired in volleys.

Do not forget to apply power to EM and ECM during the early, vulnerable turns.

GENERAL: Plasma torpedo tactics (wild weasels, pseudo-plasmas, etc.) should not be forgotten.

(SL30.9) PLAYTESTERS' COMMENTS: In this scenario you see a pair of ships running from an enemy with half of their firepower. The repair rules provide a clear, if variable, time limit on the Romulans.

(SL31.0) THE FEDERATION EXCHANGE (Jeffrey L. Moore, New Jersey)

Even during wartime, the Orions managed to maintain trade across the Federation-Klingon border. In one case, the Federation captured a freighter under Orion control and, after some fast plea-bargaining, obtained the coordinates for a planned rendezvous with the Klingons. The Federation was able to substitute a Q-ship for the captured freighter, giving the Klingons a considerable surprise.

(SL31.1) NUMBER OF PLAYERS: 2; the Federation player and the Klingon player.

(SL31.2) INITIAL SET UP

Klingon Tug-B with one cargo pod and one power boost pod in hex 2210, facing C, speed 0, weapons status I.

Federation large Q-ship in hex 2311, facing F, speed 0, weapons status III (see below).

(SL31.3) LENGTH OF SCENARIO: The scenario continues for five turns. By that time, other units in the vicinity will have arrived, and one ship or the other will probably leave.

(SL31.4) SPECIAL RULES

(SL31.41) Use a floating map.

(SL31.42) All drones are type-I.

(SL31.43) On the 32nd impulse of the turn before the scenario begins, the Federation Q-ship fires all (or some) of its weapons at the Klingon ship. The photons had 100% overloads. The Klingon's shields were not reinforced. Damage is recorded and resolved before the scenario begins. Note that this will prevent the firing of those same weapons until appropriate recycle times have elapsed.

(SL31.44) The 10 APR on the Q-ship are changed warp reactors but hit on APR hits. The Q-ship has six transporter

bombs.

(SL31.5) VICTORY CONDITIONS: Use the Modified Victory Conditions.

(SL31.6) VARIATIONS: Obviously, tugs and Q-ships of any races could be substituted.

(SL31.7) BALANCE: Adjust the overload rating of the photons fired on the previous turn, or add drone racks to the Q-ship.

(SL31.8) TACTICS

KLINGON: Everything depends on what you have left when the scenario "starts." By all means, hit him with everything you have immediately. Launch shuttles (as scatter-packs?) to tie him down. You can out-turn him and out-run him; use this to your advantage.

FEDERATION: Beyond being lucky with the early die rolls, your primary mission is to keep close and hit hard. Pursuit plot and keep right behind him, at least until turn 2 when you can get another shot with photons. Don't let drones worry you; use your tractors; you have more of them than his firing rate. Destroy shuttles whenever they appear. Consider dropping your rear shields on turn 1 to place transporter bombs in three hexes behind you. Dropping the #2, #4, and #6 shields (to surround him with mines) is a gutsy move, but probably too reckless.

(SL31.9) PLAYTESTERS' COMMENTS: While this is the now-classic "Big/Little Duel" where the little ship gets to hit first (ala The Trojan Shuttle), there is the twist that these types of ships were never intended to slug it out in a direct battle.

(SL32.0) NEGOTIATE! (Ray D. Olesen, California)

In Y165, the Tholians had begun deploying larger ship classes. In an effort to gain more information, several Federation scouts were assigned to patrol the border, scanning Tholian territory with long-range sensors.

The scout *Bowie*, in a carefully planned clandestine operation, actually penetrated Tholian territory. Due to a misjudgement of Tholian deployments, the *Bowie* was trapped. Federation officials immediately began negotiating with the Tholians, patiently explaining that it was a navigational error, not an intentional border violation. As part of the negotiations, Captain Phil Kosnett and his command cruiser *Kongo* were dispatched to the scene as a show of force. Kosnett was given authority to act on his own judgement, and did so.

(SL32.1) NUMBER OF PLAYERS: 2; the Federation player and the Tholian player.

8 IMPULSE MOVEMENT CHART								
SHIP SPEEDS								
	8	7	6	5	4	3	2	1
I M P U L S E S	1	—	—	—	—	—	—	—
	2	1	1	1	1	—	—	—
	3	2	2	—	—	1	—	—
	4	3	3	2	2	—	1	—
	5	4	—	3	—	—	—	—
	6	5	4	—	3	2	—	—
	7	6	5	4	—	—	—	—
	8	7	6	5	4	3	2	1

16 IMPULSE MOVEMENT CHART																
SHIP SPEEDS																
	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
I M P U L S E S	1	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
	2	1	1	1	1	1	1	1	1	—	—	—	—	—	—	—
	3	2	2	2	2	2	—	—	—	1	1	—	—	—	—	—
	4	3	3	3	3	—	2	2	2	—	—	1	1	—	—	—
	5	4	4	4	—	3	3	—	—	2	—	—	—	—	—	—
	6	5	5	—	4	4	—	3	3	—	2	—	—	1	—	—
	7	6	6	5	5	—	4	—	—	3	—	2	—	—	—	—
	8	7	7	6	6	5	5	4	4	—	3	—	2	—	1	—
	9	8	—	7	—	6	—	5	—	—	—	—	—	—	—	—
	10	9	8	8	7	—	6	—	5	4	—	3	—	—	—	—
	11	10	9	—	8	7	—	6	—	—	4	—	—	2	—	—
	12	11	10	9	9	8	7	—	6	5	—	—	3	—	—	—
	13	12	11	10	—	—	8	7	—	—	—	4	—	—	—	—
	14	13	12	11	10	9	—	—	7	6	5	—	—	—	—	—
	15	14	13	12	11	10	9	8	—	—	—	—	—	—	—	—
	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1

24 IMPULSE MOVEMENT CHART																								
SHIP SPEEDS																								
	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
I M P U L S E S	1	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
	2	1	1	1	1	1	1	1	1	1	1	1	1	—	—	—	—	—	—	—	—	—	—	—
	3	2	2	2	2	2	2	2	2	—	—	—	—	1	1	1	1	—	—	—	—	—	—	—
	4	3	3	3	3	3	3	—	—	2	2	2	2	—	—	—	—	1	1	—	—	—	—	—
	5	4	4	4	4	—	—	3	3	3	—	—	—	2	2	—	—	—	—	1	—	—	—	—
	6	5	5	5	5	4	4	4	4	—	3	3	3	—	—	2	2	—	—	—	—	1	—	—
	7	6	6	6	—	5	5	—	—	4	4	—	—	3	—	—	—	2	—	—	—	—	—	—
	8	7	7	7	6	6	6	5	5	5	—	4	4	—	3	3	—	—	2	—	—	1	—	—
	9	8	8	—	7	7	—	6	6	—	5	—	—	4	—	—	3	—	—	—	—	—	—	—
	10	9	9	8	8	—	7	7	—	6	—	5	5	—	4	—	—	—	—	2	—	—	—	—
	11	10	10	9	9	8	8	—	7	—	6	—	—	5	—	4	—	3	—	—	—	—	—	—
	12	11	11	10	10	9	9	8	8	7	7	6	6	—	5	—	4	—	3	—	2	—	1	—
	13	12	—	11	—	10	—	9	—	8	—	7	—	—	—	—	—	—	—	—	—	—	—	—
	14	13	12	12	11	11	10	—	9	—	8	—	7	6	—	5	—	4	—	—	—	—	—	—
	15	14	13	13	12	—	11	10	10	9	—	8	—	—	6	—	—	5	—	3	—	—	—	—
	16	15	14	14	13	12	12	11	—	10	9	—	8	7	—	—	—	—	4	—	—	2	—	—
	17	16	15	—	14	13	—	12	11	—	—	9	—	—	7	6	—	—	—	—	—	—	—	—
	18	17	16	15	15	14	13	—	12	11	10	—	9	8	—	—	6	5	—	—	3	—	—	—
	19	18	17	16	—	15	14	13	—	—	11	10	—	—	—	7	—	—	—	—	—	—	—	—
	20	19	18	17	16	—	15	14	13	12	—	—	10	9	8	—	—	—	5	4	—	—	—	—
	21	20	19	18	17	16	—	—	14	13	12	11	—	—	—	—	7	6	—	—	—	—	—	—
	22	21	20	19	18	17	16	15	—	—	—	—	11	10	9	8	—	—	—	—	—	—	—	—
	23	22	21	20	19	18	17	16	15	14	13	12	—	—	—	—	—	—	—	—	—	—	—	—
	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1

[illegible]

Type	=	SupH
Point Value	=	172*
Breakdown	=	5-6
Shield Cost	=	1+1
Life Support	=	1
Size Class	=	3
Reference	=	R4.34

[illegible]

TURN MODE	SPEED
1	2-4
2	5-9
3	10-14
4	15-20
5	21-27
6	28+

PROBES

TYPE III POINT DEFENSE PHASER TABLE

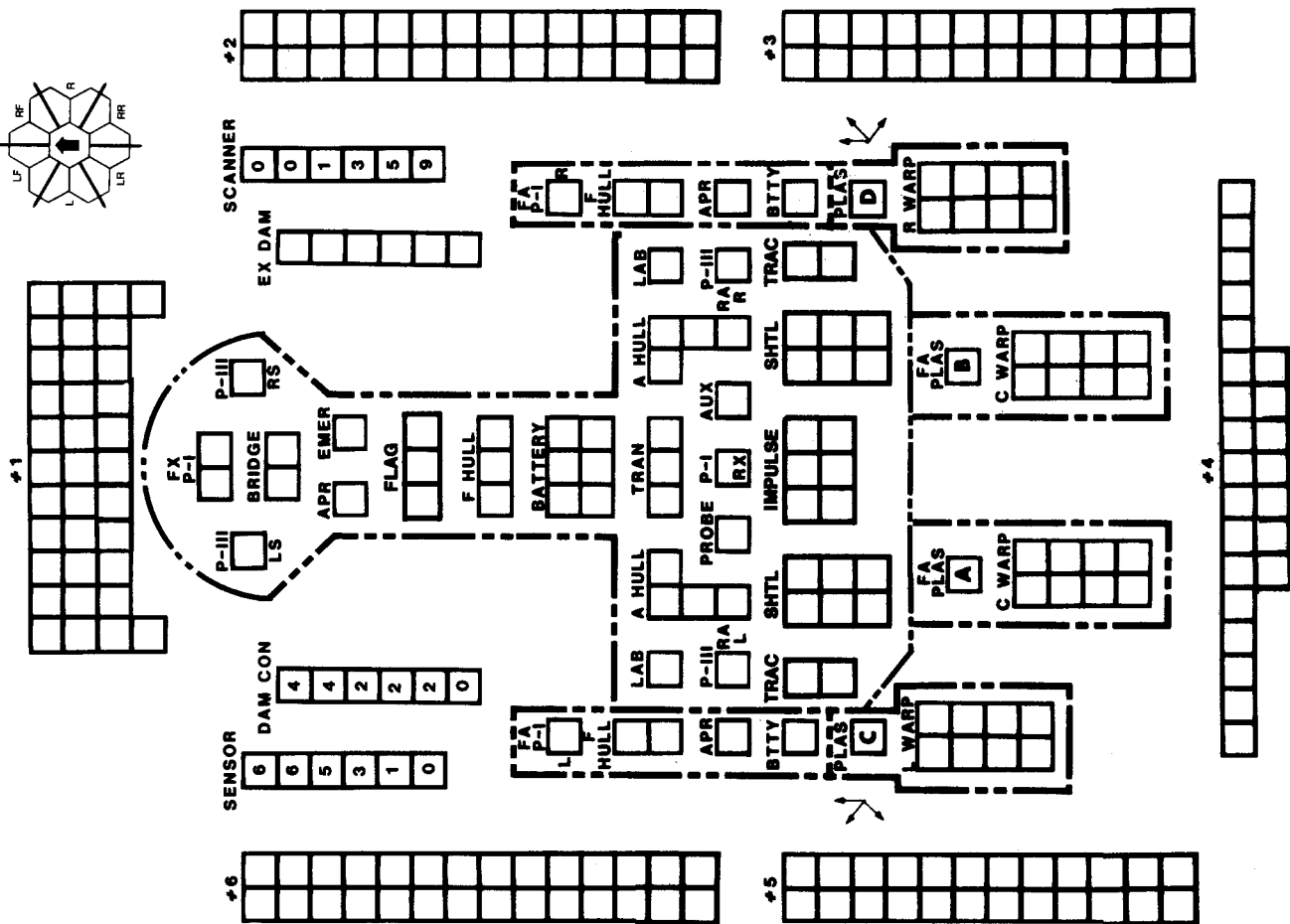
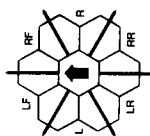
Die Roll	Range	0	1	2	3	4-8	9-15
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2	4	4	4	4	2	1	0
3	4	4	4	4	1	0	0
4	4	4	4	4	0	0	0
5	4	3	2	0	0	0	0
6	3	3	1	0	0	0	0

TYPE I OFFENSIVE PHASER TABLE

Die Roll	Range	0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1	1
2	8	7	6	5	5	4	3	2	1	1	1	0
3	7	5	4	4	4	3	2	1	0	0	0	0
4	6	4	4	4	4	3	2	1	0	0	0	0
5	5	4	4	3	3	3	2	1	0	0	0	0
6	4	4	3	3	2	2	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	24	25
Type GII	30	30	22	22	22	15	15	15	10	5	1
Type G	20	20	15	15	15	10	5	1	0	0	0
Type F	20	15	15	15	15	10	5	1	0	0	0



25

[illegible]

SHIP DATA TABLE

[illegible][illegible]

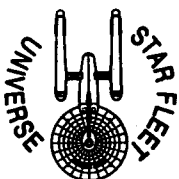
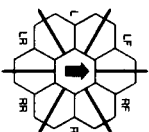
Die Roll	Range				
	0-1	2	3	4-8	9-15
1	4	4	3	1	1
2	4	4	2	1	0
3	4	4	1	0	0
4	4	4	0	0	0
5	4	3	2	0	0
6	3	3	1	0	0

Die Roll	0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	4	3	2	1	1	
2	8	7	6	5	4	3	2	1	0	1	0
3	7	5	5	4	4	3	1	0	0	0	0
4	6	4	4	4	3	2	0	0	0	0	0
5	5	4	4	4	3	2	0	0	0	0	0
6	4	4	3	3	2	0	0	0	0	0	0

Range	0-5	6-10	11-12	13-14	15	16-18	19	20	21-23	24	25
Type GII	30	30	22	22	22	15	15	10	5	1	
Type G	20	20	15	15	15	10	5	1	0	0	0
Type F	20	15	10	5	1	0	0	0	0	0	0

1	2-4
2	5-8
3	9-12
4	13-17
5	18-24
6	25+

Type	=	CC
Point Value	=	175
Breakdown	=	5-6
Shield Cost	=	1+1
Life Support	=	1
Size Class	=	3
Reference	=	R6.18

[illegible]

023596

SCANNING

0	0	1	2	4	9
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DAMAGE CONTROL	EXCESS DAMAGE
1. Prevention 2. Early Detection 3. Containment 4. Remediation 5. Monitoring 6. Documentation 7. Communication 8. Insurance 9. Legal Action 10. Recovery	1. Assessment 2. Investigation 3. Analysis 4. Reporting 5. Recommendations 6. Implementation 7. Follow-up 8. Review 9. Improvement 10. Prevention

**EXCESS
DAMAGE**

4	4	2	2	2	0

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[illegible]

SCANNER

0	0	1	3	5	9
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EXCESS DAMAGE

#3 SHIELD

#4 SHIELD

[illegible]

SENSOR

6	6	5	3	1	0
---	---	---	---	---	---

DAMAGE CONTROL

4	4	2	2	0
---	---	---	---	---

DAMAGE CONTROL	4	4	2	2	0
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TYPE III POINT DEFENSE PHASER TABLE

Die Roll	Range	0	1	2	3	4-8	9-15
1	4	4	4	3	1	1	
2	4	4	4	2	1	0	
3	4	4	4	1	0	0	
4	4	4	3	0	0	0	
5	4	3	2	0	0	0	
6	3	3	1	0	0	0	

TYPE I OFFENSIVE PHASER TABLE

Die Roll	0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

HELLBORE COMBAT RESOLUTION CHART

Range	0-1	2	3-4	5-8	9-15	16-22	23-40
HIT #	11	10	9	8	7	6	5
Base Damage	20	17	15	13	10	8	4
Overload Damage	30	25	22	19	0	0	0

FUSION BEAM TABLE

Die Roll	Range	0	1	2	3-10	11-15	16-24
1	13	8	6	4	3	2	
2	11	8	5	3	2	1	
3	10	7	4	2	1	0	
4	9	6	3	1	1	0	
5	8	5	3	1	0	0	
6	8	4	2	0	0	0	

OVERLOADED FUSION BEAM TABLE

Die Roll	Range	0	1	2	3-8
1	19	12	9	6	
2	16	12	7	4	
3	15	10	6	3	
4	13	9	4	1	
5	12	7	4	1	
6	12	6	3	0	

SHIP DATA TABLE

Type	CC-LM
Point Value	138
Breakdown	5-6
Shield Cost	1 + 1
Life Support	1
Size Class	3
Reference	R9.19

TURN MODE SPEED

1	2-4
2	5-9
3	10-14
4	15-20
5	21-27
6	28+

BOARDING PARTIES

TRANS BOMBS

PROBES

ADMINISTRATIVE SHUTTLES

[illegible]

100 200 300 400 500 600

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(SL32.2) INITIAL SET UP

Federation: Scout *Bowie* in 2215, facing A, speed 0, weapons status 0.

Command Cruiser *Kongo* in hex 3501.

Frigate *Hornblower* in hex 3701.

CC and FF facing D, speed 15, weapons status III.

Tholian: Globular web, strength 35, in the six hexes adjacent to *Bowie*, but not in that hex.

PC in 1917, facing B, speed 4.

PC in 2416, facing B, speed 4.

BW in 2117, facing B, speed 0. (Spider-I fighters, no packs.)

WT in 2217, facing A, speed 0.

C arrives in hex 0130, facing B, speed max, on turn 10.

All Tholian ships at weapons status III.

Tholian border stretches from 0101 to 4221 (including those hexes).

(SL32.3) LENGTH OF SCENARIO: The scenario continues until all units belonging to one player have been captured or destroyed or have disengaged.

(SL32.4) SPECIAL RULES

(SL32.41) The map is fixed; it does not "float." Any ship that leaves the map has disengaged and cannot return.

(SL32.42) Tholian ships may not leave Tholian territory or enter the same hex as the scout.

(SL32.43) The Federation Scout can never fire its weapons. The Tholians can never fire on the Scout. This restriction is dropped if negotiations break down.

(SL32.44) The Tholian WT can tow the globular web at one hex per turn if the WT has at least three engine boxes (warp or impulse) remaining. This movement takes place in the 16th impulse; the WT cannot move independently if it is towing on that turn. This is a special case that is only possible because the Tholians have had a considerable amount of time to prepare the globe for towing. Normally, of course, webs cannot be towed. Anything caught in the web (in a web hex or in the center) moves with it.

(SL32.45) Should two ships (presumably one Federation and one Tholian) both have tractors attached to the *Bowie*, the two ships conduct a normal tractor auction against each other. The loser's tractor beam is broken; the winner can tow the *Bowie* or hold it in place. This will normally happen when the Feds are trying to pull the *Bowie* out of the web.

(SL32.46) The *Bowie* cannot use its scout electronics and cannot use its warp engines for movement due to damage caused by the Tholians.

(SL32.47) To reflect the ongoing negotiations, the Federation player rolls a die at the end of each turn and compares the result to the chart below, which tells how many "negotiation" points he has received that turn. When a total number of points equal to the current strength of the web have been received, the Tholians allow the *Bowie* to leave and the scenario is over. Alternatively, the Federation could rescue the *Bowie* by pulling it out of the web or by destroying the Tholian ships that are reinforcing and maintaining the web, thereby eliminating the web.

Conflict Status:	0	1	2	3	4
Die Roll					
1	6	5	4	3	2
2	5	4	3	2	1
3	4	3	2	1	0
4	3	2	1	0	-1
5	2	1	0	-1	-2
6	1	0	-1	-2	-3

The Conflict Status begins at 0. A conflict status higher than 4 is considered to be 4. If the conflict status is less than zero, add the amount less than zero to the points received. (A -2 conflict status would add two points to any result on the zero column.) If the cumulative total is reduced to zero or less, negotiations are permanently suspended. Adjustments to the status are as follows:

- * If Federation ships entered Tholian territory on that turn, add 1 for that turn for each ship that did so.
- * If Federation ships scored damage on Tholian ships on that turn, add 1 for that turn for each ship damaged.
- * If the Federation frigate is crippled, add 2 to the conflict status for all subsequent turns.
- * If the Federation cruiser is crippled, negotiations are suspended.
- * If a Tholian ship was crippled on that turn, add 2 for that turn but subtract 1 on all subsequent turns for each crippled ship.
- * If any Tholian ship is destroyed, add 1 for that turn and all subsequent turns.
- * If no Federation ships (other than *Bowie*) are on the map, add 6 for that turn.
- * If there is no Federation ship within 6 hexes of the *Bowie*, add 2 for that turn.
- * If the Tholian cruiser is on the board, add 2 for that turn.

(SL32.5) VICTORY CONDITIONS

If the *Bowie* is released by negotiations, and no damage is scored on Federation or Tholian ships, both players win a decisive victory.

If the *Bowie* is released by negotiations, and damage has been scored on ships; any player who scored damage on an enemy ship wins a tactical victory; any player who did not score damage on an enemy ship wins a diplomatic victory.

If Tholians retain possession of the *Bowie* or capture another ship, they win a decisive victory. (If they do both, they win a colossal victory.)

If the Federation rescues the *Bowie* by force, use the Modified Victory Conditions but give the Federation player 20 points.

If the Federation rescues the *Bowie* without damaging any Tholian ships, they win a Diplomatic Victory.

(SL32.6) VARIATIONS: Replace the Klingon ships with an F5S, F5, and D7C; don't bother negotiating.

(SL32.7) BALANCE: Add or delete a PC or an FF or adjust the required number of negotiation points.

(SL32.8) TACTICS

FEDERATION: The impending arrival of the cruiser and the ability of the Tholians to tow the *Bowie* out of reach put you in a tough position. If you wait for negotiations, and they do not succeed, your tactical position will be very difficult. Careful planning to cripple one ship will pay off. Fighters can be destroyed at will, and should be. It is probably worthwhile to wait for the first couple of die rolls to see if negotiations might, or definitely won't, succeed. When you decide to go in, don't hesitate.

In this case, non-violent combat can actually work to your advantage. If you shoot out their weapons, they can't stop you from hauling the *Bowie* to safety.

THOLIAN: You are going to force the action, and you may not like what you bring about. By all means, start towing the *Bowie* away from the border immediately. Consider having your PC's string a belt of web for your ships to fight behind. If the *Hornblower* comes within range, hit it immediately and keep pounding it. With three ships, plus fighters, plus the cruiser, you should be able to deal with the Kongo.

(SL32.9) PLAYTESTERS' COMMENTS: This is an interesting scenario in that it is not simply a fleet battle. The scout, trapped in the web, becomes the focus of the game as both players want it intact. The Tholians are out-matched, but finally can use their special weapon — the web — to a great tactical advantage.

(SL33.0) THE DILITHIUM CRYSTAL ASTEROID (John Aitken, Florida)

In a far corner of the galaxy, an asteroid is discovered that has thousands of dilithium crystals just waiting for someone to take them. Several races dispatch "research fleets" to the scene.

NOTE: This is a huge free-for-all scenario with up to eight fleets. The scenario is made more challenging, however, by the need to recover crystals from the asteroid.

(SL33.1) NUMBER OF PLAYERS: 2 to 6 (or more).

(SL33.2) INITIAL SET UP

The Dilithium Crystal asteroid is in hex 2215.

Each player selects a race and deploys his fleet at one of the set-up points described below. No players are bound by any alliance to any other players; players may form temporary or permanent alliances during the scenario.

Each fleet is deployed within two hexes of one of the following points: 2201, 0808, 0815, 0822, 2229, 3622, 3615, 3608. Ships arrive at speed 10, weapons status III, facing at option of the owning player.

Each fleet can be composed of up to 1500 points of ships (including modifications); each fleet must include at least ten ships, not counting PFs. Freighters, monitors, and bases cannot be used. PFs and shuttles cannot begin the game on the board but must begin on board or docked to an appropriate ship. In building a fleet, shuttlecraft cannot be added or used to replace fighters.

(SL33.3) LENGTH OF SCENARIO: The scenario continues until all units belonging to all players have been captured

or destroyed or have disengaged.

(SL33.4) SPECIAL RULES

(SL33.41) The map is fixed; it does not "float." Any ship leaving the map has disengaged and cannot return. Shuttles and PFs cannot leave the map unless on board or docked to an appropriate ship. Towing such units by tractor is not acceptable.

(SL33.42) The point of the scenario is to obtain crystals from the asteroid. This can be done by transporter or shuttle. Each transporter can recover one point of crystals per use; each shuttle can recover two points if it lands on the asteroid and returns to its ship (or a ship of an allied fleet, but in that case the crystals will belong to the ship, not the shuttle). There are 150 crystals on the asteroid.

(SL33.43) Ships and PFs cannot land on the asteroid.

(SL33.44) Boarding parties cannot land on the asteroid. There is no combat on the surface of the asteroid.

(SL33.45) Crystals on board destroyed ships or shuttles remain in the hex where their carrier was destroyed and can be recovered by transporter.

(SL33.46) Crystals already recovered by another player can be "stolen" by hit and run raids (each grabbing one crystal), by capturing the enemy ship, or by towing an enemy shuttle into your shuttle bay.

(SL33.5) VICTORY CONDITIONS: Victory is determined by the number of points of crystals each fleet recovers. The player with the most crystals is in first place; the player with the next highest total is in second, and so on.

(SL33.6) VARIATIONS

(SL33.61) Place asteroid counters in hexes 1612, 1615, 1618, 1911, 1914, 1917, 1920, 2209, 2212, 2218, 2221, 2511, 2514, 2517, 2520, 2812, 2815, 2818. These are plain asteroids, not crystal ones.

(SL33.62) Place asteroids as above, but roll a die for each and move it one hex in that direction.

(SL33.63) Take 3 planet counters, 6 mine counters, and 12 asteroid counters. Turn them upside down and shuffle them thoroughly. Discard two without looking at them. Deploy the remaining 19 as per (SL33.61) or (SL33.62). The planet counters are crystal asteroids (with 50 crystals each), the mines are neutronic bombs that explode with the force of a 100-point ship explosion, and the asteroids are asteroids. Counters are exposed when a ship (not a PF or shuttle) enters a hex adjacent to them; mines explode immediately upon discovery.

(SL33.7) BALANCE can be adjusted by varying the number of points each player gets. One possibility would be to have each player bid a number of points on each race, with the low bidder on each race playing it (with the number of points that he bid). If one player wins two or more races, he must take the race he bid lowest on; his bid is then cancelled on the other races.

(SL33.8) TACTICS: Obviously, an alliance with some of the other players is critical to success. And yet, such an alliance is difficult to manage. If you ally with an adjacent player, he would be in a position to fire on you at short range, betraying (and destroying) you. Alternatively, an alliance with someone on the other side of the asteroid means that you must drop a shield facing him to use transporters, an invitation to a doublecross.

(SL33.9) PLAYTESTERS' COMMENTS: This is an excuse for a free-for-all, but it is fun!

(SL34.0) DIPLOMATIC DISASTER (Michael J. Jaski, Chicago)

In Y165, a group of Federation officials was on a tour of the frontier worlds near the Romulan border. The Romulans attempted to assassinate the diplomats by sending a force of ships into Federation Space. A Romulan spy, disguised as a Federation officer, set off a bomb in the Tug's left engine, disabling its warp drive.

(SL34.1) NUMBER OF PLAYERS: 2; the Federation player and the Romulan player.

(SL34.2) INITIAL SET UP

Federation: Tug + SL, CA, DD, FF within two hexes of 1212, heading B, speed 12, weapons status I.

Romulan: KR, KF5R, 3xWE within two hexes of 4027, heading F, speed max, weapons status II.

(SL34.3) LENGTH OF SCENARIO: The scenario continues until all units belonging to one player have been captured or destroyed or have disengaged.

(SL34.4) SPECIAL RULES

(SL34.41) Use a floating map.

(SL34.42) Each 'hull' box on the Starliner holds one diplomat, who is killed if the box is destroyed. Hull boxes cannot be repaired by Emergency Damage Repair. The diplomats cannot be taken off of the Tug by the Federation.

(SL34.43) The Tug's left warp engine can be used for power, but not for movement.

(SL34.44) The Romulan ships cannot use their cloaking devices; the Federation knows the current codes.

(SL34.5) VICTORY CONDITIONS: Use the Modified Victory Conditions. The Romulans score a 5-point bonus for each diplomat killed, the Federation a 10-point bonus for each one that survives.

(SL34.6) VARIATIONS: Obviously, this scenario could be played between any two races, the pirates could be the attackers, or both players could be from the same race (simulating a coup d'etat).

(SL34.7) BALANCE: Change the Federation DD to an FF or the FF to a DD, or give the Federation ships a number of transporter bombs. Bidding can be done based on transporter bombs, with the low bidder taking the Federation and a number of bombs equal to his bid. Do not replace the War Eagle's; their speed is a key element in the scenario.

(SL34.8) TACTICS

FEDERATION: The Kaufman Retrograde is an obvious tactic, although the Tug's low speed will still make it a tough fight.

ROMULANS: Use the War Eagles to pursue and the KR's to surround the Federation force. The weaker KF5R will usually be attacked by the Federation in an attempt to make an escape; try to protect it as well as you can. Keep fire directed at the Federation ships, particularly their frigate, at all times.

(SL34.9) PLAYTESTERS' COMMENTS: If not careful, the Romulan player may find this to be his own "disaster."

(SL35.0) AMBUSH! (C. H. Graeme Cree, Texas)

Not all pirates were Klingon allies. In Y163, the Orion clan operating in Klingon territory planned to destroy the battlecruiser *Conquest*, which was patrolling a remote sector. With the *Conquest* gone, the Orions would have several weeks of free rein in the territory, allowing easier access to certain shipping routes. The usual phony distress call was sufficient to lure the *Conquest* into a "kill-zone" surrounded by captor mines.

(SL35.1) NUMBER OF PLAYERS: 2; the Klingon player and the Pirate player.

(SL35.2) INITIAL SET UP

Klingon D6 battlecruiser in hex 2215, heading A, speed 10, weapons status I.

One small Klingon freighter in 2204, heading C, speed 0, weapons status 0.

Two Orion CR's anywhere on the map but not within 12 hexes of either Klingon ship, heading at owner's option, speed 0, weapons status III.

Six large type-A captor mines, each with six type-I drones, anywhere within six hexes (but not within three hexes) of the *Conquest*.

Six small explosive mines anywhere within six hexes, but not within three hexes of the *Conquest*.

(SL35.3) LENGTH OF SCENARIO: The scenario continues until all units belonging to one player have been captured or destroyed or have disengaged.

(SL35.4) SPECIAL RULES

(SL35.41) Use a floating map.

(SL35.42) Each captor mine fired one drone during impulse #24 of the previous turn; place these drones two hexes from the mine that fired them. Each mine fires one drone at the *Conquest* in the first impulse of each turn that the *Conquest* is within 6 hexes of it.

(SL35.43) The Orion player can use four points to modify each of the CR's.

(SL35.44) The freighter cannot move and has no shields. None of its equipment will operate. The Orions cannot fire at it or board it. There are four crew units on the freighter, which the Klingon cruiser may try to rescue. This can be done by transporter or by towing the freighter away.

(SL35.5) VICTORY CONDITIONS: Use the Modified Victory Conditions, except that the pirates get no points for damaging the Klingon ship or forcing it to disengage, only for crippling or destroying it. The pirates get no points for the freighter. The Klingon player gets five points for each crew unit from the freighter that is rescued. The Klingon player gets three points before the scenario begins.

(SL35.6) VARIATIONS: Ships from any race can be used. It should be noted that faster drones will make it impossible for the D6 to survive.

(SL35.7) BALANCE: Add or delete one captor mine.

(SL35.8) TACTICS: Most of the fun, and all of the skill, comes in planning the trap. The Klingon will have two choices (quick escape or rescuing the civilians), and you must cover both of them. Have at least one captor mine as near the freighter as possible.

(SL36.0) A PIRATE'S SURPRISE (Ian Roy, Scotland)

In Y162, a critical Kzinti convoy of badly needed raw materials was attacked by pirates. The pirates were surprised to discover Q-ships in the heavily defended convoy, but had provided a surprise of their own.

(SL36.1) NUMBER OF PLAYERS: 2; the Kzinti player and the Pirate player.

(SL36.2) INITIAL SET UP

Kzinti: 1xCL, 2xFF, 1xTug, 2xLarge freighter, 2xSmall freighter, 1xLarge Q-ship, 1xSmall Q-ship, all within three hexes of 2215, heading B, speed 4, weapons status II. Tug is carrying self-defense pods.

1xCS, 1xCL, 2xFF arrive on turn 6, speed max, facing convoy, weapons status III, anywhere not within 30 hexes of any freighter and all within two hexes of the CS.

Pirates: 1xCA, 2xCR, 2xLR, enter from any map edge, heading and speed at option of the owning player, weapons status III.

(SL36.3) LENGTH OF SCENARIO: The scenario continues until all units belonging to one player have been captured or destroyed or have disengaged.

(SL36.4) SPECIAL RULES

(SL36.41) Use a floating map.

(SL36.42) The Orions have previously established two minefields, each consisting of six transporter bombs in contiguous hexes. (The six-hex mine belt can be straight or curved.) No mine can be within four hexes of 2215; no two mines can be in the same hex. No mines can be within the prior path of the convoy, which is considered to be defined by 0122 – 1913 and 0130 – 2219, inclusive.

(SL36.43) The entry of one or two pirate ships can be delayed to the second turn at the option of the Pirate player.

(SL36.44) All drones are type I.

(SL36.45) All option mounts on pirate ships have either A-drone racks or disruptors.

(SL36.5) VICTORY CONDITIONS: Use the Modified Victory Conditions. There is no adjustment for the minefields. Each player receives a bonus of three points for each undestroyed cargo box (on a freighter or tug) that is in his possession at the end of the scenario.

(SL36.6) VARIATIONS: Obviously, ships of any race can be used.

(SL36.7) BALANCE: Adjust the number of mines, or add one small ship to either side.

(SL36.8) TACTICS

PIRATES: There is little point in being devious. Place the minefields to form a crescent on one side, or ahead of, the convoy. Enter your ships on the opposite side of the convoy and drive him into the mines. Have other ships enter from behind the minefield to take shots at the weakened front shields. Try to knock out the two biggest ships early, then do a smash-and-grab on the convoy.

KZINTIS: Keep together, and concentrate on defending yourself from drones rather than destroying ships. Have all of your freighters line up single file and steamroller the minefield, perhaps with a warship (reinforced shields, of course!) in front. Use whatever offensive potential you have to cripple one of the pirates, so that you can capture him later. Don't forget to use your own drones, both offensively and defensively.

(SL36.9) PLAYTESTERS' COMMENTS: A significant variation on the typical convoy battle.

(SL37.0) FRONTIER PATROL (Michael Bennett, New York)

The border areas of major empires are always active, even more so in wartime. Standard procedure was to send fighters, and later fast patrol ships, to investigate any interesting ships moving on the other side of the border.

This incident, in Y180, was typical of the more interesting such interceptions.

(SL37.1) NUMBER OF PLAYERS: 2; the Klingon player and the Kzinti player.

(SL37.2) INITIAL SET UP

Kzinti: one large Q-ship (two HAAS fighters) in hex 1710, facing C, speed 12, weapons status III.

Klingon: one G – 1 gunboat (with pack) each in hexes 1129 and 1228, facing A, speed max, weapons status III.

(SL37.3) LENGTH OF SCENARIO: The scenario continues until all units belonging to one player have been captured or destroyed or have disengaged.

(SL37.4) SPECIAL RULES

(SL37.41) Use a floating map.

(SL37.42) All ships have fast drones (modify BPV as appropriate).

(SL37.43) The Q-ship has been previously identified as such in another encounter.

(SL37.5) VICTORY CONDITIONS: Use the Standard Victory Conditions.

(SL37.6) VARIATIONS: Obviously, Kzinti PF's and a Klingon Q-ship could be used.

(SL37.7) BALANCE: Reduce the drones of one player to -M.

(SL37.8) TACTICS: The Kzintis should try to get in one solid blast and cripple one PF. Then the other will be an even battle. The Klingons should try to keep together, use drones to tie down his phasers, and concentrate firepower on a single shield.

(SL37.9) PLAYTESTERS' COMMENTS: An interesting duel between small ships.

NOTE: The Q-ship SSD in NEXUS #4 is in error; two of the Phas-III should be Phas-I.

(SL38.0) THE RAIN OF TERROR (John Byrne, Michigan)

In Y116 the Kzinti Duke known to history as "the Usurper" was waging civil war against the Patriarch. (See scenarios SL11-SL14 in Captain's Log #1.) Part of this war involved punitive attacks on Barons who had remained loyal to the throne. During one such attack, the Patriarch had learned of the raid in time to send a few ships from his loyal Home Fleet to support the Baron.

(SL38.1) NUMBER OF PLAYERS: 2 (or 3); the Rebel player and the Loyalist player. (The Baron's forces and the Home Fleet could be controlled by different players, but are still allied.)

(SL38.2) INITIAL SET UP

One class-M planet in hex 2714. Base station (Loyalist control) in standard orbit beginning in 2713.

Baron's Forces (Loyalist player): 1xCL and 1xFF docked at base, weapons status 0.

Home Fleet (Loyalist player): 1xCS, 1xCL, 2xFF, arrive on turn 3, on any map edge hex within 5 of 0130, speed max, heading B, weapons status III.

Usurper's Force (Rebel player): 1xCC, 1xCL, 2xFF, 1xDF arrive on turn 1, between 4201 and 4210, speed max, heading E, weapons status III.

(SL38.3) LENGTH OF SCENARIO: The scenario continues until all Rebel units have been captured or destroyed or have disengaged.

(SL38.4) SPECIAL RULES

(SL38.41) The map is fixed; it does not "float." Any unit which moves off the map may not return and is assumed to have disengaged. Shuttles cannot leave the map unless on board a ship.

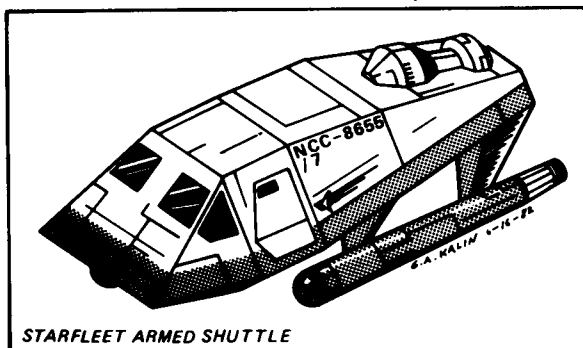
(SL38.42) The base is presumed to be at weapons status III. Before the scenario begins, the base is allowed to fire four of its phaser-IV weapons at range 26 at the unreinforced #1 shield of any one Rebel ship.

(SL38.43) Drones are the only weapons that can be fired at the planet. Any drone (aimed at the planet) which moves within four hexes of it no longer requires guidance. Ignore the effects of an atmosphere. The planet cannot use electronic warfare.

(SL38.44) All drones are type I. All rebel ships have two complete sets of reloads; other ships have the one set normally carried.

(SL38.45) The Baron's forces cannot disengage.

(SL38.46) S-P and MW drones are not allowed. WW shuttles cannot distract drones from the planet.



(SL38.47) The Usurper is on the CC. He can change ships by transporter or shuttle. He can only be killed by destroying the shuttle or ship that he is on. Killing the Usurper results in a Decisive Victory and immediately halts the scenario.

(SL38.5) VICTORY CONDITIONS: Use the Modified Victory Conditions. The rebel player receives five points for each drone that hits the planet. He also receives a 10-point bonus if at least one drone hits each of the six hexsides of the planet's surface.

(SL38.6) VARIATIONS: This scenario could be used to depict a Kzinti raid on a Klingon or Lyran (or even Federation) planet. In such case, replace the Loyalist forces with appropriate (based on BPV) local forces of the appropriate time period.

(SL38.7) BALANCE: The scenario can be balanced by adding a frigate to either side.

(SL38.8) TACTICS: The key to the game is the base and the ships docked at it. The base must be the center of the Usurper's attack and the Baron's defense. Consider that crippling a frigate will score as many points as six drones; use the heavy weapons to pound ships and let the phaser-3's and drones defend the planet.

If transporter bombs are used, the Baron can use them to shield the planet, while the Usurper drops them around the entry hexes of the loyal fleet.

An interesting tactic can be used to attack the base. Have several ships charge it, with their #4 shields down. When they knock down a shield (and have taken all the firepower it can give), the ships turn and use their transporters to send boarding parties over.

(SL38.9) PLAYTESTERS' COMMENTS: Very challenging for both sides. Very suitable for modifications, including minefields, freighters (possibly Q-ships), fighters to defend the planet, etc.

(SL39.0) MERCY MISSION (Don Jacques, Nebraska)

In Y164, the Federation Tug *Al Rashid* was routinely carrying personnel and cargo to a Federation base station near the point where the Federation bordered the Kzinti and Klingon Empires. Tragedy struck unexpectedly. The Tug's APR leaked, spreading deadly fumes throughout the ship and the pods it was carrying. Many crewmembers became ill; some died. The ship's warp engine controls locked, sending the ship on an uncontrolled plunge into the neutral zone. Eventually, the controls were unlocked with explosive charges, stopping the ship, but leaving the left warp engine out of commission and the ship incapable of movement.

No Federation ships were nearby, but two Kzinti ships arrived and offered to tow the *Al Rashid* toward the Federation border, expecting to rendezvous with a Federation squadron dispatched to the rescue. Before the ships could proceed, however, two Klingon ships arrived. The Klingon commander offered to "rescue" the Tug from the "Kzinti pirates" and tow it to a convenient Klingon base, and he wouldn't take "no" for an answer.

(SL39.1) NUMBER OF PLAYERS: 3; the Federation player, the Kzinti player, and the Klingon player.

(SL39.2) INITIAL SET UP

Federation: Tug with 1xStarliner and 1xCargo pod in hex 2215, speed 0, facing F, weapons status 0.

Kzinti: CL in 2314, FF in 2014, speed 0, facing C, weapons status I.

Klingon: D6 in 0126, F5 in 0129, speed 8, facing B, weapons status I.

Federation (Optional): CC and FF (or 12xF – 18?) arrive on turn 15, speed max, facing E or F, weapons status III, anywhere 30 hexes in direction B/C of the tug.

(SL39.3) LENGTH OF SCENARIO: The scenario continues until all units belonging to either the Kzinti/Federation players or the Klingon player have been captured or destroyed or have disengaged.

(SL39.4) SPECIAL RULES

(SL39.41) Use a floating map.

(SL39.42) The Tug was damaged by the accident. Mark the Tug's APR box as destroyed. Score three random internal hits (but not as cargo hits). Consider three crew units and eight passenger units to have been killed.

(SL39.43) The Tug's left warp engine cannot provide power, but can be hit and damaged. The crew is trying to repair the engine. At the end of each turn, roll one die; if the result is a "1" or "2," one undestroyed box of that engine can produce power.

(SL39.44) The Tug cannot disengage by acceleration. The tug cannot use warp power to move until the warp controls have been repaired. Roll one die at the end of each turn and record the result. When the cumulative total equals or exceeds 31, the controls are repaired and the Tug can move by warp power.

(SL39.45) The pods cannot be separated from the Tug except by a breakdown.

(SL39.46) All drones are type I.

(SL39.5) VICTORY CONDITIONS: The Klingon and Kzinti players use the Modified Victory Conditions with respect to each other. If the Klingons capture the tug, they score a bonus of 100 points. If the Klingons disengage without capturing or destroying the tug, they do not lose any points and the Kzintis gain a 25-point bonus. If the tug is destroyed, the Klingons gain a 50-point bonus.

The Federation player wins if his ship is not destroyed and is not captured by the Klingons.

(SL39.6) VARIATIONS: Obviously, ships from any race could be substituted.

(SL39.7) BALANCE: The scenario could be balanced by adding or deleting a frigate (even a Federation frigate!), or giving one side a few fighters.

(SL39.8) TACTICS

KZINTI: This scenario is much like defending a base station (the tug), but you have the advantage that in 6 – 12 turns the "base" will become mobile. Play it that way and you can succeed. Make a deal with the Federation sending boarding parties to assist in its defense if he'll use his phasers to help you. Keep the Klingons tied down with waves of drones. Try to keep him at long or medium range.

FEDERATION: At sub-light speeds, running will be irrelevant. Use your movement ability for tactical maneuvers. Use your phasers often, usually at the same Klingon shield, but one impulse later than, the Kzinti disruptors. That will give more hits on the "A" column of the DAC.

KLINGON: The point is the tug; the Kzintis are just obstacles. Make one firing pass at the Kzinti frigate (crippling it), then start pounding on the tug until you can board it. [An alternative is to cripple the CL. This will take one turn longer, which is gambling with the Federation repair die rolls. If the gamble pays off, you'll be in good shape as the F5 can deal with the FF.] There won't be time to defeat both Kzinti ships before the tug repairs itself. Should the tug get under way, this becomes a long running battle. Don't forget that the object is still the tug. If you do decide to change plans and deal only with the Kzintis, do so completely. Ignore the tug and concentrate on the CL.

(SL39.9) PLAYTESTERS' COMMENTS: This scenario lends itself well to those times when there is an odd number of players, while retaining excellent balance. Each player's objectives are different, making it an interesting scenario to play from each side. A tournament, with 3 players rotating the positions in three consecutive games, is fascinating.

(SL40.0) OPERATION CUTTHROAT (Jeffrey L Moore, New Jersey)

A revolt in a prison colony results in a number of criminals escaping to join the local Orion pirate clan. The pirates now have everything they need for their long-planned "Operation Cutthroat:" a Q-ship and a human crew to run it. The Q-ship is slipped into a convoy, where it remains undetected because routine contact with other ships is conducted by the human "front men" while the Orions remain hidden.

(SL40.1) NUMBER OF PLAYERS: 2; the Pirate player and the Police player.

(SL40.2) INITIAL SET UP

Police: 3xsmall freighter, 3xlarge freighter, 1xfree trader, 1xarmed priority transport, 2xFederation express, 2xPolice cruiser, all within three hexes of 2215, heading A, speed 4, weapons status I.

Pirates: 1xCR and 1xLR arrive on any map edge on impulse #1 of turn 1, speed and heading at owner's choice, weapons status III.

(SL40.3) LENGTH OF SCENARIO: The scenario continues until all units belonging to one player have been captured or destroyed or have disengaged. The pirates must disengage before the end of turn 5 or they are considered destroyed.

(SL40.4) SPECIAL RULES

(SL40.41) Use a floating map.

(SL40.42) All drones are type I.

(SL40.43) One of the small freighters is really a small Q-ship (Pirate's choice of any type) under Orion control. The Orion player secretly designates (in writing) which one of the ships is the Q-ship before the police player sets up his ships. It can be "activated" (taken over by the Orion player) at the start of any turn (weapons status III). The Police player has no idea that a Q-ship is in the midst of his convoy; he cannot take any action to detect it and cannot fire at or board any of his own ships until the Q-ship is exposed.

(SL40.44) The pirates have 6 points (total, not per ship) to use modifying their ships or on their optional mounts.

(SL40.5) VICTORY CONDITIONS: Use the Modified Victory Conditions.

(SL40.6) VARIATIONS

(SL40.61) Add a PolCV, or a Tug (with cargo pods), or an AuxCV to the convoy and use one of the large freighters as a large Q-ship.

(SL40.62) Allow the pirate to choose between a large Q-ship and a small one, or none at all. If he chooses a large one, the police get a 40-point bonus. If he chooses none at all, give him a 40-point bonus. He must commit, in writing, to his choice before convoy set up.

(SL40.63) The scenario is designed for Federation ships, but by changing the police ships the convoy can be of any race.

(SL40.7) BALANCE: The scenario can be adjusted by increasing the convoy's arming status or by adding a small ship to either side.

(SL40.8) TACTICS

CONVOY: Spread the ships out with the police ships inside. Try to cripple the CR first.

PIRATE: Destroy the police ships first, then the convoy is yours for the taking.

(SL40.9) PLAYTESTERS' COMMENTS: Another tough job for captains. The element of uncertainty will separate the good captains from the great ones.

(SL41.0) RESCUE (Rob Milcik, Illinois)

A lone Federation freighter, operating in the neutral zone, wanders into a minefield and is badly damaged. Crippled, it drifts into Klingon territory. The Klingons, who carefully monitor the freighter to make sure the crew is safe, set a trap for the inevitable rescue ship.

(SL41.1) NUMBER OF PLAYERS: 2; the Federation player and the Klingon player.

(SL41.2) INITIAL SET UP

The Klingon border extends from 2801 to 2830.

The large Federation freighter is in hex 0615, facing F, speed 0, weapons status 0.

A Federation CA (or CL, DD, DDG, DDL, NCL, CC, CVS, etc.) is in hex 4204, speed max, facing E, weapons status III.

A Klingon ship (SL41.45) enters the map on turn 2 in

hex 2201 or 2230, speed max, weapons status III, facing at option of Klingon player.

(SL41.3) LENGTH OF SCENARIO: The scenario continues until the Federation cruiser has been captured or destroyed or has left Klingon territory.

(SL41.4) SPECIAL RULES

(SL41.41) The map is fixed; it does not "float." Any ship which leaves the map cannot return and is presumed to disengage. Shuttles can only leave if on board ships. Klingon ships can only leave the map on the E/F side of the border; Federation ships only on the B/C side.

(SL41.42) The freighter has been damaged. All weapons, shields, shuttles, transporters, and engines have been destroyed.

(SL41.43) As the Klingons are trying to create "an incident," strict rules of engagement must be observed. The freighter, which is "being helped" by Klingon rescue ships cannot be fired on. The Federation cruiser can only be fired at if it is in Klingon territory (28xx or further west). Klingon ships cannot leave Klingon territory; Klingon drones must be released from tracking (i.e. removed from play) before they leave Klingon territory. Drones can be fired at a Federation ship outside of Klingon territory if their tracking is cut before the drones cross the border.

(SL41.44) The Federation ship must enter Klingon territory on turn 1; the scenario is over when it leaves Klingon territory (or is captured or destroyed).

(SL41.45) The Klingon ship is determined by die roll, at the time of entry, as follows:

1-D7

2-D6

3-D5

4-D7C

5-two F5's

6-six G1's with booster packs.

The Klingon player makes the die roll. If more than one ship appears, the Klingon player may enter some at each entry hex (or adjacent hexes).

(SL41.46) There are ten crew units on board the freighter. The object of the mission is to rescue these crew units (by transporter).

(SL41.47) All drones are type-IM.

(SL41.48) The Federation player cannot fire until he has been fired at. If drones are the only weapons fired at him, he can fire at the drones but not the ship.

(SL41.5) VICTORY CONDITIONS: Use the Standard Victory Conditions (but ignore the freighter). Award the Federation a bonus of 5 points for each crew unit rescued from the freighter; assess the Federation a penalty of 5 points for each crew unit left on the freighter.

The game is a draw if the Klingon ship(s) never scores damage on the Federation ship. (Mines, see below, do not count.) In such case, ignore the point totals. Note that the Klingon player should keep this option in mind when maneuvering for position.

(SL41.6) VARIATIONS: The Klingon player could buy up to 25 small explosive mines (transporter bombs) which he could distribute among his ships, or deploy on the map. If deployed (secretly) on the map prior to the game, no mine may be within four hexes of any other mine.

Obviously, the scenario could be adapted for other races.

(SL41.7) BALANCE: Any scenario with a random OB cannot be "balanced" without pre-selecting that OB, which is an option available to the players. One possibility is to mutually agree on two or three Klingon forces that are of approximately equal power. Both players then bid for the Federation side, with the low bidder taking that side and a ship equal in points to his bid. The other player takes the Klingon side and chooses one of the forces previously selected.

An alternative (with or without pre-selected Klingon forces) is to bid on the number of mines available, with the low bidder taking the Klingons and that number of mines.

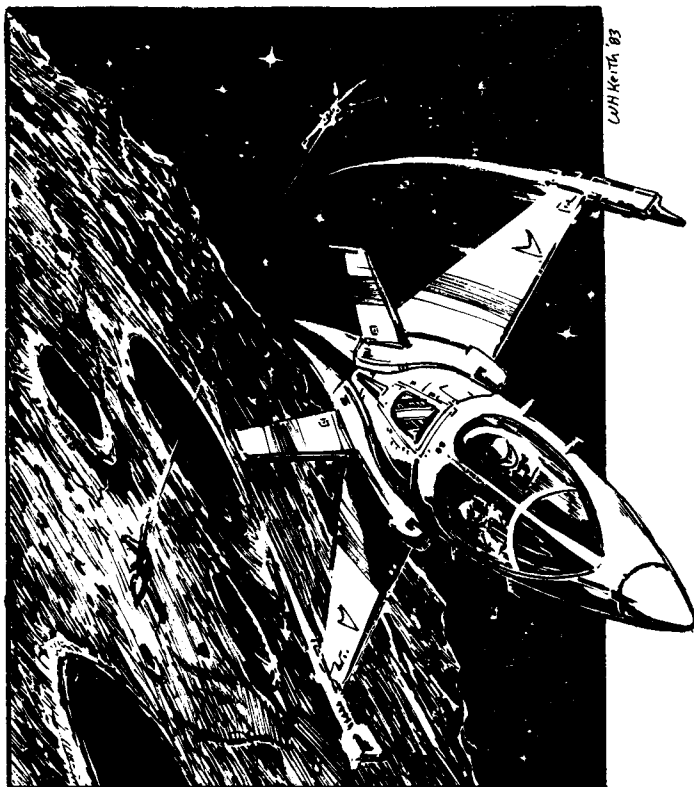
(SL41.8) TACTICS

FEDERATION tactics will depend entirely on the Klingons. Standard procedures, such as moving rapidly toward the freighter while keeping weapons ready and strong shields toward the Klingon, will suffice until he makes his move.

Once he does, your choices will depend on the Klingon force. If he has a D6/5 or the frigates, you can defeat them first and rescue the freighter later. If you are facing a D7C or the PFs, grab what crewmen you can and run for it. With a D7, you can go either way, depending on your appraisal of his skill.

KLINGON tactics will depend entirely on what ship you get. If you can defeat him, do so. If you can't, maneuver behind him at one hex range (stay away from his torpedoes!) and gain the very realistic satisfaction of scaring him half to death. Launch drones, then cut their tracking and launch more, trying to scare him away from the freighter.

(SL41.9) PLAYTESTERS' COMMENTS: While another variation on the duel, the scenario has the double wildcard of a freighter to be rescued and a border with political implications. A really tense scenario.



(SL42.0) STRIKE AT RIGEL IV (Duff Johnson, Massachusetts)

In Y177, the Romulans mounted a particularly disruptive raid deep into Federation territory. Under cover of their cloaking devices, a powerful Romulan task force made its way to Rigel IV, the home planet of the Rigelians. Since the Rigelians were one of the primary races of the Federation, destroying their home planet would have a profound effect on Federation morale and industry. The miniscule Federation peace-at-all-costs/pacifist movement would swell as genuinely terrified people suddenly started asking embarrassing questions about how the war started and what the Federation goals really were.

The Romulans knew that a successful attack on Rigel IV would have other effects. The civilian politicians on other Federation home worlds would demand that battle squadrons be permanently garrisoned in their systems; this would tie down the Star Fleet and reduce pressure on the border. Worlds on the periphery of the Federation would also receive a clear message: If the Federation cannot protect its home worlds from the Romulans, how can you expect them to protect you? Why continue paying taxes to them? Join the Romulan Star Empire, the most powerful in the Galaxy!

The Romulan plan failed on one point: the one-in-a-thousand chance that a Federation battle squadron would arrive at Rigel IV for reasons unconnected with their raid.

(SL42.1) NUMBER OF PLAYERS: 2; the Federation player and the Romulan player.

(SL42.2) INITIAL SET UP

Federation: Class-M planet in 1616.

5 large explosive, 20 small explosive mines within 10 hexes of 1616.

2 large captor, 4 small captor mines within 10 hexes of 1616. All are control mines, controlled by the planet.

24x F-4, 12x F-15 fighters on the planet. (1/3 of each type on alert, loaded with drones and ready for immediate launch.)

1 BATS-F in standard orbit around the planet, starting in 1617.

12x F-18 fighters on the BATS-F (4 of them on alert, loaded with drones, and ready for immediate launch.)

2x Police Cruiser docked at BATS-F.

3x Small freighter, 3x Large freighter, 1x Fed Exp within four hexes of planet, speed 0, any facing.

1x FFG (garrison ship) anywhere within 2 hexes of planet, speed 4, facing at owner's option.

Arrive on turn 1: CA+, NCL, DDL, FFG, on map edge between 0101 and 0801, speed 4, facing C, weapons status I.

All Federation forces are at weapons status I except as noted.

Romulans: set up within 2 hexes of 3725, speed 10, facing F, weapons status III.

Condor, KRB, SpH-A+, SkH-A, SkH-B (8x G-1), SkH-E.

(SL42.3) LENGTH OF SCENARIO: The scenario continues until all Romulan units have been captured or destroyed or have disengaged.

(SL42.4) SPECIAL RULES

(SL42.41) The map is fixed; it does not "float." Any ship leaving the map is presumed to have disengaged. Shuttles cannot leave the map unless on board a ship.

(SL42.42) A major objective of the Romulans is to score damage on the planet. This may be scored with any weapons (ignore atmosphere) except mines. No more than 200 points of damage scored on any one of the six hex sides can be counted in (SL42.5), for a maximum of 1200 points (200 on each hex side).

(SL42.43) The Romulan ships have been traveling cloaked for months, and the cloaking devices must be overhauled. For this reason, none of the Romulan ships may cloak. (No BPV adjustment.)

(SL42.44) Due to negligence, the system to control the captor mines does not work. Roll one die at the start of each turn (at the point where Variable Pulsars would be rolled for). When the total equals or exceeds 15, the control system is functional.

(SL42.46) All fighters have booster packs.

(SL42.47) All drones are type-IM, no BPV adjustment.

(SL42.48) The Romulans cannot land on the planet or enter its atmosphere.

(SL42.49) Enveloping plasma torpedoes cannot be fired at the planet.

(SL42.5) VICTORY CONDITIONS: Use the Modified Victory Conditions. The Romulans receive one point for each damage point scored on the planet. (If they fail to score at least 100 points of damage on each of at least three different hex sides of the planet, they lose the scenario regardless of any other situation). The Romulans receive the same points for capturing a ship that they would for destroying it; they are in no position to tow prizes home. The Federation receives no points for forcing the Romulans to disengage.

(SL42.6) VARIATIONS: This situation could be used between any two major races as a raid on a major planet.

(SL42.7) BALANCE: The scenario could be balanced by adding a small ship to either side.

(SL42.8) TACTICS: The Romulans will have to decide on an slash-and-run raid or a pitched battle. If they chose the raid, their luck in the minefield will decide the scenario. If they try for a major battle, an attempt to defeat the Federation fleet and then tackle the planet, the better skill will prevail.

(SL42.9) PLAYTESTERS' COMMENTS: Tough on the Feds, but a great challenge.

(SL43.0) SUPPLY FLEET (Greggory D. Wieland, New Mexico)

Intelligence reports that enemy forces are massing on their border. This may be a show of force, preparations for a short incident, or the opening stages of a major war.

As part of your fleet's preparations for whatever is to come, important supplies (including fuel, provisions, spare parts, and crated fighters) must reach one of your border outposts before hostilities begin. An enemy raiding force attacks the convoy, attempting to destroy it.

(SL43.1) NUMBER OF PLAYERS: 2; the convoy player and the raiding player. Players have a choice of races, see (SL43.6).

(SL43.2) INITIAL SET UP [See (SL43.6)]

The convoy player sets up all of his ships within three hexes of 0426, facing B, speed 4, weapons status I.

The enemy player sets up all of his ships within five hexes of 0606, facing C or D, speed max, weapons status III.

(SL43.3) LENGTH OF SCENARIO: The scenario continues until all units belonging to the raiding player have been captured or destroyed or have disengaged. Raiding ships must disengage before the end of turn 6, or they are considered to be destroyed.

(SL43.4) SPECIAL RULES

(SL43.41) Use a floating map.

(SL43.42) All types of drones are available, based on a mutually agreeable time period or number of points to purchase them.

(SL43.43) The Raider player has 30 points to pay for ship modifications, optional weapons mounts, improved drones, etc.

(SL43.44) Emergency Damage Repair cannot be used to repair cargo spaces.

(SL43.45) Freighters cannot use sub-light evasion.

(SL43.5) VICTORY CONDITIONS: Victory is determined by the number of undestroyed cargo boxes remaining in possession of the convoy player at the end of the scenario:

Undestroyed boxes	Level of Victory
0 – 25	Raider decisive
26 – 50	Raider tactical
51 – 75	Draw: Tie scenario
76 – 100	Convoy tactical
100 – 125	Convoy substantive
125 +	Convoy decisive

(SL43.6) VARIATIONS: Players have a choice as to which race they will use:

Race	Convoy	Raiding Force
Fed	Tug, 2xFFG, 1xDD, 1xNCL, 1xCVS	* 1xCC, 1xNCL, 2xFFG
Klingon	Tug-A, 2xF5, 2xD6, 1xD6CV	1xD7C, 1xD6, 2xF5
Romulan	2xFreight Eagle, 2xWE, 2xWH, 2xKE4R	1xKRC, 1xSpH-A, 2xSkH-A
Kzinti	Tug, 2xFF, 1xCL, 1xCS, 1xCV	1xCC, 1xBC, 2xFF
Tholian	3xPC(Frt), 3xPC, 1xDD, 1xC	* 1xC, 3xDD
Lyran	Tug, 2xFF, 1xDD, 1xCW, 1xCV	1xCA, 1xCW, 2xDD
Hydran	Tug, 1xL, 1xK, 1xT, 1xHors, 1xR	1xDrag, 1xLancer, 3xHntr
Gorn	Tug, 2xDD, 1xHDD, 1xCV(Archea)	1xBC, 1xHDD, 2xBDD
ISC	Tug, 2xDD, 1xCW, 1xCVL	1xCF, 1xCW, 2xDD
Orion	(Are you kidding?)	1xCA, 2xCR, 2xLR

1. Add two large and three small freighters to all convoys.
2. CV in convoy force could be replaced by PFT. If so, delete one small freighter.
3. Owning player can use either/only cargo or self-defense pods on tug; can substitute Q-ships for any freighter. This, of course, lowers his potential score.
4. Tholians and Federation (*) would not be likely to be the aggressors in a war, but might be conducting the raid to forestall enemy aggression by disrupting the preparations for an attack. Orions might have been hired to make the raid.
5. Attacking force uses class-I fighters.
6. Attacking force could be replaced by 12 PFs or 24 Class-III fighters.

(SL43.7) BALANCE can be adjusted by adding or deleting a small ship on one side.

(SL43.8) TACTICS

RAIDER: Standard convoy tactics must be adjusted due to the large number of warships in the escort. Normally, crippling a freighter means it will be left behind, but now there is a warship to stay with it or tow it. One tactic is to blow clear through the convoy, hitting an escort as you go in, grabbing a freighter as you go through, and laying mines as you go out.

CONVOY: While your convoy is much better protected, the enemy is not just the odd pirate! One very plausible approach is the "starbase" concept. All ships stop, use tactical warp maneuvers, and put all of their power into shields and weapons. Every warship grabs one freighter with tractors to keep them from being towed off. This also lets them rotate the freighters to expose undamaged shields.

(SL43.9) PLAYTESTERS' COMMENTS: An interesting scenario because this is a military convoy, as opposed to a civilian one.

(SL44.0) THE DERELICT (C. H. Graeme Cree, Texas)

In Y163, Star Fleet Command received a distress call from the *USS Marco Polo*, a Galactic Survey Cruiser conducting a survey near the Romulan border. The ship was under attack by an unknown entity.

The heavy cruiser *Hood*, under command of Captain Hue T'Lara, was dispatched to the scene. On arrival, the *Marco Polo* was found floating as a derelict, her entire crew killed by an unknown virus. A small team was placed aboard, which quickly identified the virus, sterilized the ship, and immunized the crew of the *Hood*. Since analysis showed that Romulans were immune, T'Lara suspected, but could not prove, that the Romulans had caused the infection.

Unexpectedly, Romulan forces arrived on the scene. T'Lara found the situation desperate, since the small team she had sent could not control the *Marco Polo*.

(SL44.1) NUMBER OF PLAYERS: 2; the Federation player and the Romulan player.

(SL44.2) INITIAL SET UP

Federation: CA in hex 2616, facing B, speed 0, weapons status II.

GSC in hex 2813, facing B, speed 0, weapons status 0.

Romulan: KR and KF5R enter on turn one, anywhere on the 42xx map edge, speed max, facing E or F, weapons status III.

(SL44.3) LENGTH OF SCENARIO: The scenario continues until all units belonging to one player have been captured or destroyed or have disengaged. The *Marco Polo* cannot disengage if undermanned.

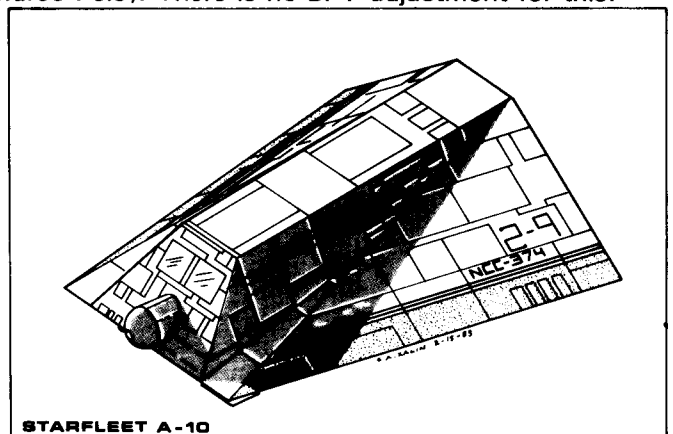
(SL44.4) SPECIAL RULES

(SL44.41) Use a floating map.

(SL44.42) The entire original crew of the *Marco Polo* has been killed. The *Hood* has transferred four crew units (comprising two crew units and four boarding parties) to the *Marco Polo*. The *Marco Polo* is undamaged, but of course is undermanned.

(SL44.43) The Federation player, having been surprised, cannot use transporters or shuttlecraft to move crew units on turn 1.

(SL44.44) The *Hood*, expecting trouble of this sort, has 16 extra crew units (including 8 boarding parties and 12 regular crew units) on board (including those sent to the *Marco Polo*). There is no BPV adjustment for this.



(SL44.45) The warp engines of the *Marco Polo* were "cold" when found, one of the crew units on board consists of engineers who have initiated the restarting process (which is now proceeding automatically without need of further attention). Three boxes have been "restarted" in each engine. At the start of each turn, one box in each engine is "restarted." "Cold" engine boxes cannot produce power but can be destroyed by damage.

(SL44.5) VICTORY CONDITIONS: Use the Standard Victory Conditions. There is no adjustment for the status of the *Marco Polo*.

(SL44.6) VARIATIONS: Obviously, ships of any races could be used in this scenario.

(SL44.7) BALANCE: Assume that, because it is unfamiliar to the crew of the *Hood*, five or six (or ten or twelve) crew units are required to control *Marco Polo*. Players could bid on this scenario, with the high bidder taking the Federation, and with the required number of crew units (to control *Marco Polo*) equal to his bid.

(SL44.8) TACTICS

FEDERATION: Move close to the *Marco Polo* in order to provide better protection. Establish a tractor beam so that you can tow and rotate the *Polo* without using her own power. The GSC should use its crew units to control phasers until more can be sent aboard. The trick is to drop shields between the two ships *after* the Romulan torpedoes have been dealt with.

ROMULAN: You must prevent the transfer of crew units (or at least delay it) as long as possible. Use EPT's to punish them for down shields. Get on both sides of the Federation ships so that you can catch open shields. Pound the *Hood* quickly. Always have two torpedoes (one a PPT, the other an EPT) on the board.

(SL44.9) PLAYTESTERS' COMMENTS: The sudden appearance of hostile ships created a situation that any starship captain could expect to face. This scenario should be added to the Captain's Game.

(SL45.0) FLANK ATTACK (Stewart W. Frazier, Ohio)

During the opening stages of the campaign that led to Operation Remus, a small Romulan squad struck at the flank of the main Gorn fleet. Driving into the rear areas, the squad was intercepted by (the Gorn version) or hunted down (the Romulan version) the PF support group of the Gorn fleet.

(SL45.1) NUMBER OF PLAYERS: 2; the Romulan player and the Gorn player.

(SL45.2) INITIAL SET UP

GORN: HDD in 3203
BDD in 3405
PFT in hex 3004 (five PF docked, one PF can be a scout.)
PF in hex 2805
All ships are heading C, speed 12, weapons status I.
ROMULAN: KRC in 0426
KF5RB in hex 0525

KF5RB in hex 0428

KE4RB in hex 0627

KE4RB in hex 0326

All ships are cloaked, heading B, speed 12, weapons status II. Can drop cloak on first turn.

(SL45.3) LENGTH OF SCENARIO: The scenario continues until all units belonging to one player have been captured or destroyed or have disengaged.

(SL45.4) SPECIAL RULES

(SL45.41) Use a floating map.

(SL45.42) The Romulan player decides before the scenario begins whether his objective is to destroy the Gorn Squadron or to move further into the enemy rear. This decision is written down; the written record is placed in a secure place and revealed to the Gorn player only after the scenario ends.

(SL45.43) All PF's have warp booster packs.

(SL45.5) VICTORY CONDITIONS: Use the Modified Victory Conditions.

If the Romulan objective is to destroy the PF force, the Romulans receive a 35-point bonus if all Gorn PF's are destroyed and a 25-point bonus if the PF Tender is destroyed or captured. In this event, Romulan ships can only disengage in directions D or E.

If the Romulan objective is to raid the Gorn rear, the Romulans receive a 10-point bonus for each ship which disengages (by separation only) in direction A or B. Other ships that disengage must do so (by separation or acceleration) in directions D or E.

(SL45.6) VARIATIONS

(SL45.61) Replace the Gorn force with Federation ships, including a CVS, NCL, and FFG.

(SL45.62) Some Klingon ships in Romulan service retained their drone racks, or had them reinstalled. These proved very useful when engaging fighters or fast patrol ships.

(SL45.63) Replace the Romulan KR force with a Super-Hawk, a SparrowHawk-A, and two SkyHawk-A ships.

(SL45.7) BALANCE: Romulan KRC ships had mech-links for PF's. Add one or two PF's to the Romulan side to balance the scenario, or add a DD, BDD, or HDD to the Gorn fleet.

(SL45.8) TACTICS

ROMULAN: Because of the Pterodactyls, you are outgunned. If you are trying to escape, engage the Gorn force only long enough to score some quick points, then run for it. If you are there to fight, use your advantage of having your weapons already armed to the utmost.

The real skill comes in doing one thing while making him think you are there to do the other. There are many things that can help you either way (such as destroying all of the PFs), and you should do them. If you are trying to disengage by distance, he will have to follow you, effectively fighting uphill against your plasma torps. You can use a rotating effect where the ships that are arming weapons put more power into speed to pull ahead, then divert power to complete their weapons and turn to fire. Curiously enough, this will not only run up your score in the escape game but is a great way to destroy their force if that's what you're after.

GORN: There will be a tendency to split your force, sending the PFT and one PF to safety. Avoid this at all costs. Keep your force together and make him come to you. The classic Kaufman Retrograde, executed in a manner to keep yourself across his escape routes to your rear, will work well enough if you can put the formation together immediately and make it stick. The PF's can launch an unending forest of F-plasmas, which will work very well in retrograde. If he pulls back, you'll at least get a draw.

(SL45.9) PLAYTESTERS' COMMENTS: A good scenario for those who don't want to mess around, just to get into the biggest possible battle in the least amount of time.

NOTE: The correct SSD's for the KRC, KE4RB, and KF5RB are in SSD Book #3.

(SL46.0) AN EVENTFUL RETURN (Todd Abronowitz, Michigan)

After a long patrol on the border, perhaps to intercept an unknown ship or strike at an enemy convoy, a flotilla of fast patrol ships returns to its base. The tired crews and spent ships look forward to rest and overhaul. This time, however, they discover that before they can rest they must fight again. An enemy force is attacking their base!

(SL46.1) NUMBER OF PLAYERS: 2; the attacking player and the defending player.

(SL46.2) INITIAL SET UP

Defending player: Battle Station (F) in hex 2815.

120 pts of ships (size class 4 or smaller) docked at base.

12 Class II fighters at base.

All at weapons status I.

6 PF enter map between 0430 and 0830, heading B, speed 8, weapons status I.

Attacking player: 300 pts of ships (400 if no F-drones or plasma torpedoes), including:

one cruiser (size class 3)

one or more smaller ships (size class 4)

fighters or PF's as desired

All enter on turn one between 0110 and 0120, heading D, speed max, weapons status III.

(SL46.3) LENGTH OF SCENARIO: The scenario continues until all units belonging to one player have been captured or destroyed or have disengaged. All attacking ships must disengage before the end of turn 10, or they are considered to be destroyed (by arriving reinforcements).

(SL46.4) SPECIAL RULES

(SL46.41) The map is fixed; it does not "float." Any ship moving off the map has disengaged and cannot return. Shuttles cannot leave unless on a ship. The defender's six returning PF's cannot leave the map (low fuel).

(SL46.42) Apply damage to the returning PF's (representing the results of their patrol) as follows:

For each ship, roll one die; This determines what shield was hit.

Then, roll two dice and total the result. This is the number of damage points scored on that shield. Assume no shield reinforcement, and resolve any internal damage.

Then repair the damage to the shields.

(SL46.43) If the returning PF's are armed with drones, assume that each rack has only two type-IF drones remaining. If the returning PF's are not armed with drones, mark the APR as destroyed to represent a shortage of fuel.
(SL46.44) All fighters and PF's have warp booster packs.
(SL46.45) All drone types are available for purchase. Players should agree on a number of points available to each for the purchase of advanced drones.

(SL46.5) VICTORY CONDITIONS: Use the Modified Victory Conditions, plus, the attacking player secretly writes his mission orders before the scenario begins. His choices are: destroy the station; or destroy all of the returning PF's. If he succeeds in his mission, he receives bonus points: 50 points for destroying the station, 24 points for destroying all of the PF's.

(SL46.6) VARIATIONS: Install a minefield (36 points of mines) around the station, and add one minesweeper to the attacking force.

(SL46.7) BALANCE: Add or delete one or more PF's to either side.

(SL46.8) TACTICS

DEFENDER: The key is to bring your PFs close to the base, where they can add to the defense and be protected by the heavy weapons.

ATTACKER: Success will be determined by how many of the enemy PF's you allow to reach the safety of the base. Cut them off at the pass and you have reduced the base's defense by that much.

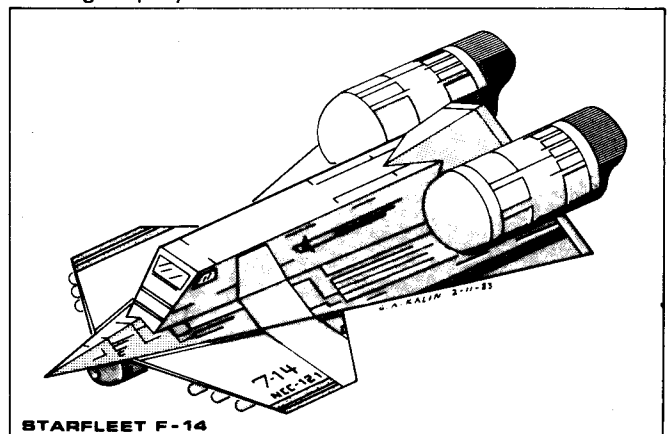
(SL46.9) PLAYTESTERS' COMMENTS: An interesting variant on fleet and base raid scenarios.

(SL47.0) YANK'S HOLE (Paul White, Utah)

During a major operation against the Hydrans in Y183, the combined Klingon-Lyrans invasion force was dependant on a long and tenuous supply line. The weak link in that chain was a base station commanded by Commander Tal Yankovnim, known to intelligence as "Yank." The station was known to both Klingons, Hydrans, and the Federation as "Yank's Hole."

Hydran fast patrol ships, operating from two tenders, struck at the base.

(SL47.1) NUMBER OF PLAYERS: 2; the Hydran player and the Klingon player.



(SL47.2) INITIAL SET UP

Klingons: 1 base station in 2215. There is one fighter module with six Z – 2 fighters. Docked to the station (and part of it for all purposes) are five cargo pods (same type as on Klingon tugs) and two power boost pods.

2xKlingon G – 2 Police gunboats

3xKlingon G – 1 PFs

1xLyrans Frigate

Ships are set up within 5 hexes of the base, facing at option of the Klingon player, speed 4.

All Klingon/Lyrans units are at weapons status I.

Hydrans: 12x Harrier (or Hellion or any combination of Harriers, Hellions, and PF-Scouts), arrive on turn one, from any map edge or edges, speed max, facing at option of Hydran player, weapons status III.

(SL47.3) LENGTH OF SCENARIO: The scenario continues until all units belonging to the Hydran player have been captured or destroyed or have disengaged.

(SL47.4) SPECIAL RULES

(SL47.41) The map is fixed; it does not "float." Any ship leaving the map has disengaged and cannot return.

(SL47.42) All fighters and PF's have warp booster packs.

(SL47.43) All drones are type-IF; there is no BPV adjustment.

(SL47.44) The Hydran crews are very concerned about their distance from their tenders and the border. Any crippled Hydran PF must move toward the map edge and disengage as soon as possible. When six PF's have been destroyed (and for this purpose only, two disengaged PF's count as one destroyed PF), all remaining PF's must move toward the map edge and disengage as soon as possible. Hydran units forced to disengage by this rule can select any map edge to disengage from so long as the edge chosen is not more than five hexes farther than the closest map edge.

(SL47.5) VICTORY CONDITIONS: The Hydran player has been assigned to destroy the cargo at the station in order to disrupt the flow of supplies to the front. There are a total of 190 cargo boxes stored at the station; the level of victory depends on how many are destroyed.

0 – 30 = Klingon Decisive
31 – 45 = Klingon Substantive
46 – 60 = Klingon Tactical
61 – 75 = Klingon Marginal
76 – 105 = Draw
106 – 120 = Hydran Marginal
121 – 135 = Hydran Tactical
136 – 150 = Hydran Substantive
151 – 185 = Hydran Decisive
186 – 190 = Hydran Incredible

(SL47.6) VARIATION

ONLY if scenario (SL48.0) is to be played based on this scenario, the Hydrans have the option of equipping up to three Harrier PF's for a special suicide role (limited to this scenario) known as "Deathriders". A Deathrider has no crew and can fire no weapons; movement must be plotted before the scenario begins. It need not enter with packs, but if it does, it cannot drop them. At a predetermined point, the Deathrider will explode (as in self-destruction explosions). The force of the explosion is

determined by multiplying the number of undestroyed boxes (not counting shield, sensor, scanner, or damage control, nominally a total of 29) by 3.

(SL47.7) BALANCE: Balance can be adjusted by varying the number of fighters or PFs at Yank's Hole.

(SL47.8) TACTICS

KLINGON: Put the wagons in a circle and blaze away at anything and everything that comes close.

HYDRAN: Close with the enemy and destroy him!

(SL47.9) PLAYTESTERS' COMMENTS: A tense and wild scenario not likely to last more than three turns. Good for short gaming nights if the defender can pick his forces and set up early.

(SL48.0) YANK'S HOLE II (Ardak Kumerian)

A patrolling Klingon cruiser, the D5 *Raver*, stumbled upon the two Hydran PF Tenders and attempted to destroy them. (The report by the Klingon area commander stated this a bit differently: "*Reacting swiftly to the cowardly approach of the Snakes, the swift and deadly cruiser Raver closed in on their unprotected transport and dealt them a crushing defeat.*")

(SL48.1) NUMBER OF PLAYERS: 2; the Klingon player and the Hydran player.

(SL48.2) INITIAL SET UP

Hydran: one PFT each in hexes 2114 and 2415, heading A, speed 4, weapons status III.

The PFs from scenario (SL47.0) arrive as reinforcements, see below.)

Klingon: D5 enters on any map edge, speed max, heading at option of Klingon player, weapons status III.

(SL48.3) LENGTH OF SCENARIO: The scenario continues until all units belonging to the Hydran player have been destroyed or captured or have disengaged.

(SL48.4) SPECIAL RULES

(SL48.41) The map is fixed; it does not "float." Any ship leaving the map has disengaged and cannot return. The Hydran PFT's cannot leave the map; they are waiting for their PF groups to return.

(SL48.42) The Hydrans cannot use their scout capabilities for combat purposes, since they are guiding the PF groups to them.

(SL48.43) Each PFT carries two Sting – 2 fighters with warp booster packs.

(SL48.44) All drones are type-IF.

(SL48.5) VICTORY CONDITIONS: The Klingon player receives 5 points for each PFT that is crippled, and 10 points for each PFT that is destroyed.

1 – 4 pts = Hydran Substantial Victory
5 – 9 pts = Hydran Tactical Victory
10 – 14 pts = Draw
15 – 19 pts = Klingon Tactical Victory
20 – 27 pts = Klingon Substantial Victory
28 – 32 pts = Klingon Decisive Victory

(SL48.6) ARRIVAL OF FORCES FROM PRIOR SCENARIO

The surviving Hydran PF's from scenario (SL47.0) arrive at the beginning of turn 3. (Any damage, loss of booster packs, etc. is carried over; repairs to shield damage cannot exceed 6 boxes per PF at time of arrival.) Once these arrive, the map becomes a floating map, and the PFT's may disengage. They must disengage before the end of turn 8, or they are considered destroyed. Any PF's not held in mech-links of disengaged PFT's at the end of the scenario are considered to be destroyed. The Klingon player receives 1 point for each PF destroyed, including those destroyed in scenario (SL47.0).

(SL48.7) BALANCE: The scenario could be adjusted by exchanging the Klingon D5 for a smaller (F5L or F5) or larger (D6 or D7) ship.

(SL48.8) TACTICS: The Klingon player needs at least 15 points to keep his command (and scalp). He must destroy one of the PF tenders before the PFs arrive. After that, he has at least a tactical victory since six PFs must be left behind. Should he care to continue, he can attack the PF tender (not the PFs) and hope for tractor beam hits or warp engine hits. After destroying a PF tender, the Klingon can leave whenever he likes. The Hydrans, logically, just stay alive for three turns and then get away.

(SL48.9) PLAYTESTERS' COMMENTS: A very interesting situation, where a PFT appears in combat without its PFs. To play this scenario without first playing (SL47.0), you could use the procedure in (SL46.42) and (SL46.43).

(SL49.0) THE COMBINING OF ARASTOZ (Brian Weese, Nebraska)

Critical equipment must be delivered to two colony planets, but the supply ship and its escort are intercepted by the Arastoz Monster.

(SL49.1) NUMBER OF PLAYERS: 1; the monster moves by automatic rules.

(SL49.2) INITIAL SET UP

Class M planets in hex 2125 and hex 0711.

Monsters in hexes 0101, 4201, 4230, and 0130.

Large freighter in hex 2930, speed 6, facing A, weapons status 0.

Cruiser (any type) in hex 2928, speed 6, facing A, weapons status 1.

(SL49.3) LENGTH OF SCENARIO: The scenario continues until the monster or both ships are destroyed.

(SL49.4) SPECIAL RULES

(SL49.41) The map is fixed; it does not "float." Ships leaving the map have disengaged and cannot return.

(SL49.42) The monster consists of four components, which are trying to combine themselves into a single, more powerful, monster. The powers of the monster increase as it combines:

# of parts	Speed	Hits to Destroy	Damage Multiple
1	14	100	1.0
2	12	200	2.0
3	10	400	4.0
4	8	800	8.0

Whenever two monsters enter the same hex, they immediately combine into a single new entity. The "#of parts" column refers to the number of components assembled into the single monster in question, not the number of pieces the monster is currently in.

(SL49.43) The monster can be destroyed by hits from any weapons equal to the damage points listed. If two or more parts combine, damage previously applied to either part will still be counted against the new, combined monster.

(SL49.44) The monster scores damage as does the Space Amoeba (SM2.0), but the damage scored is multiplied by the factor given (rather than by 2, as in the Space Amoeba). If a ship qualifies for damage from several monsters on the same turn, all is applied. If a ship qualifies for damage from two monsters, AND from a combined monster they formed, calculate the damage from both the separate and combined parts and score the greater damage.

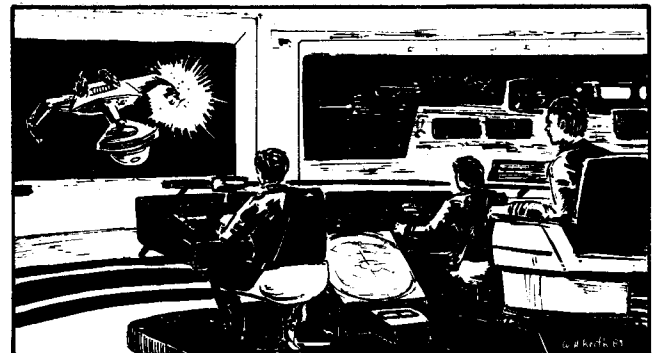
(SL49.45) The monsters will always follow the freighter, except as noted below. If the freighter is destroyed, the monster will follow the ship. Any time that one part of the monster is within 9 hexes of another part, both parts will immediately begin following (moving toward) each other.

(SL49.46) The player must deliver the critical cargo to both planets. To do this, the freighter must spend one complete turn (or appropriate consecutive impulses of two consecutive turns) next to each planet at speed 0.

(SL49.47) All drone types are available for purchase. They increase the BPV of the ship; see (SL49.7) below.

(SL49.48) The Arastoz Monster is gaseous. The ship can pass through it.

(SL49.49) The monster uses the close-in defense system (E6.0). Each part has one CIDS; if combined, both (or all) CIDS may be used.



(SL49.5) VICTORY CONDITIONS

If the captain delivers cargo to one planet, but does not destroy all four parts of the monster, he is considered marginally effective and allowed to finish his tour of duty, but will be retired thereafter. (1)

If the captain delivers cargo to both planets, but does not destroy all four parts of the monster, he is considered adequate and will retain his command, but won't be promoted. (3)

If the captain delivers no cargo, but destroys all four parts of the monster, he is considered "trigger happy" and will be carefully watched. (2)

If the captain delivers cargo to one planet, and destroys all four parts of the monster, he will retain his command and receive a commendation. (4)

If the captain delivers cargo to both planets and destroys all four parts of the monster, he is considered outstanding and will be promoted. (6)

If the cruiser is destroyed, the captain better have the common decency to go down with the ship, or he will be court-martialed. (0)

The numbers in parenthesis are the scores used if the scenario is substituted for another monster in the Captain's Game (U2.4).

(SL49.6) VARIATIONS: Any ship can be used; note the information below.

(SL49.7) BALANCE: The following equation is used to adjust the scenario to different ship types:

$$D' = \frac{BPV}{125} \times D$$

In this equation, D is the "hits to destroy" rating from the chart in (SL49.42), D' is the revised rating, and BPV is the BPV of the ship, including all adjustments and modifications.

(SL49.8) TACTICS: There's not time to think about this one; you have to know what you're going to do and get on with it. Send the freighter toward the planets and proceed to destroy the most threatening monster. If the freighter is damaged, you may have to tow it. Remember your shuttles; use them as suicide weapons since they cannot be damaged by the monster.

(SL49.9) PLAYTESTERS' COMMENTS: This is one of the more tactical solo scenarios and should not be considered as a cake-walk. The Combining of Arastoz is challenging and offers many opportunities for the captain to display his tactics.

ADDITIONAL RULES MATERIAL

(P8.0) STANDARD ORBITS

When a base is designated as being in a "standard orbit" around the planet, the base is placed (at the start of the scenario) in a hex adjacent to the planet (designated by the scenario) and revolves around it, moving one hex per turn.

(P8.1) Unless specified otherwise, the base is presumed to orbit in a clockwise pattern. If the planet is in hex 1010, and the base begins in hex 1009, the base will enter, in turn 1110, 1111, 1011, 0911, 0910, and then return (at the end of turn 6) to hex 1009, after which it repeats the process.

(P8.2) The actual movement from hex to hex takes place during the movement segment of impulse 32 of each turn. Facing does not change during this movement.

(P8.3) The movement involved in orbiting can set off mines and cause any other event that would normally be caused by movement at a speed of 1 hex per turn.

(P8.4) The base is presumed to rotate 60° (clockwise) during the movement segment of impulses 4, 12, 20, and 28 of each turn. Thus its facing changes from A to B to C to D to E to F and then back to A.

FIGHTER CLASSIFICATIONS

As a shorthand method for designating fighters in general scenarios, all fighters are divided into "Classes" based on their BPV, as follows:

Class 1 fighters are those with 0–7 BPV points.

Class 2 fighters are those with 8–10 BPV points.

Class 3 fighters are those with 11–15 BPV points.

NEW FIGHTERS

Two additional fighter designs have been added to the game since Supplement #1. These are:

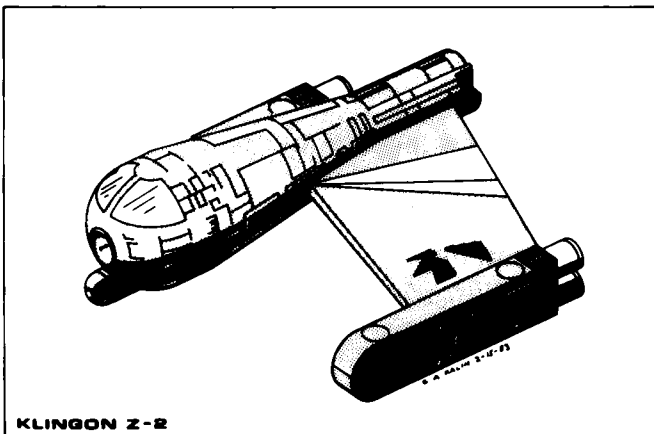
Federation F-15, speed 15, 1xPhas-G-FA, (4xI + 4xISH drones), destroyed on 12th damage point, BPV 12, available from Y172, DFR=4, 2 chaff pods.

Romulan G-F, speed 8, 2xPhas-III, no drones, destroyed on 8th damage point, BPV 4, available from Y169, DFR=3, one chaff pod.

(UL1.0) THE EXPEDITION

Perhaps no event of the General War was more completely expected, or more vainglorious, than the Hydran attempt in Y169 to drive through the Klingon Empire to reach Federation Space. The Hydrans hoped that such a move, successfully executed, would prove decisive. It might involve the Federation in the war earlier than could be expected otherwise; moreover, it would disrupt Klingon supply and commerce, insult the lofty Klingon Empire, and possibly raise a revolt within it. It was hoped that Federation forces would charge into the breach, severing the Klingon Empire completely.

NOTE: This campaign uses the map from the game *FEDERATION SPACE*. You must have this map, or a copy of the "western" half of it, to play this campaign.



(UL1.1) SEQUENCE OF OPERATION

This Campaign is played in turns. Each turn will, normally, result in one or more Star Fleet Battles scenarios which must be resolved (by SFB) before continuing. The sequence of operation is as follows:

1. Klingon forces move (except on the first turn).
2. Hydran forces move.
3. Scenarios generated are resolved.
4. Accounting, adjustments, and repair.

The Campaign is over when all ships controlled by the Hydrans have left Klingon territory.

(UL1.2) MOVEMENT RULES

Movement on the strategic (Federation Space) map is conducted in accordance with these rules. The rules of Federation Space are ignored.

(UL1.21) Ships in hexes adjacent to enemy ships, or in hexes containing enemy ships, may move one hex in any direction.

(UL1.22) The presence of enemy ships in the hex where a friendly ship starts its turn does not prevent that ship from leaving that hex.

(UL1.23) Ships may enter hexes containing enemy ships.

(UL1.24) Ships that begin their turn in a hex that does not contain any enemy ships or bases, and which is not adjacent to a hex that contains any enemy ships, may move up to three hexes during the turn, but cannot enter any hex containing enemy ships or bases.

(UL1.25) Fighters and shuttlecraft may not move on the strategic map.

(UL1.26) PFs (if used, see below) may move on the strategic map ONLY if the hex they are entering and/or leaving contains a friendly P/F tender or base. (A ship with mech-links does not count for this purpose; it must be a tender with repair capability and special sensors.) Note that PFs being towed by ships move with them.

(UL1.27) Convoys (freighters) move one hex every third turn, beginning on turn 3. Convoys cannot accumulate or delay movement; if a convoy does not move when scheduled, it loses that movement.

(UL1.28) Note that there is no "reaction movement" ala Federation Space.

(UL1.2) INITIAL SET UP: HYDRAN FORCES

3rd (Expeditionary) Fleet, all in 0517: 1x Paladin, 1x Lord Marshal, 3x Dragoon, 1x Traveler, 3x Knight, 1x Scout, 3x Cuirassier, 1x Tug (with Conveyor pallet and 27 extra fighters).

7th Battle Squadron (detached from other fleets), all in 0316: 1x Lord Marshal, 3x Ranger, 1x Horseman, 3x Lancer, 1x Uhlan, 6x Hunter.

Special rules:

The 7th Battle Squadron may not move into any hex more than three hexes from the Hydran border. For example, it could enter 0613 but not 0714.

The Hydran 3rd Fleet cannot enter hexes farther "north" than the "xx12" hex row or farther "east" than the "11xx" hex column.

Any type of Hydran fighter can be carried.

(UL1.3) INITIAL SET UP: KLINGON FORCES

Klingon forces are assigned by hex numbers. The following forces are freely available and can be moved

anywhere in Klingon territory. (No Klingon forces can leave Klingon territory during this campaign.)

0415: 1x D7B, 1x D6B, 1x F5B, 1x E4B

0617: 1x D7B, 1x D6B, 1x F5B, 1x E4B

0614: 1x D7C, 1x D6B, 1x F5B, 1x E4B, 1x F5CVL

1518: 1x D7C, 2x D6B, 3XD5

0917: 1x C8, 3x D7B, 3x D6B, 3x F5B, 1x D6CV, 1x D6D

Following forces can be released only as replacements for casualties (of identical classes):

0510: 1x C9, 3x D7, 3x D6, 3x F5, 1x D6CV, 1x D6M

The C9 can replace the C8; the D6M can replace the D6D. All of these ships are released if any Hydran unit enters an adjacent hex.

Following forces cannot move until Hydran forces move within 2 hexes of them. Each group is released individually:

0811: 1x D7, 1x D6, 1x F5, 1x E4

0813: 1x D7, 1x D6, 1x F5, 1x E4

1014: 1x D7, 1x D6, 1x F5, 1x E4

1215: 1x D7, 1x D6, 1x F5, 1x E4

Following forces are released on turn 12:

0507: 1x C8, 3x D7, 3x D6, 3x F5, 1x CVT, 1x D6D

Convoys are placed on the map in the following hexes (mark with Kzinti drones):

0817, 0916, 1017, 0716, 0515, 0915, 0514, 0613.

Each convoy consists of three large freighters, three small freighters, and one E4 plus two G2 as escorts. The Klingon player can replace one small freighter and one large freighter (total, not in each convoy) with Q-ships, but both can't be in the same convoy. This must be specified in writing before the campaign begins, but can be kept secret until the Q-ships are revealed.

Other notes on Klingon forces:

1. All "base stations" printed on the map are BATSF.
2. All "star bases" printed on the map are SBF.
3. Klingon fighters can be Z-1 or Z-2.

NOTE: Scouts are not included in this Campaign as their primary purpose (strategic movement) is not a factor. Similarly, minesweepers are ignored since this scenario includes no minefields.

(UL1.4) GENERATION OF SCENARIOS

All hexes which contain both Hydran and Klingon forces at the end of Hydran movement are designated as "battle hexes" and must be resolved as SFB scenarios. All surviving units, including those which disengaged, are returned to the same hex when the scenario is over. The scenarios are resolved as follows:

(UL1.40) CAMPAIGN SCENARIOS

For each Battle Hex.

(UL1.41) **NUMBER OF PLAYERS:** 2; the Hydran player and the Klingon player.

(UL1.42) INITIAL SET UP

All forces which entered from direction A set up within 4 hexes of 2205, heading D.

All forces which entered from direction B set up within 4 hexes of 3805, heading E.

All forces which entered from direction C set up within 4 hexes of 3825, heading F.

All forces which entered from direction D set up within 4 hexes of 2225, heading A.

All forces which entered from direction E set up within 4 hexes of 0525, heading B.

All forces which entered from direction F set up within 4 hexes of 0505, heading C.

All of the above are at speed 10, weapons status III.

If there is a convoy, it must be set up within 5 hexes of 2215, heading at Klingon player's option, speed 4, weapons status 0.

If there is a base, or other units which began the turn in that hex, set them up in the convoy position.

Ignore any planetary systems printed on the Federation Space map for purposes of generating scenarios.

(UL1.43) LENGTH OF SCENARIO: The scenario continues until all units belonging to one player have been captured or destroyed or have disengaged.

(UL1.44) SPECIAL RULES

(UL1.441) Use a floating map.

(UL1.442) Disengagement is a critically important function in this campaign.

(UL1.4421) No unit can disengage by acceleration.

(UL1.4422) Units can disengage by separation. Those that have qualified for disengagement by separation are not obligated to do so, and cannot participate further in the scenario if they do. When disengaged by this manner, all ships from that scenario return to the same strategic hex. (UL1.4423) Units can disengage by sublight evasion. Those that do, however, are permanently removed from the scenario and count as crippled, but not as destroyed, for victory purposes.

(UL1.443) Fighters that disengage independently are destroyed. Fighters remaining after all friendly ships disengage are destroyed.

(UL1.444) If enemy forces are more than 20 hexes apart and have not scored damage or had damage scored upon them (exclusive of shield reinforcement) for five turns, the owning player may consider them to have disengaged. This procedure is based on an entire fleet, not individual ships. Klingon shuttles count as ships for this purpose. The Hydran player may, at his option, count his shuttles as ships for this purpose. Note, however, that if none of his ships are within 20 hexes of a Klingon ship, and he elects to disengage, any shuttles/fighters not within 20 hexes of a Klingon ship disengage with him while shuttles/fighters within 20 hexes of a Klingon ship are destroyed.

(UL1.445) If the scenario lasts more than 50 turns, forces (of both players) in adjacent hexes may enter the scenario. These are considered to enter (from the appropriate direction) and may not initially be placed within 30 hexes of any ship (friendly or enemy). The decision to commit additional units is made secretly and simultaneously. Ships that have engaged in combat, and those scheduled to do so, on the current turn cannot move in this manner. Ships

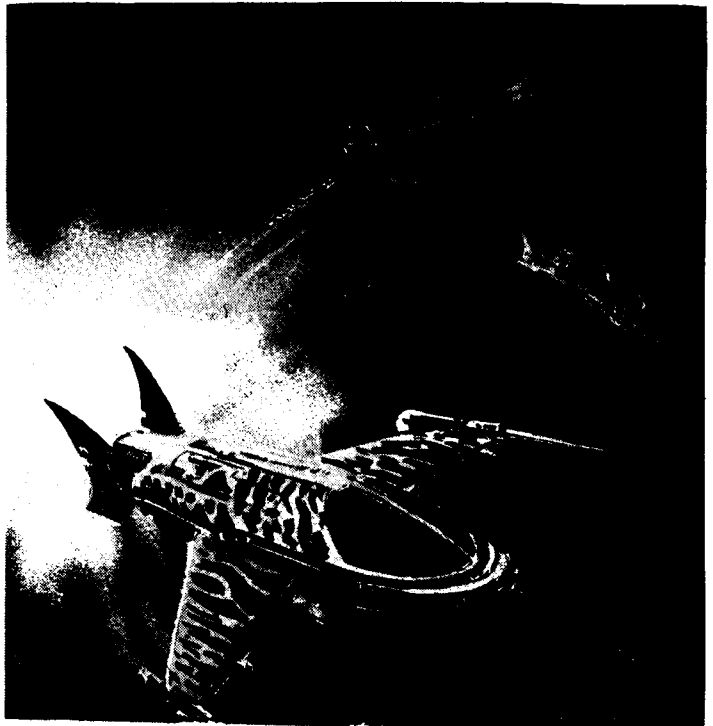
which enter a scenario in this way return to the strategic hex of the battle, not the hex they were originally in. (UL1.446) All Klingon drones are I-M.

(UL1.45) VICTORY CONDITIONS: Use the Modified Victory Conditions; there are no points scored for disengagement. See Campaign Victory Conditions.

(UL1.46) TACTICS

THE HYDRANS should attempt to destroy as many ships (and entire convoys) as possible, then disengage. As the strategic notes mention, the Hydran will usually be facing, at most, 50% of the Klingon fleet. Allowing the scenario to drag on and on is only inviting the Klingons to smash your fleet. You must keep your fleet relatively intact, but that does not mean you cannot accept casualties. If you meet a small force, by all means try to overrun them. If they attempt to move in retrograde, simply disengage. One possibility is to have some ships engage the enemy while others escape. This can be expensive in terms of ships, however, and can only be done once or twice. Another possibility is to have the rear guard try to escape by the 20-hex rule. Fighters and PFs should be considered as ammunition and used as such. Cripples can be left behind or used as rear guards. Consider taking their boarding parties (and always take their fighters and PFs) before sending them to their doom.

THE KLINGONS should try to create a long running battle that can allow the rest of the fleet to join. In the early scenarios, be prepared to sacrifice ships to destroy the Hydran fighters and PFs. Try to concentrate fire on one ship, crippling it so that it cannot keep up with the fleet.



(UL1.5) CAMPAIGN RECORDS

During the record keeping phase of each campaign turn, the Klingons can make use of rules section (U1.0) to repair and resupply their ships.

The Hydrans can also use (U1.0), but only under the following restrictions (the rules listed here are those on page 87 of the Commander's Rulebook):

(U1.1) Under (D9.4), hits on "damage control" are repaired AFTER other repairs are completed; said other repairs being at the lower rate.

(U1.21) The Hydrans do not receive replacement crew units or boarding parties, although they could redistribute them among their ships. They can convert crew units to boarding parties and vice versa during the record keeping phase.

(U1.22) No extra shuttles are available. The spare shuttles on the ships can be used.

(U1.23) The only extra fighters are those on the tug. The Hydran player may choose to replace some of these fighters with admin shuttles before leaving Hydran territory. Also, if the 3rd Fleet and 7th Squadron are in the same hex, the Hydran player can take the opportunity to strip the 7th of its fighters and shuttles. Note that each shuttle hit on the pallet destroys one fighter (unless that shuttle box was unloaded previously).

(U1.24) (U1.25) (U1.26) function normally.

(U1.27) There are no additional PFs available.

(U1.3) There is no resupply.

(U1.4) Overhaul is not available.

Note that all transfers between ships are only possible if the ships are in the same strategic hex.

(UL1.6) CAMPAIGN VICTORY

The Hydrans are considered to have won the Campaign if they complete all of the following requirements:

Destroy one Klingon battle station on the Hydran border.

Destroy one Klingon battle station on the Federation border.

Destroy 25 freighters (large freighters count as two freighters).

Destroy 1,000 points worth of Klingon warships, fighters, and PFs.

Move at least five uncrippled ships (not PFs) into Federation territory. For this purpose, two crippled ships count as one uncrippled ship. Captured Klingon ships count for this purpose.

If the Hydrans have failed to meet these conditions, the success of the Campaign is determined by the cumulative score (using Modified Victory Conditions) of all SFB scenarios, as per (UL1.45).

(UL1.7) ALTERNATIVE CAMPAIGN

As an alternative, assume that the Campaign takes place in Y180. This scenario adds PF's to the forces available as follows:

Hydrans: 3rd Fleet: 1x Pegasus (with 6 Hellions); 3 Traveler CL's; 12 Harriers (towed by various ships); all ships in this fleet have mech-links.

7th Squadron: 1x Pegasus (with 6 Harriers); 3 Horseman CL's; 12 extra Harriers.

Note that the D7H *Anarchist* could be added to the campaign if it were assumed to take place after Y170, but this would mean that the Y170 base refits were completed.

Klingons: Add six G1 gunboats and one D5 to the following hexes: 0415, 0617, 0811, 0813, 1014, 1215

0507: 1xD6PFT with 6 G1

0917: 1xD6PFT with 6 G1

All Klingon drones are I-F. All Klingons ships have B refits (assuming one is authorized for that class).

(UL1.8) BALANCE

In such a long Campaign, generating at least five (and probably twenty) scenarios, balance is not something that can be worked out after you play the scenario four or five times. It is interesting to note that the five playtest groups who worked on this Campaign split evenly; two groups thought the Klingons had the advantage, two thought the Hydrans did, and one thought it was balanced.

For purposes of bidding, you can bid on the number of NCL's you want added to your fleet, or on the number of freighters the Hydrans must destroy.

(UL1.9) ADVICE AND COMMENT

The pressure is almost all on the Hydran player. He has to reach Federation territory before he runs out of ships, and before every Klingon in the Empire arrives to stop him, and he has to do a lot of things along the way.

The key to this Campaign is in the sequence of operation. Since combat occurs only after the Hydrans move, the Hydran player will always be able to select where the battles will be fought. While the border must be reached, no specific point is required. This means that the Klingons will have to put some forces in each of the two or three possible avenues open to the Hydran Fleet, a requirement that will prevent a meeting of equal strength fleets.

Consider this possibility. The main Hydran force moves, on turn 1, to 0616. Assuming that the 7th Squadron ties down one of the Klingon squads, the Klingons will have to content themselves with sending ships to 0615, 0716, and 0717. Ships may also be needed to protect convoy 0515 from the 7th Squadron. Thus, whichever hex the Hydrans enter, Klingons (but only some of the Klingons) will be waiting. Choices of this type will confront both players every turn.

ADVICE TO THE HYDRANS: First, use the 7th Squadron for all it is worth. At the least, give it the mission of taking out base 0415 and convoys 0515 and 0514. If Klingon fleet elements (particularly those harassing the 3rd Fleet) are within striking range, by all means, attack. Consider a rendezvous of the two units, allowing the 7th to provide a rearguard (and spare shuttles, fighters, marines, etc.) for the 3rd, insuring at least one critically important escape. There is no time limit in the legal sense, but the release of the Klingon Northern Fleet on turn 12 creates a practical one.

ADVICE TO THE KLINGONS: Barring a 50-turn pursuit, which should be a goal but cannot be guaranteed, you will have to plan on wearing down the Hydran fleet. In doing so, never forget that you can be worn down as well. Since every scenario will pit a dozen of his ships against half that many of your own, you could take some serious losses if you don't keep an eye on your cripples. Watch the convoys; use them as bait but protect them. Use bases as havens for convoys. Consider the possibility of trying to herd the Hydrans due north or due east, letting them cover territory and fight battles without ever getting any closer to the border. Eventually, they will outrun their territorial limits and be forced against the wall, where they have only one choice of direction. Then you can force a major battle, and ultimate victory!

ORIGIN:

**FEDERATION
TYPE:**

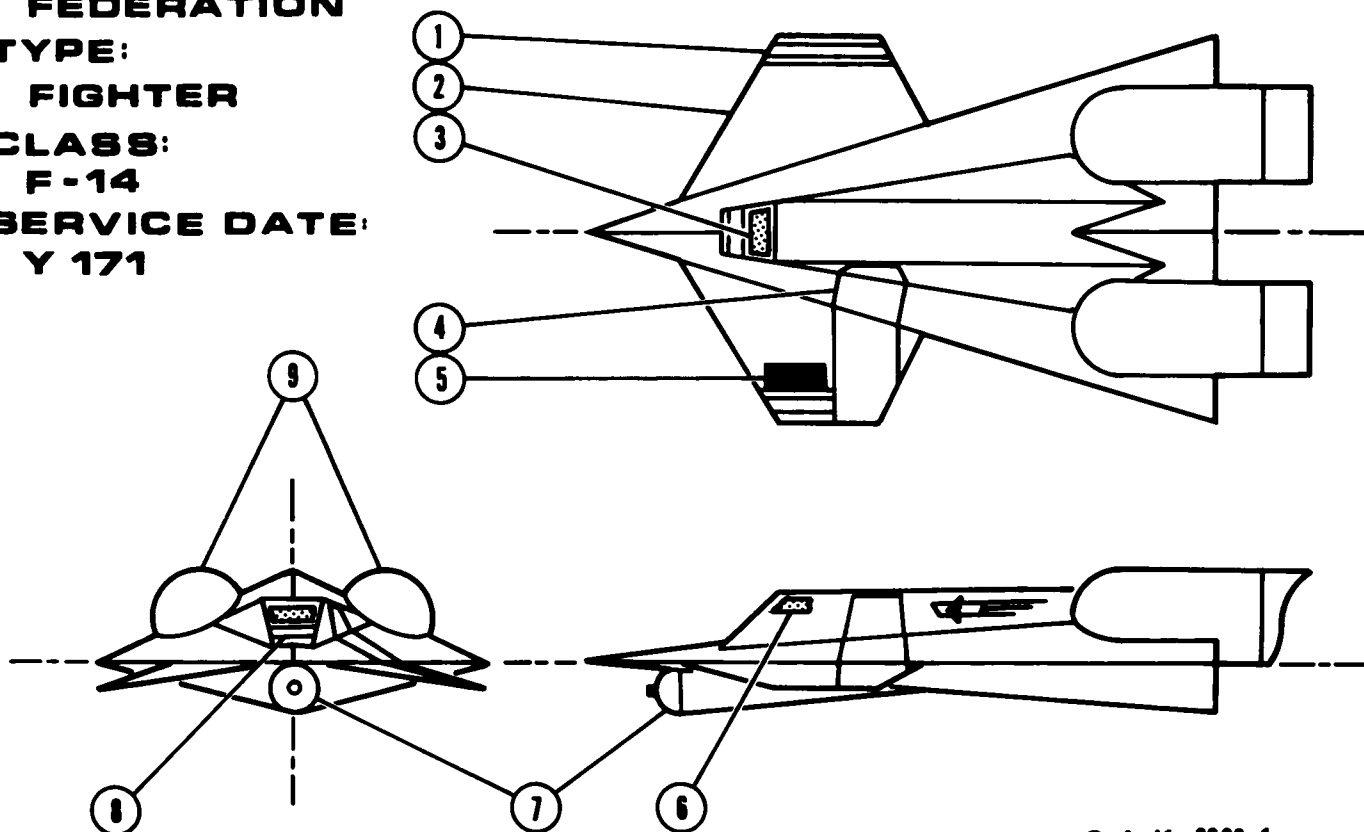
FIGHTER

CLASS:

F-14

SERVICE DATE:

Y 171



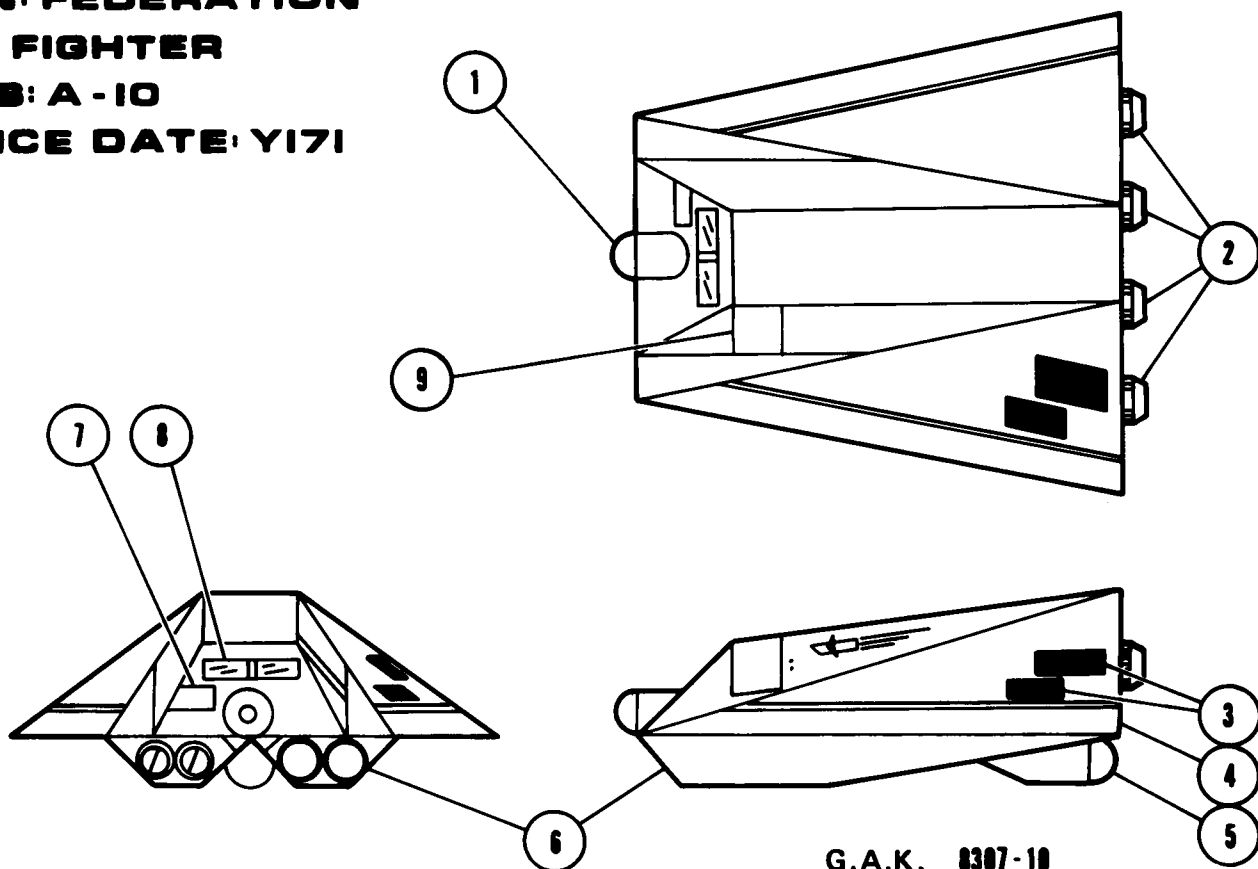
+ G.A.K. 8303-1.

ORIGIN: FEDERATION

TYPE: FIGHTER

CLASS: A-10

SERVICE DATE: Y171



G.A.K. 8307-10

WHO'S WHO IN THE STAR FLEET UNIVERSE

The Star Fleet Universe is not the product of one man, but of many people working together to create each product. Profiles of the key people involved are presented here, so that you will be more familiar with the names that appear in the back of the rulebooks.

Stephen V. Cole, designer: Everything that can be said about *STAR FLEET BATTLES* can be said about its designer. Brilliant but badly disorganized, innovative but forgetful of important details, possessed of a broad range of information but hopelessly muddled, all apply equally well to the game and to Steve Cole, the man who designed it. The new Commander's Rulebook represents not only long-awaited relief for suffering gamers, but a personal triumph over clutter and disorganization for a man who can never seem to keep his desk clear.

Steve was born in Amarillo on 21 June 1951. He has lived in Amarillo for all of his life, excepting only the two years he spent at college and a few months in Army ROTC camp. Steve as never had any desire to live anywhere else, once turning down a game designer's job at SPI "because they wouldn't move their office to Amarillo." As a child, Steve read voraciously; he had read 1,000 different books by the time he was 18.

Following in the footsteps of his father, Richard S. Cole (and his mother's father, Hobart Van Valkenburg), Steve studied to be an engineer, graduating from Texas Tech in 1975. Always looking for ways to improve his design talents, Steve took courses in drafting, mapmaking, military history, law, and accounting during his school years. He took ROTC, but did not go on active duty. He worked six years in the oilfields as an engineer. Steve is a registered professional engineer in the state of Texas.

Richard Cole (Steve's father) is a colonel in the Army Corps of Engineers and an instructor in Command and General Staff College (where captains go to become colonels). Thanks to his father, Steve was taking graduate level courses in military theory, science, and philosophy while his contemporaries were learning to drive their first cars.

Steve began playing wargames at the age of 13. Before long he was designing his own games. By the age of 20, he owned his own game company (JagdPanther) and had published his first games (MP-44, Cowpens, Crazy Horse). Steve was always interested in running a business, but JagdPanther did not become successful until Allen Eldridge took over management of the company. Ultimately, JagdPanther published 15 issues of a wargame magazine (with a game in each issue) and about 30 games. Less than two years after JagdPanther closed (because it lacked enough capital to go full time), Allen Eldridge and Steve Cole were back in business as Task Force Games, the company that published *STAR FLEET BATTLES*.

In 1980 Steve sold his half of Task Force to Allen and set up AMARILLO DESIGN BUREAU to design the games of the *STAR FLEET UNIVERSE*. ADB did not become successful until his wife Leanna quit her job for the government to run ADB for Steve. The effect of her control has been dramatic; the new rulebook, Supplement #1, and *CAPTAIN'S LOG #1* were all completed (and all on schedule) after Leanna took over.

The guiding theme of Steve's development of *STAR*

FLEET BATTLES has been to pack everything he could think of into the box. This often annoys his publishers, as "casual afterthoughts" turn into multi-page rules sections. The new rulebook grew from 500,000 to 700,000 bytes of computer memory during the final revision. In a very real sense, SFB is as rich, varied, and complete as it is because Steve Cole never learned when to shut up.

Even with the success of SFB, however, Steve still considers himself a historical game designer and plans to do at least one historical game per year in future. Steve has more than 35 published game designs to his credit.

Besides his gaming interests, Steve is a writer and analyst in the field of modern military technology. He has written a regular military affairs column in *THE REVIEW OF THE NEWS*, a weekly national news magazine, for three years. In June of 1982, he purchased the rights to the defunct SPI military affairs newsletter *FOR YOUR EYES ONLY*, which he has edited (and his wife has published) since that time. Steve talks to the Pentagon, defense contractors, and foreign military officers on an almost daily basis; if you wondered why so much 20th century technology was showing up in *STAR FLEET BATTLES*, that's why. Steve works as a consultant in the field and has been to both coasts in the last year on speaking tours talking about nuclear war and realistic ways to prevent it.

Steve's many interests include history, art, astronomy, computers, business, politics, and science fiction. Contrary to rumor, he does not design games while drinking vintage brandy (although his intake of Dr. Pepper approaches a gallon per day).

Steve lives with his wife, Leanna, and cat, Blackie, in the country outside of Amarillo.

THE COMMITTEE

Probably the most important people involved with the *STAR FLEET UNIVERSE* are the members of the Committee. They review every new rule, ship, and product to make sure that all are necessary, complete, and fully integrated with previously published rules. The Committee was essential to the completion of the new rulebook; many sections were done independently by its members. Since the formation of the committee, its members have become increasingly involved in the universe, often flatly telling the designer that certain rules should be thrown out, left unpublished, or withheld for further development.

The Committee has seven "seats," of which one is held by Steve Cole and another is held jointly by the staff of Task Force Games. The other five members are profiled here.

C. MICHAEL THOMPSON is a 30-year old computer repair technician living in Dallas, Texas. Mike learned his electronics skills through six years in the US Air Force and has brought his knowledge of military electronics to the game. He became interested in *STAR FLEET BATTLES* because of its connection with Star Trek and was the first to be offered a position on the Committee. He was selected because of the extensive knowledge of the game expressed in his letters suggesting new rules developments.

Mike recently commented: "One of the most interesting features of SFB is that it is a different game on each level. Tactically it is a fighter-style dogfight game. Operationally SFB is a naval conflict where logistics are mixed with the need to protect vital resource planets. Strategically SFB is much like an immense Panzer battle with long fluid movements much like those in North Africa during WWII.

"In my position on the Committee, I try to insure that all new ships have a function and are able to fulfill that function, that all new rules are needed and not just extra chrome, and that the new rules are complete and correlate with other rules. It is a fun, rewarding, and tiring task." Mike did major design work on Supplement #1 and is currently designing Supplement #2, his first independent project.

Mike's other interests include modern military developments, science fiction, and sleep. He regularly plays SFB, Naval War, Battlewagon, Gunslinger, and has recently become heavily involved in modern military miniatures.

RAY D. OLESEN was the second person selected for membership on the Committee (on the same day Mike was selected), again because of his knowledge of the game. Ray is 26 and works as a sergeant for a security firm near his home in Southern California. His degree, from Cal State Los Angeles, is in business administration with a minor in criminal justice. Ray is the only member of the Committee (besides Steve) to be married; his wife Lisa also plays SFB.

Always a fan of Star Trek, Ray bought a used copy of SFB at a bookstore in Pasadena out of curiosity. He taught himself the game (a noteworthy accomplishment) and was able to hold his own with other players, once he finally met some.

Ray recently commented that "once we have gotten the major races complete, and the Andromedan Invasion out of the way, I'd like to see some of the routine peacetime exploration, civilian, and patrol areas developed. The routine functioning of a starship is, itself, a fascinating subject. I'd also like to see more minor (one-hex) races."

Ray lists his interests as Lisa, Church, guitar, Lisa, swimming, CB radio, Lisa, model railroads, photography, Lisa, building models, classical music, Lisa, military history and current military affairs, horseback riding, and Lisa. He regularly plays chess, backgammon, rummy tiles, Ace of Aces, Battlewagon, Submarine, Scrabble, Creature that ate Sheyboygan, Russian Campaign, and Battles for the Ardennes.

CHARLES HUGH GRAEME CREE is a 21-year-old student of business administration at Southwestern University in Georgetown, Texas. The son of government employees, he has lived in New York, California, and Germany. Graeme was the third person offered membership on the Committee, again, on the same day as Mike and Ray, and for the same reason.

Graeme became interested in wargaming through his interest in J.R.R. Tolkien; he played Lou Zocchi's **STAR FLEET BATTLE MANUAL** miniatures rules before he first saw SFB on a store shelf. Buying it on the spot, he reports that he "was hooked on it before I finished reading the rules."

Graeme is a Christian fundamentalist, and this carries

over into his view of the Star Fleet Universe. Known as "the conscience of the Committee," Graeme recently commented: "Basically, I'm a Star Trek purist. I like workhorse cruisers better than fighters, and the established races better than the additions. SFB's recent material has been mainly fighter-oriented, partly because the majority of players like fighters. While I like fighters in a small way, I don't want them to take over the game and am glad that we have, essentially, finished the development of fighters within the game.

"My favorite scenarios are ones that present unique challenges, and not ones that are just fancy versions of The Duel or Fleet Action."

Graeme's interests include the works of J.R.R. Tolkien and C. S. Lewis, model rocketry, coin collecting, history, photography, Star Trek, classical music, and creation science.

His favorite game, however, is Chess. He holds a US Chess Federation rating of 1650 (Candidate Expert) and was the city youth champion of Boblingen, West Germany, in 1979-1980. He also plays D&D, Guns of August, Top Secret, Starfire, Warsaw Pact, Battlewagon, and Richthofen's War.

JOSH W. SPENCER is a 22-year-old student at Western Michigan University, in Kalamazoo, Michigan. He has been a member of the Committee for about a year, being selected for his knowledge of the game (and the fact that he designed the ISC, the last major race). He first met SFB in 1980, and has been playing ever since.

Josh is an enthusiastic promoter of SFB. He recently commented: "We need the newsletters and *NEXUS*, but also play-by-mail tournaments, and eventually a national SFB Convention. *STAR FLEET BATTLES* has come a long way, but it still has some way to go. I believe SFB should start looking at the exploration ships of all the races. How else would they have acquired their empires?"

Josh also believes that "play aids should be developed for those players who don't have a true computer but something on the level of a HP-41C, TRS-80 pocket computer, or Singer 2K computer."

His other interests include science fiction, all kinds of music, writing, reading good novels, writing programs for a small computer, science, and mathematics. He plays AD&D, Gamma World, Traveller, and Top Secret.

FELIX HACK was offered membership on the Committee about a year ago when he sent in 206 questions, all neatly typed and in the consecutive order of their rules numbers. His first assignment was to answer his own questions for review by the rest of the Committee. At 17, Felix is younger than the rest of the Committee combined. He is currently taking advanced placement exams to enter M.I.T., scoring a perfect 800 on the math test.

Felix has always been a fan of Star Trek, and he had heard rumors about SFB for a year before he saved enough money to buy a copy. His sharp mind immediately saw a great need for improvement, a need he is now filling himself. Recently, Felix commented that: "Since the day I read the rules of my first wargame, I have thought that there must be a better way of presenting things. With my position on the SFB Committee, I have received a chance to ask questions and edit rules before they are published, and generally fix errors I cannot stand to find in supposedly completed products.

"What I have been doing to SFB is not changes, but clarifications. I feel it is my duty to get everything as close to perfection as possible before it goes to the printers, because I know how I feel when I buy a game with rules in need of help. I feel that I am representing the typical gamer who doesn't want to be bothered with rules disputes in the middle of a game. The job is a never-ending one, but someone has to do it."

Felix's non-game interests include computers, science, math, science fiction, and classical music. He plays the clarinet. He plays Traveler and the Star Trek Role Playing Game.

Members of the Committee can be identified by their hats, which bear gold *STAR FLEET UNIVERSE* emblems and gold braid. Any tournament judge who sees someone with gold braid walking into the room can rest assured that the latest rules changes, developments, questions, and interpretations came in with him. (Ask for identification; imposters are not unknown.) Judges should feel free to turn over rules interpretations to a Committeeman; he's there to help you, to take care of the rules and let you get on with running the tournament. Players in such tournaments are gratified to know that a certified authority is present and able to issue rulings (including those based on yet-unpublished material) in his own name or get a direct ruling out of ADB in a hurry. It is interesting to note that members of the Committee are not necessarily "ace" players; they were selected for their knowledge of the rules, not their tactical skills.

THE JOINT CHIEFS OF FLEETS

This panel of players is responsible for the development of each race — their fleet, technology, and tactics, or special universe-wide assignments. The JCF includes: Stephen V. Cole, Grand Admiral of the Klingon Deep Space Fleet

Graeme Cree, Rexus-Admiral of the Gorn Navy

Jim Curtis, Lord Commander of the Lyran Fleet

Felix Hack, Inspector General

Garner Johnson, Chief of Training Command

Ken Kaufman, Proconsul of the Romulan Star Empire

Richard Kerr, Chief, Bureau of Starships

Ray Olesen, High Commissioner of the Federation Star Fleet

Andrew Robinson, Lord Regent of the Hydran Monarchy

Josh Spencer, President of the Inter-Stellar Concordium

Mike Thompson, Patriarch of the Kzinti Hegemony and Protector of the WYN Cluster.

Michael Woodcock, Chairman of the Tholian Assembly

Stephen G. Wilcox, Godfather of the Orion Merchants Association

Mssrs. Curtis, Robinson, and Spencer created the races that they command; Mike Thompson created the WYNS. Felix Hack conducts special rules investigations. Garner Johnson runs the Origins SFB tournament for Task Force. Richard Kerr is the sculptor responsible for the Starline 2200 miniatures. Members of the JCF wear hats with gold emblems (without the braid, unless they are also on the Committee) as members of the Senior Command Staff. The Staff includes the JCF and the six commodores of the "A" playtest groups. These are: Kenneth Annett, Frank Crull, Patrick Dignam, R. O. Griggs, John C. Pini, and Jeff Smith. Additionally, the winner of the TFG/ADB officially sanctioned SFB tournament at Origins each year wins a gold hat and is appointed to the Staff as a Fleet Captain. For 1983, Al Abbot won the tournament and the appointment.

PUBLISHER'S INFORMATION

CAPTAIN'S LOG is the official magazine of the *STAR FLEET UNIVERSE*. It is not available by subscription, but only through hobby and game stores.

CAPTAIN'S LOG #2 was created by Amarillo Design Bureau and published by Task Force Games, 1110 N. Fillmore, Amarillo, Texas 79107 (telephone 806-376-6229). Dealer inquiries are welcome. Hobby and Game stores, please write on your letterhead and ask for a list of qualified wholesalers, or call Task Force and ask for a salesman from one of the wholesalers to call on you. Task Force products are available to individuals in retail stores and from several direct mail companies. Products are not directly available to stores or individuals from Task Force Games; please do not order from TFG. If your store does not carry Task Force Games products, send us his name and address and we'll have our wholesalers contact him.

Questions, comments, suggestions, new ships or scenarios, fiction, and other expansion material for the *STAR FLEET UNIVERSE* should be sent only to Amarillo Design Bureau, Box 8759, Amarillo, Texas 79114. All future expansions and other products for the *STAR FLEET UNIVERSE* will be prepared by ADB; all questions relating to existing products will be answered by ADB. All correspondence must include a stamped self-addressed envelope if you wish to receive an answer or evaluation of your submission. (Foreign customers should enclose International Reply Coupons.) It is imperative that you place your name and address on every page of your submission. Do not put questions and expansion material on the same sheet. Put each rule, scenario, or ship on a separate sheet. When sending questions phrase each one so that it can be answered with a yes or no, a brief answer, or by circling one of several choices. Your return envelope **MUST** bear enough postage to cover the return of your questions (about four pages to one 20¢ stamp).

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Rules changes, clarifications, explanations, and the answers to questions are given in each issue of *STARLETTER* (send a self-addressed envelope bearing 20c postage to ADB for a sample copy) and in more detail in each issue of *NEXUS* magazine. To subscribe to *NEXUS* send \$10 for one year (6 issues) to Task Force Games. If after 1983, write for current subscription rates.

CAPTAIN'S LOG #2

CAPTAIN'S LOG # 2 features the short story and scenario, *REFINER'S FIRE*, by James Ashauer. The story details the Romulan attempt to destroy the Gorn Heavy Cruiser *Reptilicon* as a prelude to an invasion of The Gorn Confederation. The decisive battle occurred at the Gorn/Federation border. The Scenario allows up to four players to recreate this climactic final battle.

The second feature of **CAPTAIN'S LOG #2** is "Who's Who in the Star Fleet Universe." A brief background is given on the key people who are involved in the continuing creation of the STAR FLEET BATTLES game system.

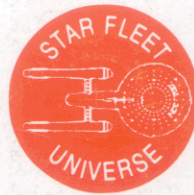
CAPTAIN'S LOG #2 also includes new Impulse Movement Charts for 8, 16, and 24 Impulses and three new Command Cruisers: The *Gorn Allosaurus Rex*, the *Hydran Lord Marshal*, and The *Romulan Superhawk*.

Over twenty new scenarios are included in **CAPTAIN'S LOG #2**. Some scenario titles are: "Mutiny on the Demonslayer," "A Question of Franchise," "Ambush!," and "The Rain of Terror." Also included is the Campaign Game "The Expedition" which allows players to recreate the Hydran attempt to drive through the Klingon Empire.

NOTE! This product adds new play situations and rules for the STAR FLEET UNIVERSE. **YOU MUST HAVE** the boxed edition of STAR FLEET BATTLES to play any of the scenarios presented. Additionally, many of the scenarios draw on material published in the three STAR FLEET BATTLES EXPANSIONS and STAR FLEET BATTLES SUPPLEMENT #1. These products are recommended for maximum enjoyment of the material presented.

Edited by Stephen V. Cole

Developed by the Amarillo Design Bureau



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