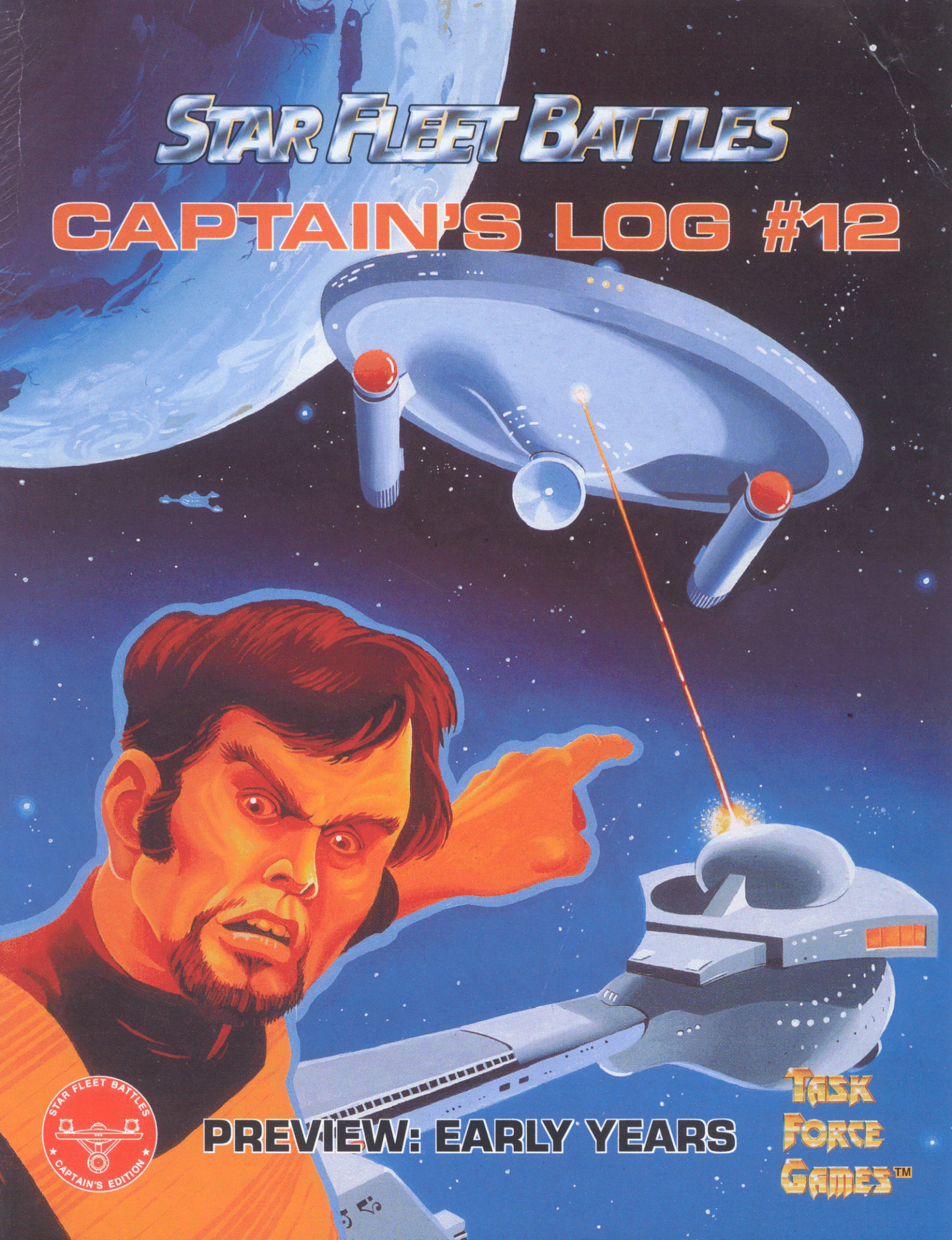


STAR FLEET BATTLES

CAPTAIN'S LOG #12



PREVIEW: EARLY YEARS

**TASK
FORCE
GAMES™**

TACTICAL INTELLIGENCE PLAY AID

LEVEL	SCOUT	SHIP	PFS SWAC	MRS PF EWF	Shuttle	Probe Drone	INFORMATION KNOWN AT LEVEL (Numbers in the columns at left are effective range in hexes.)
A	150	100	75	50	35	30†	Hex location, movement cost, size class are all known. WW cannot be distinguished from the ship they are protecting.
B	75	50	37	25	20	20†	Race (for non-generic units) is known. Status of PA panels & shields (up/down, min/full) is known (number of boxes is not). Location of web is known (but not strength). WW can be distinguished from ship. Established tractor links detected. Size & strength of plasma torpedoes is known. Size of explosions is reported. Size and strength of an ESG is known. Weapons which are discharged must be reported. Fire control status (active or passive) is known.
C	60	40	30	20	12	10	General hull type is known. Fighters can be distinguished from non-fighter shuttles, but specific types are not known. Transporter activity (start, destination, location of transporter) is detected.
D	45	30	22	15	9	6	Presence of attachments (pods, PFs, modules, etc.) is detected, but the type is not known. Conglomerates (OK6, TK5) recognized. Large shuttles distinguished from small. Certain subtypes \$ known. Captured ships modified to foreign technology (e.g., D7H) are recognized if their fire control is active. (Sold ships are recognized only by original owner, e.g., Klingons would recognize a KR for what it is.)
E	30	20	15	10	6	3	Aegis (If operating) is detected. Heavy/seeking weapon fire/launch can be attributed to specific mount if facing the observing unit. The number of warp engine boxes operating is known. Extra warp power from a Legendary Engineer is detected. Web strength is detected. PA energy dissipation is noted. Tractor links can be attributed to a specific mount.
F	24	16	12	8	5	1	PPD, hellbore, plasma launchers, web casters (If facing) can be distinguished from each other and other weapons. Number of heavy weapons can be counted. Number of non-shuttle bay drone racks or plasma racks is noted. The race of a generic unit can be detected. Units on a balcony can be detected if the balcony can be observed.
G	21	14	10	7	4	1	Number of facing phasers (but not type) is known. Phaser fire can be attributed to a specific mount. All viewable heavy weapons are known: plasma type R-F, photon, disruptor, hellbore, SFGs that didn't replace phasers, ESG, PPD, web caster. Plasma racks can be distinguished from drone racks. Destroyed weapons do not appear destroyed.
H	18	12	9	6	3	1	Specific class of ship, PF, fighter, pod is known. Modules of modular units are known. (PFL and PFS are not distinguished from other PFs; EW fighters not distinguished from the other fighters.)
I	15	10	7	4	2	0	Ph-3 can be distinguished from Ph-G. Ph-1 or Ph-2 can be distinguished from Ph-4 (but Ph-1 cannot be distinguished from Ph-2 except when fired). SFG can be distinguished from phasers. Unrepaired weapons are noted. Type of (non-bay) drone rack known. Number of damage points needed to destroy shuttles is known. Presence and quantity of external ordnance on shuttles is noted, but type is not known. Number of boxes of each shield of ship is known. Energy level in PA panels is known.
J	12	8	5	3	1	0	Total power is known. APR can be distinguished from AWR. Non-warp power from Legendary Engineer can be detected. Power system damage can be detected.
K	9	6	3	2	0	0	PFL and PFS can be distinguished from PFs. EW fighters and 2-seat fighters can be distinguished from fighters. Size class 5 ground bases can be detected. Non-standard modifications are detected. Dummy weapons are exposed; concealed weapons are revealed.
L	6	4	1	1	—	—	Ship name is reported. Type of small/medium ground base can be distinguished. Arming status of heavy weapons can be detected.
M	This level can be obtained by ECCM, Legendary officers, Outstanding crews, and prolonged observation.						Whether a shuttle is manned can be detected. The number of crew units on a ship can be detected. The arming status of non-capacitor weapons is noted. See (D15.15) for ground combat locations.

† Probes and probe drones are limited to an investigation range of 10 hexes and cannot obtain these levels. These entries are here for other units shifted to this column.

This play aid was suggested by Ray Olesen, the most senior member of the staff.

For their convenience, purchasers of Captain's Log #12 may make a photo copy of this form for their own personal use.

AND NOW, THE FUTURE...

With the completion of the Doomsday revision of the previous edition of SFB, and with the publication of the first expansions for Federation & Empire, it's time to look ahead to where the universe is going.

With the end of the P-module series, we have put some of the planned P6 material (Early Years) into this issue of Captain's Log. Please feel free to send reports and comments.

Our story this issue is the first complete story Steve Cole has written in some time, and he's put enough twists, turns, and misdirection into it to rival the rulebook itself.

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THE LONG ROAD HOME

by Stephen V Cole

✱ TRADE REPRESENTATIVE'S OFFICE ✱ ✱ DAVEN CARTEL, WYN CLUSTER ✱

"What can the Daven Cartel do for you, Colonel?" the Orion smiled as he poured wine for himself and his guest.

"We require your services," Colonel Cat-Who-Stalks said evenly, his fangs carefully held behind his lips. These Orions were so squeamish. "You sometimes arrange for the shipment of freight from one point to another. We have arranged for a shipment to be delivered to a point within the Klingon Empire by the Hamilcar Cartel. We wish this cargo to be moved to another point where we will pick it up, but the Hamilcar Cartel does not wish to be disrespectful of your mutual arrangement regarding operating regions."

"A difficult commission," the Orion intoned, wondering how high he could drive the price. "What is the nature of this cargo?"

"Weaponry, from Romulan space," the Colonel answered.

"And the mass of these weapons?" the Orion asked. The Kzinti smiled. It was a reasonable question.

"Weapon," the Colonel corrected, naming a figure.

The Orion's eyes flew open. Only one Romulan weapon was that heavy. The deal was struck a few minutes later.

● SHIPYARD, WYN CLUSTER ●

Captain White Tip stared out the window of the observation lounge as he watched the ship being loaded. The graceful lines of the sleek frigate *Black Dragon* looked as if she were moving warp 7 inside the dock. The new warships were sleek indeed.

"You are ready for departure?" the Usurper asked. White Tip stiffened. It was strain enough to know he could be dead within hours of crossing the Cluster walls without having his monarch standing beside him.

"Yes, I am ready. Your words will be heard in the Hegemony and, in time, beyond. I shall see to it."

"I must, again, protest," Commander Cat-Who-Snarls, the executive officer of the *Black Dragon*, interrupted. "The security for this operation is a sieve. Every Orion tavern-master in the harbor knows of our mission!"

"We have a good ship and a hand-picked and loyal crew," Keria, the *Dragon's* security chief, asserted.

"Enough!" the Usurper commanded. "Captain White Tip, are you prepared to carry out your orders?"

"I am, Monarch," the Captain responded.

"Then you go. Your ship is too small," the Usurper observed. "Would not one of the destroyers be better suited?"

"If I am caught in Kzinti space, nothing short of a dreadnought could bring me out again. It is better not to risk more than you can afford to lose."

"I cannot afford to lose you, my friend," the Usurper replied.

"Yes," the Lyran captain replied, "You can."

▲ BATTLE STATION #4, HEADQUARTERS, KLINGON NORTHWESTERN COMMAND ▲

"Admiral, sensor scans show increased activity all across the Kzinti front. Aggressive patrolling, fighter sweeps, PF sorties, and more. They even have convoys breaking up and forming picket lines. The activity appears inconsistent with a new offensive, but we cannot be sure."

"Very interesting, Commander," the Admiral replied. "Any word from the Lyrans?"

"They report similar activity along the Kzinti front lines on their side of the WYN Cluster. They are deploying additional units and have dispatched two PF patrols."

"And what of you, Mr Kosoult. Do you have anything you wish to tell me? Anything you *can* tell me?" the Admiral asked.

"The Galactic Bureau is aware of some recent departures of WYN shipping and two Orion operations, but none could explain a deployment of this magnitude."

"Very well," the Admiral sighed, knowing better than to ask the spy to elaborate. "Commander, get those two frigates out of dock and on patrol. Call back that cruiser shepherding that home-bound convoy, and stir up any other ships you can find. This probably means nothing to us, but if the Kzintis don't see some reaction, they'll think we have gone soft."

"Recommend that we withdraw three ships from patrolling the inter-coalition border in sectors 7 and 8."

"Agree, but such transfers require the approval of the Empire Security Service. Captain Kulz?"

The ESS officer for the sector, his blood red rank badges flashing as he turned, held the Admiral's gaze for a moment and then nodded. "I certify that this is an acceptable risk to the security of the Empire." The formal words being spoken, orders went out for the ships of the Emperor to respond to the threat.

◆ BRIDGE, WYN SHIP *BLACK DRAGON* ◆

"Clear of Cluster walls," the helmsman announced.

"We'll be fully recovered from the effects of the Cluster momentarily," the engineer reported.

"Very good," White Tip responded.

"Shall we proceed on silent running?" Cat-Who-Snarls asked from his panel.

"Negative," White Tip snapped. "Helm, plot course 204 Mark 2. Rig for high speed. Warp 7. Execute!"

"What!?" Cat-Who-Snarls roared.

"Silence, First One," White Tip purred. "Did not you, yourself, say we were too well expected in the Hegemony?"

Three days later, the *Black Dragon* coasted smoothly along the inter-coalition border.

"I really must insist, Captain," Cat-Who-Snarls confronted his commanding officer. "We move farther from the Hegemony every day. When will we proceed on our mission?"

"We are on it now," White Tip smiled. "Our mission was never in your home space, but because of what we do, your return will be sooner in coming."

"Perhaps you should brief me on the mission in case..." the Kzinti's sentence trailed off. Death was never farther than the nearest bulkhead, but that didn't invite its mention.

"I think not, First One," White Tip demured. "Every member of this crew, yourself included, was told that we were on a classified mission. Everyone agreed that they would trust in me and accept my orders. If something happens to me, abort the mission and take the ship home."

Days passed as the ship settled down into its traveling routine and the crew adjusted to the new plan.

"Helm," White Tip ordered, "New course, 145 Mark 1."

"NO!" Cat-Who-Snarls spat. "That's into Klingon space!"

White Tip merely smiled, his eyebrows responding for him. The bridge crew, however, had fallen completely silent, and one in particular had stiffened at the order.

"Keria," White Tip spoke quietly. "I wish I could have told you that this was the plan. You will recall that I twice offered you the opportunity to leave the ship."

"I am here," the Klingon renegade responded simply. "This is where my duty lies."

"And in a few hours," Cat-Who-Snarls gasped, "your life won't be worth the cost of a good knife. The Empire will kill you if they catch you."

"They will do more than kill me," Keria admitted. "I was an ESS officer, one of those the Emperor set to watch his soldiers. Few of us have left the Emperor's service, even when falsely accused as I was."

"You Klingons and your honor," Cat-Who-Snarls sneered.

"There was no honor to be found in being disgraced and sentenced for a crime I had not committed. What honor I have remaining lies with using the skills I was given by my training."

"Training that is valuable to us," White Tip interrupted, "and has been for three years. If you wish, Lieutenant Commander, I can drop you in a shuttle and arrange for an Orion ship to pick you up. But I give you my word that nothing I ask of you will violate your oath to your Monarch, just as I gave my word to the crew that I will not violate *my* oath to *my* Monarch."

"My duty is here," the Klingon responded.

The ship passed into Klingon space hours later, through a patrol zone vacated only days before by a ship now tracking Kzinti PFs along the battle front. Well inside Klingon space, it turned to course 105, headed for Federation space.

● USURPER'S OFFICE, WYN CAPITAL ●

The Usurper held the printed letter in his paws, the claws piercing the paper as his breath came out in snorts.

FROM: Captain White Tip, Independent Raider Black Dragon
TO: Fleet Operations Directorate, WYN Defense Forces
VIA: Federation Express Office, WYN Cluster
NOTE: Delivery delayed on sender's instructions

Sirs: Be advised that this ship no longer takes orders from the WYN Defense Forces Command. It is my intention to take this ship to the Orion Homeworld. They will doubtless consider it partial compensation for the shipyard you confiscated and will well-reward its deliverer. We'll meet in Hell. White Tip.

Looking at his admirals and the representatives of three Orion cartels, the Usurper spit out the words.

"I want White Tip. Fifty thousand to confirm he is dead. One hundred thousand to deliver him alive."

"And the *Black Dragon*?" asked one cartel representative.

"Bring me White Tip alive, and you can keep the ship." The Usurper turned and walked back into his office.

◆ BRIDGE, WYN SHIP *BLACK DRAGON* ◆

"There it is again," the sensor technician announced.

"Where away?" White Tip asked.

"Port quarter, range 400,000 kilometers," the sensor technician responded. "Whatever it is, it's on silent running too. It seems to be slowly working closer. With passive systems only, I can't hold an image."

"Shall I bring weapons to ready status?" Cat-Who-Snarls asked, extended claws hovering over the controls.

"Negative. If we have to fight, the mission fails," White Tip explained. "Can you tell if that ship is an Orion or a Klingon?"

"Cannot confirm either," the sensor tech responded. "I'm getting some hull scatter. It doesn't look like a stealth job, but I just cannot be certain."

"Alert! I'm reading a short-burst transmission," the communications officer exclaimed. "Origin inside this ship!"

"Target has gone to high warp speed!"

"Damn!" White Tip roared. "Activate..."

"Negative! Negative! Target is moving away!" the sensor tech called.

"Confirm, do not activate sensors," White Tip commanded.

"This makes no sense," Cat-Who-Snarls blurted. "Why would they track us and not engage. Who are they?"

"Did you get a signature on the ship?" White Tip asked.

"Negative," the sensor tech replied. "With passive systems, the best I could get was a warp signature of zero point three three."

"Well," Cat-Who-Snarls sighed. "At least we're clear."

"Wrong," White Tip snapped. "Someone has spotted us. Someone out there knows we were here at this time point and can start a search track on us."

"And," Keria said, "we have a traitor on board. I will initiate a complete search of the vessel. Recommend that no crewman be out of sight of at least two others at all times."

"That will spread distrust among the crew," Cat-Who-Snarls warned.

"They will be protected," Keria insisted. "Everyone will be safe from false accusation, and no one will be vulnerable to murder."

"Murder?" Cat-Who-Snarls gasped. "What paranoia is this? Do Klingon ships face such threats from within?"

"We have a traitor on board, one who presumably wishes no good for our mission. He may resort to sabotage, and murdering key members of the crew is one means to that end."

"Very well," White Tip sighed. "Give the orders."

"Helm, take us to new course 225 and run for the rest of your duty cycle, then return to base course on a closing angle of 6 degrees. Watch out for the 'no go' areas marked in the computer. They are to be avoided at all costs.

"I will be in my cabin."

✱ BASE STATION GOLAN ✱ ✱ DAVEN CARTEL, KLINGON SECTOR ✱

"You have seen the reports, Virgil?" the Sector Crimelord asked.

"Of course," the operations director responded. "So Lyran renegades have stolen a WYN ship. I say, let them go! The Syndicate on Orion will be happy to see them."

"You are too short-sighted," the Crimelord scolded. "If we capture and return this renegade, we will gain a favored position with the Cluster. Given the status of the Cluster Cartel, we would be able to take over most of their territory. And if we capture the ship intact, we can still send it on to Orion, with *OUR* compliments to the Syndicate."

"I see," said the operations director skeptically.

"Start recalling ships. I want a patrol line established from here to here," he indicated on the starchart on the wall screen.

"That will take every ship we have!" The operations director complained. "We'll have to call in everything in the sector."

"Do it!" the Crimelord directed. "Great rewards demand great efforts. Recall the mercenary squadron on the Klingon-Federation front, temporarily of course, for refits. We've been needing to do that anyway. We can stand a few weeks without the usual sources of income, and we have established passive activities to maintain some cash flow. Now get moving."

"What about that squadron contracted to the WYN Cluster, the one sent to meet the shipment from Hamilcar?"

"By all means, that mission must be undisturbed," the Crimelord chirped. "We need all of the leverage we can get."

"I'll have to contract with independents to cover the gap."

"Fine, but no more than three," the Crimelord smiled and named a budget figure. "We do have a profit margin to protect. Use our own ships as much as you can."

"At your direction, Crimelord."

◆ BRIDGE, WYN SHIP *BLACK DRAGON* ◆

"Even with the extra fuel in the cargo bays," Cat-Who-Snarls explained, "we're going to be below 50% soon. One or two good high-speed runs and we'll be down to minimum cruising speed. You said you had a solution to this problem?"

"Indeed, First One," White Tip replied. "That is why I asked you to come to the bridge at this precise moment."

"Helm, slow to impulse."

"Slowing to impulse, Captain!" the helmsman replied.

"Run a full sweep scan, passive only." The fire control had not been in active mode since leaving the Cluster.

"Nothing, Captain," the sensor tech replied.

"Run it again, technician," White Tip commanded. "And continue until I tell you to stop."

Tense moments passed until the technician, almost surprised, found what the Captain had set him to find.

"Target bearing 325 Mark 4, range 320,000 kilometers. Very low signature. No active warp drive. It's not cold, but it hasn't moved in some time."

"New course, 300 Mark 3, one-quarter impulse."

"On new course 300 Mark 3, one-quarter impulse."

"Target is hailing us with visual light signal," the weapons officer reported.

"I have the signal in acquisition," the communications officer said as he scrambled over his controls. He had not expected that mode of communication, not at this range.

"Target now bearing 370 Mark 2, range 25,000 kilometers."

"Signal on screen," White Tip ordered. The face of another Lyran appeared.

"Hail and well met, Littermate!" the new Lyran captain almost shouted. "We had been concerned at your delay." He stopped, then spoke in lower tones. "We have also been concerned with the latest reports from the Cluster. Taking that ship to Orion was not part of the plan to restore our family."

"Don't believe everything you hear, Littermate," White Tip scoffed. "We're going no such place. Now stand by for docking. I need that fuel."

"Standing by, and gladly, Littermate."

▲ STARBASE 6, FLAG COMMAND,
KLINGON NORTHERN THEATER ▲

"The reports are confirmed, Lord Admiral," the head of the theater Galactic Research Unit reported. "The ships of the Daven Cartel have largely left the western sectors of the Northern Marches, and are concentrating in the eastern zones."

"Are they interfering with our shipping, Captain?"

"No," the military intelligence officer responded. "Incidents of piracy have fallen to nearly zero. But they are in a position to track and intercept convoys from here and from Klinshai toward the Federation front."

"That will *not* be acceptable," the Admiral insisted, turning to his operations officer. "Commodore, redeploy two rear security squadrons from the western sectors to the east as roving patrols. Have the Internal Security Forces coordinate by stripping all westbound convoys of their escorts and adding them to the escorts of eastbound convoys."

The Admiral stopped as the military intelligence commodore gave him a questioning look.

"Very well, Captain," he sighed. "Commodore, ASK the Internal Security Forces to consider the moves I have suggested and to speak with me if they cannot oblige my request. And be certain to advise the Empire Security Service of our planned deployments, and point out the need to safeguard our eastbound convoys."

◆ BRIDGE, WYN SHIP *BLACK DRAGON* ◆

The refueling freighter was left behind as the *Black Dragon* came to a new course, almost directly toward the galactic rim, and settled into a star-eating pace of warp five. Staying in areas where no one had any reason to be, or any reason to search, kept them reasonably safe. They would never be able to spot a choice convoy to raid from the course they took, but that was not their mission. More than a week passed before there was a break in the monotony.

"Alert! I'm reading a short-burst transmission," the communications officer exclaimed.

"Origin?" the watch officer demanded, already pushing the button to summon (indeed, to wake) the Captain.

"Inside this ship!"

"Isolate and locate!"

"Impossible!" the communications officer cursed. "It was only a single burst, and I didn't have time to lock on."

"What direction was the burst?" White Tip asked from the small view screen on the bridge flank.

"Tight beam, direction 045 Mark 6."

"Port quarter!" White Tip snapped. "Muster all combat troops to the port side aft of Frame 24. Move!"

He was fighting for his life, and he knew it. The damned Kzinti was twice his strength, but in an awkward position, jammed between a bulkhead and the port engine cooling coils. The Kzinti's left arm had been broken by the initial kick, and he held the Kzinti's right arm in a powerful hammerlock. His knee in the small of the Kzinti's back, he pulled the head back, then released the arm and slammed the Kzinti's chin into the bulkhead, bracing his own boot against the cooling coils. Reaching up with his right hand, he grabbed the Kzinti's chin and forced the mouth open, then shoved his fingers into it, past the razor sharp teeth. *Deep enough*, he thought, *and the gag reflex will keep him from biting*. Suddenly, the Kzinti went limp, dying where he fought.

The combat squad arrived seconds later and found Keria wiping the blood from his hands.

"We have our traitor," Keria called to the bridge on his communicator. "I found him making a transmission and trying to set a bomb in the port warp coils."

"Is the traitor alive?" White Tip asked.

"No," Keria answered. "He took a suicide capsule. I tried to dig it out of his mouth, but failed."

"Very well," White Tip responded from his command chair.

* DAVEN CARTEL BR *REVOLUTION* *
* RENDEZVOUS POINT SIERRA-1 *

Ship Commander Temujin Thorne watched as the Hamilcar ship arrived. It was, as expected, a Slaver-class freighter. *Good enough*, Thorne thought to himself. His ship and the destroyer *Dog Soldier* had escorted a Slaver of their own to take the cargo. *Imagine*, Thorne thought, *a Romulan type-R plasma torpedo launcher, fresh from the factory and ready for installation. Would it be worth more to keep the weapon, or to deliver it to the WYNs at Rendezvous Point Sierra-2 and charge them a premium for 'unusual' difficulties in transit.*

"On screen," Thorne commanded, his human lips snapping out the Orion patois that passed for a language on a ship crewed by the derelicts of the galaxy.

"Daven ship *Revolution* here," he smiled, noting that the captain of the Slaver was a highly attractive Romulan female. Perhaps there would be time for a brief exchange of private dinners before the ships had to part company. "Do you have it?"

"What nonsense is this?" the Romulan female thundered. "Do we indeed have *WHAT?* We are here to pick up a cargo of refined iridium from the Cluster Cartel. Why are you here?"

Something is very wrong here, Thorne thought. *It is impossible to believe that two shipments could have had the same rendezvous. Someone was lying. But who, and why?*

"Vampire! Vampire!" the sensor technician fairly screamed. "I am reading more than 20 drones inbound, multiple ships following them at high warp."

"Kelvosh!" Thorne bellowed. "Direction!"

"EVERY direction. Drones inbound from all vectors!"

"All ships prepare for battle!" Thorne ordered over the communications network to his two consorts and to the Hamilcar ship. "Form on the destroyer, and make course 200 Mark 0 at max speed. I'll draw them off." Then switching to the internal network, he ordered his own ship to turn away and head for a gap in the incoming drones at warp eight.

★ BASE STATION GOLAN ★

★ DAVEN CARTEL, KLINGON SECTOR ★

"And there were no survivors, Virgil?"

"None."

"Who betrayed the rendezvous?" the Crimelord demanded. "Seven Klingon ships, both DSF and ISF; that was no accident."

"I do not know who betrayed us," the operations director admitted. "Maybe Hamilcar, maybe the WYNs, maybe Thorne. It might have been an intercepted transmission, a penetration agent, even a Klingon Dagger Team infiltrating one of our bases. I simply do not know."

"Find out. And pull our ships off of that picket line, and send them back to normal duties," the Crimelord said. "We cannot afford the loss of revenue any longer."

◆ BRIDGE, WYN SHIP *BLACK DRAGON* ◆

"We have been here for three days, Captain," Cat-Who-Snarls noted. "Are we waiting for someone? Or just waiting for the nonexistent Klingon patrols to become more so?"

"Patience, First One," White Tip smiled.

"Reading a lot of message traffic on the Klingon bands," the communications tech reported. "And more than usual on the Daven Cartel's circuits. It appears that a number of Klingon ships have ambushed and destroyed four Orion ships."

"Where?" White Tip demanded.

"Nowhere near us," the com tech shrugged. "Far to the east, near the inter-zone boundary between Daven Cartel and the Hamilcars."

"That may explain why there are so few Klingon patrols about," Cat-Who-Snarls mused. "Perhaps we should take advantage of the confusion and make a high speed run to our next destination? Which, by the way, is where?"

"Shut up!" White Tip snarled at his first officer.

"Communications!" White Tip spun his chair, "I want all Orion and Klingon messages decoded and translated. I want to know the exact location of the ambush."

"I already have that worked out," Keria replied, naming the coordinates that the original contract designated as Sierra One. "I found one message in an old ISF code and broke it."

"Damn!" White Tip roared. "Of all the luck!"

"What do you mean?" Keria asked. Cat-Who-Snarls also looked questioningly at his captain.

"We are waiting here for Daven to deliver a shipment from Romulan space," White Tip explained, "one they were to receive from Hamilcar at precisely that location."

"THAT was our mission?" Cat-Who-Snarls gasped. "The Orions could have brought it directly to us."

"Daven could not have guaranteed delivery through space still controlled by the Cluster Cartel," Keria noted, "and the Cluster Cartel is, for reasons you can guess, very upset with the Usurper."

"Precisely," White Tip confirmed.

"We are going to be in serious trouble," Keria noted. "We do not have the fuel to go home, not from here, and the Klingons and even the Davens are flooding the sectors between here and home with ships."

"Can we stay here until things quiet down," Cat-Who-Snarls suggested.

"No," White Tip replied. "We would eventually be spotted and have to run, and that would use up most of our fuel. We need a refuge, a place to go until the Usurper can arrange for another shipment from the Romulans."

"There is only one real alternative," Keria pointed out.

"The LDR," White Tip responded. "I know."

"We cannot DO that," Cat-Who-Snarls screamed. "The Lyrans in the LDR are no different from those in the Lyran Empire. They will slaughter our Kzinti crewmen on sight."

"I doubt it," Keria advised. "They need good relations with the Cluster and have no reason to antagonize the Hegemony. They won't be polite, but your people will not be treated any worse than mine."

"And," White Tip pointed out, "there really is no other choice. The Hydran front is too far, even at most efficient cruise speed. Helm, plot a course for the Lyran Democratic Republic. Avoid the No-Go zones. Plot a fast course, helm. Get us there with dry tanks and burned crystals if you have to, but get us across their border."

○ LDR BATTLE STATION TWO ○

"At least," Keria noted, "you aren't dead."

"I am in a locked cell," Cat-Who-Snarls responded, "surrounded by Lyrans who would just as soon slaughter me as look at me, forced to eat vegetable protein, badly bruised from their 'interrogation' techniques, and unlikely to ever see my home again. My grandfather did not follow the Usurper into exile so that I could die of old age in a Lyran prison."

"Would you two please consider some other topic of conversation?" White Tip asked. "After twelve days, it has become tedious."

He was spared the response when the cell door, on the other side of the energy field, opened and two LDR commandoes stepped in, their repeating phasers held at port arms. A strange Lyran stepped in, and it took them a moment to realize that he was wearing the insignia of the WYN Defense Forces.

"Brigadier!" White Tip exclaimed, forgetting the formal military protocol of waiting for the senior officer to speak first.

"At ease, Captain," the Lyran waved. "I am the military attache at the WYN embassy. I have arranged for you, your ship, and your crew to be released. Departed, actually."

"That is wonderful news," White Tip responded with undisguised enthusiasm. "When can we leave?"

"In a few days," the WYN general responded. "It will take that long to process the paperwork. Until then, I can have food and fuel stockpiled at the port and ready for you."

"Can you get me access to my crew?"

"Not at this time," the Attache responded. "The best I can do is arrange for you and a skeleton crew to be released tomorrow to get the ship ready. The rest of the crew will be delivered to the ship only moments before you leave."

"Leave?" White Tip asked. "And go where?"

"Home," the Attache answered.

"Home," White Tip repeated. "In failure and disgrace."

Hours later, the doors opened again and the two LDR commandoes returned. A moment later, two Klingon Marines appeared, their disruptor rifles leveled at the WYN officers.

"This is something new," Cat-Who-Snarls remarked with a wary smirk. "Friends of yours, Keria?"

"Unlikely," the Klingon security officer answered, pulling himself erect and preparing for unarmed combat. Nearly five minutes passed before the next arrival, a distinguished-looking Klingon in an unusual uniform.

The two feline WYN officers backed off into the corners of the cell as Keria came to a formal position of attention.

"You are the one they call Keria?" the Klingon official asked, "late a lieutenant of the Empire Security Service."

"Yes, Lord Baron," Keria responded tonelessly.

"Stand at ease," the Klingon spoke. "I am not your executioner. Indeed, perhaps the contrary."

Keria did not respond. The two feline WYN officers relaxed their stance, but did nothing to attract attention. The three Klingons remained focused on Keria, while the LDR commandoes watched the other two WYN officers.

"I am the Imperial Consul to the Dark Star County," the Klingon diplomat said. "Your presence here has been reported to the Empire by the Security Service attache at the consulate. I have received a transmission from the Empire regarding you."

"My Lord Baron," Keria responded, ignoring the political contrivance that the Klingon Empire used to avoid insulting the Lyran Empire. "May I enquire as to the content?"

"Your case has been reviewed," the Klingon diplomat said, "and while I do not have the full particulars, I am to offer you transportation to a Klingon starbase, where you will face a court martial by the ESS. I am given to understand that the result of that court-martial will be a tour of duty on a penal ship."

"When do you require my answer?" Keria asked.

"Immediately," the Consul responded.

"Much as I would like to clear my name," Keria responded, "I cannot leave my shipmates until our mission is completed. Perhaps at that time, might I surrender to the Klingon Consul in the Cluster?"

"I am given to understand that the offer to return and stand trial will remain open for a time," the Klingon diplomat replied. "The ESS attache at the consulate asked me to give you something." The Consul turned to one of the Marines, who produced a small printed book. The Consul placed it on the stand where their food trays were placed at mealtimes.

"If I may request a boon, Lord Baron," Keria asked.

"If it is reasonable and within my power," the Consul responded.

"Would you send word to my brother that I will return to clear my name when this mission is complete?"

"That will be done," the consul responded without emotion.

"One further request," Keria asked tentatively.

"What is it?" the Baron responded with less patience.

"Can you tell me if the Klingons in the crew of the *Black Dragon* are being treated well?"

"I neither know, nor care," the Baron responded, and left.

The energy screen faded, and Keria stepped forward to claim the book.

"What is it?" Cat-Who-Snarls asked.

"The Empire Security Service manual for military trials," Keria responded quietly. When the other two looked at him questioningly, he explained. "I cannot be tried unless I have had 30 days to prepare my defense."

"Decent of them," White Tip noted.

"Not entirely," Keria responded. "It is now officially recorded that I have the book. The Marine to the Consul's right was an ESS troop in a Marine uniform. Now, they can try me as soon as I set foot on a Klingon base or planet."

"Clever," Cat-Who-Snarls laughed. "You Klingons are not such a bad sort after all."

* DAVEN CARTEL BASE STATION SUEZ *

"Yes, Axel?" the Sector Crimelord asked.

"The LDR will release the *Black Dragon* within hours," the operations director reported.

"Indeed," the Crimelord replied. "Have you deployed our ships on this side of the inter-coalition border as planned?"

"Yes," the operations director confirmed. "The fighting units are deployed at rendezvous point Sierra Two. You are certain that the WYN ship will go there?"

"It is the most likely place," the Crimelord shrugged. "They were due to meet the shipment from the Romulans there."

"And the orders for the ships?" Axel asked.

"Unchanged," the Crimelord said. "We do not know that the WYNs betrayed the original rendezvous, but I intend to find out. Have the ship detained and its crew questioned. I'll speak with the Overlord afterward, and he will take up the matter with the Cluster himself."

◆ BRIDGE, WYN SHIP *BLACK DRAGON* ◆

"Clearing LDR space now," the navigator reported.

"Very well," White Tip answered. "Set course 010 Mark 2."

"Where are we going?" Cat-Who-Snarls asked.

"Across Silver Moon County into Foremost territory," White Tip responded, "to a system station at a remote planet."

"This will not do," Cat-Who-Snarls responded. "The Lyrans there will slaughter the ethnic Kzintis in our crew."

"No, they will not," White Tip responded. "The platform is run by my family. You will be safe there while we refuel."

"As safe as the Kzintis were in LDR space?" Cat-Who-Snarls asked with dripping sarcasm. When the LDR returned the crew to the ship, five of the ethnic Kzintis were missing, having died in various 'accidents' or 'escape attempts.'

"Captain," the security officer reported, "I have inspected the cargo. All of the rare metals and fissionables are still present, except for those the Cluster embassy took to pay for the provisions and fuel, and I have proper receipts for those."

"Very well," White Tip responded.

"Captain," Keria spoke into the intercom, "may I speak with you privately?"

"Come in," White Tip said wearily as he sat up in his bunk and reached for the door controls. "What is it?"

"Someone has been in my cabin," the security officer began. "My copy of the ESS trial manual is missing."

"Who would take it?" White Tip asked with annoyance. *And why does it matter to me?* he added silently.

"Unknown," Keria admitted. "I am going to have the ship searched. There may be a Klingon agent on board who is trying to ruin my chances to defend myself."

"That is an appropriate response to a serious situation," White Tip answered. *As well as typical Klingon paranoia in response to something utterly trivial. He can get another copy once he gets back to the Cluster.*

Keria saluted and left.

"There is nothing in the binding," one Kzinti voice growled.

"Perhaps magnetically encoded?" said the other.

"We tried that. Perhaps a watermark?"

"It would have shown on the fluroscan."

"There has to be information in here somewhere."

They never found it. The *Black Dragon* continued its course across the space of the Silver Moon County.

● BRIDGE, LYRAN CWL SILVER SHADOW ●

"Tracking five Orion warships at the rendezvous point," the weapons officer reported.

"Signal all ships to begin the attack," the Captain replied.

For once, he thought to himself, the LDR has provided accurate information. We had to call up ships from three counties, but it will be worth it to clean out these criminals.

● USURPER'S OFFICE, WYN CAPITAL ●

"So White Tip did not betray you?" the Admiral asked.

"Of course not, you idiot!" the Usurper snapped. "It was all part of the deception plan. I trust him implicitly. Order all Cluster forces to assist him in any way possible."

✦ SYSTEM STATION 16 ✦ ✦ LYRAN FOREMOST COUNTY ✦

The *Black Dragon* slid carefully into the docking position. White Tip waited at the airlock while the umbilicals were connected and the docking protocols completed. As the hatch slid open, an unfamiliar Lyran virtually leapt into the ship, clasping White Tip in a furious embrace that looked more like close-quarters combat.

"Littermate!" both exclaimed. Keria ignored the display of emotion. Cat-Who-Snarls, watching from the bridge, felt distinctly uncomfortable, even though he had been assured that the Lyrans on this platform were all from the WYN Cluster, all expatriates of the Predator County. That County was now the only step left before a return to the Cluster. But White Tip was from the branch of the family ousted in the fratricidal war that sent a destroyer into the Cluster, and it was unclear to Cat-Who-Snarls (and to Keria and the rest of the crew for that matter) how White Tip planned to pass that territory unmolested.

Cat-Who-Snarls raised the volume on the monitor.

"Is all in readiness?" White Tip asked.

"Indeed," the new Lyran replied. "You brought the metals?"

"I did," White Tip preened. "Enough to buy the ships and weapons — and the support — that we need to return our family to control of Predator County."

"I have consignments on order, awaiting only my assurance that payment will be rendered before delivery. And a freighter will deliver your fuel within a few days."

"Make haste, then," White Tip instructed. "We must get the metals unloaded as quickly as possible. I will personally supervise the unloading, as the fissionables are not suitable for our purpose, but may find a use elsewhere."

"And check on that fuel. It should have been waiting for us."

"Traitor!" Cat-Who-Snarls sneered.

Two ethnic Lyran combat troops with a Klingon sergeant arrived on the turbolift.

"Sir," the Klingon said. "For your own security, you should retire to your cabin now."

Cat-Who-Snarls briefly considered fighting it out on the spot, but thought better of it.

✦ BASE STATION GOLAN ✦ ✦ DAVEN CARTEL, KLINGON SECTOR ✦

"If I did not see you with my own eyes, Thorne," the Crimelord exclaimed, "I would not believe it. How did your ship survive the ambush?"

"Only barely," Thorne explained. "We lost most of our warp drive and our entire communications and weapons array. If that Slaver had not come across us, I would still be plodding through space at warp 2. We were betrayed, you know?"

"Indeed," the Crimelord answered. "And you are not the only ones who have suffered from vile treachery. Daven ships in Lyran space attempted to detain an LDR ship at the rendezvous you were to take the cargo to, and were themselves trapped by Lyran forces. We lost three ships certainly, and perhaps two more, and still do not know who it was that betrayed us."

"Wrong," Thorne snapped. "We do know. It was the WYNs."

"How can you be certain?" the Crimelord scoffed.

"Because when I spoke to the captain of the Hamilcar ship," Thorne explained, "she did not have cargo for us. She said she had been contracted to pick up cargo from us. Obviously, the WYNs planned to use a phony contract to ensure that Orion ships were at two known points in space and time where they could send the local powers. That way, most of the pirate and military ships in those sectors were engaged, and they could move swiftly past an all-but-empty sector."

"So, the WYNs did betray us. What do you want?"

"An enforcer squadron."

"Another one?" the Crimelord gasped. "All right, all right. You will have it by the end of the day. The Lyran sector is already dispatching ships on the trail of the WYN ship. Once I pass your news, they will take up the chase with passion."

✦ SYSTEM STATION 16 ✦ ✦ LYRAN FOREMOST COUNTY ✦

"We are doomed!" Pskof wailed, waving the message form around the bridge. "Littermate ... Pilerk ... We are finished!"

"Only through your incompetence, Pskof!" White Tip belted. "Your lack of secrecy and security is shocking. A blind Zeldabeast could have picked up the trail and uncovered your plans. Count Prekess, undeserving of the title as he is, has probably been onto you for months. Four years of careful planning for the coup, and you threw it all away with a couple of indiscreet weapons purchases. You might as well have written 'mercenaries wanted to overthrow the count' on the side of this station!"

"What are we going to do?" Pskof asked.

"What I am going to do is take my ship and make a run for the Cluster," White Tip explained. "What you are going to do is load everyone into that police ship you have and run for the Arch Duke's starbase and beg him for sanctuary."

"Of course, Littermate," Pskof said. "You know best."

◆ BRIDGE, WYN SHIP BLACK DRAGON ◆

"So now what?" Cat-Who-Snarls sneered. "You can start by telling us what this is all about."

"When the Usurper and I created the plan," White Tip explained, "my payoff was the shipment of rare metals in cargo bay #2. Enough wealth to finance a return to power for my family. That would give the Usurper a friend in the closest Lyran county, and perhaps build better relations after the war is over."

"But someone made a mistake," Cat-Who-Snarls noted.

"An incompetent sibling," White Tip threw up his paws in disgust. "I suspect they are universal."

"And now," Cat-Who-Snarls snorted, "with Daven ships coming up from behind, your erstwhile cousins between us and home, the only idea you can offer is a high-speed dash through the worst of the approaching forces."

"What else is there?" White Tip sighed. "Heading back into Lyran space is death, and it would be impossible to attempt to pass through the Klingon border this close to the Hegemony."

"Actually," Keria tentatively interrupted, "I think I can help there. I was assigned to this sector. I know how the codes are structured, and with a bit of luck, I can manage the proper identification signals."

"We won't have the fuel for that diversion," White Tip said. "We'll burn everything we have left getting into Klingon space."

"I may have the solution to that, too," Keria said. "I know where there are secret unmanned fuel storage facilities, kept there for military emergencies."

"Like the border being overrun by Kzinti ships?" Cat-Who-Snarls suggested. Keria did not answer.

"Very well," White Tip conceded. "Helm, head for the Klingon border. And Keria, you had better be right."

✱ DAVEN CRUISER DEATHSTRIKE ✱

"Continue scans," Thorne ordered. "He has to be here somewhere. It's the only place he could have gone after everything blew up over in Lyrans space."

"I don't like this," his first officer warned. "That much active scanner power is asking the Klingons to come kill us. If not them, the Cluster Cartel will. We're deep in their territory."

"They'll have to catch us," Thorne dismissed the warning.

"Scanners report an asteroid off the port bow, range 500,000 kilometers, bearing 030 relative. Refined metals ... low-level radiation ... *warp signature!*"

"Battle stations!" Thorne ordered. "Drop to warp two until the weapons are ready, then close at warp three."

◆ BRIDGE, WYN SHIP *BLACK DRAGON* ◆

"Proximity Alert! Ships approaching from 198 Mark 2! I have positive identification as Orion hull types!"

"Emergency Stations!" White Tip roared. "Evacuate the fuel station immediately. Stand by for warp seven."

"*Dragon*, this is Keria."

"Respond! Is the station clear?"

"The last are leaving now," Keria called. "I have set detonation charges to destroy the station."

"That will create a fireball the size of a ship explosion," Cat-Who-Snarls gasped.

"And it will cover our escape," Keria insisted. "I'm back on board, and the charges are set for one minute. Move!"

"Helm, course 350, maximum speed, execute!"

✱ DAVEN CRUISER DEATHSTRIKE ✱

"Approaching asteroid," the speaker blared as the Orion destroyer leading the squadron swept in. "There is a ship leaving at high..."

The explosion wrecked the destroyer and forced the other ships to take evasive maneuvers.

"Cannot establish a track on the WYN ship," the sensor operator reported. "We'll have to move to the far side of the blast zone and try scanning from there."

"Forget it!" the weapons officer bellowed. "I am tracking eight ... nine ... ten Klingon ships approaching from vectors 045 through 135. Recommend course 230 to evade Klingons and return to home territory."

"Dammit!" Thorne spat, waving to the helmsman to accept the recommended course. It would be a long trip home.

◆ BRIDGE, WYN SHIP *BLACK DRAGON* ◆

"Clearing Klingon front line trace," the navigator reported. "We'll be home by this time tomorrow."

"Alert!" the communications officer exclaimed. "I'm reading a short-burst transmission."

"Origin?" White Tip demanded.

"Inside this ship. Starboard quarter, abaft the shuttle bay!"

"Send security to that section!"

◆ SHUTTLE BAY, *BLACK DRAGON* ◆

"That will be all," Keria said evenly, leveling his disruptor pistol at the Executive Officer. "You can put the transmitter down. NOW!"

"Little matter," Cat-Who-Snarls sneered, tossing it to the deck. "In an hour you will be dead or in a Kzinti prisoner-of-war cage. And you cannot afford to kill me, not after you killed another Kzinti without providing an opportunity to interrogate him. Who knows what he would have said if he had lived? Perhaps that it was *your* transmitter and a phony bomb? No, if you kill me, and this ship gets to the Cluster, there will be enough suspicion raised to have you tried as a spy yourself."

"You worked for the Patriarch all along," Keria surmised. "And you know that this ship succeeded in its mission after all." Cat-Who-Snarls went for the phaser pistol on his belt.

◆ BRIDGE, WYN SHIP *BLACK DRAGON* ◆

"Alert!" the communications officer exclaimed. "I'm reading *another* short-burst transmission. Source in our shuttle bay."

"Tracking inbound warship from bearing 030 true. Warp signature reads as zero point six six. War cruiser class." The screens snapped on to show the Kzinti ship hurtling to intercept the frigate. Any fight was going to be short and very one-sided.

"Give me full warp!" White Tip demanded.

"You'll never make it," the voice from the turbolift said evenly. Everyone on the bridge turned to see Keria, his disruptor pistol held ready. "You may as well continue on course, at least for the moment."

"What is the meaning of this?" White Tip demanded.

"Tracking inbound warship, bearing 155, warp signature is one point zero, mass reads very heavy for that warp reading."

"That will be *Death*, I believe," Keria smiled as the Kzinti war cruiser pulled a hard turn and headed the other way. The screens switched to the approaching Klingon heavy battle cruiser "I see she has been to a repair yard since we left the Cluster." *Death* had led the last failed Klingon attempt to invade the Cluster; a Commodore had died on her bridge.

"Klingon battle cruiser has taken station 48,500 kilometers on our port quarter," the sensor tech called. "He's dropped a shield!"

Keria walked across the bridge, reaching over the shoulder of the engineering technician to drop the *Black Dragon's* #4 shield, then activated a small communicator on his belt.

"Captain White Tip, it has been a grand adventure, but I really must be going," Keria said, tossing White Tip a key. "That unlocks the explosives I planted around the cargo under the fishionables," were the last words he spoke before beaming out.

◆ LOUNGE, WYN SHIPYARD ◆

The Usurper smiled as the crews unloaded the four gatling phasers and crate after crate of spare parts from the hold.

"Well done, my friend," the Usurper clapped the Lyrans Captain across the shoulders. "Pilerk, I am sorry that your plans for a return to your home county did not work out."

"White Tip," the Captain answered. "Pilerk is no more, has not been in some time."

"I have waited all my life to return to my throne," the Usurper counseled. White Tip knew that this Usurper had been born after his grandfather lost his war, but the throne was immortal. "You will see your own return in time."

"I think not," White Tip responded. "When you leave, I will be here. When you return to visit as the ruling Monarch of the Hegemony I will still be here."

"This is the only home I have."

★★★

OFFICERS OF THE KZINTI HEGEMONY

by Stephen V Cole

The Kzinti Hegemony Fleet uses a structure of officer ranks and assignments that is radically different from those used by the Klingons and Federation. There are four types of commissioned officers: Admirals, Captains, Commanders, and Lieutenants. Each of the four ranks has five grades (Admiral 1st Grade, Captain 3rd Grade, etc.) for a total of 20 separate titles, but there is some overlap.

Ranks denote positions. All "captains" command ships, all "commanders" are department heads, all "lieutenants" are "working" officers, and all "admirals" command groups of ships.

The easiest place to begin is with captains. Nominally, each higher grade of captain commands a larger class of ship:

Captain 1st Grade	DN, CVA, SCS, Starbase.
Captain 2nd Grade	CC, BC, CVS, Battlestation.
Captain 3rd Grade	CL, CM, Tug, Base Station.
Captain 4th Grade	DD, DW.
Captain 5th Grade	Frigate, Scout, Drone Frigate.

Again, these are nominal grades. A fast-track Captain 3rd might be assigned to command a battlecruiser before his promotion to Captain 2nd comes through. A deserving Captain 5th might be promoted to Captain 4th and left in command of his frigate until a larger ship becomes available. The captain of a non-combat variant (scout, transport, commando, etc.) would often be one grade lower. The Federation considers Captains 1st through 3rd to be equal to Captains (O-6) and Captains 4th and 5th to be equal to Commanders (O-5) for purposes of protocol.

Commanders are department heads on the various ships. The actual Kzinti term translates as "executive officer," but as this is meant as "an officer in an executive position" rather than as "second in command," the Federation usually translates this as the next lower Federation rank, i.e., "commander." The department heads will normally be of a grade equal to or less than their captain. For example, a Captain 2nd Grade on a battlecruiser would have a Commander 2nd Grade as the head of his weapons department.

Generally, the Kzintis regard a commander as one level lower than a captain of the same grade. Thus, a Commander 4th is roughly equal to a Captain 5th. A Commander 4th who was head of the weapons department on a war destroyer might be promoted to Commander 3rd (head of the weapons department of a war cruiser) or Captain 4th (captain of the war destroyer).

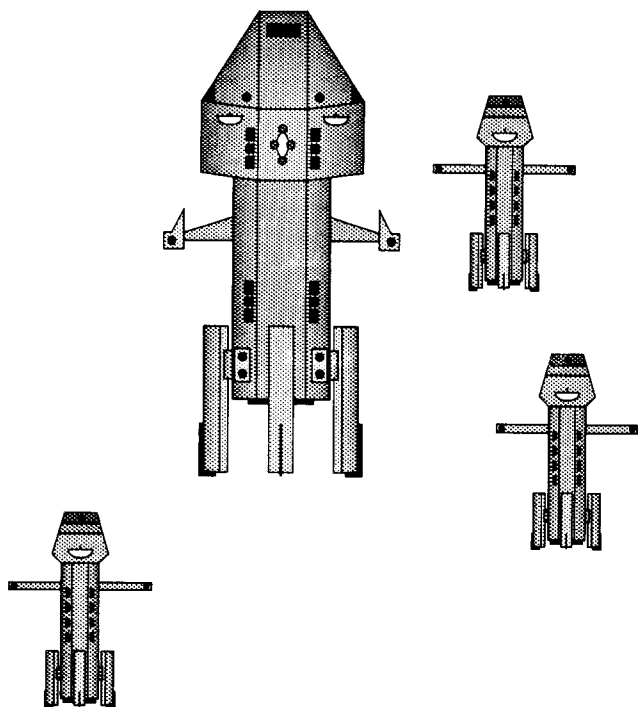
Unlike the Klingon DSF where frigate captains are transferred laterally (i.e., without promotion to a higher rank) to be the XO of a cruiser before being promoted to a cruiser command, Kzinti captains almost never move to a non-command position, but may be promoted to a larger ship. (There is a partial exception in that some of the officers on an Admiral's staff or Academy faculty may have served as ship captains, and will return to such commands after sharing their insights and experiences with others.) Commanders can move up to higher grades of commander (which will usually mean a transfer to a larger ship) or be promoted to captain. A given cruiser Captain 2nd Class may have been promoted to that position from a war cruiser or from a department head position on the ship he now commands.

There is no executive officer as such on Kzinti ships. All four department heads are nominally equal. The head of the ship's operations department performs most of the functions (inspections, personnel, etc.) expected of a Federation XO, but is not necessarily next in line to command the ship. Should the captain become a casualty, the senior department head (or the one specifically designated and trained as next-in-command) would assume command, but only an officer with multi-departmental experience could retain the command after the crisis was past. In practice, the chief engineer is almost never on the bridge during combat and very rarely is a multi-department qualified officer, and for those two reasons would almost never assume command in combat even if he were senior.

The five grades of Lieutenants (the actual Kzinti term is "operative officer") correspond roughly to the four Klingon or Federation ranks ensign, junior lieutenant, lieutenant, and lieutenant commander. These are, generally speaking, the 'button-pushing grades' and simply reflect increasing experience. Kzinti lieutenants never command each other; all of the lieutenants in a department are under command of the Commander serving as department head. Larger ships, with more buttons to push, will have more lieutenants, and correspondingly more of them will be of the higher grades. On a frigate, for example, with only a few officers under each department, a Lieutenant 3rd might be promoted directly to commander 5th if he was the senior 'button pusher' in a given department when the department head position came open.

A Lieutenant 1st might be considered roughly (and socially) equal to a Commander 4th or Captain 5th, but this is too simple an explanation. A Lieutenant 1st would only appear on a DN or BC with a large number of officers in a given department. Such an officer might be one with experience in only a single department and hence ineligible for a commander position, or he might be a specially-selected officer being groomed for higher things on a dreadnought. A Lieutenant 2nd on a battlecruiser might be promoted one rank to Commander 5th (head of a department on a frigate) or to Commander 2nd (head of a department on the battlecruiser) or simply to Lieutenant 1st.





An officer starts as a Lieutenant 5th and gains several promotions, then transfers to the "Commander Track" and later (he hopes) to the "Captain Track" (a one-way transfer) as soon as he can.

The Admiral grades are somewhat more clear. An Admiral 5th is equal to a Federation Commodore. He commands a detachment of 3-6 (sometimes 10) ships from a command cruiser or strike carrier and is sometimes considered equal to a Captain 1st Grade. An Admiral 4th is equal to a Federation Rear Admiral (O-8) and is usually on board a starbase or dreadnought. Admiral 3rd is equal to a Vice Admiral, Admiral 2nd to a Full Admiral, and Admiral 1st to a Fleet Admiral. The five nobles (Crown Prince, Duke, Marquis, Count, and Baron) are one rank above an Admiral 1st Grade, and the Patriarch is one rank above them.

There is also a "temporary" rank which the Federation translates as "Commodore," which is used for the senior captain of a temporary grouping of ships without an assigned admiral to command them all. There is some indication that a given "commodore" will have the same "grade" as his original (permanent) "captain grade." Thus a Captain-3rd who is a medium cruiser captain and is placed in temporary control of his own ship and two frigates might be designated as a "Commodore-3rd Grade" for the duration of that assignment.

Kzinti starships are divided into four departments (weapons, navigation, operations, engineering), rather than the six found in Klingon ships (weapons, navigation, engineering, marines, medical/science, and communications) and the eight found on Federation ships (weapons, navigation, engineering, security, medical, science, communications, personnel).

The Kzinti operations department includes the marine, medical, communications, administrative, and science personnel, and performs the housekeeping functions done by the engineers on Klingon ships. This department also controls the transporters. Significantly, the tractor beams on a Kzinti ship are controlled by the weapons department (specifically, the drone officer) rather than by the engineers.

Kzinti carriers (like most carriers in other fleets) have a separate department for the fighter pilots and deck crews. The Kzintis have five Pilot Grades, the lowest two of which are not

considered command positions or commissioned officers. Pilots 3rd are flight leaders, Pilots 2nd are squadron leaders, and Pilots 1st are group leaders. Interestingly, a PF is commanded by a Pilot 3rd, a Flotilla by a Pilot 2nd, and a division of four flotillas by a Pilot 1st. The top four pilot grades are considered equivalent to Federation ranks O1 (ensign) through O4 (Lt Commander). Some PFs are commanded by regular officers.

Kzinti officers are not outwardly differentiated between line and warrant types as Klingon officers are. The qualifications for promotion within a department are primarily knowledge and experience. Transferring to another department requires passing an exam to demonstrate competence. Officers are generally given broad opportunities to better themselves and learn new skills. Officer staterooms are almost always assigned to mix the various departments (an engineer bunking with a drone officer, etc.) to encourage interdepartmental friendship and exchanges of thoughts and ideas at every level. Captains are judged partially on the cross-training that their crews are given. Young officers thought to have command potential are transferred from department to department for training and experience.

Enlisted crewmen also hold five ranks, reflecting various degrees of experience. Those able to supervise other enlisted personnel or assist officers are designated Petty Officers (in the fleet) and Sergeants (in the ground forces and Marines). Marines and other ground troops wear the same insignia; their uniforms are considered adequate to differentiate them from starship crews.

The Kzinti rank structure, while totally different from that of the Federation and Klingon Empire, does serve their needs more than adequately. ★★★

KZINTI OFFICER RANK INSIGNIA

Crewman 5th	•
Crewman 4th	••
Crewman 3rd	•••
Crewman 2nd	••••
Crewman 1st	•••••
Petty Officer 5th	
Petty Officer 4th	
Petty Officer 3rd	
Petty Officer 2nd	
Petty Officer 1st	
Pilot 5th	➤
Pilot 4th	➤➤
Pilot 3rd	➤➤➤
Pilot 2nd	➤➤➤➤
Pilot 1st	➤➤➤➤➤
Lieutenant 5th	•
Lieutenant 4th	••
Lieutenant 3rd	•••
Lieutenant 2nd	••••
Lieutenant 1st	•••••
Commander 5th	▲
Commander 4th	▲▲
Commander 3rd	▲▲▲
Commander 2nd	▲▲▲▲
Commander 1st	▲▲▲▲▲
Captain 5th	◆
Captain 4th	◆◆
Captain 3rd	◆◆◆
Captain 2nd	◆◆◆◆
Captain 1st	◆◆◆◆◆
Commodore 3rd (example)	◆◆◆◆◆
Admiral 5th	■
Admiral 4th	■ ■
Admiral 3rd	■ ■ ■
Admiral 2nd	■ ■ ■ ■
Admiral 1st	■ ■ ■ ■ ■

IN THIS ISSUE...

We have another exciting issue of Captain's Log for you! HISTORY includes an exciting story of stellar intrigue as well as information about Kzinti officers.

DATABASE brings you up to date in the Universe.

Our SCENARIO section has more unique challenges.

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

The TACTICS section includes some interesting ideas.

STAR FLEET MISSIONS has an exciting solitaire game.

STAR FLEET WARLORD has the first full update, with tactics, battle reports, and rules hints.

PRIME DIRECTIVE: Another tantalizing preview.

EARLY YEARS: With the end of P-modules, we have redirected our playtest efforts into the pages of Captain's Log.

FEDERATION & EMPIRE includes an Early Years scenario, a detailed strategy article, plus the usual features. ☺☺☺

STAR FLEET COMMUNICATIONS CENTER

HAVING A CONVENTION?

ADB publishes announcements of upcoming conventions that have SFB tournaments (in Starletter) and lists of SFB tournament winners (in Captain's Log). Send such information to ADB well in advance of the convention. We can only publish the information that we receive. If your convention or winners did not receive the proper announcement, it's because we didn't receive it (unless noted otherwise). Please send it again.

For the convenience of tournament players and judges, a complete set of tournament rules and SSDs was published in the new MODULE T: TOURNAMENTS. The only tournament rules updates at the time of CL12 have been published in CL12.

TOURNAMENT SANCTIONS

With the release of a new and formal Module T, we are enforcing the policy on sanctions. Basically, a Sanctioned Tournament is one that strictly follows the rules in Module T. If the local judges make any changes to the rules, it is not a Sanctioned Tournament (and any players who attend it should notify ADB). We will designate which tournaments are and which are not sanctioned. This will allow anyone trying to select a "winning" ship from previous reports to know if any of the ships that won were non-standard, and will serve to validate the records of the ships.

NEW TOURNAMENT KIT

Those running SFB events at conventions can obtain a Sanctioned Tournament Kit from Task Force Games for \$10. This kit includes: Instructions, Rated Ace Nomination Form, \$25 in TFG gift certificates for use as prizes, list of any recent tournament rules changes or authorized experimental rules, and the four-page "Judge's Errata" sheet. You must include a copy of the convention program or flyer (or a letter from the convention operators) showing your event listed. SSDs are no longer included because: 1. They would increase the cost of the kit. 2. We cannot predict how many of each you will need. 3. We included them previously because they were being changed frequently. The SSDs in Module T won't be changed for at least a year, so those are adequate for you to copy.

STARLIST IS NOW ON LINE!

All known SFB players have been entered into a computer database. If you want your name listed, just send a postcard to Task Force Games and state your name, address, and phone number and that you want to be put on the SFB Player Contact List. Please do this on a separate page from all other correspondence so we can hand it to the person managing the system and keep costs as low as possible.

The list is arranged in Zip Code order. To obtain a copy of the list for your area, send a stamped self-addressed envelope and \$1 to Task Force Games and request the list for your area. (Please, this must also be separate from all other correspondence in order to keep efficiency high and costs low.) If you

wish to obtain the list for an adjacent non-sequential area (perhaps across a state line), include the zip code there and another \$1. Players cannot order lists for non-adjacent states. These lists are available only for non-commercial use to find new players for your group or a local convention and are not to be used for mail solicitation of products or other services. We cannot guarantee we will have listings in your home town, but we will have at least one listing for your home state.

If you order SFB products from TFG, or ask rules questions of ADB, you will automatically be put on the list. If you want your name deleted, just tell us.

We need new player listings in: Maine, Delaware, West Virginia, Alabama, Mississippi, Kentucky, Minnesota, Wyoming, Utah, Idaho, New Mexico, Oregon, Alaska, and Amarillo TX.

TASK FORCE SPARE PARTS AND MAIL ORDER

You can order any TFG product directly from Task Force. You can also order extra counters, maps, and other components. Send a stamped self-addressed 9x12 envelope (75¢ US postage) for a catalog.

TERMS: Minimum order \$10 (\$20 for all overseas orders). All orders must add \$4 for postage & handling in the US. Canadians add 20% of the retail price for postage & handling. Overseas add 40% for surface and 60% for airmail shipping. All payments must be in US funds. All checks must be drawn on a US bank. Texas residents add 8.25% sales tax. European customers, please contact Task Force Games Ltd., Unit 30A, Hardwick Ind. Estate, Bury St. Edmunds, Suffolk IP33 2QH.

BATTLE REPORTS

★ TEXICON, 4-7 Sept 92, Houston TX, Sanctioned, 1st Gary Quick (Kzinti), 2nd Preston Kent (Rom), 3rd Randy Lee (Gorn) and Brian Klinger (Fed). Judges: Chief Justice Frank Crull, Assistant Judge Terry Haugh.

★ NOVAG VII, 16-18 Oct 92, Leesburg, VA, Sanctioned, 1st Guy Chaney (WYN), 2nd Robert Estrada (Fed), 3rd David Gardner (WYN) & Brett Douvarjo (Rom). Judge Drew Gardner.

★ ENBICON 4, 16-18 Oct 92, University of New Brunswick, Fredericton, NB, Sanctioned, 1st Jeremy Earl (Hydran), 2nd Stephane Corneau (Lyrans), 3rd Kolja Eppert (Romulan) and Dave Albert (WYN). Judge: Alan Robichaud.

★ EUROGENCON, Nov 92, Camber Sands, United Kingdom, Sanctioned, 1st Michael Ohren (Lyrans), 2nd Stephen Deas (Klingon), 3rd Steve Walton (Romulan) and Maj Farsi (Federation). Judges: Paul Stovell and Marc Gillham.

★ SCI-CON, 13-15 Nov 92, Virginia Beach, VA, Sanctioned, 1st James R McClure Jr (Rom), 2nd Robert Faciane (Orion); 3rd Brian Darling (WYN) and Kevin Fowler (Klingon). Judge Douglas G Dillingham.

★ WSU GAME FAIR, 17 Jan 93, Wright State University, OH: Sanctioned, 1st Mike Filsinger (Kzinti), 2nd John Hanna (Lyrans), 3rd Rob Wesley (WYN) and John Bloomberg (Tholian). Judge Tab Postlethwait.

★ PANDEMONIUM X, 30-31 Jan 93, Toronto, Ontario, Sanctioned, 1st Christopher Lee Larson (Klingon), 2nd Mike Calhoun (Klingon), 3rd David Lan Greig (Romulan) and Mike Bord (Kzinti). Judge Joe Trauzzi.

★ CONTINUITY, 12-14 Feb 93, Birmingham, AL, Sanctioned, 1st Robert Buelow (Kzinti), 2nd Frank Cork (Hydran) 3rd Oddie Lewis (Fed) and Derrick Vick (Gorn). Judge Lloyd Lewis.

★ GENGHIS CON 14, 12-14 Feb 93, Denver, CO, Sanctioned, 1st Scott Moellmer (Andromedan), 2nd Alex Vaeth (Kzinti), 3rd Perry Carlson (Andromedan) and Paul Anstett (Federation). Judge: Marc Michalik.

★ ORCCON 16, 12-15 Feb, Los Angeles CA, Sanctioned, 1st Hohn Cho (Kzinti), 2nd Sebastian Chedal (Rom), 3rd Paul Scott (Rom). Judge Steven J Kay.

★ STELLARCON 17, 21 Feb 93, Greensboro, North Carolina, Sanctioned, 1st Joey Martin (Kzinti), 2nd Gary Bear (Tholian), 3rd Tom Miligan (Tholian). Judge Bill R. Mann Jr.

★ TOTAL CONFUSION VII, 26-28 Feb 93, Marlborough, MA, Sanctioned, 1st Arthur Foran (Andromedan), 2nd Seth Shimansky (Lyran), 3rd Rich Hamel (Romulan) and Kirk Sciola (Federation).

★ CON-DOR, 6-7 Mar 93, San Diego, CA, Sanctioned, 1st Ted Fay III (Kzinti), 2nd Frank Gilson (Orion), 3rd Scott Malcomson (Hydran) and Ken Burnside (Klingon). Judges Gary Plana and Scott Mercer.

★ OWLCON XIV, 12-14 Mar 93, Rice University, Houston, TX, Sanctioned, 1st Preston Kent (Orion), 2nd Paul Hamilton (Lyran), 3rd Curtis Wood (Andromedan) and Gary Quick (Gorn). Judges Frank Crull and Terry Haugh.

★ ROUND CON 93, 19-21 Mar 93, University of South Carolina, Columbia, Sanctioned, 1st James Bradley (Andro), 2nd Scott Cleland (Andromedan), 3rd Warren Taylor (Klingon) and Keith Ward (Klingon). Judge Michael Gastright.

★ CAPCON XVI, 16-18 Apr 93, Ohio State University, OH, Sanctioned, 1st Tab Postlethwait (WYN), 2x hellbore, disruptor, phaser-G, 2nd Kurt Kopp (Klingon), 3rd Jeremy Williams (Fed) and Raymond Swartz (Fed). Judge David Preuss.

★ SPOKANE GAME FAIRE, 23-25 April 93, Spokane, WA, Sanctioned, 1st Michael L. Helbig (Kzinti), 2nd Scott Winkler (Andromedan), 3rd Marc J. Schroeder (WYN) and John J. Kissel (Gorn). Judge James Stomps.

★ ROC-KON 17, 30 Apr-2 May 93, Little Rock, ARK, Sanctioned, 1st John Ready (WYN), 2nd John Blair (Kzinti), 3rd Kenneth Jones (WYN) and T J Harris (Klingon). Judge Jeremy Nuckolls.

★ MADISON GAMES CON, 15-16 May 93, Madison WI, Sanctioned, 1st Mike Greenholdt (Andromedan), 2nd John Woolridge (WYN 2x hellbore, 2x plasma-F), 3rd John Hilgers (Lyran) and Archibald Sokolik (Klingon). Judge Ken Rotar.

★ ADVENTURE GAMEFEST 93, 21-23 May 93, Portland, OR, Sanctioned, 1st Farrell L. Hopkins (Andromedan), 2nd Scot McConnachie (Federation), 3rd Tony Bordett (Tholian). Judge Jeffrey Clulow.

★ NASHCON 93, 28-30 May 93, Nashville, TN, Sanctioned, 1st David Remington (Romulan), 2nd Steve Smith (WYN), 3rd Barry McGuffin (Gorn) and Van Wilson (Federation). Judge Mike Curtis.

★ THUNDERCON III, 4-6 Jun 93, Norman, OK, Sanctioned, 1st Joel W. Meyers Jr (Romulan), 2nd Bob Glover (Gorn), 3rd John Blair (Kzinti). Judge Herbert G. Pilgrim.

★ CONMAN 93, 4-6 Jun 93, Manchester, NH, Sanctioned, 1st Richard Hamel (Romulan), 2nd Joe Kwiatkowski (Orion), 3rd Ike Baker (Klingon) and Jason Silva (WYN). Judge Daniel Beaulley.

★ ST. JOSEPH VALLEY GAMERS CONVENTION, 18-19 Jun 93, South Bend, IN, Sanctioned, 1st Jerome Bambrick (Federation), 2nd Chris Csakany (Tholian), 3rd Leroy Castle Jr. (Orion) and Ben Peterson (Klingon). Judge Ronald W. Dodd Jr.

★ HEXACON III, 18-20 Jun 93, Scottsdale, AZ, Sanctioned, 1st Robert Campbell (Gorn), 2nd Mike English (Orion), 3rd Jonas Johnson (Kzinti) and William Heim (WYN). Judges Ken Burnside, Mike Putnam, Mike Rodrigues, and Robert Weber.

★ JOHN HAMMER of New York has been removed from the list of ADB-certified tournament judges. No SFB event in which Mr. Hammer participates as a judge or advisor will be considered sanctioned or eligible for a Rated Ace card; he is not eligible to win a Rated Ace card himself. TFG has withdrawn all support for events he runs. We regret this was necessary.

Reports on the winners at SFB tournaments must include the following information: Convention name, date(s), format (ships used, structure, standard rules, etc.), top four finishers (and the ship(s) that they flew), judge(s), any special information. Tournament winners are published in Captain's Log; Tournament Announcements are published in Starletter.

If your tournament was not reported here, send a report to Amarillo Design Bureau for inclusion in Captain's Log #13.

STAR FLEET BATTLES ON GENIE

Star Fleet Battles is active on the GENIE computer network. Star Fleet Battles is Category 10, page 805, in the Games Roundtable. Topics discuss SFB, F&E, doomsday, questions, rules proposals, major projects, errata, tournaments, conventions, new ships, etc. You can send in term papers directly.

Many downloads (new SSDs, software to allow most computers to read SSD files, playtest scenarios, prototype rules, drafts of articles, lists of players by Zip Code, etc.) are available in the library on page 1020. (All downloads are official ADB material; non-ADB uploads are allowed only if approved in advance.) Files downloaded from GENIE remain under ADB's copyright and are not to be uploaded to other systems. If you see SFB material on other bulletin boards, advise ADB or TFG by mail with all relevant information.

Real Time Conferences with top SFB staff members are held on Tuesday nights (11pm ET) in Room 3 of page 805;2. We alternate between product development conferences hosted by Steve Cole and tactics seminars hosted by Steve Petrick.

You can send Electronic Mail to Amarillo Design Bureau care of ADB\$ and to Task Force at TFG\$.

Call GENIE at 800-638-9636 and ask them for information.

If you cannot find the SFB section, send Email to ADB\$, STEVE.COLE, SFB-ASSIST, TFG, or TFG\$.

STAR FLEET BATTLES ON COMPUSERVE

ADB is now available on CompuServe. You can contact ADB at 71333,2123 and find messages posted in Section 11 of the Play-by-Mail Games Forum. We will have errata files and playtest material in the libraries there by the time you read this.

CompuServe offers the usual services (Email, news, travel, research, finance, computer user support, etc.) and forums discussing everything from games to dinosaurs to politics.

To get on line, call 1-800-524-3388 and ask for Representative #437 for a free introductory membership.

JOIN "THE STAFF OF THE STAFF"

The Star Fleet Senior staff needs the help of local gamers in their areas to help test new ships, rules, and scenarios and to develop new products. It's hard work, but you get to see (and influence) new products before they appear. We have staffers in Chicago, Mesa AZ, Dallas, New Jersey, Houston, St Louis, Cleveland and Dayton Ohio, Korea, Milwaukee, Seattle, Los Angeles, New York, Fort Irwin CA, Orange County CA, Philadelphia (F&E group), Colorado Springs, Saginaw Michigan, and Bloomington IL. If you want to contact a staff officer, send a letter of introduction with a stamped self-addressed envelope to ADB and we'll forward it to the relevant officer.

LOST MAIL: IS YOUR NAME LISTED HERE?

The following individuals have mail waiting for them in the "purple file" at ADB. The mail includes everything from rejected term papers and scenarios to correspondence without reply postage to unclaimed tournament prizes to mail returned due to a faulty address. If your name is on this list, send a stamped self-addressed envelope to ADB, Post Office Box 8759, Amarillo, TX 79114-8759, and we'll send you what you have coming. If it seems like we're generating more and more of this, it's because we are cleaning out old files of scenarios, term papers, and proposals. *See, we didn't lose them after all!*

Scott Abel, Todd Abronowitz, Gerard Andrews, James Asher, Keith Baker, Peter D Bakija, Jose Barretto, T Bartholomew, Graeme Bayless, William J Becker, Mike Bennett, Richard Beyer, Joey Bishop, Todd Bissell, William Blakely, James Boaz, ? Booth, Gregg Boschert, John Brandt, Bob Brickeen, ? Bridendolph, Mike Burke, Chet Burtch, Dave Buschke, Gary Bush, Dana Cadman, William Carpenito, Douglas Carroll, John Casady, James Chou, Nicholas Cioran, Jonathan Clemens, Jay Clendenny, Joseph Coppage, John Crawford, Graeme Cree, Will Culbertson, Richard Cunningham, James Currie, David Damerell, Rick Daniels, Kevin Deitle, Tony Delaguila, T Delleit, Patrick Demerecz, Todd Dillon, Victor Dobson, Paul Dodd, Kelly Donahue, Earl B Durboraw, Stuart Eastman, Michael Eubanks, Joseph Felton, Robert Gamble, Paul Garcia, Bill Gary, Mark Geiger, Bob Genso, Chuck Gerringer, Richard Glover, Gerald Griffen, James Gronosky, Bill Guiher, Andrew Hading, Jim Hart, Kevin Hart, Stephen Holland, Fred Hood, David Hopkins, Charles Hunt, David Jensen, Eric Jimmerson, C T Johnson, Doug Junker, William Justice, Jonathan Kapleau, John Kasper, Mark J Kicmol, Andrew Kim, Philip Kitching, James Kundert, Thomas Lallier, Christopher Lee Larson, Mike Lay, Brad Lee, Carey Long, Drew Losos, N Lyons, Eric Lund, Geoff Mahl, Robert Mantzel, Sean Mattingly, Damon McCafferty, Bill McKinnon, Robert Meck, Darko Milivojevic, David Monroe, Matt Morich, Jeff Moore, John Myers, Bob Nelson, Mike Novean, Eric Nussberger, Warren Okuma, Scott Olson, Frank Otto, Andrew Patterson, Rob Patterson, Preston Poulter, Rodney Reineke, Jeff Saks, Nathan Schattman, Donald Skrzpinski, Gordon Smith, Vincent Solfronk, Josh Spencer, Ty Stafford, Dean Stow, Thane Stroop, Michael Sweet, Delane Thibodeau, Howard Thompson, Ken Toliver, J Wagner, Stuart Wald, Sandy Walkerton, M Scott Walters, Dave Washburn, David Watson, James Webster, Matthew Wengratis, Michael West, Shayne Weyker, Jeff White, Donovan Willett, Matthew Williams, Douglas Wright, Cliff Yahnkee, Chris Young, David Zimdars, Simon Zwart.

GAME STORES! Please photocopy this list and post it on your bulletin board as a service to your customers.

STARLETTER

Starletter, the official Star Fleet Universe newsletter, keeps hundreds of SFBers (and their friends) up to date on new products, rules, and ships.

STARLETTER #81: Romulan Tournament Eagle, SP1411 The Captain's Round, Battleships for F&E.

STARLETTER #82: Seltorian CA, background, and F&E.

STARLETTER #83: WYN Orca, SP223 Eaglebreaker (Gorn X-ships vs Romulans); Battle Carriers for F&E.

STARLETTER #84: Old Galaxy Pirate, Seltorian scenario.

Starletter is mailed on or before the 15th of odd-numbered months (Jan 15, March 15, etc.). Announcements of upcoming conventions or tournaments should reach ADB by the 15th of the preceding month to ensure inclusion.

Subscriptions to Starletter should be mailed to: Task Force Games, P.O. Box 50145, Amarillo, TX 79159. Subscriptions are \$5 for six issues in the US, Canada, APO, and FPO (mailed first

class). Overseas subscriptions are \$10 for six issues and are sent airmail. All payments must be in US funds. All checks must be drawn on a US bank and have magnetic code numbers on them. International Postal Money Orders (and US postal money orders) are acceptable. The above back issues are available from Task Force for \$2 each (checks payable to TFG). ☼☼☼

RATED ACES

Rated Aces are players who have reached the finals of the National Fleet Captain's and Patrol Tournaments, and those who have won certain sanctioned regional tournaments.

Recent additions to the Rated Ace list are included here.

Rated Aces get their names in the next Captain's Log, a handy ID Card, a Rated Ace patch (Origins 91 and later only), and aren't required to play other Rated Aces at the next Origins until the finals (or until there isn't anyone else available).

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

We have unclaimed Rated Ace cards (and gift certificates) from conventions back to 1989 in the Purple File.

If you are running an SFB event at a convention, send a stamped self-addressed envelope to Task Force (or ADB) and ask for an official Rated Ace Nomination Form. You **MUST** have this form to secure a Rated Ace ranking for the winner of your tournament. All requirements are specified on the form (which refers you to the Module T for some specifics). It is virtually impossible to secure a Rated Ace ranking unless you have the form *prior to the event* and **FILL IT OUT COMPLETELY**.

Note that we process Rate Ace nominations in batches (because it is more efficient), so the wait for your nomination to be processed could be from 5 days to 6 weeks. During the pre-Origins scramble (when nothing that's not linked to the big summer product releases is even looked at), this can stretch out a few more weeks. We're sorry for any inconvenience. Two of these Rated Aces have their patches in the Lost Mail file since they did not give us a legible address on the convention form.

1992 TOURNAMENTS

TEXICON (4-7 Sept): Gary Quick.

NOVAG VII (16-18 Oct): Guy Chaney.

ENBICON IV (16-18 Oct): Jeremy Earl.

EUROGENCON (Nov): Michael Ohren.

COMMAND CON (7-8 Nov): Gregg Dieckhaus.

SCI-CON (13-15 Nov): James R McClure Jr.

1993 TOURNAMENTS

WSU GAME FAIR (17 Jan 93): Mike Filsinger.

PANDEMONIUM X (30-31 Jan): Christopher Lee Larson.

CONTINUITY (12-14 Feb): Robert Buelow.

GENGHIS CON XIV (12-14 Feb): Scott Moellmer.

ORCCON 16 (12-15 Feb): Hohn Cho.

STELLARCON 17 (21 Feb 93): Joey Martin.

TOTAL CONFUSION VII (26-28 Feb): Arthur Foran.

CONDOR (6-7 Mar): Ted Fay III.

OWLCON XIV (12-14 Mar): Preston Kent.

ROUND CON 93 (19-21 Mar): James Bradley.

CAPCON XVI (16-18): Tab Postlethwait.

SPOKANE GAME FAIRE (23-25 April): Michael L Helbig.

ROCKON 17 (30 April - 2 May): John A. Ready.

MADISON GAMES CON (15-16 May): Mike Greenholdt.

ADVENTURE GAME FEST (21-23 May): Farrell L Hopkins.

THUNDERCON III (4-6 June): Joel W Meyers Jr.

CONMAN 93 (4-6 June): Richard Hamel.

ST JOE VALLEY (18-19 June): Jerome Bambrick.

HEXACON III (18-20 June): Robert Campbell.

Your name can go here next issue!

☼☼☼

ORIGINS 93 REPORT

While a small turnout made Origins 93 (Fort Worth, Texas) disappointing to most gamers and dealers, SFBers experienced a tremendous success with a huge tournament (over 170 players) and two new products (Carrier War and New Worlds 3).

Festivities began on Wednesday (the day before Origins) with DamCon, a one-night SFB-only convention held at the Ramada. DamCon, or Damage Control, is the current evolution of the annual "singalong" events and included a tournament, seminar, and preview of new products. We plan to repeat this event at future Origins and GenCon conventions. Brad Hinkle won the DamCon Tournament with a 5-0 record.

While the program said that SFB events would begin at 2pm Thursday, SFB has never paid much attention to the official Origins program booklet and the tournaments began (as they always do) at 8am. The 128th ticket to the Fleet Captains event was officially sold at 11:47am. Steve Cole immediately opened the tournament to 256 players (8 rounds) and allowed re-entries, resulting in a total of 202 registered players.

The Origins officials, recognizing SFB as a very polite 800-pound gorilla of a tournament, assigned all SFB events to the Ramada Hotel and granted us full autonomy, allowing ADB to sell its own tickets and putting SFB judges in charge of the open gaming areas of that hotel. Ramada executives, particularly Dan Leising, were great people to work with and provided us with everything we needed, even agreeing to leave the gaming rooms open around the clock, when Steve Cole asked them to, so that non-SFB gamers could use them.

Gaming continued on schedule, with Captain's registration closing at 5pm Friday (and Saturday Patrol registration opening at 6pm Friday). In both cases, this was as had been announced in Module T, but many gamers seemed unaware of these times. We always do it this way, so take note for the future.

Chief Justice Frank Crull and SFB Tournament Chief Steve Cole quickly worked out the required "byes" and "wildcards" to close up the tournament "tree" on the third round, allowing the finals to begin at dawn on Saturday. It was tough for the survivors, having to play four rounds on Saturday, and the two finalists were so exhausted they agreed to begin playing the 8th round on Sunday two hours behind schedule. Meanwhile, more than 100 other players were savaging each other in the Saturday Patrol. Winners include:

FLEET CAPTAIN Hohn Cho won the Gold Hat flying the Kzinti command cruiser. Rated Ace Ken Rotar came in 2nd flying the Orion. Third Place was taken by Klingon Ace Paul Kramer and Kzinti Ace David Bostwick. Fifth Place was shared by Paul Scott, Scott Cleland, Steve Rolston, and Preston Poulter. Others winning Rated Ace cards included Dr Andrew Pundy, John Hilgers, Deron Kawamoto, Lyran Commander Gregg Dieckhaus, Fleet Captain 1992 Guy Chaney, Alex Pundy, Fleet Captain 1990 Tom Carroll, and Andro Ace Scott Moellmer. Ladies Champion was Beth Miranda.

PATROL honors went to Fleet Captain (GenCon 90) Frank Gilson, who flew the Orion BR to victory over very able Andromedan Captain Perry Carlson. Third place went to Shelly Christian (another Andromedan) and Lyran Mike Mitchell. Fifth place (Ace) honors were shared by Joe Lewis, Paul Pundy, John Ready, and Alan Phelps. Other Patrol finalists included Matt Burleigh, Terry Haugh, Frank Divincenzo, Warren Taylor, Ken Burnside, Jeff Bulhassen, Jeff Kelley, and Scott Mercer.

SATURDAY PATROL went to Jerome Bambrick (8-1), Mark Gratkowski (6-0), Chuck Strong (5-0), and Matt Osborne (5-1).

FEDERATION & EMPIRE was won by Jeff Laikind. Best Fed was Scott Malcomson; Best Klingon was Al Clarke.

Leanna Cole, making her first appearance at an Origins convention, was Miss Star Fleet 1993.



STAR FLEET SERVICE AWARDS

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

■ ★ ■ OUTSTANDING SERVICE AWARD

ERRATA BOOK: Bob Cowan.

STAR FLEET MISSIONS: Leanna Cole.

CAPTAIN'S LOG #11: Jeff Laikind.

CAPTAIN'S LOG #10: Tony Zbaraschuk.

MODULE R5: Scot McConnachie, Tony Zbaraschuk, Steve Petrick.

PRIME DIRECTIVE (Draft 1.1): Gary Plana.

■ ♦ ■ SUPERIOR SERVICE AWARD

STAR FLEET KEYCHAIN: Leanna Cole.

MODULE R5: Bruce Graw, Gary Plana, Jeff Laikind, Stewart Frazier.

CAPTAIN'S LOG #11: John Berg, Mark Schultz, Paul Paella, Tony Zbaraschuk.

CAPTAIN'S LOG #10: Ray Olesen, Scot McConnachie, Scott Mercer.

PRIME DIRECTIVE (Draft 1.1): Mike Davey.

MODULE D3: Tony Zbaraschuk, Scot McConnachie.

■ ♦ ■ MERITORIOUS SERVICE AWARD

CAPTAIN'S LOG #11: Bill Walter, Chuck Strong, Frank Crull, Gary Plana, Gregg Dieckhaus, Keith Velleux, Owen Riley, Scot McConnachie, Scott Mercer, Scott Moellmer, Stewart Frazier, Tom Carroll.

CAPTAIN'S LOG #10: Bill Walter, Brian Moon, Jeff Laikind, Mark Schultz, Owen Riley, Stewart Frazier, Evelio Perez-Albuern, Keith Velleux, John Berg, Bruce Graw, Tom Carroll.

MODULE R5: Chris Cafiero, Chuck Strong, Frank Crull, Gregg Dieckhaus, John Berg, Keith Velleux, Ken Burnside, Ray Olesen, Scott Mercer, Tom Carroll.

MODULE T: Frank Crull, Ken Burnside, Owen Riley, Tony Zbaraschuk, Chris Cafiero, John Berg, Gregg Dieckhaus.

PRIME DIRECTIVE (Draft 1.1): John Berg, Jon Cleaves.

MODULE D3: Ray Olesen, Tom Carroll, John Berg, Gregg Dieckhaus, Chris Cafiero.

■ ■ ■ GENERAL SERVICE AWARD

CAPTAIN'S LOG #10: Charles Hunt, Chris Cafiero, Chuck Strong, Frank Crull, Frank Gilson, Gregg Dieckhaus, Ken Burnside, Michael Vinarcik, Rob Patterson, Stewart Eastman.

CAPTAIN'S LOG #11: Bruce Graw, Chris Cafiero, David Bostwick, Ed Holzman, Joseph Felten, Ken Burnside, Stewart Eastman, Todd Dillen.

MARINES UPDATE: Cliff Yahnke, Ed Cooley, J Wagner, Ken Burnside, Mike Filsinger, Stewart Frazier, Trent Telenko.

MODULE R5: Andrew Patterson, Bill Heim, Dean Stow, Frank Gilson, John Bartoli, John Crawford, John Hammer, John Jablonski, Joseph Coppage, Mark Schultz, Oliver D Upshaw III, Owen Riley, Paul Paella, William Justice.

X-SHIP UPDATE: Chris Cafiero, J Wagner, James Kundert, Scott Mercer.

MODULE T: Marc Michalik, D Gardner, Steve Kay, Bill Walter.

PRIME DIRECTIVE (Draft 1.1): Ken Burnside, Scott Mercer.

MODULE D3: Scott Moellmer.



AFTER ACTION REPORT

THE GOOD NEWS...

The good news this issue is that you will not have to read through (and keep up with) the handful of errata items on recent products much longer. ADB has compiled all of the errata (no addenda!) into a 16-page booklet. (More than half of this "errata" simply extends or corrects rules cross-reference numbers. Most of the rest corrects typos.) Task Force has graciously agreed to print and distribute this booklet for FREE to any SFB player who asks for it. You can obtain your copy by sending Task Force a 9x12 envelope with 52¢ US postage. (Canadians must affix 63¢ US postage or include two IRCs. Foreigners must provide four IRCs.) You can use a 6x9 envelope if you don't mind us folding your errata book in half. Or you can ask for your copy at the TFG booth of selected conventions. The Errata Book will be available about 1 October 1993.

CAPTAIN'S LOG #11

Fiction: Players loved the story and didn't seem to mind the one place we got the names of the two princes mixed up.

Term papers: Players didn't seem to mind a smaller selection in exchange for two issues per year. Curiously, some players seem to think that the "encore" term papers are repeats of previously-published papers. Not true! They are NEW papers, but the encore section is for players who have already had a paper in that issue. It allows the better writers to get around the limit of one term paper per issue, and brings you better papers.

Database: Many of our staff have found new players who are now contributing to better products.

The Humor page was well received (although the Proposals Board received just as many laughs). Humor has a place, but it seems the key is to not repeat a given gag more than once.

SL134.8 should refer to a ZFF not an AFF.

SL134.9 refers to a DF deleted in playtesting.

SL135.63 Reference to FFG should be to CAR.

SL136.63 does not allow scout or leader modules.

On page 56, Sean Upchurch is buying four drones and using the eight reloads he already had; "extra" drones do not come with reloads.

On page 61, Guy Chaney should be a fleet *captain*. Chaney was repairing warp as *AWR*, sorry for the typos.

On page 69, the Imperial War Reserve can be released by the Tholians (and two others) only in a FREE campaign. The Tholians do not count in a HISTORICAL campaign.

MODULE T: TOURNAMENT BOOK 93

The Lyran and LDR ships should have UIM-disruptor tables, but at least it is clear that they can use their UIM (once).

The Andromedan PA mine (which is now legal) only drains 15 points from a plasma torpedo. It says this one place, but we wanted to reinforce the information lest it be overlooked.

An Orion with a drone rack can swap for type-IVs.

For (C12.364) penalties, use hull boxes, then labs.

The racetrack infield is a tournament barrier. Optionally, it is a "grass infield" you can fire across, but moving across it costs five movement points per hex (web movement rules).

The Archeo-Tholian ship should have 24 warp & 6 APR.

In Assigned Target, you can hit the "markers" over more than one consecutive turn IF you draw your own ship on both turns. The "markers" should be in 2212, 1917, and 2517.

MODULE D3: BOOMS AND SAUCERS

(SH107.44) Reference to (SH107.44) should be (SH107.2).

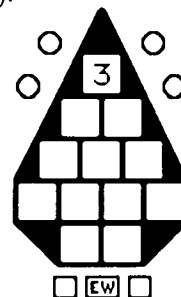
The Klingon C9 boom should have 20 boxes in its #2, #3, #4, and #5 shields. (All those boxes blur together.) ☺☺☺

PLAYTEST UPDATE

MODULE X1: X-SHIPS (MODULE P2)

Current plans call for Module X1 to appear in 1994. We have some updated information on the playtest data for this product. The rules are, of course, based on Module P2 (as updated in Captain's Log #11 and Module C3).

The Hydrans will get a Stinger-X for their X-ships. Speed 20 (before packs), one built-in EW pod and the ability to carry one more (the extra one reduces the ratings as it would on any non-X fighter), two chaff packs, phaser-2X, 12 damage points, dog-fight rating 4. The fusion beams can be fired to range 5 with a single charge (range 12 with a double-charge). The fighter can only be repaired or rearmed on an X-ship, although any deck crew can give it chaff packs or add/remove the extra pod.



Several minor changes have been made to the SSDs.

Speaking of the SSDs, we have completed all of the ship SSDs for Module X1. Anyone sending in an acceptable report on X-ships (based on the playtest data noted above) and including a self-addressed envelope will receive one of these newly-done SSDs to test. You can request the one you want (1st, 2nd, and 3rd choice please), but if we already have enough reports, we'll have to send you a ship we need reports on. We will also make one or two of these SSDs available on GENie and on CompuServe.

Speaking of SSDs (again), we have run into a question about the bases. Is it really worth 18 pages to reprint all of the BATS and starbase SSDs for X-tech? Would it make more sense to ban X-tech from bases? Or perhaps to let *all* bases use X-phasers (and nothing else) after a certain date? Your comments are welcome.

MODULE M: MARINES (MODULE P4)

Also scheduled for the 1994 product year, Star Fleet Marines will include all of the SSDs for all of those commando ships you've been hearing about. These SSDs are done and reside here in the ADB office. Anyone sending in an acceptable report on Marines (based on the playtest data in P4 and CL11) and including a self-addressed envelope will receive one of these newly-done SSDs to test. You can request the one you want (1st, 2nd, and 3rd choice please), but if we already have enough reports, we'll have to send you a ship we need reports on. We're working on the boarding party diagrams too, and you will be able to request those after 1 Jan 1994. We will also make one or two of these SSDs available on GENie and on CompuServe.

MODULE Y: EARLY YEARS (CL12)

This Captain's Log includes the playtest material for Module Y (expected in 1995 or later). We have included every SSD we could in this issue, but there simply was not room for all of them. You can obtain copies of the other SSDs by sending in acceptable playtest reports (include an SASE) on the rules and ships presented in this issue of Captain's Log (and any future preview material for Module Y). We will also make one or two of these SSDs available on GENie and on CompuServe.

THE MOST IMPORTANT THING

If you (and everyone around you) "know" that something in a playtest offering is "wrong," then BE SURE YOU TELL ADB! To do so, write a letter, give your name, address, the date, what you think is wrong, and why you think it is wrong. One future product per letter please! We'll get it to the right file! ☺☺☺

COMMAND THE FUTURE!

RELEASED SINCE CL#11

Things did not go as smoothly as planned in the Spring of 1993. A combination of things made several products a few weeks late, and one product (Module S2) slipped into the second half of the year. Testing the Carrier War Sector Scenarios took longer than expected as we had to build the same playtest organization for F&E that we have long had for SFB. It was decided, for various production reasons, that the 1993 reprint of Deluxe F&E would be a bit more than just a reprint. Truth to tell, we reached a product too far (S2), a mistake we will try to avoid in future. Even so, it has been a pretty good year for Star Fleet.

MODULE D3: BOOMS & SAUCERS: Just when you thought your ship was destroyed, you get to start with a new SSD (grin!). Released in March. \$6. Stock #3553.

MODULE T: TOURNAMENT BOOK: Everything from every previous tournament book, plus four new tournament ships, six scenarios suitable for conventions, tournaments for Federation & Empire, Star Fleet Missions, and Prime Directive, and essays with advice on how to play in or run an SFB event. Released in May. \$11.95. Stock #5611.

CARRIER WAR: Released in July, the first true expansion for the Federation & Empire game system, with seven small sector scenarios (which can be combined into any size campaign), 324 counters, completely revised and expanded annexes, and new rules on carrier group formation, Federation SWAC shuttles, and Klingon Swarm attacks. \$19.95. Stock #3205.

MODULE C3: Released in July, the first new races in eight years! The Seltorians (a true new race with two new weapons and new ships to fire them) arrive looking for their former Tholian overlords. (We even included SSDs for two new Neo-Tholian ships, the DD and FF, and scenarios from the old galaxy.) The LDR (unofficially published several times in the past) finally appears in formal publication. The long-rumored WYN "Fish Ships" arrive for a devastating "War of Return." We included more ships and bases for the Andromedans, completing the database for them.

CAPTAIN'S LOG #12: You're reading it. What do you think?

FUTURE RELEASES

DELUXE F&E 1993: At the printers by the time you read this, the new 1993 edition of F&E includes: Rulebook updated with all errata and rules interpretations, new computer-generated full-color map (nothing changed; it just looks a whole lot better), and new fleet charts with better graphics.

SPECIAL OPERATIONS: The second F&E expansion for the year includes auxiliary carriers, stasis field generators, electronic warfare, light tactical transports, war destroyers, counters for all tug pods, and two of the popular Sector Scenarios.

MODULE S2: One of the leftovers from the Spring schedule, we're trying to get 50 scenarios (about half of them new) finished so that we can release this product. Module S2 did inherit a dozen scenarios written for Module C3 but for which there was not room. Expect the same format as Module S1.

STAR FLEET ACADEMY: A special edition of Star Fleet Battles, Star Fleet Academy is a "simplified single rulebook" containing only the most basic rules. Smaller than Basic Set, Star Fleet Academy nevertheless covers all twelve of the pre-C3 races. This product is three different products, all rolled into one. It is a complete Tournament Rulebook, with all of the rules needed for the tournament. It is a "full spectrum" rulebook for those players who want to get into SFB on a casual basis (who should find it far less intimidating) or for Prime Directive players who can use it for the linked PD-SFB scenarios. And finally, it is a superb training manual for the beginning player who wants to learn as many different races and weapons as fast as possible, then go on to acquire the complete game system. We hope to release this late in 1993 or early in 1994.

CAPTAIN'S LOG #13: We're planning to get another issue out sometime early next year. See you then!

OTHER TASK FORCE RELEASES

FIRST CONTACT: This Starfire supplement by Tim Olsen and Mark Costello, in stores now, includes two new races: the Corsairs of Tangri and Umbra of Vestrii. One new countersheet and a quick reference card is included. \$9.95 Stock #6002.

IMPERIAL STARFIRE: A strategic campaign companion to the Starfire tactical game system. Includes huge 36x44 Star System Display Map and 12x14 Interception Map. Five countersheets, 96-page rulebook, 16-page forms book. \$29.95 Stock #6003. Includes copy of *Communique*, the new Starfire newsletter.

STARS AT WAR: Starfire Scenario Book. Covers the first three Interstellar Wars and the Gorm-Khanate War. To be released at GenCon and in stores by September. \$15.95. Stock #6004.

CENTRAL CASTING: DUNGEONS! Robert Sassone is writing this Fall release in the famous series. The ultimate dungeon construction guide, delvers won't want to miss this! ☺☺☺

SO YOU WANT TO PLAYTEST?

You don't have to ask or offer to become a playtest group. You just START DOING IT. Get scenarios or ships or rules from Starletter, P-Modules, GENie, or CompuServe; report on them by filling out the playtest report forms found in P-Modules (and explained in Starletter) and mail them in! We do not "recognize" playtest groups *until they have started playtesting*. (Excuse us for being skeptical, but in a dozen years, 75% of those who requested playtest material never sent in reports.) We do not mail playtest materials to groups until they have mailed us playtest reports on the considerable volume of playtest material we have already made available.

When you send in reports, include a stamped reply envelope. We will use it to tell you if you have done the job properly or not. If you did a really good job, we will send you more material in your envelope. A few rules and procedures:

1. All playtesting is done by ADB. Do not pester TFG.
2. It's easier to be an active playtester if you have GENie or CIS access, but this is not specifically required.
3. Do not use house rules, Legendary Officers, hidden cloaking, or optional rules unless the scenario SAYS to use them.
4. On EVERY playtest report, include a list of those who playtested THAT scenario and the name your group wants to be listed under. DO NOT assume we know the names of everyone in your group.
5. Check each issue of Starletter for a list of the P-module scenarios we still need reports on. ☺☺☺

TO ASK THE QUESTION *Why?*

As is well known, questions beginning with "why" cannot be answered in the Question & Answer system. Such explanations take too long and aren't really necessary to resolve rules questions and get on with playing the game. We do take note, however, of the more important, frequent, and interesting questions and try to provide answers in Captain's Log.

WHY NOT A ROM X-BCH?

Centurion Traugercellus asks: Since the Romulan NHK (nominally their BCH) is smaller than other BCHs (due to keeping a constant BCH BPV and the 15% surcharge for a cloak), couldn't the NHK be Xified? After all, if the point is "hull stress," then surely the NHK (being 15% smaller than other BCHs) is unstressed enough to be Xed!

1201W: Wrong, oh pointy-eared one. The cloak itself produces "stress" (not just cost) for the hull and makes the NHK too "overstressed" to accept X-technology.

AN ANDRO BY ANY OTHER NAME

EC asked why Andromedans are called Andros in the rules but Andys in everyday speech.

1202W: Actually, we call them scumbags, but then....

DID YOU FIX THE BPVs?

Why didn't you (in Doomsday) fix all of the BPVs that were wrong in the old edition?

1203W: Because if we didn't consider a given factor wrong, we didn't fix it, and because the world just didn't need a whole series of further changes, and because the changes wouldn't solve the problem your letter cited. It is relatively easy to find two ships that are of the same BPV and different combat power, or the same combat power and of different BPVs, IF you define the date, the rules, and the other circumstances of the scenario. Even if one of them actually is wrong, the problem is that first you have to figure out which is wrong, then you have to change it, then guess what happens? The ship you just changed is now "wrong" when compared to some other ship under some other circumstances.

The most glaring cases had already been fixed, long ago, under the various development programs, and a handful of additional changes were made in Doomsday (in addition to the BPV changes that resulted from changes in the SSD and refits). These programs required an extensive analysis, including dozens of combat tests, to change any single BPV. I'm sorry, but a letter saying "I think ship X is wrong" isn't enough data for us to make the change.

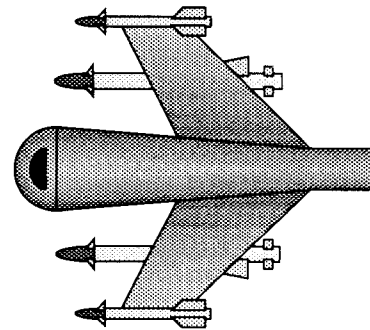
BPVs are a guide, not a god. The victory rules allow considerable slack anyway, and in the most outrageous cases, the local players are more than capable of adjusting a given ship under given circumstances.

THE LYRAN AIR FORCE

Why don't the Lyrans use disruptor-armed fighters? These would be able to attack the enemy with considerably less worry about interactions of their drones with ESGs.

1204W: The Lyrans do not use disruptor-armed fighters because they have to get too close to a target that is under attack by ESG fields, and they are too slow. Drone-armed fighters can hang back outside of the ESG area and launch drones into the battle, and the drones themselves are faster than the fighters and better able to catch a running ship or get out of the way of an ESG field.

There is also a power problem in that the carrier is already having problems putting up power for tractors to land fighters, power to operate the ship in general, power for normal weapons, and power for the ESGs.



LYRAN Z-Y FIGHTER

Adding a power demand for the disruptor-armed fighters was considered and rejected as just too much.

Two type-I drones have more potential for harm than a single, or even two, disruptor shots. A fighter with a disruptor charge has a max range of 10, at which point it does three points of damage IF IT HITS, while at point-blank range it will do only five points of damage. Even a half-armoured type-I drone will score double the damage of a disruptor shot at any range over four, and 50% more damage at ranges 2-4, and 20% more damage at range 0 or 1.

Drone-armed fighters are also very useful in anti-drone and anti-fighter roles, key Lyrans vulnerabilities.

The Lyrans Commanders and staff at the time considered all the above, and opted for drones. I trust you can see the wisdom in their choice.

FEDERATION REAR PHASERS

Why were the rear phasers on the Fed DN given the RA arc instead of RH?

1205W: Because the engine struts restrict the firing arc to 120°.

Sergeant GG asked: Why does the Fed CA have only RH rear phasers while the very similar CC has 360° phasers?

1206W: Because the CC was designed with the phasers, and they are on the bottom of the engineering hull. The rear phasers were an afterthought on the CA and were installed on top of the hull where the struts block part of the arc.

QUICK QUESTIONS

JL asked: Why do nebulae destroy shuttles right away while drones are slowly chewed up?

1207W: Because shuttles are essentially hollow boxes while drones are smaller, more solid, and better protected.

Sergeant GG asked how the Hydran Knight can drop its warp engines when they are (based on the art and the old miniatures) buried inside the hull of the ship?

1208W: While the hull plates wrap around the Knight's engine, the engine is in fact just under the surface of the hull plates and easily dropped.

Lieutenant Smof asked why destroyed shuttle boxes are too damaged to drop T-bombs, but enemy boarding parties can still land there?

1209W: Because the enemy marines can jump down on the rubble. And if you'll check rule (M2.112), you'll see that you can still drop T-bombs, which the deck crews float out on gravity sleds.

TZ asked: Rule (K7.633) is somewhat of an exception to the rules which provide that seeking weapons move after their targets. While a Death-Rider is not exactly a standard seeking weapon, it does share many characteristics with them.

1210W: The reason was that PFs, however nimble, are just not going to really be as nimble as a shuttle and will take more time to respond to the controls. ☺☺☺

DECISIONS

OF THE STAR FLEET UNIVERSE BOARD OF PROPOSALS

Every week, if not every day, Amarillo Design Bureau receives proposals for additions or changes to the Star Fleet Battles game system. Most of these are rejected for various reasons, and this department lists a few of the more notable efforts in order to acknowledge their authors and save others the time of submitting similar proposals. Copies of these proposals (or the addresses of the authors) are not available.

It is better to have proposed and been rejected than to have never proposed at all.

WEB PULSES (1201B): Gregg Knapp proposed rules that would allow the Tholians to send pulses of energy along their webs, causing damage to ships caught in them. This was turned down because:

- The web rules have already been published, and it's too late to add something like this now.
- It would unbalance the game severely by providing the Tholians with an added damage-causing capability with no attached cost or penalty.
- The source data makes no mention of this capability under circumstances where it certainly would have been mentioned.

CLOAKED STINGERS (1202B): Bridgette Daniels proposed that Hydran Stinger fighters could cloak, but tests revealed that the mirrored sunglasses of the pilots would still be visible and would void the cloak.

FRANKENSTEIN (1203B): David Crowley proposed mating a Federation battle pod to the back half of a Federation old CL. The proposal was rejected as having no real purpose and being of doubtful engineering. Certainly, the PV shows that the Feds did some strange things, but we have decided to leave that ship as a unique example of engineering genius.

For what it's worth, a Pod Mobility Module (essentially a set of clip-on military freighter engines) has been on file for nearly a decade without any movement toward publication.

OVERLOADED PLASMA (1204B): Steve Kay proposed a system for overloading plasma torpedoes, allowing every launcher to fire the next larger size but at a limited range. This was rejected as unbalancing since the most effective plasma tactics already bring you into close range anyway, and this would effectively increase the firepower (and BPV) of every plasma ship in the game. (They might also be subject to shock.)

Something similar was proposed long ago and was rejected in favor of the wild weasel-vs-tractor interaction. Besides, the plasma torpedo already has an overload function (known as the enveloping plasma torpedo) which has no range limit.

DRONE RACKS TO GO (1205B): R L Callaway proposed a Towed Multi-Launch Array that would be dragged behind a starship by tractor beam and, on command, would release a large number of drones (perhaps as many as 32). This gigantic scatter-pack would cost a fortune, be easy to kill, and drastically change the balance of the game in favor of drone users. Also, it could only be used on the strategic defensive since towing by tractor does not work at high speeds.

HEAVY FIGHTER FI-CON (1206B): Trent Telenko proposed a new type of Fi-Con that would carry a single heavy fighter in exchange for some non-weapon box. This would, he theorized, increase the combat power of a standard PF flotilla by 75% at virtually no cost. Which, of course, is why it couldn't be allowed. Such Hi-Cons would make all standard PFs obsolete, and there is no real point in that.

MAULER BATTLE STATION (1207B): Victor Rachels proposed a battle station armed with three maulers. While an amusing design, the problems of aiming the weapon, and the damage it would suffer due to shock, make it totally impractical. While rules could, in theory, be written to define how this battle station would work, the result would be a BATS no one wanted to use. It was, at least, a unique concept.

DISRUPTOR CAPACITOR BANK (1208B): Michael E Stiles proposed a disruptor capacitor bank, which would be a box (or two) on the SSD behind each disruptor. The box could hold the power for a disruptor shot and could itself be destroyed (instead of the disruptor) by a "torpedo" hit.

Michael proposed this weapon for a single race, but it was obvious that all other disruptor races would quickly copy it.

The system was rejected because it would cause a massive arms race. Every race would insist on having such boxes for its weapons, and we would be doing over all of the SSDs to incorporate this technology. (Of course, if we ever do the fifth edition Resurrection Rulebook, this *could* be one way to get everyone to buy it. Nah....)

CATAPULT FREIGHTERS (1209B): Nathaniel D Emerson proposed a new type of freighter which replaces five cargo boxes with five fighter boxes. In theory, the fighters launch through a tube and recover through the existing shuttle bay hatch. The ships would then be used as convoy escorts.

The proposal was turned down for a variety of reasons. The game does not need another class of auxiliaries, not when this requires 24 new SSDs, another page of charts, and another series of tables listing when they got the next generation of fighters. The proposal duplicated the existing auxiliary carriers and did a poor job of it; their only advantage (retaining cargo capability) was irrelevant since freighters are hardly in short supply. Maintaining the myriad of tiny fighter squadrons would prove too great a logistical burden.

PFT EW LENDING (1210B): Tony Zbaraschuk proposed that a PFT could use its two scout channels to lend different amounts of EW to different groups of PFs from its flotilla. This was rejected because the PFs of a given PFT are on a common frequency, and the possibility of transferring PFs from one group to the other (one offensive with ECCM and the other defensive with ECCM) during the turn was too powerful.

DID THE WEASEL WORK? (1211B): Several people suggested that wild weasels should have to roll a die for each seeking weapon. This was rejected as it would require revising the entire interaction between seeking weapons and wild weasels. In order to maintain the current balance, ships would somehow have to have access to more weapons. The revisions were simply not worth the effort, and the proposal was clearly intended to increase the effectiveness of seeking weapons.

PLASMA vs PLASMA (1212B): Nicholas Weaver proposed rules to allow plasma torpedoes to hit (and damage) each other. This was rejected because it was too fundamental a change in the way that the torpedoes worked and would rewrite all plasma tactics for little gain.

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ASK KOMMODORE KETRICK

This is our Rules Questions Department, with answers provided by Steven Paul Petrick, ADB's Chief of Staff. Interesting questions received by ADB are selected for this column to help explain some of the more obscure or complex rules.

THE RULES DON'T SAY "NO", SO I CAN, RIGHT? (Q1201):

As an Andromedan commander, can I buy satellite ships as one of the Commander's Option items? Note that it's hard for the bigger Andro ships to spend their option points any other way (except for optional rules like *Legendary Officers*, which aren't really available as Commander's options). This really comes into effect in the Andromedan variant of (SG39.0) *Dreadnoughts Over Orion*. I have searched the rules and cannot find anything that says I cannot buy a satellite ship, so I can, right?

A: WRONG. Before the lack of a specific "no" in the rules matters, you have to find a general "yes" that authorizes what you want or some larger group that includes what you want to do. Commander's Options are defined by (S3.2), which says that the list of items available for purchase is on Annex #6. And if you look on Annex #6, Satellite ships (indeed, any kind of extra ship or even a fighter or PF) aren't listed.

FREE FIGHTERS? (Q1202): If an SSD has fighters, they are included in the BPV, right?

A: Wrong. No carrier ever includes the BPV of its fighters (S2.11). This is done because most carriers have two or more generations of fighters (at various times) and you'd have to show several versions of the BPV, one with each type of fighter.

THE KANG (Q1203): Rule (T3.3332) states that the *Kang* carries eight type-IIIEW(M) drones. Are these type-III ECM drones or type-IIIMW drones? Note: by (FD8.13), type-IIIMW are not available until Y175. If these drones are MW, and not ECM, may the *Kang* swap explosive modules in the type-I(M) drones for ECM modules?

Rule (T3.3332) also states that the Klingon force must define their drones before the start of the campaign, and the Kzinti ships must buy their special drones. It states that the cost of the Kzinti special drones is included in the Klingon level of victory. Does this mean all points, including those to purchase the drones up from speed eight, or is speed 20 free? Also, are the points spent on the Klingon frigate squadron's drones deducted? I assume that (T3.3332) is correct in allowing the *Kang* to swap type-I(M) drones one-for-one with type-IIIMW(M) drones.

A: The listing of type-IIIEW(M) means that the ship has type three electronic warfare (ECM) drone (medium speed). The comment about the cost of Kzinti drones means that the ships will, of course, include the cost of the speed upgrades, but that the extra cost of converting any of the Kzinti type-IM drones count as Klingon victory points. Thus the purchase of any *Spearfish* modules will add to the cost. The drone points spent by the Klingon rescue force also count for victory purposes (in the battle in which those ships arrive). The *Kang* had been given the MW drones for this mission as prototypes.

CASUAL BASES (Q1204): Rule (J13.221) conflicts with rule (FP9.22), which says that type-D plasma torpedoes cannot be armed until they are on a rail or rack. If you cannot activate them until they are loaded, and they deactivate if you unload them, how can you have "activated plasma-Ds not on launch rails"?

A: You count the casual bases as having a ready rack for this purpose only.



FIRING ARCS (Q1205): Ship A is in hex 3507 heading D. Ship B is in 3710 heading F. Ship A is moving speed 0. What shield will ship B be firing on if it moves next impulse.

A: Your question is resolved by (D3.41), and ship B will be firing on ship A's #1 shield, while ship A will be firing on ship B's #2 shield.

UIM STATUS (Q1206): Can the enemy tell if you burned out your UIM (D6.52)?

A: Yes, he can. There is nothing in the normal rules that makes the UIM breakdown die roll a secret roll.

CATASTROPHIC DAMAGE (Q1207): Can a ship that normally drops its back hull (Klingon D7 or Federation CA) just drop the warp engines instead?

A: While any ship can (G12.6) drop its warp engines (at the appropriate point in the Sequence of Play and within various rules), this is not adequate to allow a section of the ship to escape under Catastrophic Damage. The Federation saucers and Klingon booms are specifically designed for this.

DISENGAGEMENT (Q1208): Can a SHIP fire or launch any weapons on the turn it wishes to disengage? (I believe this to be "yes," but it is not able to power any of them on the turn that it wants to disengage.) Fighters/shuttles are not allowed to do this by (C7.131), but what about ships.

A: A disengaging ship is under no restrictions on firing/launching weapons other than the actual need to meet the requirements of the disengagement rule it is working under. Rule (D1.522) serves as an enabling rule in this case.

GROUND BASES (Q1209): Can the Y175 refit be used to improve Ground Missile Bases?

A: Yes, it does; see the SSD in Module R1.

KZINTI SSCS (Q1210): How does a Kzinti Super SCS fit into (S8.0)? Does it count as both a SCS and a carrier or what? Does it count as my one allowed scout?

A: An SCS is an SCS, even if it is an SSCS. It is your one "Size 2 Heavy Ship" under (S8.33). In this case, it is also your one PFT, allowed in addition to a scout.

GAS UP THE CARRIERS (Q1211): Can carriers put GAS shuttles in their fighter boxes?

A: No. You can replace admins with GASs as Commander's Options. Fighters cannot be replaced (S3.25). Patrol rules (S8.0) would not allow it, but a scenario might.

PATROL RULES (Q1212): If two races ally and decide to attack another race (S8.0), do the allying races get to use a number of ships equal to the highest command rating out of the two squadrons or do they get to form their own separate forces and have them attack simultaneously?

A: If two forces unite, they get to (and must) use the command rating of the ship with the highest command rating from the side which has the most ships *in the battle*. As a general rule of thumb, if the two forces cannot score victory points on each other and combine the victory points they score on the enemy, they are a single force. As in any scenario, ships surplus to the command ratings are simply left out of the battle.

This gets a little complex. If five Lyrans FFs (command rating 3) and three Klingon D6s (command rating 8) show up, the actual battle force will be limited to four ships (the commanding frigate and three others). However, it would be legal to form a force of six ships by using the three Klingons and three of the Lyrans, excluding two of the Lyrans frigates. Since the Klingons and Lyrans are contributing equal numbers of ships to the force actually in combat, either force can provide the flagship. Even though the lead Klingon D6 could command three more ships, to bring in the two Lyrans frigates would move command to the Lyrans and result in an even smaller force.

The way to avoid trouble is to pick your flagship BEFORE you send the forces to the combat zone. If you just toss a bunch of ships toward the enemy and try to sort out who is in charge afterwards, you are going to get what you deserve.

ABOUT THAT BPV (Q1213): Why is the Hydran Apache light command cruiser worth 139 BPV while the larger Lord Marshal command cruisers are worth 138 BPV?

A: The Apache is able to bring all of its heavy weapons to bear across the full 120° forward shield facings (the LM cannot), has adequate power to use all of its weapons while maintaining fleet speeds (the LM does not), and has a better turn mode than the larger command cruisers.

BLACK HOLES (Q1214): When fighting near a black hole, can you position yourself near the black hole facing outward (and, of course, facing the enemy) and, from this position, drop mines into the hole using the map-wide explosion to damage your rear shield and the enemy's forward shield.

A: Mines are size 7 and do not trigger a radiation burst (P4.21) or even explode when they fall into a black hole.

WEAPONS ON BASES (Q1215): Does weapon #2 on a Tholian base station (R1.3A) have a 360° firing arc? Does a fusion beam on a Hydran base station in the weapon #2 position have a 360° firing arc?

A: Yes, the weapons in the weapon #2 position, which does include the Hydran's fusion beam, do have 360° firing arcs. Forgive us for not having stated that in the rule. These positions are all marked as such on the racial specific SSDs that were included in Module R1.

ESCORTS AND CAPTAIN'S LOG #9

Q1216: How many reload drones does a Federation DE have? 32 or 40. Mr Petrick's Captain's Log #9 article said 32. I was decking out a CVS group and read the article. I counted and got 40. My math: $2 \times B(6) \times 2 \text{ reloads} = 24$, $2 \times G(4) \times 2 \text{ reloads} = 16$ (and one reload of ADDs) total equals 40. This was assuming post Y175. If I am wrong, I would like to know. Otherwise I might not have done this whole group up right. And how do you handle the fighters for percentages anyway?

A: Your math is correct. At the time the article was written and put into the issue, a G-rack had one load of drones and one load of ADDs until the Y175 refit when it picked up one reload set of drones. This was changed along the way, but somehow all the people who proofed the article missed it.

Q1217: In Captain's Log #9, the Carrier Escorts for the Lyrans fleets proposed in Carrier Force 900 caught me off guard. In Lyrans Strike Carrier #1, the Lyrans take a CV and support it with DWAs. In (R11.12) it states that there also needs to be a CWA escort. Am I misreading the escort rules somewhere? Or are there other "allowable" escort configurations that I am unaware of? (According to rule (S8.31), the Lyrans are required to have a full escort group.) Our group's Lyrans player is very interested in scaling down his escorts in his fleet battles.

A: The Lyrans can replace the FFE/FFAs with DWAs as they become available. The rules for that battle force required the carrier to use two escorts, and a special exemption was made for the Lyrans for this purpose. It is assumed that the CWA was destroyed or crippled in an earlier engagement and not replaced. This does not allow a Lyrans player to take fewer escorts in a campaign under the (S8.0) rules, and indeed if he tried to do so, the "missing escort" would still count for "command limits" as present, preventing him from bringing in another ship.

ASSASSINATION (Q1218): What happens if you successfully use (D7.827) and assassinate your opponent's legendary bridge crew with hit-and-run raids?

A: The non-legendary officers on the bridge take over.

DOGFIGHTING

Q1219: Can an F-111 drop its T-bomb while dogfighting [not listed in (J7.22)]?

A: Rule (J7.22) very specifically states that you cannot lay a T-bomb while in a dogfight. As there is nothing to be gained by "dropping" a T-bomb in a dogfight (no speed increase, etc.), unlike dropping special drones or other equipment under (J7.62), it is apparent that the goal of the question is to enable the F-111 to lay the T-bomb through a back door, and this is not allowed.

Q1220: Rule (J7.12) Eligibility to Dogfight does not give a time limit from launch to engaging in dogfight, nor could I find the answer in (J1.5).

A: Your question is answered in (J7.23). Always be sure to check the rulebook FIRST.

Q1221: Is there any chance of a shuttle hitting a planet/moon under (J7.821)? What if the dogfight entered from direction D and shuttle breaks away in direction A?

A: No, because a pilot can see the planet out the window and will instinctively jerk the joy-stick in the other direction.

CAP'N, IH WILLNA FIT! (Q1222): Could a B10S fit into a FRD? The FRD can hold 14 docking points, and the B10S requires 38.

A: No. A B10S, or any B10 for that matter (or any battleship for *that* matter), cannot fit into an FRD. B10s (and other BBs) can only get repairs by docking to a special dock built just for battleships. ☺☺☺

COULD YOU GIVE ME AN EXAMPLE OF.... EW in Action?

by Bruce Graw

Electronic warfare has basically one purpose: Make your opponent miss, or at least lessen the impact of his weapons. All the tactics you ever read about EW will basically come down to this single key point. There are only a few minor cases when EW helps you in some other way, chiefly tactical intelligence (helping you get a better look at your opponent's ships as he approaches) and when attempting to lock on to a cloaked ship. But our discussion here will revolve around the primary use of EW, throwing off enemy weapons and other systems.

EW can be divided into two forms: ECM (also called "jamming"), which protects you, and ECCM ("clearing"), which cuts through enemy jamming. Without ECM there is no point in having ECCM, at least not when discussing weapons fire. Thus, ECM can be made into a kind of guessing game during a scenario, where you try to get your opponent to guess wrong about how much ECM you will put up and, therefore, encourage him to waste power on useless ECCM. On the other hand, if he doesn't use ECCM and you put up a significant amount of ECM, his chance of hitting you will be significantly reduced.

Before any scenario, review your opponent's SSD, looking at both his power curve and his batteries. Try to guess at how fast he's going to travel and how much he can afford to spend on electronic warfare. If you expect him to overload weapons and try to move, he won't have very much available for electronic warfare. This is an ideal time for you -- you have a choice of protecting yourself with ECM or saving power by not providing any jamming at all. Using ECCM would be rather useless since he will not have power for ECM.

On the other hand, if he will have lots of free energy (perhaps he is holding his weapons this turn, or employs weapons which need little energy, such as plasmas or drones), the guessing game begins. Using ECM is usually a safe bet, as the worst that can happen is you will both jam each other. It all depends on your weapons, of course. Feds, whose very lives depend on having a clear shot with no negative EW shift, are virtually required to pay for ECCM, whereas plasma ships (whose torpedoes have 3 points of built-in ECCM) often pay for full jamming and depend on batteries to offset any additional disadvantages they encounter.

Studying your opponent's array of batteries (and your own) is also critical. If he has one to three batteries, the worst he can do during the turn is shift his EW by one level (since three ECM will be just a one-shift against you). But if he has four or more, be wary of a sudden two-shift suddenly appearing whenever he wants it. Some players love approaching with six ECCM, firing at the first opportunity, and shifting on the very next impulse (using batteries) to four or more ECM, avoiding your counterattack. If you are disadvantaged in batteries (your opponent has more than you do), keep a close eye out for this sort of thing, and pay attention to when he uses his batteries for one thing or another (such as a HET). This can help you predict such EW changes before they occur. Of course, if you have a battery advantage, by all means use it!

There are many ways (short of buying a scout) that a ship can improve its ability to use EW. Foremost among these is the ECM drone. These little wonders are the drone user's best friend. For one measly BPV (or even zero, if you go with a type-I ECM drone), you get a device that takes four points of damage to kill yet provides you with three ECM at no energy cost to you! The only reason not to use such weapons is in scenarios set before medium speed drones, where the fastest the ECM drone

could fly is speed 8 (or 12). If you're a drone user and you don't have at least one of these for every ship in your fleet, you're denying yourself one of your main advantages in SFB.

Another helpful way to gain EW is to use erratic maneuvers. While the cost is high (six points of movement for most ships, three for nimble ships), the four ECM you get can save your life. Combined with six self-generated ECM, this provides a two-shift your opponent cannot overcome without significant help from other units. Nimble ships should almost always pay for erratic maneuvers, as this is one of their major advantages in the game. Ships with movement costs of less than two-thirds should consider this option as well.

Wild weasels can provide six points of ECM while they remain unvoided. Federation players hate this, especially when fighting against a Rom who launches torpedoes, drops a weasel, and starts to cloak just on the fringes of overload range. The weasel often forces your opponent to waste valuable fire-power destroying it or else shoot your ship under a heavy shift.

There are ways to gain ECCM, too, but they are much less obvious. Pay attention to your built-in ECCM — fighters and PFs have two apiece, and PFs have two "swing" points (note that fighters also possess two ECM as well). Plasma torpedoes have three ECCM built in, and active terminal guidance (ATG) drones have two ECCM as well. (The chart found in Module R1 can help you keep these sorts of things straight.)

If a scout enters the scenario, things begin to get interesting. You now have various abilities available, foremost among them the ability to loan EW points to ships that need them.

Take a look at your scout, first of all. You need to know how much free energy it will have. Don't bother powering its weapons unless you expect it to come under attack. Pay house-keeping, movement, one point per sensor you need to use, and maybe a weasel. The rest is the amount of warfare you can expect to loan during the scenario.

Frigate scouts can only expect to give a few points. For example, the Fed FFS+ can move speed 13 and pay for everything else (including 1 WW) but has only 6 points left over, so it can protect one ship with a full 6 or two ships with something in between. The Klingon D6D, on the other hand, can move the same speed and has 17 left over, enough to fully defend two ships and still have 5 more power for its own use. Obviously, the D6D will be far more useful, if you can afford that large a ship, and if it is available to you.

One of the keys to a successful loaning strategy is arranging to get just enough shift to adversely affect your enemy. In the case of the Fed FFS+ mentioned above, what would the best use be for its sensors if it were trying to protect two cruisers? Obviously, if the enemy is expected to use six ECCM, the cruisers will have to throw in their own EW. Loaning each three ECM, and having them generate four of their own, guarantees a 1-shift against any unsupported fire, whereas asking them to pay for six ECM wouldn't really help; the shift would still be 1. Keeping things like this in mind can save you critical points of power in any scenario.

The D6D, on the other hand, can loan six ECM to two cruisers. So those cruisers can save even more power, perhaps using only one apiece in ECM, still guaranteeing a 1-shift, or maybe four ECM to earn a 2-shift. The extra points can be spent on ECCM to counter some of what they expect their opponent to use. (For example, if their opponent went with four ECM and two ECCM, the cruiser, with its ten ECM and two ECCM, could shift two more points to ECCM using batteries. This would leave the enemy looking at eight ECM, still a 2-shift, while the attacker would counter all four of the opponent's ECM.)

Keep in mind, though, that scouts have limits. Learning to use them properly is one of the fundamentals of good electronic warfare play.

☺☺☺

BATTLE TUG FORCE 525

This BattleForce feature highlights battle tugs. Each BattleForce includes a tug as its centerpiece with one or more battle pods, and sometimes a battle pod and another type of pod (usually a carrier pod). The general rules of (S8.0) were applied, but each force was limited to a combat BPV of 525, was required to include at least two ships of size class 4, and the year was set at Y174. No scouts were allowed.

The nature of this BattleForce precluded participation by many races which did not possess battle pods (and in many cases, tugs). Thus, the Romulans, Tholians, Orions, Andromedans, WYNs, LDR, Seltorians, and FRAX do not have BattleForces in this article.

FEDERATION HEAVY BATTLE TUG (Ray Olesen)

BT (168) with tug plus refit (+8), pod plus refit (+20) = 196.
NCL+ (120). Two DD+ (200).

9 BPV for options and drones. Total = 525.

Due to the movement cost of the battle tug, this is more of a defensive force than offensive, unless used against a non-moving or slow moving target. Against drone users, the option points can buy two T-bombs, or pay to purchase and upgrade to speed-20 type-VI drones for targets beyond ADD range, and reloads for shatter packs. The racks are loaded with ADD. Against other opponents, you can load the three racks in this fleet with drones and still have three points for special drones or extra boarding parties or whatever. The DDs could be exchanged one for one with either DDLs or DDGs if desired. The post-damage launch of a DDL's plasmas or the added ADD support of a DDG's G-racks might be more useful than the photons against some opponents.

FEDERATION LIGHT BATTLE TUG (Ray Olesen)

BTL+ (153). Two DD+ (200). Two FFG (150).

22 BPV for options and drones. Total = 525.

This force can be used for defensive or offensive action. With 16 photons, 24 phaser-1s, 12 phaser-3s, and 5 type-G drone racks, this force has a good mix of offensive and defensive weapons. Against a drone user, the phaser-3s and type-G racks in ADD mode allow this force to deal with many drones. Use the options for five T-bombs (one per ship, if you like) and the remaining two points for some type-VI drones for shatter packs. Against other races, ten points will fill the racks with the speed 20 drones of the era and still leave enough for three T-bombs. DDLs or DDGs could replace one or both of the DDs if you feel the need for the post-damage launch of the DDL's plasmas or even more drone defense (against a CV group maybe) using the type-G racks of the DDG+ class.

FEDERATION LIGHT BATTLE TUG (Jeff Laikind)

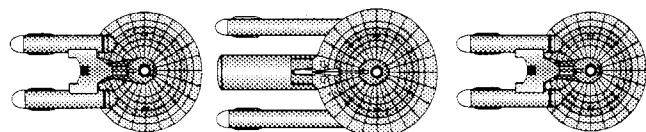
BTL+ (153). CLC (143).

NCL+ (120) with AWR refit (+4) = 124.

Two POL (80) each plus refit (+16), AWR refit (+2) = 98.

7 BPV for options and drones. Total = 525.

This squadron is fast. The three large units can move speed 30 and arm standard photons. They will rely primarily on speed to deal with any seeking weapons, while using their 14 photons and 24 phaser-1s for offense. The 12 phaser-3s and 8 type-G drone racks are available for defense, and a few drones can be tossed in to keep things interesting.



FEDERATION SCRATCH CVS GROUP (Trent Telenko)

BTL+ (153) with CVL pod (+36); drones for drone racks 20 type-IM (+10); Fighter Squadron is 11 F-18 (+88), 1 F-18E (+10); drones for fighters; 22 type-IM (+11), 24 type-VIM (+6); 4 extra deck crews (+2) = 316.

Two FFE (160) each with plus refit (+8); drones for drone racks 12 type-IM (+12); Fighter ready rack drones are 4 type-IM (+4), 4 type-VIM (+2) = 186.

23 BPV for options and drones. Total = 525.

This is a slap together CVS group based on a tug/light battle pod/light carrier pod combination. The escorts are the sector's reserve escorts and/or survivors of other carrier groups. Due to the speed of the tug and fighters, you either defend or attack stationary or slow moving targets.

This force has 4 photons, 10 phaser-1s, 11 type-G drone racks, 6 phaser-gatlings, and 36 ship seeking weapon control channels on the ships. Your tactics are simple. In the attack, establish your range, hold it, and wear them away. In the defense, stay between the enemy and his objective. They have to get through you, so drone them to death. In either case, fly your fighters in flights to keep up a continuous stream of drones and use scatter packs during reloading turns. By all means, if the enemy commits to an all out attack, throw the drone "kitchen sink" at him.

Additional option points can be had by replacing type-VIM with RALADS, which is also a good tactic versus gatling-armed Hydran fighters.

KLINGON FLEET OF THE MOMENT (Dave Washburn)

TGA (110) with P-B4 (+31), P-P2 (+15); drones 20 type-IM (+10); two T-bombs (+8) = 174.

E5 (77); drones 8 type-IM (+4) = 81.

E4B (59); drones 4 type-IM (+2) = 61.

F5V (70): Fighter Squadron 7 Z-2 fighters (+42), 1 Z-2E (+8); fighter drones 14 type-IM (+7); two T-bombs (+8) = 135.

E4E (50) with B refit (+3); Fighter ready rack drones 4 type-IM (+2); two T-bombs (+8) = 63.

11 BPV for options and drones. Total = 525.

This force is typical of what Klingon commanders might be able to hastily assemble in rear areas. It includes a battle tug that has only one P-B4, an E4 which was about to be turned over to the ISF, and one of the infrequently seen E5 battle escorts. The Z-2 fighters are nearly obsolete. It was assumed that such a force would not have many specialized drones, although some BPV is available for the purchase of such and one or more transporter bombs might be exchanged for additional points to use on drones.

KLINGON DEATH BY DISRUPTOR (Ken Burnside)

BT (187); drones: 4 type-IIIECMM (+4), 2 type-IMWM (+6.5), 18 type-IM (+9) = 206.5.

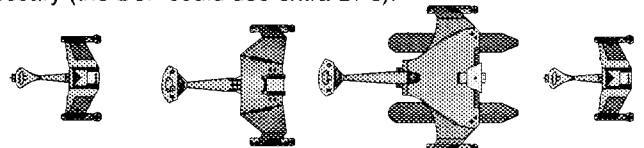
D5F (110) with three extra BP (+1.5) = 111.5.

Two F5B (152) each with one type-IIIECMM (+2), three type-IM (+3) = 157.

G2 (46); drones 8 type-IM (+4) = 50.

Total = 525.

This force has 16 disruptors (eight range 30, four range 22, four range 15), 10 drone racks, and enough ADD coverage to render it all but drone proof. In addition to this, at close range, the sheer barrage of phaser-2 fire is enough to gut another ship. Finally, the G2 may be traded in for T-bombs and extra BPs if necessary (the D5F could use extra BPs).



KZINTI COMBAT BATTLE TUG (Charles Rosenberg)

Tug-C (120) with two P-B3 (+74); drones 6 type-IVM (+3), 6 type-IECMM (+3), 6 type-IM (+3) = 203.

DDV (65); drones 4 type-IVM (+2), 8 type-IM (+4); Fighter Squadron 11 AAS (+66), 1 AASE (+8); drones for fighters 22 type-IM (+11) = 156.

DD (90); drones 4 type-IVM (+2), 8 type-IM (+4) = 96

FF (62); drones 8 type-IM (+4) = 66.

8 Extra BPs (+4). Total 525.

KZINTI TRANSPORT BATTLE TUG (Mike Filsinger)

Tug-T (90) with two P-B3 (+74); drones 8 type-IVM (+4), 8 type-IM (+4); 4 T-bombs (+16) = 188.

CC (135); drones 8 type-IVM (+4), 4 type-IM (+2); two T-bombs (+8) = 149.

Two DW (168) drones for each are 4 type-IVM (+4), 8 type-IM (+8); one T-bomb (+8) = 188.

Total = 525.

This is a fairly standard battle force, with 14 disruptors and 18 drone racks. The Transport version of the tug was chosen, since the Combat tug does not have enough power to effectively use eight disruptors. With well balanced offensive and defensive capabilities, this force should have little trouble with any opposing force, although a Federation force with lots of photons (non-historical) would cause headaches.

KZINTI COMBAT BATTLE TUG (Jeff Laikind)

Tug-C (120) with P-B3 (+37), P-V2 (+12); drones for Tug 2 type-IMWM (+6.5), 1 type-IIIECMM (+1), 2 type-IVM with 1 space internal armor and 1 space explosive (+1), 1 type-IM (+0.5), 4 type-IVM (+2); Fighter Squadron, 6 HAAS (+48); drones for fighters 1 type-IM Spearfish (+1), 1 type-IM Swordfish (+1), 1 type-IECMM (+0.5), 3 type-IM with 1/2 space internal armor and 1/2 space explosive (+1.5), 6 type-IM (+3) = 235.

CL+ (96); drones 1 type-IIIECMM (+1), 1 type-IVM with 1 space Swordfish and 1 space explosive (+1), 1 type-IVM with 1 space internal armor and 1 space explosive (+0.5), 11 type-IM (+5.5) = 104.

DD (90); drones 1 type-IIIECMM (+1), 1 type-IVM with 1 space Swordfish and 1 space explosive (+1), 1 type-IVM with 1 space internal armor and 1 space explosive (+0.5), 11 type-IM (+5.5) = 98.

FFK (80); drones 1 type-IIIECMM (+1), 1 type-IVM with 1 space Swordfish and 1 space explosive (+1), 1 type-IVM with 1 space internal armor and 1 space explosive (+0.5), 11 type-IM (+5.5) = 88.

Total = 525.

This squadron has only 14 disruptors, but 10 of them are range 30. It has a total of 16 drone racks and 6 fighters. The tug has the drone storage from the carrier pod for extra reloads and scatter-packs. Against Lyrans, additional internal armor would be used on the drones. Against Klingons or other ADD units, some internal drone armor would be removed.

KZINTI COMBAT BATTLE TUG (Tony Zbaraschuk)

Tug-C (120) with two P-B3 (+74); drones 24 type-IM (+12) = 206.

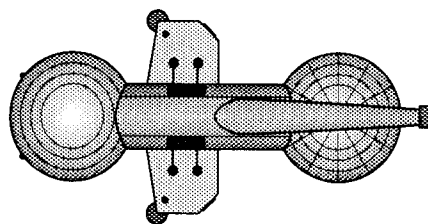
DF (74) with plus refit (+1); drones 24 type-IM (+12) = 87.

Two DW (168); drones for each are 16 type-IM (+16) = 184.

48 BPV for T-bombs, special drones, or an MRS shuttle.

Total = 525.

More points could be saved by taking type-IVM drones instead of type-IM. If attacking a stationary or slow-moving target, you could replace one of the DWs with a CL+, which has more disruptors, by using some of the extra BPV. This force is designed to drone the enemy to death (launching 20 drones/turn, plus SPs); the tug can deliver the coup de grace with its eight disruptors.

**GORN BATTLE TUG** (Jeff Laikind)

BT (141) with two boarding parties converted to commando boarding parties (+1) = 142.

Two HDD (222) each with plus refit (+12); two boarding parties converted to commando boarding parties (+2) = 236.

BDD (96) with one boarding party converted to a commando boarding party (+0.5) = 96.5.

FF (45) with plus refit (+5); one boarding party converted to a commando boarding party (+0.5) = 50.5.

Total = 525.

The battle tug has not received any refits. This force is lacking in long-range firepower, having only two plasma-S torpedoes and four plasma-Gs. There are, however, 7 plasma-Fs and 25 phaser-1s for short-range attack or defense.

GORN NOT READY FOR WAR VARIANTS (Tom Carroll)

Tug (44) with P-HB (+97) = 141.

CL+ (108).

DDL (100) with plus refit (+5) = 105.

Two DD+ (148).

23 points for Commander's Options. Total = 525.

Note that the Tug only has the three torpedoes on the battle pod (and that those are all unswiveled type-G plasma torpedoes).

GORN READY FOR WAR VARIANTS (Tom Carroll)

Tug (44) with P-LB (+50) = 94.

HDD (111) with plus refit (+6) = 117.

BDL (103) with plus refit (+2) = 105.

Two BDD (192) each with plus refit (+4) = 196.

13 BPV for options. Total = 525.

The Tug only has the two torpedoes on the battle pod.

GORN LIGHT BATTLE TUG (Larry Lanning)

Tug (44) with P-LB (+50); two boarding parties converted to commando boarding parties (+1) = 95.

CL+ (108) with two boarding parties converted to commando boarding parties (+1) = 109.

BDL (103) with two boarding parties converted to commando boarding parties (+1) = 104.

Two BDD (192) each with two boarding parties converted to commando boarding parties (+2) = 194.

23 BPV for options. Total = 525.

I prefer the commandos for use after the Gorn Anchor.

HYDRAN FRIGATE BATTLE TUG (Johnny Casady)

Tug (70) with P-CM (+80); Fighter Squadron 7 Stinger-2 (+70); two boarding parties converted to commando boarding parties (+1) = 221.

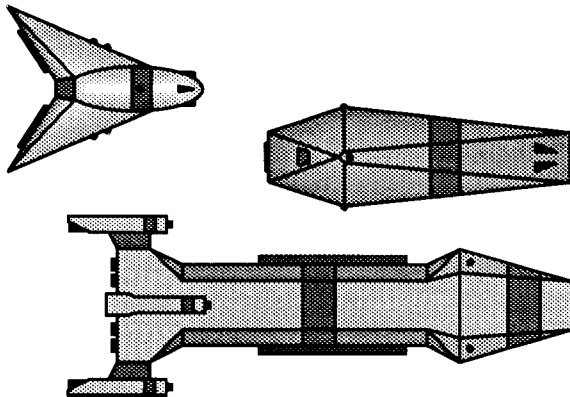
CRU (76) with two T-bombs (+8); two boarding parties converted to commando boarding parties (+1) = 85.

Two HN (96) each with one boarding party converted to a commando boarding party (+1) = 97.

Two CU (122).

Total = 525.

This force combines a battle tug with a reinforced squadron of frigates led by a frigate leader. It has an interesting combination of weapons.



HYDRAN HELLBORE BATTLE TUG (Christopher Cafiero)

Tug (70) with P-CM (+80); Fighter Squadron 7 Stinger-2 (+70); 4 T-bombs (+16), 8 extra BP (+4), two boarding parties converted to commando boarding parties (+1) = 241

Two KN+ (180) each 2 T-bombs (+16), 2 extra BP (+2) = 198.

CRU (76) with 2 T-bombs (+8), 4 extra BP (+2) = 86.
Total = 525.

This is a flexible force that mounts a variety of weapons; seven hellbores, six fusion beams, and nine gatling phasers. The seven Stingers carry a punch powerful enough to destroy virtually anything in the game, IF properly employed. Against a Lyrn group, the hellbores can open the way for the fighters and fusion beams, while the large number of gatlings will frustrate Klingon or Romulan attempts to score seeking weapon hits. If a prototype DW is available it could be purchased by giving up a few options points, as could an early refit for the Tug.

LYRAN COMBAT BATTLE TUG (Gregg Dieckhaus)

Tug-C (120) with Pal-BT (+60); plus refit (+2), phaser refit (+2), UIM refit (+5) = 189.

CW (113) with power pack (+9), plus refit (+2), phaser refit (+4) = 128.

Two DW (178) each with plus refit (+4), phaser refit (+4), power pack (+18) = 204.

4 BPV for options. Total = 525.

As an alternate choice, replace the CW with a fully refitted DWL (99 + 9 for power pack, +2 phaser refit) and use the extra points for commander's options or to buy UIM refits for the DWs.

LYRAN COMBAT BATTLE TUG (G. Scott Mercer)

Tug-C (120) with Pal-BT (+60); plus refit (+2), phaser refit (+2), UIM refit (+5) = 189.

CW (113) with power pack (+9), plus refit (+2), phaser refit (+4) = 128.

DWL (99) with power pack (+9) = 108.

DW (89) with power pack(+9), plus refit (+2) = 100.

Total = 525.

The UIM can be traded for phaser refits on the DW hulls, but a ship with eight disruptors begs for a UIM. The squadron is low on phaser-1s (10), but makes up for it with 16 phaser-2s, and 17 disruptors (14 reaching to range 30!). The squadron can power all of its disruptors and still move at speed 25 in order to play a long-range sniping game or can knife fight with its 10 ESGs.

LYRAN COMBAT BATTLE TUG (Stewart Frazier)

Tug-C (120) with Pal-BT (+60); plus refit (+2), phaser refit (+2), UIM refit (+5); two extra BP (+1) = 190.

Five FF (315) each with plus refit (+10), phaser refit (+10) = 335.

Total = 525.

The most ships for use on the Kzinti border, but remember that Kzinti DWs will have a range advantage.

ISC BATTLE TUG (G. Scott Mercer)

Tug (90) with 2 P-B (+110) = 200.

CL (145): delete 1 plasma-F torpedo from each side as allowed by (R13.R2) for (-4) = 141.

DDL (110) = 110.

FF (73) with 2 extra BPs (+1) = 74

Total = 525.

This force is rather well balanced, but be warned: the ISC Battle Tug is a difficult ship to fly around in successfully. Being unmaneuverable and having a top speed of 22, it is very hard to employ. However, it does possess an ISC DN's phaser array (i.e., immense) and, like all battle tugs, has plenty of power (including 12 batteries!) and heavy shielding.

ISC BATTLE TUG (Dave Washburn)

Tug (90) with 2 P-B (+110); delete rear plasma-Fs (-4) (R13.R2); 4 T-bombs (+16), two boarding parties converted to commando boarding parties (+1) = 213.

CVE (90): delete rear plasma-Fs (-4) (R13.R2) Fighter Squadron 7 AF (+56), one AFE (+10); four extra deck crews (+2), two T-bombs (+8) = 162.

Two FFE (134) each with two T-bombs (+16) = 150.

Total = 525.

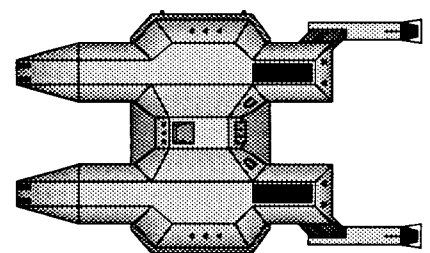
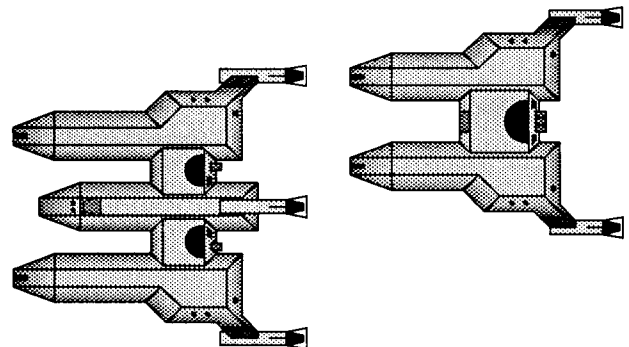
ISC BATTLE TUG (Andrew Kim)

Tug (90) with 2 P-B (+110), delete rear plasma-Fs (-4) (R13.R2) = 196.

FFL (83) with one extra commando BP (+1) = 84.

Three FF (219).

26 BPV for options. Total = 525.



INPUT GUIDE: AN UPDATE

While we don't plan to reprint the Input Guide from CL#11 (at least not any time soon), there are a few items of additional information we need to present and a few questions to answer.

FATAL ERRORS: The most painful thing that Steve Cole has to experience is writing a letter to someone who has poured months of heart, soul, blood, sweat, tears, passion, playtesting, and work into a submission, only to be told that the basic premise is unworkable and constitutes a fatal flaw which makes it unpublishable. As a game designer, Steve hates nothing worse than seeing the efforts of another designer wasted.

The way to avoid this is to FIRST send a letter to ADB asking if the item (scenario, campaign, whatever) might find a place in a future product. Include an outline showing the basic premise of what will be done and why. This might be anything from a scenario (provide the background, order of battle, and an outline of special rules) to an entire product (explain what it would contain and why you think it would sell). Include a stamped self-addressed envelope (at least until you really impress us and we say you don't have to).

Now, those who have tried this in the past will tell you that sometimes you get a reply in a week, and sometimes you never get a reply. (We recently found one proposal from 1984 and answered it the day we found it; fortunately, the player had stayed in touch.) If you all will make it a point to ask ADB before you invest a lot of time, we'll try to answer within a month. (We put proposals into the Green File, and go through that file on the special "Category III day" we have every two weeks.) But it is dangerous to proceed without checking with ADB. You might be wasting your time on something that could never be used.

FITTING INTO THE UNIVERSE: The most difficult problem, and one that plagues creative people, is that your submission has to fit into the existing universe, and to be really exciting, has to expand the universe (but in a direction that ADB already plans for it to go). It is impossible to ask ADB what they want you to do. (The answer would be too broad and take too long, and ADB could not afford to "tie up" some interesting avenues waiting for a submission that might never arrive.)

The way to go about getting around this problem is the standard procedure: Ask, outline, draft.

Write a letter to ADB, and ask if we want a scenario or story or whatever along those lines. You may (but don't have to) include the outline with the original query. The outline lays out what you want to do and how you want to do it. For a scenario, this is the background, order of battle, and an outline of special rules. For a story, this is the date and place, the characters, and an outline of the action. Just about anything can be outlined in one page, and you shouldn't take more than that. (Most of these will be read during hastily-downed lunches, so if you find barbecue sauce on it, you'll know why.) Only after you hear back from ADB should you proceed to write up a draft.

There is much you can do (and some you cannot) to improve your chances of "fitting in" with the universe. The most obvious is to have all of the products (or at least have seen them) to be sure that what you propose doing hasn't already been done (or hasn't already been contradicted or outlawed). For example, the rulebook says Fed ships can't have hellbores.

The second hurdle, one that is an art not a science, is that you have to fit within the spirit and the implications of the available data. This one is hard to define, but remember that Star Fleet Battles is not the TV show. We turned down one story which had Star Fleet officers doing things that no military officer anywhere would have put up with. We turned down another which described a "military conspiracy to start a war so they

could play with the toys," something commonly seen in fiction but never found in history.

The third hurdle is all of the unpublished material that is somewhere between rough drafts and final drafts in the ADB files. This is impossible to predict, of course, which is the main reason you are cautioned to ASK FIRST. You can get some idea what material is in preparation by watching Starletter and the message traffic on GENie, but it's an arcane science at best. In some cases, we can and will give you copies of such files. For example, the author of the story in the last issue was given access to an unpublished article detailing Kzinti officer ranks and the fact that Kzinti ships do not have executive officers in the Federation sense.

The fourth and final hurdle is the unpublished material which doesn't even exist as more than notes, not all of which are written down, but which ADB knows to be "true" in the context of universe history. Examples of this include Operation Remus, the story of Wil Gerard, and the exploits of Roxanna Vulpes. These exist only as notes, but those notes have already been used to make decisions about other (and earlier) products. [For example, there are two obscure references to a particular Kzinti admiral in published scenarios which meant nothing in the game history when they first appeared, but which were tie-ins to the WYN War of Return campaign.] While only notes, these things are already factored into the game history we have been creating, and anything that contradicts them is rejected.

That's not fair, perhaps, but it is reality (in a business, not a game sense). We had to know where we were going before we did Doomsday, and having done it based on those decisions, the path cannot be changed. But it IS a fairly wide path, and there is a lot we can do (and let you do) along it.

And if it's *really* good, we can change plans (maybe).

SCENARIOS: The compensation provided for scenarios varies dramatically and depends entirely on the status of the original submission. An idea we had to extensively rework receives no more than a byline. To get a free copy of the product, you have to send us a scenario that is fully formatted, contains no major background problems, and is playtested to the point that we cannot find any loopholes in it. Moreover, the marketplace has changed since the original policy (under which any kind of a suggestion earned a free copy no matter what the product was) was written, and now demands more substantial products with a higher retail price. In some cases, the author of a scenario published in an major module might receive the next issue of Captain's Log or some other product instead.

FEEL FREE TO ASK! We are BUSY here at ADB with a lot going on, but if you send a letter with just a brief (one-page) outline of what you want to do laid out so we can just scrawl a few notes and stuff it back into your envelope, you can usually count on the answer going back to you in the next day's mail. More involved analyses can take several weeks.

REMEMBER ME? If we used something of yours and you didn't get anything for it (and you think you should have), contact ADB and we'll advise you of your status. It's entirely possible that we just couldn't find you. (We have received several letters from players noting that we had published scenarios in 1992 that they submitted in 1984-86. We don't throw much away, although the files of yet-to-be-published material are so full that we might not be able to find any given submission at any given time.) ☺☺☺

DIPLOMACY....is the art of saying "nice Kzinti" while loading the scatter-pack.—*Attributed to Lord Kallyrand, Klingon Imperial Diplomatic Corps*

Star Fleet Academy Final Exam

INSTRUCTIONS: Read each question carefully. Answer all questions. Time limit: 4 hours. Begin immediately. If you finish early, turn your paper in at the table at the front of the room.

HISTORY: Describe the history of the Hydran Monarchy from its origins to the present day, concentrating especially, but not exclusively, on its social, political, economic, religious, and philosophical impact on the LDR, Gorn Confederation, ISC, and the trade of tibinium. Be brief, concise, and specific.

MEDICINE: You have been provided with a razor blade, a piece of gauze, and a bottle of Saurian Brandy. Remove your appendix. Do not suture until your work has been inspected. NOTE: If your race does not have a veriform appendix, remove the least valuable organ of your body. Check with the instructor before performing this operation to insure that it is a viable test.

PUBLIC SPEAKING: 2500 Drug-Crazed (aren't they always) Klingons are about to storm the classroom. Calm them and make them return to Klinshai. You may use any ancient language except Klingon, Latin, or Greek.

BIOLOGY: Create inorganic life. Estimate the differences in subsequent Romulan culture if this form of life had developed 500 million years earlier, with special attention to its probable effect on the Human English Parliamentary system of the 20th Century. Prove your thesis.

MUSIC: Write a piano concerto. Perform it with an Andorian Organ and Vulcan Lyre. You will find a piano under your seat.

PSYCHOLOGY: Based on your knowledge of their works, evaluate the emotional stability, degree of adjustment, and repressed frustrations of each of the following: Alexander of Aphrodisias, Rhameses II, J'hral the Bzornian, and Saurek. Support your evaluation with quotations from each man's work, making appropriate references. It is not necessary to translate.

SOCIOLOGY: Estimate the sociological problems which might accompany the Genocide of all known lifeforms. Construct an experiment to test your theory.

ENGINEERING: The disassembled pieces of an M-class starfreighter are under your desk. There are construction plans and specifications printed in ancient Lyran. Assemble the ship, register, and take the ship on its space trials. Insure that you use the proper Federation painting scheme before registry.

ECONOMICS: Develop a realistic plan for the economic domination of the Romulan Empire. Trace the possible effects of your plan in the following areas: Cubism, the Donatist controversy, warp theory, and phaser efficiency. Outline a method from all possible points of view, as demonstrated in your answer to the last question.

POLITICAL SCIENCE: There is a red telephone on the desk beside you. Start the General War. Report at length on its socio-political effects, if any.

EPISTEMOLOGY: Take a position for or against truth. Prove the validity of your stand.

PHYSICS: Explain the nature of anti-matter. Evaluate the impact of the development of mathematics on science.

PHILOSOPHY: Sketch the development of Vulcan thought, and estimate its significance. Compare it with the development of engineering theory of Earth's 12th Century

STRATEGY AND TACTICS: Describe a method of infiltrating a single PF flotilla into the heart of Klingon space and rendering a B10 and all of its escorts inoperable. You may plan for a single escort for your flotilla, but no tender is available.

GENERAL KNOWLEDGE: Describe this in detail. Be objective and specific.

POLITICS: Using any arm of the military services, except Star Fleet, adapt a political means for dealing with a full scale ISC invasion of Federation space. Include a complete list of all of your cabinet members and their dossiers.

Notes From All Over

THE GALACTIC PHONE BOOTH

- Q: How do you get 30 Feds into a telephone booth?
A: Tell them there's a new life form to talk to.
- Q: How do you get 30 Klingons into a telephone booth?
A: Tell them it's Earth.
- Q: How do you get 30 Romulans into a telephone booth?
A: Install a cloak on it.
- Q: How do you get 30 Kzintis into a telephone booth?
A: Tell them there's something to eat in it.
- Q: How do you get 30 Gorns into a telephone booth?
A: You don't. You don't even try.
- Q: How do you get 30 Tholians into a telephone booth?
A: Put a web around it and a Romulan on the outside.
- Q: How do you get 30 Orions into a telephone booth?
A: Tell them there's a profit in it.
- Q: How do you get 30 Hydrans into a telephone booth?
A: Tell them it's a new fighter with six gatlings.
- Q: How do you get 30 Andros into a telephone booth?
A: That's called an ASP, not a phone booth, silly.
- Q: How do you get 30 Lyrans into a telephone booth?
A: Tell them there are 30 Kzintis in it.
- Q: How do you get 30 WYNs into a telephone booth?
A: Tell them it's safer than an auxilliary cruiser.
- Q: How do you get 30 ISC people into a telephone booth?
A: Tell them someone wants to negotiate peace.
- Q: How do you get 30 LDR troops into a telephone booth?
A: Put this sign on top: Voting Booth.
- Q: How do you get 30 Seltorians into a phone booth?
A: Tell them there is a Tholian hiding inside.
- Q: How do you get 30 FRAX into a telephone booth?
A: Don't build the booth. Just imagine one.

GERROLD'S LAWS OF INFERNAL DYNAMICS:

- (1) Any ship in motion will always be headed in the wrong direction.
- (2) Any ship at rest will always be in the wrong place.
- (3) The energy required to change either one of these states will always be more than you can afford to expend, but never so much as to make the task totally impossible.

CLASH OF WILLS

A captain of the nearly crippled cruiser *Potemkin* was coming in to Earth for repairs. Most of his instrumentation was trashed, and his helm control was minimal. After entering the system, his helm officer reported that there was a ship on a collision course.

The captain got on subspace and ordered the other vessel to change course. Shortly a reply came back for *him* to alter *his* course. Incensed, he replied... "I am a Captain; change your course immediately."

"I am an ensign, change *your* course, NOW!"

The captain was furious...

"Now listen, Ensign. I'm coming in with a crippled *%#@#@#@!! cruiser; change your course!"

"This is a @#!#%'%#@ planet... Sir."

PROVERBS

Hydran proverb: Your enemy is only as strong as his weakest shield.

Orion Proverb: While money can't buy happiness, it certainly lets you choose your own form of misery.

Klingon Proverb: Fool me once, shame on you; fool me twice, prepare to die.

—Thanks to Tom Gondolfi for his ESGs (Extra Special Giggles)

TEN MORE QUESTIONS

41. Our group played scenario (X) and found it unbalanced. We demand that you do something!

Well, what, exactly? Change the scenario (i.e., publish *Addenda*) because one group has a problem with it? That's not really practical, and if that were our policy, we'd be changing one of the 200 or so scenarios every week.

In the specific case of the original question, the scenario had been published in a Captain's Log three years earlier and was reprinted in an R-module. During the playtesting for the original publication, since the time it was published, and during the playtesting of the reformatted version, no one ever reported the results that this one group reported.

Now, that doesn't mean that the scenario doesn't have a flaw that only they reported. Nor does it mean that they don't know how to play or that they use some wacky local rule which is affecting balance. (Although, in fairness, that has happened many times.) The obvious solution (add a couple of ships to the weak side and play it again) works except in the case of the largest scenarios, and the one in the original question was a fairly large one. Nothing is more frustrating than to invest an entire day in a huge scenario and have it self-destruct.

So, what to do? Basically, what we have always done. First, anyone complaining about a scenario gets invited to become a playtester. Second, we have a file for 'comments on published scenarios' and put such reports in it. (It is helpful if you will record your comments on a scenario playtest report form.) If, and only if, we get several complaints on one scenario citing similar results, we will assign the scenario to some established playtest groups and have them replay it. (Until we get several reports, we don't know if the problem is with the scenario or the group playing it.) If that playtest indicates the need for changes, we'll figure out the best way to make them.

42. When will you do rules to design your own ships? I'm really bummed out that I can't design my own SFB ships!

Someday, we may do rules for designing or building your own ships, but experience with the concept, when we did it under the previous edition, shows two things:

1. Relatively few players want such rules; most want the design team's time spent on new materials with broader appeal.
2. Such rules are so complex that they cannot be leakproof, and if there is a loophole, it will reduce the enjoyment of the players. Experience has shown that when ship modification rules were in the game (in the previous edition), the use of such rules typical followed this pattern:

A: Everyone agrees to meet at Joe's with a 165-point ship.

B: Everyone shows up and gets ready to play, but Bill has found a loophole and has designed a ship everyone agrees can't possibly be defeated.

C: Half of the group leaves in disgust; the rest are slaughtered by Bill's supership.

D: The group sends a letter to ADB asking for the rules loophole to be closed. ADB complies. (There was more addenda for the Commander's edition ship modification rules than any other section, and we never did get finished.)

E: Bill sends ADB a letter expressing outrage.

F: Everyone agrees to meet at Mike's with a 143-point ship.

Obviously, such a viscous cycle should be avoided. So far, we're avoiding it by not having ship modification or design rules. At some future point, we will probably provide a very limited set of such rules, with careful restrictions to prevent superships from being created. We've also begun work on an article regarding ship design philosophies, which may explain some of the more esoteric concepts.

43. I sent in some comments on (something in development, for example, Star Fleet Marines or X-ships) and never got a reply. What happened?

Your letter was placed in the file for that project and will be (or was) evaluated when we do the product (or a playtest update, as we did in CL11). We can't possibly stop everything whenever another letter on this or that project comes in and devote our full attention to discussing whether the Hydrans should have the Stinger-X or whether the Gorns should have a cargo PF able to land "tanks" on a planet. (If we did, we'd change our plans constantly as letters on both sides of each question arrived and convinced us that the previous letters were wrong.) The logical time to evaluate such letters is when we're ready for an update or final printing, when time has been scheduled to focus on the entire subject, and when we can evaluate all of the comments and suggestions simultaneously.

44. How does the BPV formula work?

That's a closely guarded secret. It's based on a sliding scale of points-per-box, with a variety of correction factors for weapons arcs, power curve, etc.

45. Could you do more Captain's Logs?

We're considering that for the 1994 schedule, but as the amount of time to do new products is the same, this would mean replacing modules with Logs.

46. What is the primary function of the SFB staff?

Checking things. Seriously, we get (and create) far more material than we can print. To be printed, however, it has to be playtested and checked for compatibility with the existing rules. While many staff officers also write material for publication, that is in addition to their staff duties.

47. How can I become a playtester?

Start doing it, and if you're any good at it, we'll encourage you to keep doing it. You can find playtest material in Starletter, P-modules, or on GENIE (and some on CompuServe). Playtest one or more of these assignments, and send it to us with a stamped envelope. We'll guide you to do it "the right way," and after you get the hang of it, we'll start including material in your envelopes that isn't available elsewhere.

48. How can I get on the staff?

First, understand what the staff is (basically a huge playtesting and proofreading committee). If you think you want on the staff to improve your chances of getting published, you're headed in the wrong direction.

Second, become a playtester and (after we start sending you stuff) ask if you can work on rules.

You can also try to impress us by sending after-action reports on published products, listing (in line-item format) any problems or mistakes you find. Do not clutter such a report with things that amount to requests for rules changes, protests on moral grounds, or things "ADB might want to think about."

Finally, you cannot get on the staff without a GENIE account. It's too efficient to run the staff any other way.

49. How do I become an "ADB-certified judge"?

Have lots of local experience judging tournaments, then work as a judge under the personal supervision of Steve Cole (at Origins, sometimes GenCon) two or three times until he feels confident in your abilities.

50. Will you do TNG or DS9 stuff?

Sorry, but those are not within the scope of our license, and would require inventing a new 3X game system anyway. ☹☹☹

WHAT WE DID: THE SHIP CHANGES IN DOOMSDAY

R1.0 GENERAL UNITS, GENERAL: Security stations added in separated boxes on generic SSDs to account for Klingon security stations. Escorts were revised to provide (in most cases) a limited aegis version replaced by full aegis in Y175. Plasma-armed destroyers were limited to plasma-G. Most battle pods gained shields. Most ships with one lab box had this changed to something else since one lab is useless. Most size-4 ships with a "4" on their damage control tracks lost it. All ships got their own rule number, sometimes a new number and often a subscript (e.g., 14A and 14B). All troop pods received a tractor beam so that they could use the gravity landing system.

R1.F0 Fighters: Most races received a faster, usually speed 15, version of their standard fighters. Heavy fighters were increased to speed 12.

R1.F3 MRS: All races have only one type of MRS. Federation/Klingon/Kzinti type-A was retained, type-B no longer available. Romulan/Gorn/ISC plasma-F is replaced with a 360° Ph-2 prior to Y165 and by two D-torps after Y165. Tholian has a 360° Ph-2 instead of a disruptor, and is a web spinner instead of generator. Hydran has a 360° Ph-2 in place of the FA fusion. Lyran has a second 360° Ph-3 and a 360° Ph-2 instead of a disruptor.

R1.F7 EW Fighters: The specific data to convert the various fighter types to EW variants are now carefully detailed.

R1.F8 C-Refits: Now fully defined in the rule for each fighter as the C-variant and listed in ANNEX #4 Master Fighter and Shuttle Chart.

R1.PF6 PFL: Transporter bombs reduced from three to one.

R1.01 SB: Weapon W4 added to docking modules to account for various races' need of this weapon box. Starbase has 10 probes in each launcher. The Y170 & Y175 shield refits shown.

R1.02 BAT: Weapon W3 added to secondary modules to account for various race's need of this weapon box. Sensor track gained one "6" box. Scanner track gained one "0" box. Shield refits accounted for.

R1.03 BS: Secondary modules gained one Ph-3 each. Core gained a second Aux Con box and a second shuttle box. The Y170 & Y175 shield refits are shown.

R1.05 F-S: Turn mode changed from B to C to keep freighters from out-turning warships.

R1.06 F-L: Turn mode changed from B to D to keep freighters from out-turning warships.

R1.07 L-Q ALL: Turn mode changed from B to D as on all large freighter variants. The one LAB was changed into a tractor beam since one Lab is essentially useless.

R1.07 L-Q Hydran: The 360° Ph-G changed to Ph-2. Fighters increased from two to four. Two launch tubes added.

R1.07 L-Q ISC: Plasma arc changed from FA to FP.

R1.07 L-Q Klingon: Two Ph-2 changed from FX arc to one LS and one RS.

R1.07 L-Q Lyran: The two FX arc Ph-2s were changed to one RS and one LS. Now has a UIM refit.

R1.07 S-Q Hydran: Fighters increased from one to two. One launch tube added. Fusion arc changed from LS/RS to L+LF/RF+R.

R1.07 S-Q ISC: Plasma arcs changed from LS/RS to LP/RP.

R1.07 S-Q Klingon: Ph-2 arcs changed from one FX and one RA to one LS and one RS.

R1.07 S-Q Lyran: FX and RA Ph-2s were changed to LS/RS.

R1.08 APT: Tractor beams increased from zero to one. APR increased from one to five. Warp packs no longer available.

R1.10 FRD: A second "6" box was added to the sensor track. A second "0" box was added to the scanner track. Transporters

and batteries traded locations. Plasma races plasma-Fs replaced by D-racks, Ph-1s if prior to Y-165. Kzinti had type-B drone racks in place of the type-A racks.

R1.11 FDX: The Ph-3 was upgraded to a Ph-1. The shields were increased from three boxes each to five boxes each.

R1.12A F-MS: Turn mode changed from B to C.

R1.12B F-ML: Turn mode changed from B to D. LAB changed to a tractor beam, as on most large freighter variants.

R1.13A AXCVL: Turn mode changed from B to C as on all small freighter variants. No facilities for assault fighters such as photon freezers or stasis boxes for plasma-Fs are available on these units. The CL#4 annex increase in reload spaces to 125 for this unit was changed back to the original 100 spaces for drone and 50 spaces for plasma-D using races. Plasma races had the weapon B plasma-Fs replaced by plasma-D racks. Tholians had the weapon B disruptors replaced by webs.

R1.13B AXCVC ALL: Turn mode changed from B to D, and the one LAB became a tractor beam as on virtually all large freighter variants. No facilities for assault fighters such as photon freezers or stasis boxes for plasma-Fs are available on these units. The CL#4 annex increase in reload spaces to 250 for this unit was changed back to the original 200 spaces for drone and 100 spaces for plasma-D using races. Plasma races has the weapon B plasma-Fs replaced by plasma-D racks.

R1.13B AXCVC: Hydrans had the weapon C fusion beam replaced by a Ph-2.

R1.13B AXCVC: Klingon weapon C changed from Ph-3 to Ph-2.

R1.13B AXCVC: Lyrans had the ESG replaced with Ph-3s and the Ph-3 replaced with an ESG.

R1.13B AXCVC: Tholians had the disruptors replaced by web generators and the web generators replaced with Ph-1s.

R1.14 GBDP: BPV increased from 10 to 14. Variants with other weapons in place of the Ph-4 formalized and published. Hydran gatling-equipped version of ground-based phasers published.

R1.15 Def Sats: New Hydran phaser variant published.

R1.20 F-AS: Turn mode changed from B to C as on all small freighter variants. Warp engines increased from a total of four to eight. Plasma arcs changed from FP to FA. A purely phaser armed variant was added.

R1.21 F-AL: Turn mode changed from B to D, and the one Lab changed to a tractor beam as on nearly all large freighters. Warp engines increased from a total of 8 to 16. Plasma arcs changed from FP to FA. A purely phaser-armed variant was added. Disruptor range increased from 15 to 22.

R1.22 MON: Support pallet and crew not included, BPV dropped from 100/160 to 85/145, crew dropped from 36 to 30, and boarding parties reduced from 15 to 12. Two launch tubes added to fighter/SCS pallets (4 on the Federation SCS pallet).

R1.23 F-OL: The 360° Ph-3 changed to a Ph-2. Warp engines increased from 8 to 16 total power. Turn mode increased from D to E. Excess damage increased from four to six. The Lab was changed into a tractor beam.

R1.27A AXPFS: Special sensors increased from zero to two. The two weapon B mounts were added. The 360° Ph-3 was changed to weapon A. Cargo was reduced from ten to five. APR was increased from zero to five. Turn mode changed from B to C as on all small freighters.

R1.27B AXPFL: One "2" damcon box reduced to "0". The one lab was removed. Cargo reduced from 20 to 12. Weapons changed from A & B to A, B, C, & D.

R1.28K1 GFC: APR up from six to nine, matching the GPC.

R1.31 AXSCS: The one lab was replaced by a tractor beam, giving this unit seven tractors. Turn mode changed from B to D as on nearly all large freighter variants. Weapons A & B changed to A, B, C, D, & E.

R1.31A AXCVL: Lyran had the Weapon B ESG generators replaced with Ph-3s.

R2.0 FEDERATION, GENERAL: AWR and Y175 refits reflected on all SSDs of ships that have them.

R2.F1 F-14: Variants defined by letters A through D.

R2.F2 A-10: The photon-variant is now standard; no modules.

R2.F3 E-2: The Ph-3 was upgraded to a Ph-G.

R2.F5 F-18: A new speed 15 variant was added.

R2.F9 A-20: Speed increased from 8 to 12.

R2.F10 F-15: Variants defined A through D.

R2.05 CL: Received two additional side-firing Ph-1s, one LS and one RS, increasing the BPV from 93 to 98.

R2.08 TUG: Plus refit Ph-3s changed from 360° to LS/RS.

R2.10 P-BP: Added one "0" box to sensor track, one "9" box to scanner track, and one "0" box to the damage control track for use when operating independently (not attached to a tug).

R2.12 POL: Name changed from Police Cruiser to Police Cutter.

R2.13 CVA: This was changed to a DN variant as with other races' CVAs. The two ADD were removed. Type-G drone racks increased from two to four. Pre-refit shield #4 increased from 24 to 32. The following shields increased: #1 34 to 35, #3 & #5 24 to 32 pre-refit. Aft hull increased from six to eight. The four 360° Ph-3s were changed to Ph-1s. The A-10 fighter complement was increased from 10 to 12, thus increasing the fighters carried from 22 to 24. The warp engine power was changed from two 18-box engines to three 15-box engines, thus total warp engine power increased from 36 to 45. The movement cost also increased from 1.0 to 1.5. The sensor track received an additional "6", "4", & "2" box (one each). The scanner track received additional boxes (one each) "0", "1", "2", & "4". Damage Control has (one each) added boxes "6", "4", & "2". Excess damage increased from 7 to 12.

R2.14 DE: Now has limited aegis. BPV increased from 92 to 96. The two ADDs and the two type-A drone racks were removed; four type-G drone racks took their place.

R2.15 ECL: Now has limited aegis. BPV increased from 90 to 100, 113 with full aegis. The two ADDs were replaced by two type-G drone racks.

R2.16 GSC: The ADD was changed to a type-G drone rack, increasing the BPV from 140/120 to 142/122.

R2.16A CVL: The one ADD was replaced with a (third) type-G drone rack. The BPV was increased from 140/120 to 154/134.

R2.17 DN+: The ADD was changed to a type-G drone rack, increasing the BPV from 205 to 207.

R2.18 NCL: Cost for plus refit reduced from +5 to +4.

R2.20 NEC: Limited aegis replaced full aegis. BPV dropped from 120 to 102.

R2.21 MS: Tractor beams increased from 2 to 4. The two added tractor occupy the location of the Ph-1s added to the CL.

R2.22 CVT: The two 360° Ph-3s changed to one LS arc and one RS arc. The two ADDs on the pod were replaced with two type-G drone racks. BPV increased from 158/90 to 162/94.

R2.23 DEA: BPV increased from 98 to 104. The two ADDs and the two type-A drone racks were removed; four type-G drone racks took their place.

R2.29A CVB: Refits now part of original design.

R2.30 NMS: Refit BPV reduced from +4 to +3 as no shield boxes added to this NCL variant.

R2.31 CMC: Received the added LS/RS Ph-1 on each side as done on the CL. Crew units changed from 37+10 to 41. Boarding parties increased from 20 to 32. Hull changed from six forward and six aft to nine center. Three barracks added.

R2.32 SCS: Many changes due to conversion to DN hull. Saucer APR change to AWR (built with AWR refit). Secondary hull gained two tractor, two Rear Hull; the 12-box bay for the torpedo fighters was replaced by six heavy shuttle mech links. ADD changed to G-racks. Shields, Sensor, Scanner, Damage Control, Excess Damage, third warp engine (all three standard 15 box engines) all brought up to DN standards, although the

Impulse is still cruiser sized. BPV increased from 188/160 to 193/165.

R2.32A SCSA: Many changes due to conversion to DN hull. Saucer lost three tractor beams and gained the probe. Secondary hull gained one tractor, and all have mech-links; no more mech links on saucer. Lost two repair, gained two aft hull. ADD changed to G-racks. Shields, sensor, scanner, damage control, excess damage, third warp engine (all three standard 15 box engines) all brought up to DN standards, although the Impulse is still cruiser sized. BPV increased from 188/160 to 193/165.

R2.33 BCG: Received a two-box center warp engine, and thus a warp capable saucer. The APR became AWR in the secondary hull, and it has its own SSD.

R2.34 BCF: Received a two box center warp engine, and thus a warp capable saucer. The APR became AWR in the secondary hull, and the F-torps are now torp hits!

R2.35 NVL: Formerly NCVL.

R2.36 NCD: Formerly NCS. Four APR became four cargo to store drones, dropping BPV from 123 to 119.

R2.37 CLC: Received an additional EMER box by moving the probe to the back of the ship. The SSD has a nice rounded outline now instead of the old lemon shape.

R2.38 LTT: Refit BPV dropped from +4 to +3.

R2.39 CLS: Received two additional special sensors in the side positions where the CL received the added Ph-1s. Separate BPV added for CVE mode due to addition of deck crews and ready racks.

R2.40 CLH: Received added Ph-3 corresponding to Ph-1 added to the CL, and received the plus refit.

R2.41 FFE: Gained limited aegis.

R2.41A FFA: Formerly FFEA. This reflects a general move to provide both a limited and full aegis variant for all escorts. Some are given separate rule numbers; others have a subscripted rule number as in this case.

R2.43 FFL: Plasma arcs changed from LP/RP to both FP arc.

R2.44 FFS: Nose phaser not replaced with a special sensor. Has separate economic and combat BPVs.

R2.47 FFT: Does not receive an APR as part of plus refit.

R2.48 FFP: Does not receive an APR as part of plus refit. Mention of troop transport mission removed from rule.

R2.50 DNG: The APR in the secondary hull was changed to AWR, raising the BPV by two points. The rear Ph-1s were expanded to RH arc from RA.

R2.50 FFB: Replaced with a real, if limited production, ship.

R2.53 P-T: One AUX replaced with a TRAC.

R2.55 CX: Two-box center warp engine added to the saucer.

R2.56A NPF: Formerly NPFT. Admin shuttles increased from one to two. All four cargo removed. Repair decreased from six to four. Labs decreased from four to three. APR decreased from four to three. Photons increased from zero to two. Shield #1 increased from 24 to 30.

R2.57 P-CVL: As on most Fed ships with ADDs, the ADDs were changed to G-racks, upping BPV from 32 to 36.

R2.59 NAC: Receives the shield refit, unlike the NVL & NEC.

R2.60 NVS: Receives the shield refit, unlike the NVL & NEC.

R2.63 NER: Four APR becomes four Cargo to make use of (R2.R5) storage rule.

R2.64 BCJ: Received a two-box center warp engine, and thus a warp-capable saucer. The APR became AWR in the secondary hull, and the new shock rules are applied.

R3.0 KLINGONS, GENERAL: SSDs reflect the Y175 refits that change the type-A drone racks to type-B and the ADDs from 6 to 12 round. UIM refits also shown on SSDs when available. Most booms were changed to standard types.

R3.F1 Z-1: Drones changed from 2xVI to 2xI.

R3.F4 Z-Y: Variants, with special rails, are now defined.
 R3.F6 Z-P: New Captain's edition phaser armed Z-D variant.
 R3.F7 Z-H: Speed increased from 8 to 12. Damage to destroy reduced from 18 to 16. Now has two special rails.
 R3.PF1 G1: Pre-shield refit shield #4 increased from five to six on this and variants.
 R3.PF1 Variants: G1C Cargo reduced from five to four. APR increased from zero to one. G1G same as G1C except the four cargo changed to barracks. G1M mine racks reduced from five to four. Tractor with shuttle mech-link added.
 R3.PF2 G1K: The disruptor is no longer replaced by a Ph-2.
 R3.PF4 G1D: B drone racks reduced from four to three. ADD increased from zero to one.
 R3.02 C9: Added one admin shuttle to boom.
 R3.03 C8: Added one admin shuttle to boom.
 R3.04 D7: Increased the APR from two to four, increasing the BPV from 117 to 121.
 R3.07 E4: The one lab was replaced by an APR as a control box can do the lab's job. DSF/ISF disruptor ranges shown.
 R3.08 D7A: Received the D7s APR increase from two to four. BPV increased from 127 to 131. SFG reduced from three to the now standard two-hit version.
 R3.09 TGA: Received standard cruiser-type boom, increasing Labs from two to four and moving one APR and the Probe aft.
 R3.10 TGB: Received standard cruiser-type boom, increasing Labs from two to four and moving one APR and the Probe aft.
 R3.13 P-T3: The nine hull were replaced by six barracks. Tractors increased from zero to one. The damage control rating was increased from zero to two. The shields were decreased from five boxes each to three boxes each.
 R3.14 P-B4: Shields, that combine with the tug's, were added. Four boxes on shields #1, #2, and #6 and three boxes on shields #3, #4, and #5.
 R3.16 CVT: Received standard cruiser-type boom, increasing Labs from two to four and moving one APR and the Probe aft.
 R3.17 B10: A bay for two admin shuttles was added to the boom. The SFGs were changed from one hit each to the now standard two hits each. Disruptor arcs were corrected on SSD. The B refit cost went from +6 to +11; the K refit from +8 to +21.
 R3.21 D6V: Due to B refit incorporated into design, BPV increased from 106 to 114. SSD now shows five Z-2 fighters instead of Z-Vs.
 R3.22 D6P: B refit now part of original design, which increased the BPV from 109 to 113.
 R3.23 D5: Labs increased from one to two on this and all D5 variants. (This change not noted on most other D5 variants.)
 R3.24 D5A: Labs increased from one to two. SFG replaces the two FX Ph-1s instead of the probe and hit by two damage points. The four disruptors were replaced by four drone racks.
 R3.25 E4E: The one LAB was removed. APR increased from none to one. ADDs were increased from three to four. Admin shuttles were increased from one to two, both with fighter ready racks. Only has limited aegis, reducing the BPV from 60 to 50. Full Aegis version is R3.25A.
 R3.27 F5M: One tractor moved from boom to aft, making the boom the standard version.
 R3.28 C8V: The two boom type-E drone racks were removed. The two ADDs were moved from the center warp engine to the boom. Two FX disruptors were restored to the center warp engine. BPV increased from 235/200 to 235/220.
 R3.29 AD5: This ship (and the D5E) were redesigned to become the limited and full aegis versions of the same design. The type-A and type-E drone racks, plus both ADD-12s were removed. Four type-G drone racks were added.
 R3.30 F5V: Boom changed to standard F5 boom, moving ADD to rear and adding a tractor. One APR added.
 R3.33 D6M: Shock rules now affect this unit.

R3.34 F5C: The "4" box on the damage control track was changed to a "2".
 R3.35 F5D: Drone racks changed from 1xA, 2xG, 2xB to all five type-B. Now has double reloads (triple after Y175).
 R3.39 E4J: Split BPV, 62/40, lowering its combat BPV below the F5J's. One of the two security stations was moved from the boom to the rear portion of the ship. NOTE: The C8S was formerly under this rule number but was moved to R3.70 to keep penal ships together.
 R3.40 DX: The one FLAG was changed to security. One security added to the rear section of the ship.
 R3.42 D7D: BPV increased from 144 to 148 due to the addition of two APR, increasing the APR from two to four, as on the standard D7.
 R3.45 D7N: The UIM is now standard. BPV increased from 150/115 to 154/119.
 R3.49 D5C: Post-Update-2 changes include deleting one of the two boom emergency impulse boxes. Shield #1 increased by six boxes from 30 to 36. Shields #3, #4, & #5 lost four boxes each, reducing them from strength 30 to strength 26. The labs doubled from one to two as on the standard D5.
 R3.50 D5D: Labs doubled from one to two as on the standard D5. Drone racks changed from type-A to type-B.
 R3.52 D5F: Plasma ship replaced by anti-fighter variant.
 R3.57 D5L: Changes same as on the D5C R3.49.
 R3.58 D5M: Labs increased from one to two as on standard D5. Probe moved to the Boom and the extra tractor to the rear of the ship, making the boom a standard D5 type.
 R3.59 D5N: Labs increased from one to two as on standard D5. The two Flag Bridge reverted back to security stations.
 R3.62 D5V: Two launch tubes added; this unit had none in Commander's Edition.
 R3.63 RKL: Security stations replace batteries in the modules instead of the APR. No longer an option to keep F-torps.
 R3.64 F6: Shock effects added.
 R3.65 E5: The two wing Ph-2 were moved to the back; arcs changed from LS/RS to RX. BPV increased from 75 to 77.
 R3.66 P-PF6: Removed the Bridge box. APR increased from two to three.
 R3.67 P-V7: Pod now provided added shielding, 4 boxes each to shields #1, #2, & #6 and 3 boxes each to shields #3, #4, & #5.
 R3.68 P-D8: Pod now provided added shielding, 4 boxes each to shields #1, #2, & #6 and 3 boxes each to shields #3, #4, & #5. Drone racks changed from six type-A to two type-D.
 R3.70 C8S: BPV from 245/210 or refitted 253/218 to 253/228, and the K-refit is part of the ship as built. The two center warp mounted ADDs were replaced by two FX disruptors. The two type-E drone racks were replaced by type-G drone racks.
 R3.71 C9A: BPV changed from 221 to 231. A one box admin shuttle bay was added to the boom. Changed from R3.2A.
 R3.75 MD5: Labs increased from one to two as on all D5s.
 R3.76 AD6: BPV 115 to 119 due to B-refit standard. Full aegis included; was +22 BPV for full aegis. Two ADD-12s added. The two type-E drone racks were changed to type-Gs.
 R3.77 F5E: Two ADD-12 changed to type-G drone racks. Rear drone rack change to an admin shuttle. Gained ready racks.
 R3.79 E4D: Added a second admin shuttle in place of a drone rack. That drone rack moved forward allowing the racks to be paired in the wing positions.
 R3.80 E4V: Gained one boom APR and two boarding parties.

R4.0 ROMULANS, GENERAL: Most of the designations of the KR-series were switched to a new standard pattern.
 R4.F3 G-III: New speed 15 version of the G-II.
 R4.F4 G-F: Now carries two D-torps. BPV increased from 4 to 8.
 R4.F5 G-SF: Now carries two D-torps. BPV increased to 9.

R4.F6 G-FSF: New speed 15 version of the G-SF.
 R4.F7 G-H: Ability to carry two D-torps added. BPV increased from 14 to 18.
 R4.PF1 Variants: CEN-C Cargo reduced from five to four. CEN-G barracks reduced from five to four. CEN-M Mine racks reduced from five to four. CEN-F Fighter reduced from five to four.
 R4.PF2 STH: Shield refit now original equipment, increasing BPV from 30/44 to 33/47.
 R4.04 KR: B-refit cost reduced from 22 to 17 BPV.
 R4.05 K5R: The plasma-G, upgradable to plasma-S, of the Commander's edition was replaced by two plasma-Fs in wing positions with LP/RP arcs. The B-refit cost was lowered from 12 to 6 BPV.
 R4.06 CON: Due to plasma-S original equipment instead of plasma-G, the BPV increased from 224 to 234. A plus refit adding Ph-3s and F-torps has been added to this ship.
 R4.09 FAL: Probe launcher added.
 R4.10 K4R: Formerly KE4R The one lab was deleted. APR was increased from zero to one. The Ph-3 was deleted. Batteries increased from one to two.
 R4.13 CH: Ph-3 refit now original equipment, increasing the BPV from 90/55 to 93/58.
 R4.18 SPE: Refit incorporated into original design, increasing BPV from 113 to 123.
 R4.25 SKE: Limited aegis version. BPV reduced from 105 to 95. D-racks reduced from four to two. The two 360° Ph-3s were removed. Two 360° Ph-1s were added.
 R4.25A SKEA: Full aegis version. D-racks reduced from four to two. The two 360° Ph-3s replaced by Ph-1s.
 R4.29 SUB: Forward hull increased from three to four. Aft hull increased from eight to ten. Boom APR increased from one to two. BPV increased from 161/140 to 196/181.
 R4.32 KRC: Upgradable G-torps replaced S-torps.
 R4.33 KRT: Received standard cruiser type boom, increasing Labs to four and moving one APR and the Probe aft.
 R4.34 SUP-A: BPV increased to 192. Forward hull increased from three to four. Boom APR increased from one to two.
 R4.34 SUP-K: Forward hull increased from three to four. Aft hull increased from eight to ten. Boom APR increased from one to two.
 R4.35 K7R: APR increased from two to four, as on Klingon D7. B-refit cost increased from +14 to +16.
 R4.36 KRM: Shock effects added.
 R4.37 KHK: Forward hull increased from three to four. Aft hull increased from eight to ten. Boom APR increased from one to two. The L-RA/RA-R and LS/RS Ph-1s were replaced with Ph-3s. Now has shock.
 R4.38 FHA/K: Forward hull increased from three to four. Aft hull increased from eight to ten. Boom APR increased from one to two. Impulse increased from three to four.
 R4.40 K9R: Formerly KC9R. A one box shuttle bay was added to the boom.
 R4.41 SNS: The one lab was change to aux con. This unit now has a "+" refit. Sublight ship with some advance technology, as a counterpart to the WB+.
 R4.48 H-S: This was a sublight game ship; now it is a counterpart to the unrefitted Warbird.
 R4.50 TH: BPV increased from 180 to 196. Reclassed from SCS to BCS type. Cloak cost reduced from 24 to 20. Forward hull increased from three to four. Boom APR increased from one to two.
 R4.51 SPJ: Now subject to the new shock effects rules.
 R4.55 K5D: A new Captain's Edition variant. The number was previously used for the 16-box pallet carried by Freight Eagle and Pioneer Eagle.

R4.56 KRV: Formerly KVR. B-refit reduced from +20 to +17 BPV.
 R4.61 KDR: Formerly KD5R. BPV increased from 128 to 137. Two D-racks (one LS, one RS) replaced the two RX arc Ph-3s.
 R4.62 KFR: Formerly KF6R. BPV reduced from 125 to 120. S-torp changed to G-torp as this is a size class 4 unit. As with the F6, the ship is now subject to shock.
 R4.63 K5L: Formerly KF5LR. BPV reduced 104 to 98. Refit cost reduced from +8 to +6. Pre-refits arcs changed from FA to L+LF/RF+R. Plasma changed from two F and one S, to two G-torps. The "4" box on the damage control track was changed to a "2".
 R4.64 K5M: Formerly KF5RM. Rear Ph-2s are no longer changed to Ph-3s.
 R4.65 K7V: Formerly K7VR. BPV up from 160 to 174. Former B-refit now incorporated into original design.
 R4.66 KDV: Formerly KD5RV. Received the second LAB of all D5 variants.
 R4.67 K4D: Formerly KE4RD. The Boom security becomes a BTTY instead of the 360° Ph-3 of the Commander's edition.
 R4.68 SNE: The only LAB box was replaced by a probe.
 R4.70 SPM: Refit from Commander's edition included as original equipment. One Ph-3 added to each of the two modules. Both F-torps removed. Two of the four D-racks moved to the former F-torp positions.
 R4.71 SPL: BPV reduced from 141 to 133. Two Ph-1s removed (one from each) from the modules. One F-Hull removed from each of the two modules. The two AUX in the one module were removed and one of the FLAG from the other module moved in the space left. Total module APR and BTTY unchanged, but each now has one of each instead of one with both BTTY and the other with both APR.
 R4.72 NHK: Forward hull increased from three to four. Boom APR increased from one to two. Aft hull increased from 12 to 14.
 R4.73 RHK: Forward hull increased from three to four. Boom APR increased from one to two. Aft hull increased from 12 to 14. Compared with SSD published in Starletter 57.
 R4.74 SKL: The "4" box was deleted from damage control track.
 R4.75 FHF: No changes from Starletter 67 SSD. However, as a four-engine hawk, it should have had a second boom APR, a fourth F-Hull, ten instead of eight total R-Hull, and four instead of the three Impulse shown.

R5.0 KZINTIS, GENERAL: SSDs reflect the Y175 refits that change the type-A drone racks to type-B or type-C and the ADDs from 6 to 12-round.

R5.F2 AAS: Year available moved from Y161 to Y164.
 R5.F4 HAAS: Availability moved from Y175 to Y173.
 R5.F6 TADS: New special rail equipped version of the TAAS.
 R5.F8 LAS: Speed increased from 8 to 12. Two of the six type-VI or light drone rails removed; two special rails added. BPV increased from 15 to 17.
 R5.PF1 Variants: The following systems were reduced from five to four on each variant: C cargo, G barracks, M mine racks. The disruptor is replaced by a drone rack on these variants.
 R5.PF2 MRN: Version K separated into K with type-E drone racks and D variant with A racks. The following variants had their letter changed D to M, E to S, G to E, H to G. The G has four barracks in place of the four hull for the troops. The E variant had a LS/RS Ph-3 added to its pallets.
 R5.PF3 FI-CON: Tractor now replaces the APR instead of the disruptor. The disruptor is now replaced with a type-A drone rack.
 R5.PF4 PFD: All drone racks now type-B.
 R5.03 BC: The 360° Ph-3s were replaced with Ph-1s.
 R5.04 CC: Mech-links deleted from tractors.

R5.05 CL: Added one box to shield #4, so it now matches shields #2, #3, #5, & #6. Unrefitted disruptor range decreased from 30 to 22 hexes.

R5.06 CV: One of the "6" boxes deleted from DamCon.

R5.07 CVS: One of the "6" boxes deleted from DamCon.

R5.08 FF: One "4" box deleted from damage control. One excess damage box deleted. The three extra warp deleted from the C-10 refit, lowering the refit cost from 17 to 9 BPV.

R5.09 CVL: Refit BPV cost increased from +22 to +25. Refit now adds six shield boxes each to shields #1, #2, & #6. Fighter SSDs no longer shaded for conversion to AAS type fighter. The 360° Ph-3s were replaced with Ph-1s.

R5.10 CVE: One of the two "4" boxes deleted from the damage control track. Excess damage reduced from six to five. Unrefitted disruptor range decreased from 30 to 22 hexes.

R5.11 SCS: Drone racks changed from six type-A to two type-C and four type-B. ADD changed from 6 round to 12 round versions. BPV increased from 215 to 224.

R5.12 TGT: Six type-A drone racks replaced by two type-D.

R5.15 P-B3: The six type-A drone racks were replaced by two type-D. The sensor, scanner, and excess damage boxes were deleted. Shield reduced from five each to four each shields #1, #2, & #6 and three each shield #3, #4, & #5.

R5.16 P-SD4: Cargo reduced from 15 to 12. APR and Impulse reduced from two to one each.

R5.17 P-T5: Nine hull replaced by six barracks. APR reduced from two to one. Shuttles increased from one to two. Shields reduced from five each to three each. Tractor beam added.

R5.18 SF: The "4" box was deleted from the damage control track. Refit BPV reduced from +13 to +1 due to the elimination of the three warp addition of the Commander's version of the refit. One excess damage was deleted.

R5.19 CM: Warp engine power reduced from 27 to 24. Eight box engines replaced the three nine-box engines.

R5.20 EFF/AFF: The AFF BPV lowered from 87 to 81. The three extra warp deleted from the C-10 refit, lowering the refit cost from 17 to 9 BPV. One excess damage was deleted. AFF now available in Y175.

R5.21 MS: The "4" box was deleted from the damage control track. Refit BPV reduced from +13 to +1 due to the elimination of the three warp addition of the Commander's version of the refit. One excess damage was deleted.

R5.22 PFT: Drone racks changed from type-A to type-C. ADDs changed from 6 to 12 round versions. Shields #1, #2, & #6 increased from 12 to 20 each. Shields #3, #4, & #5 increased from 12 to 16 each. BPV increased from 75/65 to 86/73.

R5.23 DF: The "4" box was deleted from the damage control track. Refit BPV reduced from +13 to +1 due to the elimination of the three warp addition of the Commander's version of the refit. Rear hull reduced from six to four. One excess damage was deleted.

R5.24 SSCS: BPV increased from 245 to 251.

R5.25 CVA: Admin shuttles increased from four to six. LABs reduced from nine to six.

R5.26 MCC: Two impulse added. Two type-B drone racks changed to type-C. Warp reduced from 27 to 24.

R5.27 MCV: Warp reduced from 27 to 24. Type-G drone racks were changed to type-A.

R5.28 MEC: Warp engine power reduced from 27 to 24. Limited aegis added.

R5.29 MAC: Warp engine power reduced from 27 to 24. Service year changed from Y176 to Y175.

R5.30 MMS: Warp reduced from 27 to 24.

R5.31 MDC: Four APR changed to four cargo, allowing bulk drone storage; warp reduced from 27 to 24. Three type-B drone racks changed to type-A.

R5.32 MSC: Warp reduced from 27 to 24.

R5.33 MPF: Given two ADD in place of two APR. Labs moved to give ADDs center position. Warp reduced from 27 to 24.

R5.34 MTT: Lost four cargo, gained two ADDs. The two G-racks were replaced by A-racks, allowing the standard Y175 refit to be applied. Warp reduced from 27 to 24. Double drone control reduced to single-drone control.

R5.35 DD: Has two less impulse. Type-G drone racks replaced with type-As, allowing the standard Y-175 refit to be applied, and the bridge traded places with the FX Ph-1s. Available Y160.

R5.36 POL: No additional warp received with C-8 refit, reducing refitted BPV by 12. The three cargo were changed to rear hull.

R5.37 SR: Now has a C-14 refit, adding one warp to each of its three engines, and has fighter SSDs, fighter data, and deck crew track for when used as a R5.37A SRV.

R5.38 P-V7: This pod now has shields: shields #1, #2, #6 are four boxes each, shields #3, #4, #5 are three boxes each.

R5.40 P-PF6: The bridge box was removed allowing the APR to be increased by two.

R5.41 FH: No additional warp received as part of C-10 refit, resulting in the refit BPV dropping 17 to only 9 BPV.

R5.42 DN: Y175 refit increases the ADD to 12 rounds. Year of availability changed from Y169 to Y167.

R5.43 BCH: One of two "6" boxes removed from DamCon.

R5.46 FFK: Warp reduced from 15 to 12. One APR added.

R5.47 CD: The two type-C drone racks were changed to type-B due to the long range drone bombardment mission; capacity being more important than launch rate. Double drone control was reduced to single drone control.

R5.48 CA: The 360° Ph-3s were replaced with Ph-1s.

R5.50 DWE: Available Y174 instead of Y176.

R5.51 DWA: Available Y175 instead of Y178.

R5.52 DWD: Type-C drone racks are not replaced with type-B.

R5.53 TGC: Standard racks replaced with type-D racks as on the TGT.

R5.55 SDF: All drone racks become type-B in Y175 refit, no C racks.

R6.0 GORNS, GENERAL: GAS shuttles noted on Admin shuttle tracks. Size class 4 units lost their plasma-S-torps.

R6.F1 G-18: Carries two D-torps in place of the two type-I and two type-VI drones formerly carried.

R6.F2 G-20: Carries two D-torps in place of the two type-VI drones formerly carried. BPV increased from 6 to 8.

R6.F3 G-10: Year of availability moved to Y173.

R6.F4 G-30: The two type-I drones were replaced by two D-torps. Speed increased from 8 to 12. Damage to destroy increased from 16 to 18. BPV increased from 16 to 18.

R6.PF2 PFE: The two plasma-Fs were changed to D-racks.

R6.02 CA: Added two crew units. Plus refit BPV cost increased from 16 to 26.

R6.04 DD: G-torp not upgradable as this is now largest allowed plasma torp for size-4 units. Plus refit cost dropped from 11 to 6 BPV. The F-refit now added a second APR to this ship. The "4" box was deleted from the damage control track.

R6.07 P-T: The one "4" damage control box was deleted. Excess damage was reduced from three to two. APR was reduced from four to two. Batteries were increased from one to two. Tractors were increased from zero to one. The single Ph-1 was replaced with two Ph-3s. The 12 hull were replaced with five each of cargo and barracks. Crew units were reduced from 42 to 18, boarding parties from 80 to 32.

R6.08 P-HB: Formerly P-M. Hull increased from zero to five. Transporters were increased from zero to two. Excess damage was reduced from three to two. The one "4" damage control box was reduced to a "2". The unrefitted pod no longer has reduced crew/boarding parties.

R6.09 P-SL: Hull reduced from 10 to 8. Now has one tractor.

R6.11 DN: No plus refit due to S-torps rather than G-torps are standard equipment. BPV changed to 215.

R6.12 HDD: Impulse increased from two to four total. BPV increased from 105 to 111.

R6.13 SC: The "4" damage control box was deleted. Refit BPV dropped from +17 to +7. F-torps deleted from refit; one APR is now added as part of the refit.

R6.14 PFT: The "4" box was deleted from the damage control track. The two plasma-Fs were replaced by two D-racks, an option in Commander's. Tractors reduced from seven to six. Repair reduced from eight to four. Rear hull increased from three to six. Refits now part of original design. Impulse increased from one to two and moved to the wings. APR increased from zero to one. BPV increased from 70/55 to 87/72.

R6.15 MS: One APR is now added as part of the plus refit. All seven armor were deleted. Shield #1 increased from 28 to 35.

R6.16 CV: Has D-refit in place of F-refit. Tractors reduced from five to four. All refits incorporated into design as original equipment. BPV decreased from 150 (fully refitted) to 120.

R6.17 BDD: Labs reduced from three to two. APR increased to five. The FP F-torp was changed to a G-torp. The "4" box was deleted from damage control. BPV increased to 96.

R6.19 BC: Added two crew units.

R6.20 SCS: The G-12 replaced the G-18 as standard fighter.

R6.21 CDD: APR increased from one to two.

R6.22 HMS: BPV increased from 110/90 to 116/96. Impulse increased from two to four; one added to each wing.

R6.23 HDS: Formerly HSC. BPV up from 125/100 to 131/106. Impulse increased from two to four as on all the HDD variants.

R6.24 HDE: BPV up from 110 to 116. Impulse increased to 4.

R6.25 HDA: BPV up from 124 to 130. Impulse increased to 4.

R6.26 HDP: Two Ph-3s added, one LS one RS. Aux control reduced from two to one. Impulse increased to four. Refits now original equipment. BPV increased from 120/100 to 126/106.

R6.27 HDV: BPV up from 110/95 to 115/101. Impulse increased from two to four. Two D-racks replaced the two F-torps. The six F-torp fighters were replaced by G-18s.

R6.28 HDT: BPV up from 110/80 to 116/86. Impulse increased from two to four as on all the HDD variants. PLUS refit cost increased from +4 to +6. Plus refit now adds LS/RS Ph-3s as well as providing shield improvements.

R6.31 BDL: Labs reduced from three to two. Impulse decreased from four to two. APR increased to seven. The "4" box was deleted from the Damage Control track.

R6.32 DDL: BPV increased from 99 to 100. Has a plus refit. The "4" box was deleted from the Damage Control track. APR changed to five.

R6.33 FF: Now has a plus refit.

R6.36 BDE: The FP plasma-F was replaced by an FP plasma-G. LABs reduced from three to two. APR increased from two to five. The one "4" box was removed from the damage control track. BPV increased from 85 to 89. Limited aegis.

R6.36A BDA: The FP plasma-F was replaced by an FP plasma-G. LABs reduced from three to two. APR increased from two to five. The one "4" box was removed from the damage control track. BPV increased from 85 to 99. Full aegis.

R6.37 DE: Limited aegis version, reducing BPV from 90 to 80. The one "4" box on the damage control track was deleted.

R6.37A DEA: The one "4" box on the damage control track was deleted.

R6.38 CLE: Plus and D-refits incorporated as original equipment. Limited aegis. BPV increased from 126 to 134.

R6.38A CLA: Plus and D-refits incorporated as original equipment. Full aegis. BPV increased from 126 to 142.

R6.39 CM: BPV increased from 152 to 161. Impulse now four.

R6.40 BCH: One "6" box added to the damage control track.

R6.41 P-LB: Only adds shields to tug; the Commander's Edition additions to the special function tracks (Sensor, Scanner, Damage Control, and Excess Damage) were eliminated.

R6.42 CS: BPV increased from 152 to 161. Impulse now four.

R6.43 MCC: BPV increased from 155 to 168. Boarding parties increased from 12 to 14. Crew increased from 34 to 44. Impulse increased from two to four.

R6.45 BDS: Labs reduced from three to two. APR increased from two to five. This ship now has a plus (LS/RS Ph-3s) refit.

R7.0 THOLIAN

R7.F3 SPIDER-III: Is now a web spinner.

R7.F5 SPIDER-E: Year of availability moved to Y172.

R7.02 PC: Name changed from patrol cruiser to patrol corvette. Boarding parties were increased from five to six. Move cost reduced from 1/2 to 1/3.

R7.03 PC+: Name changed to improved patrol corvette. Crew reduced from 14 to 12. Move cost reduced from 1/2 to 1/3.

R7.05 D: Batteries increased from 4 to 8. Two transporters moved rearward to make room for the additional batteries.

R7.06 C: Movement cost reduced from 3/4 to 2/3.

R7.07 BW: Move cost changed from 1/2 to 1/3. Web generators reduced from four to two. Two Ph-3s added, one LS and one RS.

R7.08 PFT: Mech links split up, two forward links repair capable, four links moved back, repair moved forward.

R7.09 CVA: Movement cost reduced from 3/4 to 2/3.

R7.10 WT: All shields increased from five to ten boxes each.

R7.11 CPC: Boarding parties reduced from five to four. As on the PC, the movement cost reduced from 1/2 to 1/3 with corresponding cost with pack(s)/pod also lowered.

R7.12 SC: Movement cost cut from 1/2 to 1/3 as on the PC.

R7.13 MS: Movement cost cut from 1/2 to 1/3 as on the PC.

R7.15 CC: Warp cut from 28 to 24. APR went from three to six. Movement cost reduced from 3/4 to 2/3.

R7.16 DPC: Movement cost reduced from 1/2 to 1/3 as on PC.

R7.18 PR: Crew increased from 10 to 12. Boarding parties increased from two to four. Movement cost reduced from 1/2 to 1/3 with corresponding cost with pack(s)/pod also lowered.

R7.25C T-P: The eight barracks were split into four barracks and two transporters. Crew reduced from 40 to 22.

R7.25F B-P: BPV split, was flat 20 BPV, now it is 20/30.

R7.28 PCE: Move cost reduced from 1/2 to 1/3 as with most PC variants. Boarding parties increased from five to six. Now has a ready rack and limited aegis. BPV raised from 59 to 71.

R7.29 PCA: Move cost reduced from 1/2 to 1/3 as with most PC variants. Boarding parties increased from five to six. Now has a ready rack in its shuttle bay. BPV raised from 71 to 77. Snares are a refit, no longer standard equipment.

R7.31 DP: Battery increased from 4 to 8 as on D.

R7.33 CCP: Only the two FA Disruptors are replaced by photons. The Commander's Edition rules allowed either two or all four of the disruptors to be replaced by photons. Movement cost reduced from 3/4 to 2/3.

R7.61 COM: Formerly CM. Probe was replaced by a tractor.

R7.61A FCOM: Formerly FCM. Probe was replaced by a tractor.

R7.62 NDN: Probe moved to rear. Tractors reduced from four to three. Transporters reduced from four to three. Aux Control increased from one to three. Shields #3, #4, & #5 increased from 30 to 36 strength each, matching the shields #2 & #6.

R7.63 NCA: Shields #3, #4, & #5 increased from 20 to 24 each, matching the strength of shields #2 & #6. The probe (Command module) and one tractor (rear section) exchanged places.

R7.64 NCL: Shields #3, #4, & #5 increased from 16 to 20 each, matching the strength of shields #2 & #6. The probe (Command module) and one tractor (rear section) exchanged places.

R7.65 NSCS Tractor beams increased from six to seven. Aux Control increased from one to three. Transporters decreased from four to three. Shields #3, #4, & #5 increased from 30 to 36 each, matching the strengths of shields #2 & #6.

R7.66 SCOM: The probe was replaced by a tractor beam.

R7.67 CCW: Formerly a refit, now a ship with its own SSD.

R7.68 CAW: Formerly a refit, now a ship with its own SSD.

R7.69 DPW: Battery increased from 4 to 8 as on D.

R8.0 ORIONS, GENERAL: Many Orion ships received shield and drone rack refits.

R8.PF1 BUC: The option mount on each wing was replaced with a side LS/RS firing Ph-3. Center weapons are reduced from four to three. The C, G, M, & F variants have the Ph-3s but still have four cargo, barracks, mine racks, or fighter links as appropriate to the variant.

R8.02 CR: BPV increased from 86 to 92. Added five cargo boxes. Added one box to shield #4, to match shields #3 & #5.

R8.04 SAL: Hull reduced from ten to eight. This ship can no longer carry LR's under the wings.

R8.05 SLV: Shield #4 reduced from 16 to 14, the same strength as shields #3 and #5.

R8.06 CVL: Now has a plus shield refit.

R8.09 PFT: Hull reduced from ten to eight. Batteries increased from one to three. Shields #2 & #6 increased from strength 20 to 24. Shields #3 & #5 increased from strength 16 to 20. Shield #4 increased from strength 12 to 20. BPV increased from 130/90 to 138/98.

R8.10 OFT: The one lab was replaced by a tractor. The "4" damage control box was reduced to a "2". Excess damage changed from two to three.

R8.15 OK6: The one lab was changed to cargo. The probe was deleted, allowing the addition of two APR.

R8.16 CVS: The BPV cost to add a cloaking device to this unit increased from 18 to 20.

R8.17 BCH: Drone racks changed from type-G to type-C. One six added to the damage control track.

R8.18 DW: Cloaking device cost lowered to 14 from 15.

R9.0 HYDRANS

R9.F5 STINGER-S: Speed increased from 8 to 12.

R9.PF1 HAR: One of the two 360° Ph-G replaced with a 360° Ph-2.

R9.PF1 Variants: Changes same as the HAR.

R9.PF2 HEL: One of the two 360° Ph-G replaced with a 360° Ph-2. Two Ph-2s added.

R9.PF3 HOW: One of the two 360° Ph-G replaced with a 360° Ph-2.

R9.07 CU: BPV changed from 55 to 61.

R9.11 TR: Refit BPV reduced from +20 to +12.

R9.12 PFT: The "4" damage control box was changed to a "2". Shield refit now original equipment, increasing the BPV to 82/52. The two stinger-2 fighters replaced by (R9.R6).

R9.13 EH: Limited aegis variant, reducing BPV from 54 to 50. The two FX Ph-Gs changed to one L-FA and one FA-R. Shuttle bay has a ready rack.

R9.13A: AH The two FX Ph-Gs changed to one L-FA and one FA-R. Shuttle bay has a ready rack.

R9.14 MS: Two of the five shuttles changed to fighters.

R9.15 CAV: Fighter group changed from 18 fusion (2 EW) and 3 Hellbore fighters to 17 fusion (2 EW) and 4 Hellbore fighters.

R9.16 DE: New limited aegis type, reducing BPV from 90 to 80.

R9.16A DEA: Formerly designated AL (Aegis Lancer).

R9.17 UH: Fighter group changed from 14 fusion (2 EW) and 2 Hellbore fighters to 12 fusion (2 EW) and 4 Hellbore fighters.

R9.18 D7H: Two of the four waist Ph-Gs changed to Ph-2s. APR increased from two to four as on Klingon D7. Both B and K

refits combined into one plus refit. BPV increased from 140 to 145.

R9.20 TUG: Emergency Bridge eliminated. Trans increased from two to three. Rear Ph-Gs changed from L-RA/RA-R arcs to the standard LS/RS arcs. Now has a plus refit strengthening the rear shields and increasing warp engine power.

R9.22 P-FC: Changes from all shuttle boxes to all cargo.

R9.23 P-FS: Now adds seven boxes to each of the side shields.

R9.24 P-CM: Now adds eight boxes each to shields #1, #2, & #6 and six boxes each to shields #3, #4, & #5.

R9.25 P-TT: All six cargo and eight hull removed. The following systems were added: Barracks six, Aux one, Battery one, Tractors one, Impulse three, and Ph-G one (360°).

R9.30 LB: Transporters increased two to three.

R9.32 BAR: Formerly designated BCC.

R9.33 NVL: Refit BPV cost down from +20 to +12.

R9.34 NEC: Refit BPV cost down from +20 to +12.

R9.36 NSC: Refit BPV cost down from +19 to +10.

R9.37 NPF: Refit now original equipment. BPV now 118/103.

R9.38 LTT: Refit BPV increased from +7 to +10. Refits now included four additional warp engine boxes, two on each engine.

R9.39 GEN: Now has a plus (shield) refit.

R9.40 LC: Two of the six Stinger-2s are now Stinger-H.

R9.42 ID: BPV increased from 185 to 205. The six forward Ph-2s are now Ph-1s. Four added warp engine boxes, two each to the left and right warp engines. Shields #3 & #5 increased from 26 to 33 strength. Shield #4 increased from 24 to 33 strength.

R9.43 OV: One hellbore added (total four). A "6" box added to the damage control track. FLAG reduced from three to one. Forward APR increased from four to six.

R9.44 SAR: A third fusion replaces the front Ph-2.

R9.46 CVE: APR increased from one to two. The Ph-2 changed from FX arc to FA arc. The two front Ph-Gs changed from FX arc to one L+FA and one FA+R.

R9.48 WAR: "4" box was deleted from the damage control track.

R9.50 TAR: Both fighters were replaced by APR, increasing the APR from six to eight.

R9.52 APA: The two fighters were replaced by two APR. Shields #2 & #6 were increased from 24 to 30 each.

R10.0 ANDROMEDAN, GENERAL: These reflect the various Doomsday changes, rebalanced power, and changes in the firing arcs of their TR beams.

R10.02 DOM: BPV increased from 450 to 457.

R10.03 INT: Cargo reduced from 11 to 7. Hull reduced from 18 to 16. Repair increased from none to two. Batteries increased from six to eight. Warp engines increased from a total of 30 to 32.

R10.04 COB: The TR beams are now TRLs. Rear PA panel bank reduced from four to three panels. Warp engine power reduced from 20 to 18. BPV reduced from 90 to 83.

R10.05 COU: TR beam was replaced by a third special sensor.

R10.06 TERM: Two Ph-2s added. Rear PA panel bank reduced from four to three panels. Warp engine power reduced from 20 to 18. BPV reduced from 110 to 102.

R10.07 SB: TR beam arcs widened to 180°. BPV now 1000/600.

R10.08 COQ: The two TR beams were changed from LS/RS to FH arc. Aux Control was reduced from two to one. Repair was increased from zero to one. BPV increased from 170 to 172.

R10.09 PYT: The two TR beams became TRLs. BPV 132.

R10.11 SAT: The 12 APR were replaced with 18 AWR. The FA arc TR beams were changed to FH. The L+LR firing TR beams were changed to RA+R. Both labs were removed. Transporters increased from two to three.

R10.12 PSS: Takes single internal damage point to destroy.

R10.13 Energy modules: Now small, medium, and large.
 R10.14 INF: Cargo reduced from 10 to 6. Hull reduced from 16 to 14. Batteries increased from six to eight. Repair increased from zero to two. Warp engine power increased from 30 to 32. BPV increased from 250/200 to 258/208.
 R10.15 MAM: TR beams change to TRLs. Side-firing TR beams were moved so that all three are now FH arc.
 R10.16 EEL: Rear PA panel bank reduced from four to three panels. Warp engine power reduced from 20 to 18. BPV reduced from 100 to 92.
 R10.17 VIP: TR became a TRL. Crew reduced from 14 to 11.

R11.0 LYRAN

R11.PF0 INT: Disruptors reduced from two to one. The two Ph-2s were changed from LS/RS arcs to L+FA/FA+R. Ph-3s increased from zero to two, one LS/ one RS.
 R11.PF1 BOB-A: The two Ph-1s were changed to Ph-2s. The two Ph-3s were changed from L+RA/RA+R arcs to LS/RS. APR increased from one to two.
 R11.PF1 Variants: C, G, & M received LS/RS Ph-2s in place of the Ph-3s. The update-2 R11.84 Bobcat-C (with four Ph-3s and one disruptor) is not in the Captain's Edition.
 R11.PF2 FI-CON: Ph-2s replaced the Ph-3s. APR reduced from one to zero. Tractors increased to two.
 R11.PF3 BOB-P: The four Ph-1s were changed to Ph-2s. The two Ph-3s were changed from L+RA/RA+R arcs to LS/RS. APR increased from one to two.
 R11.02 DN: Two UIM now standard equipment.
 R11.06 DD: The "4" damage control box was changed to a "2".
 R11.08 MS: The "4" damage control box was changed to a "2".
 R11.09 SC: The "4" damage control box was changed to a "2".
 R11.11A FFA: formerly AF. Full aegis, BPV up from 70 to 78.
 R11.12 CV: Has one UIM standard. BPV cut from 135 to 131.
 R11.13 CW: BPV decreased 115 to 113.
 R11.15 TGP: BPV dropped 121/102 to 119/100.
 R11.16 TGC: BPV dropped 138/124 to 134/120.
 R11.17 PAL-BT: Now has eight box shields #1, #2, & #6 and six box shields #3, #4, & #5.
 R11.20 PAL-TT: Excess damage reduced from four to one. Eight of the 16 hull were converted into barracks. Ph-2 replaced with tractor.
 R11.22 CVL: Shield refit now part of original design at no cost.
 R11.23 CWL: BPV decreased from 136 to 134.
 R11.24 CWE: BPV increased from 116 to 118. Shield refit part of original design. ESGs reduced from three to two (primarily to avoid a precedent for other ship proposals). One of the two Ph-3s on each side upgraded to Ph-1s.
 R11.25 CWA: BPV increased from 126 to 128. Shield refit part of original design. ESGs reduced from three to two. One of the two Ph-3s on each side upgraded to Ph-1s.
 R11.26 CWM: Designation changed, was WMS.
 R11.27 CWS: BPV reduced from 135/105 to 133/103.
 R11.28 PFW: Shield refit changed to original equipment, increasing BPV from 130/100 to 132/102.
 R11.29 SCS: BPV increased from 221 to 238. Shield, phaser, and UIM refits are now part of original ship. Power pack in BPV.
 R11.31 POL: The one lab was changed to a transporter. It now has a shield refit.
 R11.32 SR: BPV decreased from 130/100 to 128/98.
 R11.33 LTT: BPV decreased from 120/100 to 118/98. Shuttles increased to four.
 R11.37C Klingon troop pod: Security changed to Aux.
 R11.38 DWL: The "4" box was deleted from the damage control track. Shields #3, #4, & #5 increased from 16 to 20 each.

R11.39 DWE: Arc on side Ph-2s changed from LS/RS to L+FA/FA+R. The damage control "4" box was changed to a "2". FX disruptor became ph-2.

R11.40 DWA: Arc on the side Ph-2s changed from LS/RS to L+FA/FA+R. The Damage Control "4" box changed to a "2". FX disruptor became ph-2.

R11.41 DWS: The Damage Control "4" box changed to a "2".

R11.42 DWM: The Damage Control "4" box changed to a "2".

R11.43 STJ: Moved to this number from R11.42.

R12.0 WYN

R12.03 LDD: Mech-links a refit, rather than standard equipment, reducing the BPV from 93 to 89.

R12.04 ZFF: Center warp split from one eight box engine to two four box engines. Shield #4 increased from strength 15 to 16, matching the strength of shields #3 and #5.

R12.07 AXCV: Crew increased from 10 to 20.

R12.08 AXPFS: Crew increased from 8 to 20. The 360° Ph-3 was replaced by an option mount. Two option mounts, one on each side, were added.

R12.09 AXBC: Movement cost increased to 2/3.

R12.10 AXCV: No longer a standard Kzinti version. Has three Ph-2s in place of the three Ph-1s. Has two type-A/B drone racks in place of the two ADDs. A RA Ph-3 in place of the drone rack.

R12.13 AXSCS: The one lab was replaced by a tractor beam, giving this unit seven tractors. Turn mode changed from B to D as on nearly all large freighter variants. Weapons A & B changed to A, B, C, D, & E.

R13.0 ISC

R13.F2 TF: Year available changed from Y178 to Y174.

R13.F3 EF: Year available changed from Y178 to Y172.

R13.F4 AF: Year available changed from Y174 to Y170.

R13.F5 HF: Speed increased from 8 to 12. Can now carry two D-torps. BPV increased from 14 to 18.

R13.F6 FSF: New faster version of the SF.

R13.F7 FTF: New faster version of the TF.

R13.F8 FEF: New faster version of the EF.

R13.PF1 Variants: The following has the listed system increased from three to four. C-Cargo, G-Barracks, M-Mine racks, & Fi-Con Fighter links. Each variant had the Batteries and APR reduced from two each to one each, except the M variant which has a tractor beam in place of the remaining APR.

R13.PF2 PFE: Former Plasma rack version. Instead of one FH arc plasma rack replacing one of the FP arc plasma-Fs, two plasma racks one each LS/RS arcs replace two of the three plasma-Fs.

R13.24 P-T: Cargo reduced from 15 to 4. Hull reduced from 10 to 4. Impulse reduced from five to four. Excess damage reduced from two to one. Barracks increased from zero to four. Tractors increased from zero to one. Shuttles increased from zero to two GAS shuttles. Phasers increased from zero to two 360° Ph-3s.

R13.27 CE: Limited aegis version, reducing BPV 129.

R13.28 DE: Limited aegis variant, lowering BPV from 100 to 88.

R13.29 FFE: Limited aegis version, lowering BPV from 77 to 67.

R13.31 LTT: The one lab was changed to emergency bridge.

R13.35 FFL: Shields increased from 16 to 20 each vs Update-2.

FINAL COMMENTS: Special thanks to Ray Olesen who compiled most of the listings here. Scott Mercer, Jeff Laikind, Frank Crull, and Stewart Frazier also provided considerable input. There were hundreds of changes listed in Captain's Log #4, Captain's Log #5, and Update #2 which are not reflected in the above lists. Players who never had access to those products might be unaware of some changes made after the original Commander's Edition publication.—Steve Cole & Steve Petrick

STAR FLEET MISSIONS

The first Star Fleet Universe card game continues to grow, breaking into the non-wargame market and bringing many new players into the universe. Many SFB players report enjoying it as a quick game while waiting for their group meeting to start, and some are even using it to entertain friends and family while the "real gamers" get down to SFB.

SOLITAIRE MISSIONS

1. Remove from the Ship Deck the two Legendary Captain cards. Remove from the Mission Deck Mission #39 Opportunity Comes Knocking and Mission #48 Secret Mission.

2. Choose one of the six races and remove all 18 cards of that race. Spread this in front of you face up. These ships are your hand. Remove from the Mission Deck any mission which cannot be won by your race and any Mission that can *only* be won by your race. If you are playing the Tholians, leave Mission #29 since the Web Tender can win it.

3. Divide the remaining Ship Cards into five equal piles of 18 ships and place these face down before you. Then turn up the top card of each stack. These five face-up cards constitute your "opponent's" hand. [Alternatively, shuffle the deck and deal it into six equal piles. Select one of these, perhaps by a die roll, and use that for your hand.]

4. Play the game normally. For each Mission, your phantom opponent will always send the best ship(s) available. (If two are equal, use the one to the left.) After your "opponent" has played, you may select any of your ships to play. Any ship played is set aside. After each Mission, turn up any face-down top card in any of your opponent's stacks. When you have played your last ship, the game is over and you can count up the score.

5. Do not use reinforcements. You lose all tied missions.

6. If you do not have enough ships for a given mission, or that mission cannot be won by either side, skip it and go on.

This system was designed by Jefferson Gilkey.

VARIANT: RESERVE SHIPS

In the initial deal, give every player eight ships instead of five. Each player then selects three ships which he (or she) places face down as the "Reserve." These cards can be played under any of the listed conditions but, once played, cannot be replaced during that hand. The conditions for play are:

- Regular play, instead of a card from your hand.
- To break a tie. You can never be required to play a reserve ship to break a tie. If, during the tie-breaking procedure, one player has no ships left except reserve ships (and declines to play one), the mission is deadlocked.
- As a reserve ship. During *any* mission, after all players have played and exposed their ships (including reinforcements) and the nominal winner has been determined, any player can announce "I'm sending a reserve ship" and play (face down) one ship from his (or her) reserve (not their hand). After such an announcement, any and all other players have the option to commit a reserve ship by taking the card from their reserve (not their hand) and playing it (face down) beside the ship (or ships) they originally played. The winner is then re-determined based on adding the reserve ships to those already played. (This is a way to send two ships on a one-ship mission. In the case of missions where the "ships of one race" are doubled, the reserve ship will also be doubled if it is of the originally-declared race.) No player can send more than one reserve ship per mission, although reserve ships could be used to break a subsequent tie during the same mission.

Designed by Stephen V Cole.

ASK LEANNA

Why were the Kzintis left out? Because the format of the game would only allow six races, and we selected the six races that were in the original television show. The original design had 12 races, each with 9 cards, but the number of "special" ships compared to the number of "standard" ships made the game unworkable.

Will there be an expansion with the other six races? Probably not. The ship cards are expensive to produce, the game was designed for SFB players AND for non-SFB players who don't know about the races SFB has added, and the game mechanics are designed for the existing set of ships. We do have expansions in preparation with more missions.

Why are there so many "junky" ships with low factors? *Couldn't those have been more war cruisers and larger ships?* What would that have accomplished besides more ties and more deadlocks? The smallest ship sent on the mission will lose. If you replace the smallest ship in the deck with a "middle" level ship, and keep doing that until you end up with no "little" ships, you would only have a lot of ties.

Will there be more card games, more oriented to combat? ADB has another card game in development (Red Alert) which is designed to appeal to wargamers as opposed to science fiction fans. It uses a fairly standard basic system. Each player has several ships and a hand full of weapon cards. Most weapons, however, can only be fired by certain ships. Other cards represent special equipment, tactics, or maneuvers.

COMMANDER'S OPTIONS

Give each player a number of markers. (You can use wargame counters, pennies, or anything else convenient. Each player should have about 12; you might give less experienced players more of them.)

These markers can be used to increase the Combat or Marines factors of any ship (each marker is worth one point for either factor, not both), but each marker can be used only once. No more than three markers can be played with each card. The markers are played at the same time as the card is played (face down).

Suggested by A William Cookson.

NEW MISSIONS

FIRST CONTACT: A completely new alien intelligence has been discovered. What are its intentions? Send ONE ship to establish contact and a peaceful relationship, otherwise be ready to defend yourself, just in case. Highest total of SCIENCE & DIPLOMACY or SCIENCE & SPACE COMBAT.

GET A MOVE ON! An emergency of unknown nature has occurred in one of the outer sectors. You don't know what will be necessary to solve the problem; just get there quick! Highest total of ALL factors AFTER doubling the Science Rating.

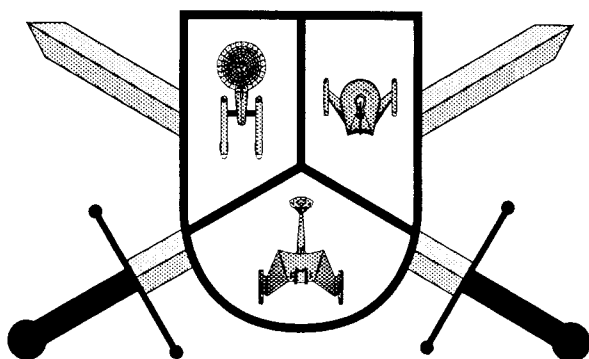
SUPPLY RUN: The WYN Cluster requires an emergency delivery of supplies. The Orions recognize money to be made, so contract with one of them to deliver the goods. Send ONE ship. Highest CARGO Rating wins. ★Non-Orions cannot win.★

DRONE BOMBARDMENT: Command has ordered a drone bombardment of an area where there is a convoy waiting to resupply the enemy. Send TWO ships, one to carry the drone load and one to launch them. Gorn, Tholian, and Romulan ships cannot use their COMBAT ratings. Highest total of COMBAT (one ship) and CARGO (other ship) ratings wins. If the COMBAT ship has a six or higher SCIENCE Rating, add it to the total (to reflect superior targeting).

Suggested by A William Cookson.

★★★

STAR FLEET WARLORD



Star Fleet Warlord, the play-by-mail campaign game based loosely on the Star Fleet Universe, involves the exploration (some would say exploitation) of the Greater Magellanic Cloud after the end of the Andromedan and Trade Wars.

The cluster is divided into 100 sectors, each 16x16 hexes. Each sector includes various types of terrain (some of which affects the entire hex, some of which is only a point within a hex such as a planet), a wandering monster, and other things.

Up to half of the 100 sectors include a corporate field office run by a player. Many of the "unoccupied" sectors include local defenses, non-player corporations, pirates, Andromedans, or even the odd LDR renegade.

There are four types of resources: people, minerals, food, and dilithium crystals. The various resource points produce varying quantities of some or all four of the commodities. Whenever you have one of each commodity, the four units are combined to create an Economic Point. It is with Economic Points that new ships and special weapons (fighters, heavy drones, T-bombs, marines, etc.) are purchased. (This is complicated by some special functions, such as legendary officers, which require quantities of one specific commodity.)

The purpose of buying ships, of course, is to explore, prospect, capture, and defend the "sites" which produce even more resource points (albeit rarely in even amounts of the four types, so you need lots of sites to have a balanced economy).

You may contact adjacent players to discuss alliances, non-aggression pacts, and other interactions (some of which are not in the rulebook, but are explained as the game goes on).

Star Fleet Warlord is only semi-historical, based (supposedly) on a tri-video series made near the end of the Trade Wars. There is some new technology in Warlord which does not (and will not) appear in SFB.

For all of that, however, Warlord is the perfect SFB campaign system, since each player starts evenly balanced against the others. No more arguing over who gets stuck playing the "little" races; they're as big as the Federation in Star Fleet Warlord. No more complaining if the slowest player gets the biggest race; everyone has two weeks to get their turn sent to the computer.

For a rulebook (with no obligation to play), send \$5 for postage and handling to Agents of Gaming, P.O. Box 31571, Dayton, OH 45431-0571. Turns are \$5 each. There are no hidden charges for "special actions" or whatever.

Games are now available with three-week turn cycles for those living overseas or who wish a lower level of tension. Ask about special games for your group.

WAR REPORTS

GAME #13: Started in March 1993. All 50 of the players in this game were veterans of the previous "Galactic Conquest" game that evolved into Star Fleet Warlord.

GAME #14: Also started in March 1993. This game contains 50 brand-new players, most of whom are SFB players that heard about Warlord through Starletter.

GAME #15: Started in April 1993 with 40 new players (who read the article in Captain's Log) and 10 Galactic Conquest veterans who had just finished games #10 and #11.

GAME #16: Started in May 1993 with about half veterans and half new players.

GAME #17: Started in July with about 90% new players, many of whom signed up at Origins.

These games are still in the exploration stage. We will have some major battles to report in Captain's Log #13.

ASK WARLORD BRUCE

How can the corporations recruit crews from the races that sold the ships? Why would a Federation citizen take a job fighting for a corporation? Why would a Klingon? A Romulan?

There are always enough people who need the work, seek the adventure, or want to learn the skills that you can fill the billets with relative ease. Rumor has it that the ISC ships are filled with malcontents from their society who regard peace-keeping as boring.

WARLORD NOTES

Captain's Log will publish "Warlord Notes" in each issue. Send them to Agents of Gaming; they will be judged by a panel of veteran Warlord players. They will not count for general SFB promotion credits. This first selection was gathered from new and veteran players during the first games.

PLANNING ORDERS — Katrina Kumerian

Because the exact price of ships is not known until you buy them, it is possible that you could fall a few credits short of a planned purchase. One way to avoid ending up with unspent cash and no ship is to put a lower-cost alternative ship at the end of your orders list. If you get the big ship, you won't have the money for the alternate and the order will be ignored. If, however, the big ship was too expensive, the money will go for the smaller alternative. A CW today is worth a BC tomorrow!

BATTLE BOOKS — Gary M. Fitzpatrick

Since the actual combat factors of the ships are not known (until you buy one, or until certain other rules come into play), you should develop a battle book, listing the actual combat strengths of the ships. Since these strengths, secret though they are, do not change between games, what you learn in one game puts you at an advantage in a future game. (This is one reason that new players are generally put into games with only new players.)

WARLORD BASES — Sam Clark

When moving into an adjacent sector in Star Fleet Warlord, build a BATS on the first site you capture. The BATS has many advantages in a new sector. First, it is a good logistics base for repairs, picking up items, etc. Second, it is better defended than a BS and can hold more fighters and PFs. Lastly, and most importantly, it gives you the number of enemy ships in each hex scanned. This is a great advantage when planning where to send your ships for your follow-up attacks. In addition to that, a person can quickly put a legendary science officer on the base, giving you a starbase order, which most players find more than just a little bit useful.

HOW TO BE A WARLORD

by Bruce Graw

THE INITIAL BUILD

This is what gets you started. You are expected to buy some ships of your choosing, but if you feel lazy, you can just ask for a Default Build. Write "DEFAULT" across your orders sheet. You'll get a C-FAS, O-FT, H-SC, D-PSC, W-AMS, O-SLV, F-POL, K-E3D, and C-FDX. That's two fast ships (speed 6), two cheap scouts, a minesweeper, the popular Orion Slaver (which can change its own mission), and three cheap ships to use for prospecting or site-grabbing. The only thing lacking is a Tholian for taking a site in weak space, so you'll have to use a legendary navigator if you have this situation (or buy a Tholian on turn 1). Or you can just do your own build, which is what most players choose to do.

The initial build can set your playing style right from the start. Most players choose to request a loan and buy nine ships, which certainly has an advantage in mobility. However, you don't have a heavy ship available if the monster in your sector happens to be close by. One cruiser and a frigate will suffice to kill any monster in your home sector, so if you have them and the monster is within 4 hexes of your Home Office, go kill it right away. Monsters almost never move on turn 1.

Every "site" on the map produces income, which you need. A few economic points THIS turn are worth a bunch NEXT turn, so you want to grab every site you can as soon as you can. Some of those sites are in terrain which is hard to enter, but some races are immune to some terrain effects.

The idea is to have one ship for each of these special cases, and when you get the map (which comes with the result of your initial build), you can spot such things as "weak space" or "cold stars" and send your Tholian and WYN ships after the money to be found there.

There are basically ten types of ships you want right away, although you cannot get them all, and might be able to approximate some needed abilities with a legendary officer. Deciding which ones you want is a personal decision no one can make for you. The ship types are:

1. Scout: You have to have at least one to go scan an adjacent sector (i.e., get a map of everything in it) as quickly as possible. Most veteran players try to scan at least two, maybe three, sectors on turn 3 (the earliest possible time). Failing to scan at least one puts you a turn behind in the expansion race.

2. Minesweeper: In case you have a site in an old minefield.

3. Tholian: In case you have a site in weak space (which doesn't affect them). You don't have to use a Tholian to go in, as weak space does not always teleport your ship, but a Tholian (or ship with a legendary navigator) guarantees success.

4. WYN: In case you have a site in a radiation zone (which WYN ships are immune to). You can take them even with the radiation, but suffer a crew loss to do so. You can also use WYN ships to conquer cold stars.

5. Repair ship: In case you have a site in a negative energy field or ion storm, either of which will drain your ship's speed. Repair ships use one repair point when entering such terrain but do not suffer the speed loss.

6. Heavy scout: Really useful when scanning adjacent sectors because you can see ship locations too. It helps to tell you if this is a player-occupied sector or not, can help dodge monsters, and (if you scan weak space) may help triangulate on the Non-Player Corporation base.

7. Survey ship: Increases your treasury early because it is so good at prospecting. Most of these are scouts, too, an added bonus. The Federation GSC (a very popular ship) is both a survey ship and heavy scout.

8. Mauler: Useful if you have a variable pulsar, which is worth a significant amount of EPs when prospected. Maulers can survive pulsars because they use their batteries for shield reinforcement, halving the pulsar burst damage.

9. Exploration ship: Good for crossing borders because they are almost never destroyed by terrain. They bounce off supernovas and novas! Consider putting your initial legendary science officer on a C-FEL, and you have a relatively safe scout ship. (A legendary navigator on any scout will duplicate this ability, so navigators are great on Fed GSCs.)

10. Heavy cruiser: Excellent for dealing with the monster in your sector (and there IS a monster in your home sector). Most CAs or CCs can take out the monster since home sector monsters tend to be wimpy, but a cruiser will likely be damaged. You're advised to send another ship along to help divide out the damage.

Remember, it is not mathematically possible to get all of these types of ships, and you probably won't be able to get more than about half of them. Cheap, no-variant ships like the C-FAS (Civilian small armed freighter) and F-POL (Fed Police) are also important because you can afford them, and ANY ship can take a site, as you'll see in the rules.

Some players have been known to buy a warp gate in their initial build, but this is something of a gamble. The 200 points you spend could buy three or four other ships. On the other hand, you have a major advantage in expansion since you can send one warp gate one direction and the other in the opposite direction, and could reasonably be expected to control the sectors in both areas. It's a thought.

THE EARLY TURNS

Early on in the game, you have four objectives. It's up to you to assign priority to these objectives, and they are listed below in no particular order of importance.

1. Scan as many sectors as possible. Go for the directly adjacent sectors first, then do the corner sectors. It is VITAL that you get your expansion moving into at least two of these adjacent sectors as soon as possible, or other Corporations will move in and make a claim on them. And if either adjacent sector contains a player Corporation, you will need to contact him or her and set up some sort of treaty. See objective 4.

2. Conquer your home sector. This involves two sub-objectives, one being capturing all the major sites, and the other killing the monster. Depending on where the monster is (and where your sites are), you'll need to decide where to send your initial ships. Don't go out of your way to get the monster! If you can capture your whole sector in 2 turns, do it! If you can get it in 3 turns if you don't attack the monster, leave the monster alone and get the sector. On the other hand, if the monster moves on turn 2 and heads towards or very close to a site you own, you'll have to defend your site and sector bonus (which you get for holding all of the sites in a sector) from the beast, possibly with fortifications.

3. Prospect your home sector. Some players never finish this until near the end of the game. Basically, set aside a few ships (one or two from the initial build plus a couple built on Turns #1-3) to prospect any asteroids, dust, meteors, negative energy fields, and so forth in your home sector. While you're at it, survey all the moons of any gas giants you have, and then prospect the gas giant hex. The amount of money you can get from these activities is tremendous.

4. Establish relations with at least one nearby player. You can find out who they are by scanning their sector, bumping into a ship or site that they own, or by sending a message to their sector and receiving a reply. It is virtually impossible to win Star Fleet Warlord without making a treaty or two in the early stages of the game and concentrating your forces in the other direction

(away from your secure border). Of course, it might become advantageous to break your treaty at some point, but the time and means of doing this should be chosen carefully. And be alert to your supposed allies doing the same thing.

If you can accomplish these four objectives with at least some measure of success, you are on your way to doing well.

THE MIDDLE GAME

The Middle Game is also known as the "Expansion Turns" and usually involves Turns #5-#19 (equivalent to Y170-Y184). During this time, more sectors are scanned than any other period of the game, and more new ship types become available than can possibly be bought by all players.

Your first objective during these turns will be to take control of another sector (getting the bonus for holding the whole thing). You can do this either by military conquest (i.e., driving out all other players' ships) or by diplomacy (making a deal with your neighbor to let you have this sector while they take another nearby sector). Taking the sector and holding on to it are two different things, however. If the enemy is creating a stalemate in the region, bring in a few more ships and use them to prospect the hexes on your side, at least denying him that money if you get pushed out (since a hex can be prospected only once).

During this period, you will want to put a base station in every sector on your borders, if you can, because you want the automatic scan reports. (Don't put your bases in scan-blocking terrain like nebulae, negative energy fields, and so forth.) This also serves as your logistics center if any ships need repairs, upgrades, or refits later on. If your primary thrust is in this direction, you might want to move a warp gate to the base and drop an obsolete warp gate there as a permanent construction facility.

The "wild" sectors are a great source of income. They are extremely hard to control, though, because the concentration of terrain makes movement difficult. Take what sites you can, bargain with other players to create a dividing line in the sector, and prospect like crazy.

The NPC-controlled sectors (i.e., normal home sectors but ones that do not have active players) have one thing going for them: the Home Office planet is worth 100 points, just like your Home Office! If you see one of these, take it (it's worth bonus stock, too) and hang onto it tenaciously. These places are ideal for starbases, by the way. Of course, your enemies are going to target these valuable hexes, but you should expect no less.

Finally, there will come a time in the middle game when you are forced to deal with an annoying player Corporation that proves to be a thorn in your side. The typical method for doing this is to swarm his Home Office with a humongous fleet, blowing him to smithereens. With the HO taken out, he can only send in one more turn, and he can only wait at most one more turn to do it. (At that point, his last turn gets waived.) Guard the HO until you see his ships move one last time, then deal with the rest of the sites in his home sector. Also, try to find his warp gate as it will be worth 100 EPs when you kill it.

Taking out a strong player Corporation is usually a painful operation, since you can lose a lot of ships or suffer a lot of damage in the process. If you don't think you can win, just capture all the sites in his home sector and keep his fleet pinned on the Home Office. Eventually, he'll either give up the game as lost, or your income will improve to the point that you can build a true Death Fleet and crush him like a little bug. A siege like this can take time, so be patient.

Surprise can help you beat an unwary Corporation. Put your fleet on an adjacent border, and then move in to attack. He will see the fleet on his turn, within striking range, but by then it's too late to defend. By the time his next turn runs, your turn will already have run and he will be dead. Of course, if he's smart,

he will have left a few ships and a big base there, so be sure to use a large enough fleet. There are some ways to defend against this, too. Keeping an eye on adjacent sectors that a fleet might come from is a good idea. A diplomatic grapevine can help hear rumors of such things in advance. And, of course, doing unto others before they do unto you can be a very effective strategy.

THE END GAME

Turn #19 usually signals the beginning of the end. One or more of the top Corporations will begin to pull ahead of the pack, usually by wiping out their strongest competitor and gobbling up their territory. Keep an eye on the "best Corps" lists you'll be seeing by this time, and do what you can to interfere with these potential winners. Being a thorn in their sides can be the only chance you have to win.

If you're in the lead, everyone will turn their targeting devices on you, of course. At some point you will want to drop all pretenses and attack as many sites as possible, hoping to go over 80 or hang onto the 7 sectors for the one required turn. (That is how you win the quadrant.) Remember that the number of ships you have, your relative power, and so on, mean nothing as long as you achieve the victory conditions.

When the game ends, we send everyone a final turn results, even the people who died within 5 turns of the end. This lists everyone's relative positions in seven basic categories. Any turn credits left unspent can be transferred to other games (or refunded, at your option), so don't be afraid of having turn credits evaporate.

CONCLUSION

I hope this has helped at least some of you get an idea of how the game is played. If nothing else, it should give you something to think about when determining your strategies.

BEST FIRST BUILDS

KELLY DONAHUE: WYN Light Raider (cheap and modular), WYN Auxiliary CA (these two can be converted to radiation proof survey ships), Orion LR (cloaked scout), Orion Free Trader (speed 6), Orion Slaver (ability to change missions), Romulan K5S (cloaked scout), Tholian PR (cheapest repair ship, and you need one Tholian in case of a site in "weak space"), and finally list ISC Police and Small Armed Freighter. (You will only get one of them; just an extra ship to "capture" sites). All ships are speed 5 or 6.

WILLIAM R GRACE: Federation Express (fast and cheap), Civilian Free Trader (also speed 6), WYN auxiliary cruiser (modular and cheap), WYN Light Raider, Tholian PR (cheap repair ship able to get into weak space), LDR police scout, Hydran scout, two Federation police ships (for cheap combat power). The two speed-6 ships allow you to collect the last site (and sector bonus) on Turn #2. Two scouts can search opposite sectors. The two Federation police ships get a 10% bonus on prospecting due to the Federation crew level bonus.

SEAN R O'CONNOR: Obviously, request a loan (and spend it!). You need a minesweeper to get into "old minefields," and the WYN AMS is the cheapest. The Orion LR is the cheapest Orion ship; getting a modular ship for 68 points is a bargain. The Orion FT can go speed 6. While it is 10 points more than the Federation Express, it is modular. The Hydran SC and LDR PSC are the two cheapest scouts. Buy both. The Tholian PC is a cheap whip that can get you into weak space. The Federation POL is a cheap ship usable to grab uncontested sites. The Klingon E3D is another cheap ship, but has the ability to use drone bombardment in Warlord.

★★★

PRIME TIMES

The Prime Design Team (Tim Olsen and Mark Costello) are hard at work with the next playtest draft of Prime Directive, the Star Fleet Universe role-playing game. The crew at ADB is checking every word of every draft to make sure everything is consistent with SFB. We can't promise you a release date at this time, but we can give you a reason to look forward to the release (even if you don't play RPGs) by showing you some of the cool background information generated for Prime Directive which will benefit all of the games of the SFB universe.

GRAY RATIONS

by Tim Olsen and Stephen V Cole

The meal station buzzed with the differing tongues of the various races. All spoke the guttural battle language of the Klingons, but most lapsed into native dialects when speaking among themselves as they shuffled from the food dispensers to the available seats. The dim chamber was ashen gray, indistinguishable from the mid-watch rations they were issued.

The voices were loud and boisterous in the relaxed atmosphere of the mid-watch meal. The first meal of the day was always eaten in silence by crewmen sitting with their duty sections, listening to their superiors read the orders for the day. The final meal of the duty day, despite having the best flavor and variety of the day's meals, was eaten in silence as senior officers droned on with inspiring words of duty and valor, or some training tri-video was shown.

But the mid-watch meal was different. Crewmen came and went as their duty allowed, mingled with friends from other sections, and sometimes other races, and the bland food issued at that meal was overshadowed by the animated conversations. Zusler was certain that he would, in the din and confusion of the mid-watch meal, not be overheard or even noticed as he wandered from the short tables where most of the other Cromargs sat. He went past the area where a dozen Dunkars were playing some sort of word game and approached a solitary figure sitting at a table. It was Bodo, the Dunkar clerk he had befriended in the sickbay after the ship's last encounter with the Kzintis. Even sitting, the huge Dunkar towered over the Cromarg.

Bodo seemed to ignore his presence as Zusler spoke three short sentences in an obscure dialect. Having never acknowledged the dwarf's presence, Bodo rose as if to take his empty tray to the return slot while Zusler turned to scurry away in the opposite direction. Before either had taken a step, the figure of Lieutenant Klamax, dreaded chief of the ship's Empire Security Service section, appeared at their table. His arms were crossed neutrally, almost casually, across his chest, but his eyes were narrow with disdain.

"Enjoy your conversation? And just why would a Marine weapons officer be asking a support services clerk about the inspection schedule for the arms locker?" Klamax asked. From nowhere, three more ESS troops appeared around the two crewmen; the rest of the room had fallen silent. "You'll have more than enough time to talk in the agonizer booths, and your friends will be joining you soon enough! Take them away!"

The two were restrained, then prodded away with pain batons while the others in the room went back to their meals and conversations. Klamax smirked and absently ate the remaining portions of the dwarf's gray rations. "There are some rewards to this job," he remarked to himself, then turned and left. With the ringleaders in steel, the mutiny would be stopped before it could begin.

★★★

RACES OF THE ISC

Veltressai: The Veltressai are an odd and powerful race. About once in 20 births their young are born from a single fertilized egg that undergoes fission in two successive stages, yielding four identical children. These quadruplicates are empathically and telepathically linked, and for all intents and purposes are four extensions of a single group mind. Any information or experience known or felt by one of the four is relayed telepathically to the others and is part of their common experience within minutes. They have a memory buffer which allows them to function as one of four separate entities, while still maintaining peripheral contact with the other three. The Veltressai are often called the Captains Race because most ISC captains are Veltressai quadruplets. While one is on the Bridge, another can be conducting inspections while the other two are resting or exercising or eating. With an arrangement like this, the same officer is constantly on duty!



Pronhoulites: Pronhoulites are distantly related to both the Gorns and the Hildarians. They are reptilian humanoids who come from the same stock that is believed to have become extinct on Earth with the passing of the dinosaurs. Pronhoulites are a land-based bipedally erect race. Pronhoulites are not as physically powerful as the Gorns, but are much faster.

Rovillian: The Rovillians are an aquatic race, something like a cross between a turtle and a dolphin, and are very Psionically active. They have vestigial exo-chitin on their backs and on their heads, and possess crudely articulated digits on their flippers. While the level of technological achievement possessed by the Rovillian may seem crude by our standards, they still possess a rich and intricate culture based on their telepathic and aquakinetic psionic abilities. While ungainly and clumsy seeming on dry land, the Rovillians are inhumanly graceful and acrobatic in their native element.

Q'Naabian: The Q'Naabians are an enigmatic race, having joined the ISC more out of a sense of curiosity than from a desire to improve, or protect, the Galaxy. It is rumored that they are the historians of the ISC and are responsible for recording the exploits of the ships they serve on. The fact that they are chlorine breathers gives many the impression that they consider themselves superior to the other member races, when in fact, they simply prefer the company of their own race...in their own environmentally controlled cabins.

Korlivilar: The Korlivilar are a feline race, similar in general appearance to the Kzinti and the Lyrans. While the Korlivilar are much smaller than either of their other two feline relatives (their height often measuring less than 160 cm), the Korlivilar are the undisputed masters of speed and reaction time. Consequently, they are often used as forward scouts.

★★★

(SL138.0) FINISHING RUN

(Y166)

by Aram J. Irwin, Oregon

In Y166 the Klingon D6 battlecruiser *Destruction* was badly damaged in an encounter with one of the new Kzinti BC class vessels near the WYN Radiation Zone. The battle had been lost, and *Destruction* had withdrawn to seek repairs. The Commander and First Officer of *Destruction* were both killed in the engagement, and command had devolved down to the senior watch officer, Lt. Commander Keyer.

As *Destruction* made its painful way back to the border station, a transmission was received from the nearby F5 *Blackguard*, which had been assigned to recover a shipment from the Cluster. The *Blackguard* reported that it had made its rendezvous with the freighter and had then been attacked by a Kzinti light cruiser. The ship was heavily damaged and was returning to base, and the Kzintis had seized the cargo ship.

Keyer was old for his rank and had been passed over for promotion several times. He still had dreams of eventually gaining and retaining command of a cruiser himself. He knew that once he brought *Destruction* in for repairs, a new captain would be assigned. He reasoned that he could recapture the cargo ship and thereby prove himself worthy to be appointed as *Destruction's* new Commander. The fact that *Destruction* was already badly damaged served, in Keyer's mind, as an additional inducement since he would be succeeding under considerable adversity. Besides, *Blackguard* had reported (optimistically it turned out) that it had managed to badly damage the CL before finally being forced to disengage.

His decision made, Keyer issued the necessary orders, and *Destruction* moved towards her destiny.

(SL138.1) NUMBER OF PLAYERS: 2; the Kzinti player and the Klingon player.

(SL138.2) INITIAL SET UP

TERRAIN: The map edge in direction A is the WYN Radiation Zone (P7.0). No ship can enter it during this scenario.

KZINTI: CL *Witchcraft* in 3206, heading C, speed 5, WS-I. See (SL138.45).

Large freighter in 3106, heading C, speed 5, WS-0. See (SL138.46).

KLINGON: D6 *Destruction* in 1519, heading B, speed max, WS-III. See (SL138.47).

(SL138.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(SL138.4) SPECIAL RULES

(SL138.41) MAP: Use a floating map; however, the edge of the WYN Radiation Zone must be tracked. No ship may voluntarily enter the Radiation Zone, but if a ship is pushed into the zone by tractor beam (or tumbles in as a result of a breakdown), track the distance it moves into the zone in order to allow it to move out. It is NOT under the restrictions of (P7.1), (P7.2), or (P7.5) as a result of such exposure (insufficient exposure), but will be affected by (P7.94).

The Kzinti units can only disengage in direction B.

The Klingon units can only disengage in directions C-D-E.

Units which disengage in unauthorized directions or areas are considered destroyed.

(SL138.42) SHUTTLES AND PFs: No shuttles or PFs have warp booster packs.

(SL138.421) No ship in this scenario had an MRS shuttle, but they might be purchased [up to the limits in (J8.5)] under (SL138.431).

(SL138.422) There were no EW fighters at the time of this scenario, although sometimes MRS shuttles were used in that role.

(SL138.423) There are no PFs in this scenario.

(SL138.43) COMMANDER'S OPTION ITEMS

(SL138.431) The D6 and the CL can select additional or special equipment as Commander's Option Items (e.g., T-bombs, extra marines, etc.) up to 10% of its combat BPV. See (S3.2) for details and exceptions. The 10% limit reflects that both ships had been involved in prior battles.

(SL138.432) All drones are "slow," i.e., speed-8. Type-II and type-V drones (speed 12) and "medium," i.e., speed-20, drones are available for purchase as special drones.

Each drone-armed ship can purchase special drones up to the 1/2 the historical racial percentages as part of the Commander's Option Items. Note that (S3.2) allows drone ships extra points for this purpose.

(SL138.44) REFITS: At the time of this battle, none of the ships involved had received any refits.

(SL138.45) KZINTI: The CL has been involved in a battle with a Klingon F5 earlier. While the CL sustained no non-shield damage itself, it did expend a considerable amount of its stores in the engagement. This is reflected partly by (SL138.43) above. In addition to the requirements of those rules, the CL has no reload drones and lost two boarding parties in hit-and-run raids (mark off two BPs and one crew unit). Finally, the CL must transfer three crew units (one of which consists of two boarding parties) to the freighter (delete from the CL's starting totals and add to the freighter). The CL cannot begin the scenario with the racks voluntarily unloaded in order to use the drones in a scatter-pack, but can unload the racks by the normal rules during the scenario.

(SL138.46) FREIGHTER: The Kzintis have captured this ship. They have had time to unlock the weapon controls, and the ship is considered a Kzinti ship for all purposes except that it cannot self-destruct, conduct repairs under (D9.7), or attempt to disengage by sublight evasion. The Kzintis have placed a crew aboard consisting of three total crew units [one of which consists of two boarding parties; see (SL138.45) above]. The Kzintis can place more crew units and boarding parties on the freighter after the scenario begins, using the normal transporter and shuttle rules. The freighter does not have a shuttle.

(SL138.47) DESTRUCTION

This ship was very badly damaged in a previous battle and has made some repairs. To determine the ship's status before the scenario begins, do the following:

(SL138.471) The Kzinti player scores 40 total points of internal damage by the DAC on the ship in three volleys as follows. Volley number one penetrates the #1 shield and scores 12 points of internal damage. Volley number two penetrates the #2 shield and scores 8 points of damage. Volley number three penetrates the #5 shield and scores 20 points of damage.

(SL138.472) After each of the first two volleys and before the following volley, the Klingon player has the option to immediately repair one point of internal damage before the next volley is rolled. After the third volley, the Klingon player may select two points of internal damage to be immediately repaired. These repairs reflect his continuous damage control ability (D9.7).

(SL138.473) After resolving the above damage and repairs, the Klingon player may then apply tactical repairs (G17.132) to the ship.

(SL138.474) All shields are considered to have been repaired before the battle begins.

(SL138.475) To reflect casualties from the previous battle, reduce the crew by five crew units (including four boarding parties). Note that the above crew casualties have already taken into account (G9.23) for wounded crewmen recovering.

(SL138.476) The ship has had time to break out its spare shuttle if there is a spot for it (i.e., a repaired shuttle box).

(SL138.477) Note that (SL138.43) limits the Commander's Options available to this ship to 10% to reflect stores expended in the earlier battle. If one drone rack is repaired, the D6 can start with that rack fully loaded and have one set of reloads, but see (SL138.432). If both racks are destroyed and repaired, both can be fully loaded, but there will then be no reloads. Racks can be unloaded normally to provide drones for a scatter-pack, but cannot be voluntarily left unloaded at the start of the scenario.

(SL138.5) **VICTORY CONDITIONS:** Victory hinges on possession of the freighter at the end of the scenario. The freighter does not have to be boarded to be captured. If the surviving warship is able to disable the freighter, that ship has won. If the freighter successfully disengages, the side which controlled it when it did so wins. If the enemy ship is destroyed in addition to the freighter being captured or retained, the winning player has an astounding victory.

(SL138.6) **VARIATIONS:** The scenario can be played again under different conditions by making one or more of the following changes:

(SL138.61) Replace the D6 with a Lyran CL, or the Kzinti CL with a Hydran Lancer (only two Stinger-1 fighters).

(SL138.62) Have a third player roll the damage to the D6. The D6 can then use deception (D17.7) to try to fool the Kzintis as to his capabilities. The third player must be present to verify the Klingon's SSD.

(SL138.63) Replace the Kzinti CL with an FF and the Klingon D6 with an F5, but score only one volley of 15 internals on the F5 through the #1 shield.

(SL138.64) Players can bid for command of the D6, with the player bidding the highest number of internals taking the D6.

(SL138.7) **BALANCE:** The scenario can be balanced between players of different skill levels by one or more of the following:

(SL138.71) Change the D6 to a D7.

(SL138.72) Replace the CL with a CS.

(SL138.73) Add a B refit to the Klingon ship or a C-12 refit to the Kzinti.

(SL138.74) Allow one side to have a few extra medium speed drones.

(SL138.75) Increase or decrease the pre-scenario damage on the D6.

(SL138.8) TACTICS

KZINTI: Get that freighter out of there. Do not give the Klingon a chance to catch up with it. Keep him on his toes with drones. Make sure you have enough boarding parties because you need some to hold the freighter.

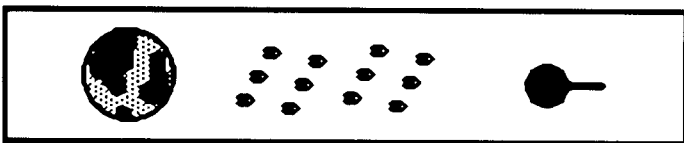
KLINGON: Look very carefully at the damage you have taken and what systems you want to repair. Make sure you have enough power before you start repairing your weapons. The best use for your drone rack (you only need to repair one) is for defense against the Kzinti's drones.

(SL138.9) **PLAYTESTER COMMENTS:** The situation calls for some different tactics by both parties, requiring a lot of thought. This is a chance for a good captain to shine.

HISTORICAL OUTCOME: The *Destruction* rescued the freighter, but sustained further heavy damage. The success apparently came about because the *Witchcraft* ran out of drones. *Destruction* required several months in dock to complete the repairs, alongside the *Blackguard*. Keyer did not achieve command, but was promoted to first officer for his efforts. Command of *Destruction* was given to a brash young F5 Captain named Ardak Kumerian, newly promoted for his stunning success in halting the raids of a Kzinti CV.

On completion of their repairs, both ships were reassigned to the Tholian Border Squadron to "work up."

(SL139.0) WIN A FEW, LOSE A LOT



(Y168)

by Scott Gunter, Louisiana

The planet Airsis IV was well inside the boundaries of the Federation, although near the Klingon border. The planet was not a member of the Federation as the Contact Branch had determined that it was not yet ready to learn of the existence of the Federation.

In Y168 the destroyer *Shaitan* arrived to determine why contact had been lost with the cultural survey teams which were monitoring the planet's progress. As the *Shaitan* entered orbit, it was surprised by a squadron of Klingon fighters and a ring of defense satellites.

After the incident, Federation agents learned that the Klingons had contacted the leadership of one of the major countries on the planet. The Klingons sold them advanced technology, using Orion middlemen, to enable them to conquer the planet. Among the technological devices was advanced triangulation equipment which had enabled the new planetary overlords to locate the cultural survey teams' transmitters and to "silence" them. The Klingon goal was to create a planet within the Federation's borders which would be an ally of the Empire.

(SL139.1) **NUMBER OF PLAYERS:** 2; the Federation player and the Airsisian player.

(SL139.2) INITIAL SET UP

TERRAIN: Class M planet (P2.21) in hex 2215.

FEDERATION: DD *Shaitan* in 2315, heading D, speed 0 [in standard orbit (P8.0)], WS-0. See (SL139.45).

AIRSISIAN: Small fighter ground base in 2215-D, small fighter ground base in 2215-A, each with 6x Z-1 fighters, WS-III. No fighters have launched from the bases before the scenario begins.

Three disruptor-armed DefSats in standard orbit (P8.0) in hexes 2214, 2316, and 2116, WS-III.

(SL139.3) **LENGTH OF SCENARIO:** The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(SL139.4) SPECIAL RULES

(SL139.41) **MAP:** The map is fixed; it does not float. Any unit leaving the map has disengaged and cannot return.

Airsisian fighters and shuttles can only disengage by landing on the planet's surface.

The Federation DD can disengage in any direction.

(SL139.42) SHUTTLES AND PFs: No shuttles or PFs have warp booster packs.

(SL139.421) No ship in this scenario is qualified to carry an MRS shuttle.

(SL139.422) At the time of this incident, no EW fighters had been developed, although MRS shuttles were sometimes used in that role.

(SL139.423) There are no PFs in this scenario.

(SL139.43) COMMANDER'S OPTION ITEMS

(SL139.431) The following ships have the following special equipment in lieu of purchasing Commander's Option Items. The *Shaitan* has two T-bombs and their associated dummies. There are no other option items in this scenario for the *Shaitan*. The Airsisian player can select special drone modules under (SL139.432), but has no other Commander's Options available.

(SL139.432) All drones used by the Airsisiens are "moderate," i.e., speed-12. All other drones are "medium," i.e., speed 20.

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

(SL139.44) REFITS: No refits have been installed on any units involved in this scenario.

(SL139.45) FEDERATION RESTRICTIONS: The *Shaitan* may not disengage until it has either been crippled or gathered 50 points of lab information on the planet (G4.1). The *Shaitan* cannot "destroy" any unit on the planet's surface with weapons fire, but can "cripple" such units. This is due to the risks of nuclear contamination. The *Shaitan* MUST disengage if crippled and unable to repair itself by (D9.7) to less than crippled status on the following turn.

(SL139.46) AIRSISIANS: The Airsisiens have no fighter pods for their fighters; this includes EW and Jammer pods. All fighters may launch on the first impulse of Turn #1 or later. The Airsisiens cannot use scatter-packs. Each disruptor DefSat must fire every turn if the DD is in arc. This fire must be executed immediately if the DD is about to move out of range of the DefSat or behind the planet, but is otherwise at the option of the Airsisian player.

(SL139.47) OPTIONAL: The Airsisiens are not overly familiar with the equipment they are operating, which is well above their current technological development (the Airsisiens are technologically equivalent to middle 20th century Earth). To reflect this, all Airsisian fighter pilots are "green" (J6.0) and all Airsisian weapon systems are considered to be operated by "poor crews" (G21.1). This does include the DefSats.

(SL139.48) OPTIONAL: Once the Federation ship has gathered 50 points of lab information, it will be able to determine the location of several cells of Klingon advisers. These cells are located inside the fighter ground bases. Once the Lab information is gathered, the Federation player may execute hit-and-run raids (D7.8) against the cells, with success resulting in several Klingon prisoners (these locations cannot be guarded). If the Federation player secures Klingon prisoners in addition to destroying the DefSats, he is deemed to have won a decisive victory. If he fails to destroy the DefSats but at least disengages with Klingon prisoners on board his ship, he wins the scenario.

(SL139.5) VICTORY CONDITIONS: The *Shaitan* wins if it collects 50 points of lab information on the planet and destroys all three DefSats. The Airsisian player wins if the *Shaitan* fails to

accomplish its victory conditions. If the *Shaitan* is destroyed or captured, the Airsisiens score an Astounding victory and the Federation Commander is disgraced.

(SL139.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SL139.61) Replace the Federation DD with a Klingon F5. Replace the disruptor DefSats with ph-2 DefSats and the Z-1 fighters with Hydran Stinger-1s.

(SL139.62) Add two Ground Warning Stations to the planet, one co-located with each Small Ground Fighter Base. This will make things much harder for the *Shaitan* as these stations could employ (G24.219) versus the *Shaitan*.

(SL139.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

(SL139.71) Change the DD to a CL.

(SL139.72) Replace the Z-1s with Z-2s.

(SL139.73) Add two or three Ground Based Defense Phaser ones.

(SL139.8) TACTICS:

AIRSISIAN: Get as many fighters out of the atmosphere as fast as you possibly can. The DD should be helping you by trying to get away from the DefSats. Do not stack the fighters in one hex, but do fire their phasers every turn. Get some extended range for some of your drones, and perhaps some ATG. Do not forget to HET the fighters every turn to also fire their rear phaser-3s.

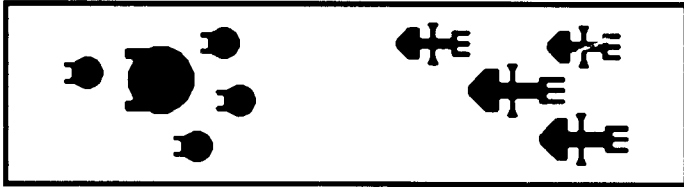
FEDERATION: Get out fast, then never move slower than speed 20. Do not HET as the one-sixth chance of a breakdown can be fatal. Use max ECM and erratic maneuvers to get away from the planet, then begin arming your weapons.

(SL139.9) PLAYTESTER COMMENTS: A good scenario that makes good use of the background of the Universe, and a real challenge for the Feds. It is fast-paced since only one ship has to do any energy allocation. A refreshing change from yet another duel or fleet scenario. Also a challenging situation that a captain could easily find himself in. Read the DefSat and Atmosphere/take-off rules CAREFULLY before playing.

(SL139.X) DESIGNER'S NOTES: Players may consider it curious that the destroyer is in standard orbit with the enemy DefSats. The destroyer had failed to note that some of the orbiting satellites were armed DefSats, perhaps because their fire controls were shut down. The fighters on the planetary surface were also kept hidden until the destroyer had gone into orbit. Once the *Shaitan* was in position, determined by observing it through passive sensors on the satellites, the Airsisiens struck. The *Shaitan's* crew was surprised when they detected the fire controls of the satellites going active and the launch of "shuttles" from the planet's surface.

HISTORICAL OUTCOME: After sustaining some slight damage, the *Shaitan* gathered as much information as it could and then disengaged, leaving most of the Airsisian defense systems in a shambles.

The Airsisiens decided that the Klingon Empire had been lying to them about how effective their new toys would be, but felt that they had gone too far to do anything but stick with the Klingons. Two months later, the Federation came back to resolve the situation, and when the Klingons did eventually invade the Federation, there was no support for them on Airsis IV.

(SL140.0) TYPHOON ON THE ROCKS

(Y170)

by Jeff Laikind, Michigan

While patrolling a quiet area of the Kzinti-Federation frontier, the CVL KHS *Typhoon* stumbled upon an Andromedan Intruder surveying an asteroid field. Knowing that a single cruiser was no match for his ships, and desiring to learn more about this unknown race, the *Typhoon's* captain ordered the squadron to investigate.

(SL140.1) NUMBER OF PLAYERS: 2; the Kzinti player and the Andromedan player.

(SL140.2) INITIAL SET UP

TERRAIN: Standard Asteroid Field (P3.1).

KZINTI: CVL+ *Typhoon* (9 x AAS, 73rd squadron, *Storm Winds*), CL+ *Phantasm*, EFF+ *EF214*, DD *Gargoyle* set up within 5 hexes of 3015, heading B or C, speed 8, WS-III.

ANDROMEDAN: Intruder with three Vipers and one Courier in its hangar, set up within 3 hexes of 4015, heading E or F, speed 10, WS-III.

(SL140.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(SL140.4) SPECIAL RULES

(SL140.41) MAP: The map is fixed; it does not float. Any unit leaving the map has disengaged and cannot return.

The Kzintis can only disengage through the 01xx map edge.

The Andromedans can disengage off any map edge other than the 01xx edge.

Units which disengage in unauthorized directions or areas are considered destroyed.

(SL140.42) SHUTTLES AND PFs: No shuttles or PFs have warp booster packs.

(SL140.421) MRS shuttles may be purchased [up to the limits in (J8.5)] under (SL140.431).

(SL140.422) EW fighters were not available at the time of this action.

(SL140.423) There are no PFs in this scenario.

(SL140.43) COMMANDER'S OPTION ITEMS

(SL140.431) Each ship can purchase additional or special equipment as Commander's Option Items (e.g., T-bombs, extra marines, etc.) up to 20% of its Combat BPV. See (S3.2) for details and exceptions. Note that whatever is spent here counts in the Modified Victory Conditions (S2.2) as victory points for the enemy.

(SL140.432) All drones are "medium," i.e., speed-20.

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

(SL140.44) REFITS: The Kzinti CVL, CL, and EFF have all received their C-refit. No other refits are available.

(SL140.45) KZINTI RESTRICTIONS: The Kzintis are under a number of restrictions affecting how they must fight this battle.

(SL140.451) Both CVL escorts (the CL+ and the EFF+) must stay within three hexes of the CVL. If an escort is crippled, it is released from this restriction.

(SL140.452) Kzinti ships may not disengage until EITHER the CVL is crippled OR 100 points of lab information (G4.1) has been gained on the Intruder. Note that systems other than labs can be used for this (e.g., probes and others).

(SL140.453) Note that the Kzinti CL is part of the escort group of the *Typhoon*. At the time of this engagement, larger formal escorts had not been adopted by the Kzinti.

(SL140.5) VICTORY CONDITIONS: Use the Modified Victory Conditions (S2.201), except the Andromedans score no points for disengaging Kzinti ships. If the Kzinti disengage without destroying at least two of the satellite ships, or crippling the mothership, they lose automatically. If the Andromedans disengage without at least crippling the carrier (*Typhoon*), they lose automatically.

(SL140.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SL140.61) Replace the Kzintis with a Federation CVS (12 x F-4), two FFE escorts, and an FFG.

(SL140.62) Replace the CVL, CL, and EFF and the fighters with two BCs and a CM.

(SL140.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

(SL140.71) Change the three Vipers to two Cobras.

(SL140.72) Replace the CL+ with an MEC.

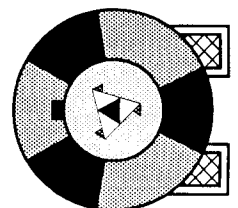
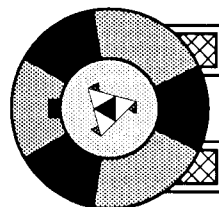
(SL140.73) Add an SF+ to the Kzinti force.

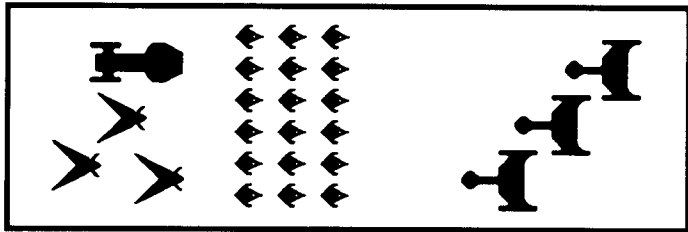
(SL140.8) TACTICS

ANDROMEDANS: The first battle pass is critical. Try to cripple the CL first as it is much more vulnerable than the CVL but has almost the same firepower. Make good use of the asteroids, and save your T-bombs. Remember that you have four satellite ships but only three transporters for them, so you must take care when beaming them out.

KZINTIS: You might try to just take the first Andromedan volley and then run him down; it is a fixed map after all. Beware of asteroids!

HISTORICAL OUTCOME: The Kzintis lost all of the fighters and sustained heavy damage to all ships, with the EFF being destroyed. By massing their fires and having a little good luck with their drones slipping through the asteroids, they succeeded in destroying two of the Vipers. The Kzinti commander disengaged rather than risk the total destruction of his force. The Kzinti Science Council found the scientific data the ships had managed to collect of considerable interest.



(SL141.0) UNEXPECTED RESISTANCE**(Y175)***by Robert Hamilton IV, Ohio*

In Y172-175 the Hydrans launched a series of attacks on the Coalition forces. The main intent of the attacks was to destroy the bases which the Klingons and Lyrans were attempting to construct to seal the Hydrans into the Old Colonies region. The Coalition did not have the resources to mount expeditions to ferret out the remaining Hydran planets while conducting campaigns against the Federation.

The weapon of choice for the Hydrans proved to be their fighters which they were still able to build in large numbers. During this period, the Hydrans built versions of their ships with the sole purpose of delivering their fighters into strike range.

In Y175, the commander of one of these small raiding groups noted that a Klingon ship patrolling in one sector followed a very rigid pattern in its patrol route. Detecting a gap in that route, he slipped through and hit the mobile base which the Klingons were building in their rear. As he headed back from his successful raid, he anticipated destroying the Klingon ship as a culmination of the attack. Unfortunately, he did not know that a new Klingon ship had just arrived in the sector to take up the patrol route, and that another had come to take crew replacements from the first ship. The resistance was, thus, a little stronger than had been expected.

(SL141.1) NUMBER OF PLAYERS: 2, the Hydran player and the Klingon player.

(SL141.2) INITIAL SET UP:

HYDRAN: NVL *Cold Fury* (10x Stinger-2, 2x Stinger-H) in hex 0815, CVE *Foulkon* (6x Stinger-2) and Aegis-Hunter *Integrity* within 4 hexes of 0815, Crusader *Smiter* within 8 hexes of 0815. All ships heading B, speed 12, WS-III.

KLINGON: D5 *Raver* in hex 2225.

D5J *Regret* in hex 2026.

D5J *Remand* in hex 2426.

All ships heading A, speed 5, WS-I.

(SL141.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(SL141.4) SPECIAL RULES:

(SL141.41) MAP: The map is fixed; it does not float. Any unit leaving the map has disengaged and cannot return. The Hydrans can only disengage through the 42xx hex row.

(SL141.42) SHUTTLES AND PFs: No shuttles or PFs have warp booster packs.

(SL141.421) MRS shuttles may be purchased up the limits in (J8.5) under (SL141.431).

(SL141.422) If using EW fighters, one Stinger-2 on the NVL can be a Stinger-E. If not using EW fighters, it is a standard Stinger-2.

(SL141.423) There are no PFs in this scenario.

(SL141.43) COMMANDER'S OPTION ITEMS

(SL141.431) Each ship can purchase additional or special equipment as Commander's Option Items (e.g., T-bombs, extra marines, etc.) up to 20% of its combat BPV. See (S3.2) for details and exceptions. Note that whatever is spent here counts in the Modified Victory Conditions (S2.2) as victory points for the enemy.

(SL141.432) All drones are "medium," i.e., speed-20.

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

(SL141.44) REFITS: The Klingon ships have all received the Y175 refit. The Hydran NVL has not been refitted.

(SL141.45) CREW: Use Poor Crews (G21.0) on the Klingon D5Js.

(SL141.5) VICTORY CONDITIONS: Use the Modified Victory Conditions (S2.2) except that the Klingons gain a 20-point bonus if they destroy the NVL because the Hydrans are not able to build new cruiser hulls at this time.

(SL141.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes.

(SL141.61) Replace the Hydran force with a Kzinti force of a CVL (9x HAAS) with an MAC and an AFF escorts and a DF.

(SL141.62) Allow the Klingon player to substitute similar hull types in place of his three starting ships or to vary the starting placement by switching positions between one of the D5Js and the D5.

(SL141.63) Delete the NVL and replace the Crusader with a Hunter. Change the Klingon force to two F5JBs and an F5L.

(SL141.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following.

(SL141.71) Change one of the D5Js to a D5.

(SL141.72) Replace the CVE with a DE.

(SL141.73) Delete some of the Hydran fighters.

(SL141.8) TACTICS:

HYDRAN: It is true that the total damage output of the fighters is much larger than that of the ships, but it is a tremendous mistake to disregard the significant damage the phasers of the escorts and even the carrier can produce. If this can be brought to bear at a vulnerable moment, the result can be terminal for the Klingons. Driving or trapping the Klingons in a corner is really the only way to force combat. Once you get them to commit to an escape direction, do not allow them to shred a small chunk of your force without feeling the wrath of the rest of it. As for launching the fighters when you get close, forget it. These ships do not have the internals to absorb the damage they would take trying to get close. Live with the fact that your overall fleet speed will be 14 (the speed of the fighters once erratic maneuvers is considered). This is fast enough to maneuver, and with lots of ECM up with all the power you have laying around, the Klingons cannot hurt you significantly outside of four hexes range. The Klingons will have a hard time getting that close without getting trapped. Keep the hellbore-armed fighters and the Crusader out of the way. They can force a ship to disengage weaponless with barely more than a shield down.

KLINGON: You cannot afford a lot of ECM. Do not use a significant amount after the forces speed 15 first turn. Speed is crucial as it is the only real advantage you have. If you burn power on ECM, you will have none for ECCM and will be shooting through a two shift. Poor crews, remember. Your ECM drones, which are the only thing you should spend drone points

on, will give you some help. The Hydran will not launch an MRS shuttle unless the range gets tight. All of this will mean that the fighters will probably be shooting through at least a one shift at long range. A one shift is all you need. If the Hydran wants to waste all his heavy fighter firepower outside of three hexes range, let him; he will then pay for the error of his ways. A heavy drone wave after all the fighters have fired their loads at you can have surprising effects. Especially if the final result is a detonating frigate amidst a fighter pack. If you can manage this, you win. If he does not fire at long range, you must keep speed up and be patient. Unless he makes a mistake, the most you can really expect to do is force him to disengage. If you try to fight it out up close, you will lose.

HISTORICAL OUTCOME: The Klingons closed for a pass, picking off a number of the Hydran fighters, but getting caught flat-footed by a sudden acceleration of the Hydran ships. One D5J was badly damaged, and the D5 sustained significant internal damage. The Klingon commander opted to disengage.

(SL142.0) ESCORTS EN PASSANT



(Y179) *by Stephen V Cole & Steven P Petrick, Texas*

After a savage carrier battle on the northern Fed-Klingon front, the two carrier groups involved each dispatched an escort to recover the fighter pilots.

(SL142.1) NUMBER OF PLAYERS: 2; the Lyrans player and the Gorn player.

(SL142.2) INITIAL SET UP

TERRAIN: None

LYRAN: CWA *Slasher* in 0124, heading B, speed max, WS-III

GORN: HDA *Fortitude* in 4208, heading E, speed max, WS-III.

(SL142.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(SL142.4) SPECIAL RULES

(SL142.41) MAP: Use a floating map.

The Lyrans units can only disengage in directions E or F.

The Gorn units can only disengage in directions B or C.

Units which disengage in unauthorized directions are considered destroyed.

(SL142.42) SHUTTLES AND PFs: No shuttles or PFs have warp booster packs.

(SL142.421) No ship in this scenario is qualified to carry an MRS shuttle, but in a variant of the scenario where that is possible, they may be purchased [up to the limits in (J8.5)] under (SL142.431).

(SL142.422) There are no fighters in this scenario. In a variant in which fighters are present, use the standard deployment patterns.

(SL142.423) There are no PFs in this scenario.

(SL142.43) COMMANDER'S OPTION ITEMS

(SL142.431) Each ship can purchase additional or special equipment as Commander's Option Items (e.g., T-bombs, extra marines, etc.) up to 20% of its Combat BPV. See (S3.2) for details and exceptions. Note that whatever is

spent here counts in the Modified Victory Conditions (S2.2) as victory points for the enemy.

(SL142.432) There are no drone-armed ships in this scenario. During this period, all drones are "fast," i.e., speed-32. Each drone-armed ship can purchase special drones up to the historical racial percentages as part of the Commander's Option Items. Note that (S3.2) allows drone ships extra points for this purpose.

(SL142.44) REFITS: The Lyrans CWA has the power pack. The Gorn HDA design includes the plus refit.

(SL142.45) PILOTS: There are 12 pilots in POIS capsules awaiting rescue. (It is not really that important which side any given pilot is from. Prisoners have value, and their alternative is a lonely death.) Before the scenario begins, the players alternate (Lyran first) placing blank counters to represent these pilots between hex columns 16xx and 27xx inclusive. No pilot counter can be placed in the same column as any other or within four hexes of any other pilot counter. If possible, each must be placed within 12 hexes (otherwise, as close as possible) to the most immediately previous pilot counter.

(SL142.5) VICTORY CONDITIONS: Use the Modified Victory Conditions (S2.201). Each ship gains five points for each pilot rescued.

(SL142.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SL142.61) Use carrier escorts from any race.

(SL142.62) Allow each escort to carry two fighters.

(SL142.63) For a smaller battle, use a DWA and a BDA.

(SL142.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

(SL142.71) Shift the starting position of either ship by one or more hexes.

(SL142.72) Allow one escort to carry a fighter.

(SL142.73) Use a larger or smaller escort.

PLAYTESTERS

Our thanks go to those who playtested the scenarios in this issue of the Log. Without their diligence, everyone would have a lot less fun playing new scenarios when they appear.

BATTLE GROUP CALIFORNIA: Scott Mercer, Stephen Beeman, Ben Ellinger.

BATTLE GROUP CHICAGO: John Berg, Mike Incavo, Randy Demetz.

BATTLE GROUP INDIANA: Tony Zbaraschuk, Jim Moran, Jeff Burnett, Dusty Scharf.

BATTLE GROUP MILWAUKEE: Jeff Laikind, Matt Westmoreland, Dan Giralte, Dan Immekus.

BATTLE GROUP NEW YORK: Mark Schultz.

BATTLE GROUP NEW YORK: Mike Hault, Robert Patterson.

BATTLE GROUP OREGON: Brian Moon, Shawn Turpin.

BATTLE GROUP PHOENIX: Ken Burnside, Dr. Harlan Sparer, Gabe Sparer, Steve Sims, Jeff Plaine, Darin Cochrane.

BATTLE GROUP RICHARDSON: Christopher J. Cafiero, Matthew J. Cafiero.

BATTLE GROUP SAN DIEGO: Gary Plana, Ted Jorns, Jamie Osborne, Wayne Brezon.

BATTLE GROUP SYRACUSE: Richard Citti, Jeff Reiser.

BATTLE GROUP WATKINS GLEN: M. Scott Walters, Troy Thornberry, Mark Weber, Mike Hauser.

CHAIRMAN MIOW'S TACTICS SQUAD: Dean Stow, Elizabeth Stow.

THE TACTICS BOARD

The Commander, worried about reports that a ship with several recent graduates was overdue on patrol, was unable to sleep. He considered watching holovision or reading a good book, but his mind kept returning to the cadets he was responsible for teaching. Finally, he decided to review the tape of a recent tactics seminar, something he had promised himself he would hold for the end of the week when he had finished his instructor evaluations. But insomnia was definitely an emergency, when even promises made with the best of intentions could be overlooked.

<Petrick> The computer simulation today is a small convoy with a refitted police ship, one small phaser-armed freighter, one large freighter, and two additional small freighters. You will have an Orion war destroyer. What option mounts and tactics do you use to attack the convoy and successfully capture one of the freighters, and then escape?

<Donnelly> Use a gatling phaser in the nose, type-B drone racks in the wings with OAKDISC. Launch as many drones as you can at the police ship, then grab a freighter.

<Mercer> Phaser gatlings simply are not generally available to the Orion Cartels, or independent ships, that operate in Federation space. This does bring up a good point. Which cartel is attacking?

<Petrick> Cadet Mercer, you have your choice of any cartel that operates in Federation space. Cadet Donnelly is depending on drones as his major weapon. How many phasers are in the convoy?

<Mercer> The refitted police ship has two phaser-3s and a G-rack, not to mention the shuttles available in the convoy.

<Petrick> With the shuttles, there are eleven phaser-3s, three phaser-2s, three phaser-1s, one type-G drone rack, and one photon torpedo launcher included in the convoy.

<Mercer> Drone defense is rather high, in other words.

<Petrick> Drones would be rather ineffective, yes.

<Mercer> How many shuttles are there, Mr Petrick?

<Petrick> The four freighters have one each, and the police ship has two, for a total of six.

<Washburn> Maybe type-C drone racks should be used instead of type-B drone racks? Build up a heavier attack.

<Donnelly> If any of the ships in the convoy employs a weasel, it is an easy chore to grab a freighter. If they fire at the drones, well, better the drones than the ship, and now we just need to grab a freighter.

<Cafiero> With its drone defenses, it is unlikely any ship in the convoy would have to weasel.

<Petrick> Cadet Donnelly, four phaser-3 shots will kill the two drones, leaving seven phaser-3 shots, one type-G drone rack, one photon, three phaser-1s, and three phaser-2s to fire at you.

<Cafiero> I think the phaser-G and drone racks are too indirect. I would suggest disruptors in the wings and a plasma-F in the nose, if available. The disruptors fire quickly and are easy to arm; the plasma-F can be bolted or used to threaten the escort. One quick pass, board a freighter and withdraw with it. Since I would not plan on staying around, I would not have to rearm the plasma torpedo anyway.

<Petrick> Cadet Cafiero, the plasma-F is a good choice, but you will have problems if the convoy hangs together and puts its shuttles out. You are limited to one effective pass every three cycles if you use it. To be effective you will have to double engines. You just are not going to get the convoy to break up with that weapon selection, and there are enough phasers to deal with the plasma torpedo by itself.

<Cafiero> I would plan accordingly. The low power cost of the disruptors, relatively speaking, and the plasma-F (which needs no power to hold) would allow my doubled engines to give me enough power to move, reinforce shields, and board. Alternatively, I could divert power to tractors and pull a freighter out.

<Petrick> You cannot board until you have taken care of facing weapons. This is a significant problem. There are enough weapons to gut your ship if you drop a shield anywhere near the bulk of the convoy.

<Cafiero> I can wait until after the convoy's weapons have fired, or approach at an angle that would make this difficult. Presumably the convoy is circling the wagons and moving slowly if at all.

<Donnelly> You would need to get one of the outer freighters.

<Petrick> Cadet Donnelly, wrong answer. The convoy commander will pull all the freighters into a tight formation no more than 10,000 kilometers across. This makes the ships a mobile porcupine, and versus the disruptor-plasma ship he can deploy the shuttles for plasma defense.

<Donnelly> Then detonate one of them. Either they learn and scatter, or they find a new way of life.

<Mercer> None of the ships detonate for that much, except for the police ship.

<Petrick> It is NOT easy to detonate a freighter, even a small one, when you are working with one war destroyer. It is also self-defeating since destroying the cargos you want to capture results in no profit.

<Donnelly> I am not too greedy; I only want ONE freighter.

<Cafiero> Interestingly, the small number of lab systems will make the target of plasma-Fs or drones difficult to detect, complicating a wild weasel defense if craftily exploited.

<Petrick> Wrong, each ship in the convoy can attempt to identify the target and type of one seeking weapon, except for the police ship which can attempt this twice.

<Donnelly> Ditto for the drone defense. How about using a scatter/shatter pack?

<Holzman> Consider using F-torps and an ADD to kill shuttles.

<Petrick> The two plasma-F version of the war destroyer seems to have the greatest chance of success of the weapon suites suggested to this point. However, Cadet Holzman, I disagree with the ADD.

<Mercer> Take a plasma rack before taking an ADD.

<Holzman> The ADD can kill those pesky shuttles. You have to get close anyway.

<Cafiero> It will take too long to kill six shuttles with ADDs.

<Mercer> The best option set is pure plasma racks. If the convoy puts all the shuttles out, you can blossom out plenty of D-torpedoes to kill them, and with doubled engines you can take the police ship's punch and kill him with more D-torpedoes as the racks recycle.

<Petrick> Cadet Mercer, you are assuming that the enemy will not spot your plasma racks and react accordingly.

<Mercer> How can he react? Pull the shuttles in and weasel? Great. I have more D-torps than the convoy has weasels.

<Petrick> If the convoy does not launch the shuttles, you have only three D-torpedoes per cycle. The convoy, without shuttles, has a total of five phaser-3s, three phaser-2s, three phaser-1s, one type-G drone rack, and one photon torpedo launcher.

<Mercer> Except for the photon and phaser-1s, the weapons are ineffective outside of 30,000 kilometers. I can launch the plasmas and fire the phaser-1s at greater ranges. By hyping the engines, I can kill the police ship and then the convoy's long-range firepower will be negated.

<Petrick> So long as the shuttles are not launched, you can only release three plasma-Ds per cycle. Maneuver means

that the plasma-Ds of each cycle will hit a different shield each time on the target ship. The phaser firepower available to the convoy ships means that two of the plasma-Ds will score no damage in each cycle.

<Mercer> Then I will bolt the plasma-D racks as a narrow salvo and fire the ship's phasers at 50,000 kilometers, punching through a freighter's shield and damaging it. If the police ship is over yonder, I can do this for several cycles without hyping the engines and keep the stealth effect. Eventually, I will wear down the phasers available to the convoy to where it cannot phaser down my plasma warheads.

<Petrick> In that case, you will run out of plasma-Ds before any one ship of the convoy is totally disabled.

<Mercer> There are 36 plasma-Ds on an Orion DW with three plasma-D racks. Freighters have very weak shields, and I am only trying to disable their engines and weapons. You can cripple those small freighters with very little damage.

<Petrick> Scott, the freighters are capable of repairing their phasers.

<Mercer> But they cannot repair their warp too easily.

<Petrick> They do not have to. If a small freighter gets crippled, the large freighter can tractor it and drag it along.

<Pawlowski> Use three plasma-Fs. Fire three fake plasma-Fs at the police ship and, while he is under the weasel, grab a freighter and tow it away.

<Donnelly> You only get one shot then.

<Pawlowski> Just long enough to grab a freighter with a tractor beam and get out.

<Petrick> That is an option, and one of the better ones.

<Pawlowski> Facing the three plasma-F war destroyer, the convoy and police ship should stay at warp 1.5 and keep weasels armed. The police ship should be ready to go to warp 2.4 to try for an 80,000 kilometer shot at the war destroyer's rear shields after it takes the bait.

<Cafiero> I considered three plasma-Fs, but reloading seemed a fiction, and I am not sure you can do it in one shot.

<Washburn> How about a three-disruptor ship? Fire at 80,000 kilometers with overloads, then go to erratic maneuvers and as much ECM as you can. Then you can drop a couple of T-bombs out the hatch as you pass.

<Huskey> You cannot lay T-bombs while the ship is erratic; the unpowered mines tend to strike the hull of the ship as they leave the bay and disable themselves.

<Washburn> Well, hold off on the erratic maneuvers until the T-bomb is dropped.

<Petrick> Cadet Washburn, your tactics are risky as you may find yourself tractored because of all the power you are using, or you may hit a type-IV drone from the police ship's drone rack. Plus all those weapons firing into your rear unreinforced shield could hurt. There is also the T-bombs of the police ship and the armed freighter which you may hit.

<Washburn> I figured that the police ship would be travelling such that I could avoid where it has been.

<Cafiero> You might consider using your own shuttles to attempt to crash land into a freighter's shuttle bay. Then you can get two boarding parties aboard it without dropping your shields.

<Petrick> You are hoping in that case that there will not be two defending phaser-3s left in the convoy at that point.

<Cafiero> True, I am just trying to consider all options.

<Petrick> There is also the minor point that you have to have a down shield on the freighter, and it cannot be going too fast. Consider that a SINGLE phaser-3 might cripple your shuttle, and if the freighter is moving at warp 1.9 or more, your shuttle cannot crash aboard at that point because its crippled speed is less than half the freighter's speed.

<Cafiero> It depends on the situation. If possible, it will give the convoy commander something to worry about. If the enemy is forced to merely react to you, you can usually win.

<Petrick> A speed change with reserve power is possible.

<Pawlowski> How about equipping the war destroyer with three photons and blowing the police ship to bits!

<Lavanty> It would be very hard for the war destroyer to arm such a weapon suite.

<Pawlowski> So use proximity-fuzed photons from 90,000 to 300,000 kilometers on the paper shields of the freighters.

<Mercer> Actually, the war destroyer can do that if he charges the photons away from the convoy.

<Petrick> You risk a lot on an inherently inaccurate weapon.

<Mercer> Yes, the photon is inaccurate, but a hit with an overload will punch through a small freighter's shields and cripple it. Two overloads will cripple any of the ships in the convoy.

<Petrick> Yes, if they hit. And would it not be better to capture a freighter capable of its full speed?

<Donnelly> I propose tractoring the police ship and blasting it with four type-I drones and everything else you can think of, then going after the freighters. The war destroyer can maneuver around the convoy and, once the police ship is dead, choose the next target and tractor him away.

<Petrick> You can try, but the police ship will try to keep the convoy between you and him. The point being that you have to empty your weapons at the convoy, and the police ship gets you. If you do not empty your weapons at the convoy, then the convoy hits you in the rear end.

<Vinarcik> How about hitting each freighter with a close-in drone launch after they have fired and before their weapons can recycle to disable them, and then going for the escort?

<Petrick> Now you are going nose-to-nose with the police ship with no weapons to really harm it, and it has a photon, drone, and phasers waiting to hit you.

<Cafiero> The police ship should be able to fire a fully overloaded photon, which could be a real problem indeed.

<Vinarcik> How about arming the war destroyer with three more phaser-1s? This should enable you to knock down the shields on the police ship from 50,000 kilometers, and the phasers do not require much energy to re-arm. The war destroyer should be able to absorb the police ship's photon and gut him on the next cycle.

<Mercer> The problem with the phaser-1 selection is that it does not deal with a scatter-pack very well, and it is not as much of a deterrent versus an aggressive police ship captain.

<Petrick> Scatter-packs are not a problem for the Orion since he can simply outrun the drones and then come back.

<Vinarcik> Cadet Mercer, you are saying that a plasma-D rack deals with a scatter-pack better? I am afraid I have to agree with Cadet Petrick on this score; running the drones out and then returning is what I would do.

<Lavanty> What about an all-disrupter option? The DW could snipe at the police ship from long range, maintaining the stealth advantage, and then close in for the kill.

<Washburn> I assume that by long range you mean 130,000 to 150,000 kilometers?

<Lavanty> Yes, that range bracket will effectively leave the battle between you and the police ship where the war destroyer has the advantage.

<Cafiero> Swordfish drones could be useful.

<Larusso> I would pick a plasma-F and two type-B drone racks with OAKDISC. Maneuver the war destroyer in front of the convoy, and launch a scatter-pack at medium range, and follow it at the same speed with maximum ECM. Use as many automatic terminal guidance drones as possible, and

use some type-IV drones with internal armor. The plasma-F can be used to drive off the police cutter. Target the scatter-pack on the freighters and the plasma torpedo on the police ship. An ECM drone is not advised as it will hold you to its slower speed. Put some energy into tractors to death-drag the shuttles if the freighters launch them. The type-B drone racks should be able to fire for the five cycles it will take to launch this attack.

<Cafiero> It may not be necessary to destroy the police ship if you can occupy it while you are cutting out a freighter. A plasma-F may be useful for this purpose.

<Petrick> Gentlemen, weapons carried by the war destroyer (which will generally be known due to the area in which the action takes place) will dictate the maneuvers of the police ship. If the pirate has drones, the police ship will stay right with the convoy to enhance their defenses. If the pirate has offensive weapons — photons, disruptors, or plasma-Ds — then the police ship will stay on the opposite side of the convoy from the pirate.

<Mercer> Why? That's hiding behind the convoy, not protecting it!

<Petrick> Wrong. It is providing protection. The convoy's weapons are good to at most 30,000 kilometers. The police ship optimally wants to take a shot at 40,000 kilometers but, due to the power of the phasers, can do deterring damage even at 50,000 kilometers. By staying on the opposite side of the convoy, the weapons ranges overlap and the pirate must come within range of all of them at once. If he tries longer-ranged shots, he will be less effective and take much longer to get the job done. Disruptors are good to 40,000 kilometers, and plasma-Ds to 50,000. Depending on the weapon involved, the police ship will stay 10,000 kilometers behind the convoy for a disruptor-armed pirate, 20,000 for one with plasma-Ds. The pirate has only two ways to steal a freighter: drop a shield at 50,000 kilometers (and that down shield will be facing an armed photon that is good to 80,000 kilometers) or come to 30,000 kilometers and use a tractor beam (which puts him within range of all of the convoy's weapons).

<Pawlowski> The war destroyer's forward shield is strong enough with reinforcement that it can take a police ship's alpha strike. Then it can close to 20,000 kilometers and fire its three photons. If just two hit, the police ship should be disabled, especially when the effect of the war destroyer's phasers are added.

<Vinarcik> A high-speed Orion should be able to get around the convoy to get to the police ship regardless of initial position.

<Petrick> Hardly. The Orion is circling at what, 90,000 kilometers? He would have to be five or six times as fast as the police ship, and that isn't going to happen.

<Washburn> I would still select disruptors over phaser-1s for longer ranged damage potential.

<Lavanty> That is why I would prefer three disruptors and a range bracket of 130,000 to 150,000 kilometers to keep the battle between the war destroyer and the police ship. This way it will not be necessary to hype the engines of the war destroyer, and the phasers of both sides would be fairly ineffective.

<Cafiero> I will stick with the two disruptors and one plasma-F arrangement. I wish I could get a UIM as well, but there are very few of those available to the Orions.

<Petrick> Remember that the freighters can use erratic maneuvers and then drop the erratic maneuvers to take their shots after war destroyer has bolted. That forces the war destroyer to use ECCM, which in turn lets the police ship use ECCM to overcome the war destroyer's stealth design and get an even shot at it.

<Mercer> But then the small freighter is going really slow, and even two warp hits will prevent the small freighter from moving at all. That is what the war destroyer is going after here: the paper thin shields and limited power of a freighter, with no defenses against being boarded to speak of.

<Petrick> The convoy has always been going really slow. Convoys cannot outrun pirates and would be fools to try.

<Mercer> There is a difference between warp 2.08 and warp 1.5, though, in maneuverability to bring new shields around.

<Lavanty> ECCM will slow the police ship down and limit its power.

<Petrick> Cadet Lavanty, the police ship does not need more than two points of ECCM. If it needs four points, it has two batteries.

<Vinarcik> I agree with Cadet Petrick. Plasma bolts are not the solution to this problem; they just are not that accurate.

<Mercer> At 50,000 kilometers? They are pretty good at that range!

<Petrick> Versus erratic maneuvers, their accuracy drops by half at that range unless the war destroyer uses ECCM. If it is using ECCM, it is either doubling its engines or not reinforcing its shields. In either case, it will have to leave before it can accomplish its mission.

<Mercer> Are reinforcements expected, and when?

<Cafiero> The amount of time available and the possibility of reinforcements would go a long way towards influencing options and strategy. What are they?

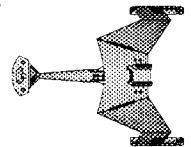
<Petrick> You will never know that, but you must always assume that help is coming for the convoy and that the longer it takes, the more powerful it will be.

<Cafiero> Well then, the necessity to maintain a high speed so as to be able to leave quickly would indicate an advantage for weapons that consume less energy.

<Petrick> Well, I can see by the wall monitor that we are out of time for this session. You will each have an opportunity to try your ideas in the simulators, but I suspect that the Commander will be ready to grill you all on this subject next week. Now, let's move out like we have a purpose!

As the Commander fell asleep, the cadets on the screen filed out of the room and headed for the simulators. The tape ended, and the holoviewer shut itself down for the night. ★★★

KOMMODORE KETRICK SAYS:
WATCH OUT FOR ENEMY SHUTTLES!
YOU NEVER KNOW WHAT WILL BE IN
ONE, SO KILL EVERY SHUTTLE YOU
SEE AS SOON AS YOU SEE IT!



Captain Ketrick's rather dire warning about shuttles is not to be taken lightly. An enemy shuttlecraft might be a wild weasel (which distracts your weapons from their target), a suicide bomb targeted on your ship, a scatter-pack with up to six nuclear-tipped drone missiles to overwhelm your defenses, or simply a squad of marines intent on landing inside your shuttle bay. It could just fire its phaser at you, or it could be a multi-role shuttle to control seeking weapons and provide electronic warfare at just the wrong time. It could even lay mines!

Whatever it might be, the fact that the enemy launched it now is probably because it is part of his battle plan. Destroying it (as soon as convenient, and certainly before it can reach your ship or release any potential submunitions) will disrupt his battle plan.

Nothing good EVER arrived in an enemy shuttlecraft! ★★★

TERM PAPERS

Each issue of Captain's Log presents a series of term papers from the students of Star Fleet Academy (i.e., from you, the players). Each paper presents a specific tactic, dirty trick, play aid, or new idea for use by the players of SFB. Readers of Captain's Log are invited to submit their own term papers to ADB.

Ranks are assigned to players on the basis of how many of their term papers have been published, as shown on the chart below. This includes Tactics articles and F&E Tactical Notes. The best Term Paper and the best Tactical Note in each issue count double for this purpose.

1	=	Cadet
2-3	=	Ensign
4-5	=	Lieutenant Junior Grade
6-7	=	Lieutenant Senior Grade
8-13	=	Lieutenant Commander
14-19	=	Commander
20+	=	Captain

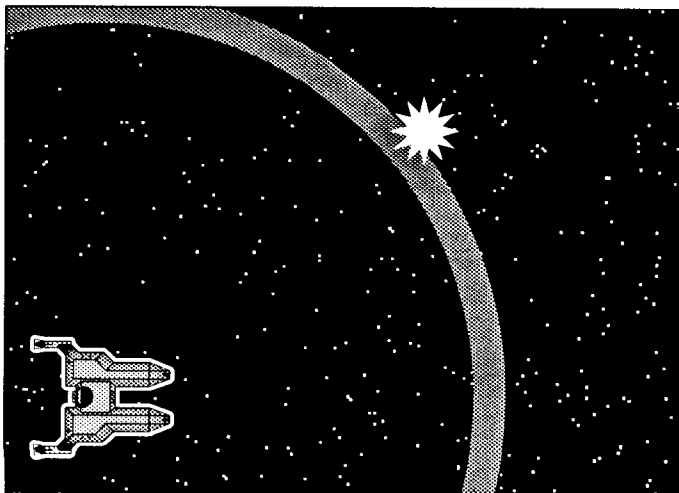
Fleet Captains are Origins National Champions. Commodores and Admirals hold staff positions. Ship assignments correspond to home states, nations, or provinces.

MINES AND ESGs

— Lt Commander Steven W. Rushing, USS North Carolina

One way to deal with an ESG overrun attempt is to beam transporter bombs into a hex in front of you and move into that hex. The bombs must be set to explode on some target other than your ship's size class, or at least have a count delay. The reason to beam them ahead more than one hex away is to allow them to arm, of course. Now, when the ESG ship overruns you, the ESG will detonate the mines and, due to the nature of the field, absorb all the mine damage with none hitting your ship. Even better, the mines may totally reduce the field and weaken his facing shield for your alpha strike. Another option, for Romulans mostly, is to lay your NSM, move away, and then HET to come back to it for exactly the reasons stated above. Obviously, in both cases timing is critical. A final option for T-bombs is to beam them INSIDE the sphere's radius so that he cannot avoid them and, even better, the feedback damage will hit his rear shields which will be exposed to you when he completes his overrun. And if the ESG hits the mines (assuming you have timed this well enough that they have armed) and on the same impulse your ship, if the mines reduce the field to zero, your ship will take not damage! But once more, timing is everything.

Rated the Best Term Paper in this issue of Captain's Log.



ANDROMEDAN LEAP FROG

— Cadet James McMillan, USS Hawaii

Tired of dragging that Energy Module around? Transport it 3-5 hexes in front of your mother ship on Impulse #28, let it dissipate its energy between turns, and then pick it up again on Impulse #4 as you pass by. This will allow you to clear its panels at the normal rate while keeping it available to store excess panel energy during the turn.

It may also have the additional effect of drawing the enemy's fire away from the rest of your fleet when they realize the increase in potential that it gives you.

WAIT REDUCTION

— Senior Lieutenant Barton Bolmen, USS California

Dropping a shield to send out a T-bomb to stop a swarm of drones or fighters is a common enough tactic. Naturally, you don't do this when enemy ships are nearby. Quite often though, when you do drop a shield, enemy ships that are **not** so close will throw pot shots your way in the hope of scoring a few internals while you're waiting for your shield to come back up.

In this sort of situation, it may be useful to allocate some general shield reinforcement. By overlapping the times when the specific shield is down and the general reinforcement is down, you can cut the time you are without protection (on the shield facing) down to one impulse: the impulse you use your transporter. And since general shield reinforcement is not detectable by the enemy, he may very likely waste his phaser power against you — a mistake that will cost him energy to recharge phasers next turn.

The obvious counter tactic to this is for your enemy to fire on the same impulse that you operate your transporters. Even then, the time window he has is minimal — which probably means his results will be also.

FILL HER UP!

— Cadet James Bradley, USS South Carolina

The best time for an Andromedan satellite ship to clear its power absorber panels and re-fill its batteries is on the impulse in which you plan to beam it back aboard. Since the Operate Shields (or in this case, power absorber panels) Step comes before the Recover Satellite Ships Step in the Sequence of Play, a satellite ship about to be beamed back in can safely change the level of (or drop) its panels without fear of getting blasted in the process. The only danger is that of enemy boarding parties/hit-and-run raids being beamed through a panel bank you just dropped; be careful!

Note that Terminators, which usually have plenty of power in the panels and practically none in their batteries when beamed back in, can make exceptionally good use of this tactic.

This tactic is intended for use when the mothership has an energy module in the hangar (in which case power released from the power absorbers of a satellite ship in the hangar would simply go into the energy module); if the mothership is not carrying an energy module, the satellite ship can just drop its panels once it is safely in the hangar and this power will be picked up by other ships in the bay or the mother itself.

PROBE-LEM IDENTIFIED

— Commodore Gregg Dieckhaus, USS Missouri

When playing (D17.0) Tactical Intelligence, you can use your probe to find out the status of your opponents heavy weapons before you enter overload range. At a range of 10, firing a probe 6 hexes toward your enemy will give you all information levels up to L. Before launching your probe however, gain a +1 ECCM advantage.

This ECCM advantage will give you information level M (Life form readings) and Arming Status.

FOLLOW THAT TORPEDO— *Fleet Admiral Ray Olesen, USS California*

It is generally better to follow a plasma torpedo through asteroids than target one on an asteroid hex. The reason for this is asteroids score phaser hits on the plasma at the rate of two points of damage for one point of warhead reduction. Thus, if you follow a plasma F torpedo at speed 26+, even a roll of six will only reduce the torpedo to a strength of five.

The same torpedo targeted on the asteroid hex would have reduced the damage by 20 points, with your ship taking the remaining 10 damage points of the 30. The plasma might even survive to lead you through several more hexes if you are lucky.

ANDROMEDAN APPROACH— *Rear Admiral Tony Zbaraschuk, USS Indiana*

Traditional Andromedan tactics call for an attacking Andromedan ship to fire on its target from a range of 3–5 hexes and then displace over the enemy ship, forcing it to waste its high energy turn bonus or make a long turn before getting back into the action. Several steps can be taken to maximize the effectiveness of your approach.

First, make sure your turn mode is fulfilled before you displace; use sideslips to get into position (if possible, try to have your sideslip mode satisfied too, and his turn and sideslip modes UNSATISFIED). If your displacement device fouls up or if you need to turn (say to avoid a mine), you will be able to do so immediately. This way you may not have to waste your own high energy turn bonus if you displace into a sticky situation.

Second, drop your rear power absorber panels at least 8 impulses before you displace (unless the enemy has some means of scoring damage from that direction, such as hell-bores). If the enemy fires and fills up your front panels (or even comes close), then you can drop (or reduce) the front panels the impulse after you displace, and the released power will flow to the batteries rather than the rear panels. (Motherships with a satellite in the hangar to absorb any extra power have an advantage here.) On the next impulse, raise the rear panels; you will have been vulnerable to his rear-firing weapons for only one impulse.

Note that he may decide to hold some weapons, hoping to high energy turn and fire them through your down rear panels. If so, simply raise the rear panels the impulse after you displace. You will lose the rapid clearance of the front panels, but you will have frustrated his plot, and he will have less of a chance to penetrate your forward panels.

Third, announce EM (assuming you have the power) on the impulse of your attack. Fire the phasers with battery power. On the impulse after you displace, switch to maximum ECM. You will end up with plenty of room in the batteries for the power you are about to feed in from the front panels, and the 10 points of ECM will make it much harder for him to hit you on the one impulse that your rear panels are down.

WHY NOT AN EPT?— *Senior Lieutenant Gerald R. Lane, USS Massachusetts*

Enveloping plasma torpedoes are difficult to use, double power and no holding. However, they do deserve a place in all plasma user's arsenals besides attacking Andromedans. They should also be used in the end game. Once a target has two shields knocked down, an EPT will score more damage than would result from using a standard torpedo against a full shield. At three shields down, an EPT is equal to sending a standard torpedo against a down shield. Against a target with fewer than three shields remaining, the EPT is always better. Remember, three enveloping S torpedoes (a Sparrowhawk-J) are enough to entirely de-shield an average cruiser.

ANDROMEDAN ATTACK— *Senior Lieutenant Lee Larsen, HMS Ontario*

Execute an Oblique attack at speed 28+ or a speed that exceeds your enemy by about 50%, and move alongside him at a range of 9. This will make it very hard for him to keep you off his #1 shield. When you are in a position to move out of the FA arc for his overloaded heavy weapons, he will have no choice but to turn into you as well (presenting that precious #1 shield) or give you an unanswered shot at a weaker rear shield (use your FH arcs!). Be careful not to allow him to make range 8 before you are ready for it, so preserve your sideslips. Ideally, you should enter overload range with your opponent on an impulse before one where he does not move and you do, preferably within 8 impulses since his last speed change and on his forward shield. This is easier than it sounds, and so long as you are faster, you will be able to control this. Subtle use of sideslips and reserve warp speed changes will help here, too. Now ask him to write down his fire. Fire your TR beams only. You will thus create a dilemma. Next impulse, you can simply turn and be out of overload range, so he will miss his only chance at an overload shot if he does not fire. If he holds his fire, fearing you may come to range 5 or 3, you have done your damage and received none. Re-arm, come back, and do it again. If he holds back some weapons, you still receive less damage while you are probably burning half his shield. Always go for the front shield as it hurts the most, making it difficult for him to aggressively engage you. Whether it is reinforced or not, you will score considerable shield damage regardless, and the next time it should go through.

The absolute best is when he fires everything. Then you can turn into him and go for the overrun. He probably will not be able to HET (having blown the reserve warp on reinforcement) or turn again for a while. So go in close, and show him how effective a phaser-2 can be at point-blank range against a shield that you have already damaged. Remember to have boarding parties ready to hit and run whatever is left of his ship when you are finished with it.

A variation of this attack can be executed at range 3 or 5 as well if you muddled the range 8 attack, but it requires a displacement device, or you will get your rear panels stuffed. This version is also a little riskier. Move in to close range (3 or 5), and announce displacement away from your enemy. He will be forced to fire now or risk no retaliatory strike. Unleash your TR beams at this point. Next, assess how much damage you took from him, and if your panels will absorb as much damage as whatever weapons he has left to fire without internals, choose to displace only 2 hexes away. This will give your fire control time to lock-on before you overrun him and cut his ship up with phasers. A Python will do about 33 points from phasers, centered at range 0. (See the Andromedan Anchor.)

If your panels took a beating, then displace 12 hexes and repair and re-arm for the next run. If you did not successfully displace however, and your enemy did not fire, you are meat on the table.

SLOW AND STURDY— *Ensign Frank Otto, USS Florida*

Asteroids can be murder on late war drone using races. The need to only have M or F speed drones can eat up points that you will not be able to use against your enemy. One alternative for at least a few usable drones is External Armor. The decreased speed of the drones means that they will roll on the lower damage charts, while the increased damage points gives them the ability to survive some of the smaller damage outcomes. These can be a very nasty up close and personal surprise.

KILLER NORMAL LOADS

— *Fleet Captain Mark Schultz, USS Pennsylvania*

The standard Klingon tactic against the Federation of firing UIM assisted disruptors at range 8 and turning off can be difficult to deal with. One way is to simply hold normal loads on a turn the Klingon is expecting slow speed and overloads. Charge the Klingon at high speeds. The Klingon must now decide whether the Federation ship has a speed change to a slower speed later in the turn with overloads in his tubes. This is, of course, a valid option for the Federation ship. If the Klingon fires overloads and turns off, the Federation ship will catch him by the end of the turn as the overload cost for the disruptors will slow the Klingon down. The Federation ship can now either use reserve warp power to convert his four torpedoes to 1/2 overloads (9-point warheads) and turn off (if he catches the Klingon ship early in the turn) or wait till the next turn (if he catches the Klingons ship late in the turn). In the later case, overload completely and blow the Klingon ship to pieces at point-blank range. The key to this tactic is to create a situation where the Klingon ship will fire at longer range than the Federation ship will, more than compensating for the lower damage output of the normal loaded photons. Changes in speed will assist in creating such a situation. This tactic applies to many two-turn weapons, Hydran captains will recognize the tactic as one of the standard fusion tactics.

FOILING ANCHORS

— *Captain Steven P Petrick, USS Texas*

The basis of many anchor attempts is to not charge the heavy weapons in order to use the power to try to anchor your opponent. To some extent, the anchoring player is hoping that the target of the anchor attempt will empty his weapons at what he thinks is an overrun attack. The target has a difficult time, for if he does not fire, he may take an overload volley from his approaching opponent and lose some of his own heavy weapons before they can be fired.

The situation is generally further complicated by possible mid-turn speed changes that may "hide" the closing ship's energy allocation, which makes it hard to figure out what he is up to.

However, tactical intelligence will allow you to determine if the enemy's heavy weapons are armed at 4 hexes range (Level L for a ship). This requires that you must at least be at 0 on the EW balance, but positive shifts can gain information such as (shift of one in your favor at range 4) whether or not his heavy weapons are overloaded. The result is that you will KNOW if his heavy weapons are loaded, so you KNOW if you can safely fire your own or hold them until he is closer.

Remember, in the case of Hydran Anchors, if he has not launched his fighters by Impulse #25, you can fire all your heavy weapons at his ship then (assuming one turn arming weapons such as disruptors) and they will still be available to cripple his fighters before they can fire on the first impulse of the next turn if he launches them the impulse AFTER you fired. Keep a couple of phasers handy though, or you may be shocked by a few suicide shuttles.

DRONE TIMING

— *Rear Admiral Tony Zbaraschuk, USS Washington*

When approaching an enemy, try to time the drones so that they impact on impulses 30-32 and follow the drones at a distance of 3 or 4 hexes. If he uses his phasers on the drones, they won't recycle before you get close enough to blow his socks off. If he tractors the drones, you can probably kill at least one tractor on impulse 1, possibly resulting in a Mizia effect hit on impulse 2. It can also be effective to have the drones enter effective phaser range (with you right behind them) on the early impulses of a turn.

ALONG FOR THE RIDE

— *Cadet Michael Mitchell, USS America*

When launching plasma torpedoes, pay attention to the impulse chart relative to your planned movement. If you are in a situation where you are approaching the enemy and plan on continuing to do so for a few impulses, wait to launch your plasma torpedoes until after you have moved. This spares your plasmas one hex of movement, thereby extending their range.

As an example, consider a ship moving speed 16. It moves on the even-numbered impulses and not on the odd. If you launch your plasmas on an even-numbered impulse, they will move out ahead of you on the next impulse, when you do not move. If you launch on an odd-numbered impulse, you and your torps will still be in the same hex next impulse (when you move), but the torps will have expended one additional hex of movement to get to the same location.

NEVER BE DIRECT — *Lt JG Bill C. M. Tam, HMS Ontario*

When attacking a base, NEVER enter the hexes where two arcs overlap. Such deadly spines are locations where the base can eventually bring all of its weapons to bear on a single impulse. (A Starbase can bring most of its weapons to bear.)

MINE-WEB

— *Fleet Captain Sandy S. Hemenway, USS North Carolina*

Many tactics used by one race can be adapted to other races and used effectively. A standard Tholian tactic is to cast web when the opponent has "locked" himself into moving straight, but does not move for a couple of impulses. This same tactic can be used for laying T-bombs.

When in transporter range, if a player turns and then slips, immediately see if he is not scheduled to move the next two impulses. If not, you can place T-bombs to hit any screen you want (assuming he does not have a turn mode of 2, and does not HET), knowing his next move must be straight.

SPLIT THE DIFFERENCE

— *Cadet Mike Aprahamian, USS California*

If you are the captain of a C7, D5, or F5W class vessel in a duel and anticipate heavy frontal reinforcement on your enemy's #1 shield, use the following tactic.

Close with your foe and turn away at the last impulse, angling for the hex spine separating his #1 shield from his #2 or #6 shield. Your excellent turn mode helps you to move last at equal speeds so as to achieve the proper firing position. If you can reach the intersection of the front shield and one of the flank shields, all of your disruptors will be in arc (FH arcs) and the damage will be resolved on the flank shield by virtue of (D3.41).

T-BOMBS, OR SOMETHING ELSE

— *Cadet Brian Habing, USS Illinois*

Many commanders fall into a rut of always purchasing the maximum number of T-bombs for ships before looking at other options. Instead of simply buying the T-bombs, consider other items on the Commander's Option Items list. Perhaps, instead of a T-bomb, you could pick up eight extra boarding parties on your D5 and have enough to provide security to the security stations and the sensor and scanner tracks as well as attack the enemy's ship. Perhaps, if your ship is armed with drones, a few extra drones for that additional surprise scatter-pack late in the game. Use your imagination.

NOTE: Rather than listing the "encore" term papers (which are not repeated papers, but rather papers so good that we exempted them from the "one per author per issue" limit) separately, we have simply mixed them in with the rest.

EMPLOYMENT OF THE WEB CASTER

— *Cadet G. Bear, USS America*

The web caster has received little attention in the way of solid directions on its employment. The best so far are to be found in the Tournament Tactics Manual. However, these are more of a discussion of what it can do rather than how to do it. This paper is written mostly from the perspective of Tournament Tactics, but is just as applicable to most any SFB tactical situation with a web caster.

The web caster has four modes of use. These are: (1) offensive cast web, (2) defensive cast web, (3) the web fist, and (4) unused. As with any system, knowing when and how to use it will decide victory or defeat. Learning this is more difficult with the web caster but, once mastered, provides more flexibility than any other weapon in the game system.

Offensive cast web is the type that makes players cautious around a web caster. This is where web is cast in order to catch a vessel, generally in order to cause breakdown and shield damage. The key to this is your opponent's speed and turn mode. If the target will move only once in the next four impulses, cast three hexes of web with the center hex directly in front of the target at a range of one hex. If the target will move TWICE in the next four impulses AND its turn mode is not fulfilled, cast three hexes of web in front of the target at a range of two hexes. If the target will move THREE times in the next four impulses AND its turn mode will not be fulfilled in the next two movements AND it has just sideslipped, cast three hexes of web three hexes directly in front of the target. A timely (or reserve) speed change, emergency deceleration, or high energy turn is all that can save the target from being stuck in the web.

Defensive cast web takes the most skill. One application of this is to catch drones and plasmas, and this aspect is simple. Another is to place a wall close to your opponent and move up to it in order to have an unanswerable phaser volley. This is best done against a slow or stopped opponent. When being pursued (by a ship(s) or seeking weapons), cast a line of web ahead and run through it, forcing the pursuer to hit the web or waste movement points going around (wait until the pursuer picks which side to go around and turn the opposite direction). The most valuable, but least recognized, use is to use a line of web simply to force your opponent to turn. When coming head-on, an opponent will refuse to turn (and thereby make himself vulnerable to being caught because his turn mode is not fulfilled) but merely continue head-on to the Tholian. In this situation, the Tholian MUST put out a line of web to force his opponent to turn. Otherwise he must swap short-range alpha strikes (bad for the Tholian as their ships are designed for sniping before closing in for the kill), or fire and turn out. This puts the Tholian's opponent behind him, and the Tholian will have trouble ever getting his forward arc web caster (not to mention disruptors) in use again. On a closed map, this is suicide as the Tholian will be caught in a corner and killed. Instead, force the opponent to turn and then use the excellent turn mode to stay behind him for the next several turns, using the disruptors and web caster on rear shields. If he turns back in on you or does a high energy turn, hit him with cast web to try to force a break down.

The web fist is the simplest mode to use. Damage pure and simple. However, the decision to employ the web caster as a web fist should be dependant on a decision that offensive cast web is not feasible and defensive cast web is not necessary. Only then should it be used as the web fist.

The fourth mode being unused is also one that takes skill to use. The web caster stores its energy, so if it is not needed, do not feel that it has to be used. Tholian ships are very power hungry, and you will be thankful on the next turn that the web caster does not need to be charged. However, the web caster is

the highest priority to be charged (followed by phasers, movement, and then disruptors). A Tholian that does not arm its web caster is giving up the option on its greatest threat and loses nothing by doing so.

THAT IS NOT A TACTIC

Many of the "term papers" we receive are not actually tactics, but do have interesting thoughts. Here are a few.

Russ Bullman suggested that the Frax would be a good opponent for the Andros since the Frax have no blindspots and their disruptors have a leak capability. He did point out that you should not buy the AFD for the Frax in this case. Russ also noted that Tholians can (and should) buy photon captors.

Tim Kelley suggested using PFs instead of fighters to engage Andromedans. A good idea, but not a tactic.

Andrew Olmstead suggested cutting apart your SSD books and sorting them into a binder by race for ease of access.

Bill Tam pointed out the need to know the Sequence of Play by heart. Good advice, but not a tactic.

Any number of players have suggested creative ways to combine various SSDs and charts for the best photocopying efficiency. Doubtless you can work out your own for yourself.

Tom Lallier said that new Romulan ships are so good they don't need to cloak. Perhaps true, but not a tactic.

Some thought that using a calculator to generate random numbers and replace dice was a great *tactic*. It's not.

Players in the military report that alcohol pens are preferred for marking on acetate map overlays and that this also works well on SSDs. But it's not a tactic.

Steve Rushing decried novice players who, after firing their weapons, just wander through the rest of the turn waiting for Energy Allocation "so they can do something again." He's right, and it's a good point, but it's not a tactic.

At least a hundred players thought that "know your ship" was a good term paper. You should know from memory your power system, weapons (and their arcs), and where to take each kind of damage first. It's good advice, but it's not a tactic.

TOURNAMENT TACTICS

TOURNAMENT DAMAGE ALLOCATION

— *Cadet Nicholas Cioran, HMS Ontario*

When playing tournament games in the Klingon D7CT, there are two important points to consider when allocating damage:

1. Destroy the boom impulse engine first. Since it cannot be used for movement, cannot be taken off line, and ship sections cannot be separated, it is the most disposable box.

2. When forced to destroy a ph-1, destroying a wing phaser is better than a boom phaser since the boom phasers have superior arcs. In fact, they have a 360° field of fire at range 1.

PICKING A TOURNAMENT SHIP

— *Cadet Reece Watkins, USS Georgia*

Find out which ship won the Gold Hat last year, which for 1992 and 1993 was the Kzinti CC. Pick the ship that does well against the winner, in this case, the Lyrans. Then *fly* the ship that does well against THAT ship (in this case, the Federation).

The reason this works is that through Captain's Log, everyone knows which ship won. Novices will take the winner's race since "It's got to be the best -- it won!" (Wrong answer. The CAPTAIN won. The ship wound up on the scrap heap.) More advanced players will take the anti-winner ship since they want to pound on all the cadets who took the winner's race, and Aces don't really care -- they're dangerous with *everything*.

If you know in advance what races will be there in disproportionate numbers, you can adjust accordingly. ★★★

TRACTOR BEAM TACTICS

LINK-LATCH

— *Ensign Chuck Strong, USS Colorado*

While tractoring a unit at range 2 or 3, and it is vital that the link is maintained, make sure that during the tractor auction of the next turn that you allocate just enough to win. Then during the Initial Activity Segment, pull your enemy one hex closer to strengthen the bond by 50–100% without adding any power. Your enemy will have no recourse as rotations occur before tractor activity of the first impulse. He might have allocated additional power to negative tractor which will be wasted as your power ratio goes from 3:1 to 2:1 or even 2:1 to 1:1! [See (G7.712)]

Example: A Gorn tractor a Romulan on Impulse #32 at range 2. The Gorn wins the tractor auction at the start of the next turn by spending 12 points of power to the Romulan's 5 points of power. The Romulan, during the Energy Allocation Phase, allocates 4 more points of power to negative tractor but must wait until the first impulse to apply it. The Gorn then rotates the Romulan in one hex during Initial Activity Segment and has a 12:5 power ratio at range ONE.

This can be deadly as any plasma launched on Impulse #32 will now strike before the Romulan can even hope to break the link with negative tractor and then launch a WW at what he thought would be range 2.

Lesson: Win the auction NOW or pay the price later.

Rated the Best Tractor Tactics Term Paper.

ANCHOR AND STASIS

— *Captain Steven P. Petrick, USS Texas*

One tactic to evade the eight-impulse delay before you can place a target into stasis is to tractor it. Once the tractor is secured, the stasis ship can emergency decelerate and wait for the necessary eight impulses to elapse and activate the stasis field. From that point, standard stasis tactics will be adequate. Note that you could do this to a friendly ship as well in an attempt to shield it from the enemy without its having to stop and wait for you to stop.

Note that the mere threat that a stasis ship (or one of its supporting ships, such as a mauler) will tractor a unit so that it may be placed in stasis may be enough to cause the enemy to dump inordinate amounts of energy in negative tractor, movement, or ECM, and thereby give your regular weapons a noticeable edge in firepower. An intangible, but probably very real benefit.

TRACTOR POWER SIPHON

— *Cadet J. Cowling, USS America*

Tractor beams are useful for more than simply tractoring the opponent's ship. Tractor auctions are a great way to get your opponent to spend power he can ill afford to spend. A large ship should always try for the tractor auction against a smaller ship; if the small ship does not want to play, you have got a cheap tractor. If he wants to play, he will use up a greater percentage of power than you will, leaving less to arm his weapons.

Often, in the heat of battle, players will not think about this, and spend and spend and spend until they realize that they have been "overpowered." Other opponents which are great to auction with are any race with power-hungry weapons (Hydrans especially) and high movement costs.

A war cruiser is often better equipped to handle a tractor auction than a heavy cruiser; even though the war cruiser may have a few less points of power to play with, the ship has a lower warp movement cost and has a better potential for initiative against a more cost-intensive opponent.

ESG TRACTOR SUPPORT

— *Cadet Ken Stith, USS Michigan*

It is well known that using tractor beams is a great defense against incoming drones. But for a Lyrans who has just raised ESGs against an incoming drone swarm, it takes on a different light. This is because that drone swarm is likely to contain some pure armor drones. (Especially if it is a Kzinti.) When identified as a "slug" drone, the Lyrans should use a tractor beam to stop it at range 1 (assuming ESGs at range 0). This way you can save your phasers and ESGs for drones that can damage your ship. After your ESGs are down, you simply release the drone from tractor and let it bounce off your shields.

When you are about to ram an opponent with ESGs, it is always good to have a few points for tractors (either allocated or reserve). This is good for two reasons. First, before you ram the opponent, he will try to tractor you (if he has the power) so you cannot ram him. Secondly, he will start to launch all the shuttles he can before he is rammed. This way he can save about 6 points of damage per shuttle (10 if it is a MRS). The ramming Lyrans can simply put a tractor beam on the shuttle before the ESGs hit and "death drag" it. This might get expensive if your ESGs are set at range 2, but you are trading 3 points of power for 6–10 points of damage against the opponent. Also, you will not have to worry about it being a suicide if your ESGs don't take care of it.

GIVING SCOUTS MORE POWER

— *Ensign Jeffrey Zellerkraut, USS Alabama*

Scouts rarely have enough power to generate the maximum EW they are capable of lending through their channels and still keep a medium to fast fleet speed. One solution to this is to have one ship (usually the largest) tow the scout so that the scout can use its engines to power its channels. A DN towing your typical scout destroyer will still have a maximum speed of 23 (45/2 warp + 1 impulse) or 25 (48/2 warp + 1 impulse) spending 12 or 13 points of power (the difference in movement plus one point for towing) to gain a fully powered scout. If the largest unit is a direct-fire unit that cannot spare power, have a unit that has few (if any) weapons to power (an escort or drone cruiser for example) tow the scout. Be aware that both heavy cruisers and war cruisers can tow a destroyer at speed 21 (22 for heavy cruisers with 32 warp).

ROTATION SURPRISE

— *Admiral (Retired) David Zimdars, USS Montana*

We've all faced the following situation: Your drones ended the turn 1 hex away from their target. The target ship, who had previously shot all of its phasers, will have enough phasers recharged on impulse 1 of the next turn to shoot down all of the drones (medium or slow speed) before they move. Is there any way to make the drones hit?

Yes! If your ship is within range 3 of the target on impulse 32, tractor beam the target. If the tractor beam succeeds and you win the subsequent tractor beam auction before EA, then before impulse 1, rotate your target into the drones. The drones explode immediately during the Movement Step of the first impulse (as would a plasma torpedo, or any other seeking weapon in this case), and your target does not even get a chance to fire at them.

Note, however, there are several pitfalls: 1) Your ship must be of a greater size class than the target (note that you can pull an equal sized ship directly towards your own ship). 2) The target must not be allowed to win either of the two necessary tractor auctions (initial to establish the tractor, and during the Energy Allocation Phase to retain it). However, this tactic is worth a try, and the look on the face of the person who gets rotated is guaranteed to be entertaining. ★★★

VICTORY AT ORIGINS 1993

by Fleet Captain Hohn "Cat-who-Stalks-the-Wild" Cho

I decided to go to Origins 1993 in Fort Worth after I won a Los Angeles SFB tournament. Armed with my "Rated Ace" card and some newfound confidence from my Orcon 1993 victory, I resolved to try to make the "Sweet Sixteen" round at Origins.

I chose to fly the Kzinti ship for several reasons. I had more experience with the Kzinti than any other ship. I played the Kzinti almost exclusively in practice games, and I won Orcon 1993 in a Kzinti Tournament Cruiser.

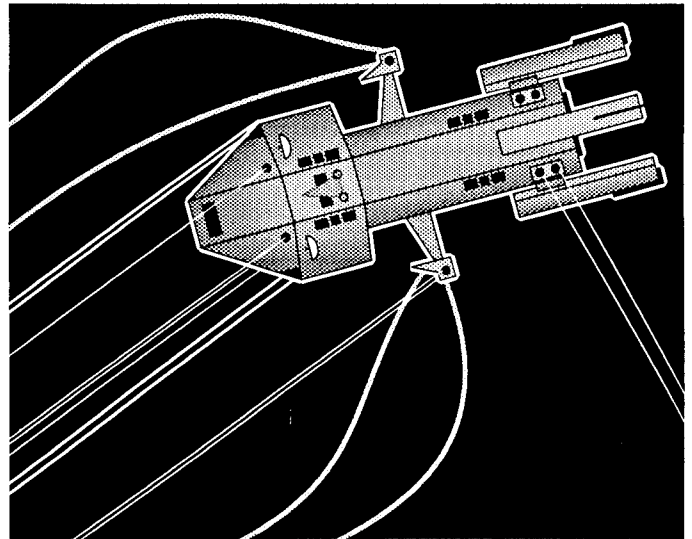
Second, the mix of disruptors and drones allows great flexibility in both offense and defense. I have won many battles by getting close to an opponent with a wave of drones nearby and simply blasting with overloads and phasers while my opponent wastes energy on tractors. On occasion, I use the tractor gambit, but I am generally loath to do so since losing the tractor auction usually spells defeat. I prefer the known quantity of damage that my disruptors and phasers can inflict.

Third, the Kzinti takes damage in the long run better than any other ship. The labs and aft hull protect crucial power systems while the wealth of phaser-3s make de-phasing the Kzinti ship a difficult proposition. There are plenty of control systems. I can repair disruptors to range 10 in one turn, thus restoring maximum firepower at overload range. Even drone racks can be easily repaired in one turn so that future drone hits will fall on an empty, previously destroyed rack. Finally, the Kzinti has more total internals than any other TC. One drawback to the Kzinti ship is that the battery and impulse engines go away rather quickly, but I believe this is a small price to pay for the other benefits.

Finally, the FA-L/FA-R disruptor arcs are simply awesome. The ability to slam an opponent with two overloaded disruptors and three phaser-1s out of the #3 and #5 shields means that a Kzinti can lose all of its front shields and still pack a decent punch without exposing a down shield. Also, proper maneuvering (aided by sometimes forgetful opponents) can create firing opportunities on down enemy shields. This can be especially useful against speed zero opponents after they have burned their impulse TAC.

My basic tactic with the Kzinti ship is to end the turn as close to my opponent as possible so that my phaser-3s and disruptors are more effective. Range 2 is good, but range 1 is preferable since tractoring my opponent becomes more feasible (a tactic I only use occasionally) and, more importantly, my opponent can't lab or tractor the drones that I launch. Also, I usually hold my scatter-pack until an opportunity presents itself (such as when my opponent has fired all available weapons, or the stand-off launch range for the SP is ideal), although I launch it immediately against the Andromedan, Federation, Hydran, and Lyran ships. Keeping the SP in my bay has the added benefit of creating a deterrent, since many captains will save some weapons to use against the SP in case I launch it. This means that my ship takes less damage.

Once I get to range 1, the game will usually be over shortly thereafter since most ships won't be able to deal with the large amount of damage I can dish out, combined with drones which soak up enemy weapons and weasels. Meanwhile, I can take the damage better than my opponent can, and if the enemy captain wastes a large amount of energy in tractor, then he or she is even worse off since that energy could have been better spent on weapons and/or shield reinforcement. I use different strategies against Feds, Hydrans, and fully loaded Gorns and Romulans, but since I fought none of these races, there is no need to go into detail about these tactics.



I left Los Angeles International Airport on Wednesday afternoon and arrived at the Ramada Hotel in Fort Worth late Wednesday evening, June 30th. I missed the Wednesday DamCon SFB tournament, but I was fully rested for Thursday morning when the Patrol and Fleet Captain's Tournaments began. I spent part of the night discussing tactics with my friends Frank Gilson (1989 Fleet Captain, WYN), Paul Scott (Romulan Rated Ace), and Scott Mercer (Star Fleet Staff), three excellent Southern California SFB players. Since this was my first Origins, they briefed me on what to expect and how the tournament format worked.

Thursday morning, I registered and played my first patrol game as a warm-up. I decided to play the Romulan in patrol since I wanted to practice my plasma and cloaking tactics. In addition, I decided earlier that I would play the Romulan as a re-entry in the Fleet Captain's Tournament if my Kzinti was knocked out early. My first match was against Steven Ralston, an excellent Orion player who eventually made it to the Final Eight. I used an enveloper strategy and eventually wore down his shields to the point where my phasers punched through and did significant damage each turn. I finally defeated him, and thus satisfied my "Wild Bunch" food group. After playing my warm-up game, I proceeded to my first round Captain's game.

ROUND ONE: THREE TURNS OPPONENT: RICHARD FORREST, ANDROMEDAN

After waiting for a while in the "bullpen," the judge paired me with my Andromedan opponent. Although I had never fought against an Andro in tournament play, I felt confident.

I loaded four type-IF drones and two type-IM drones in my SP, which I launched on Impulse #1 with range 35, damage 1, ballistic targeting (random size class 3) settings. I also launched one type-IF drone from my rack on Impulse #1, followed by another on Impulse #5. Richard charged me at high speed while I launched my toys and cruised towards the middle of the board.

I expected the two fast drones from my racks to use up Richard's labs, while the drones from my SP (which I immediately spread out to different hexes after the pack launched on Impulse #9) would absorb the rest of his phasers. I launched more fast drones after the SP drones got a few hexes ahead of my ship, this time type-IVFs from my racks. As I cruised in, Richard had some trouble dealing with all of my drones. He got unlucky on a few die rolls and had to use extra phasers on some of the type-IFs.

Right around range 8, he realized that he had to deal with the last two fast drones before he could get to range 5. He had already used all six of his phaser-2s, so he fired the TRHs at my two type-IVFs and displaced away. I turned to pursue and ended the turn about 12 hexes away. Meanwhile, the 15 points of reinforcement I had on shield #6 went to waste.

On Turn #2, I plotted high speed, while Richard plotted a split 21/31 speed. I caught up to him and eventually boxed him into a corner. He dropped his T-bomb in front of me in an effort to get me to turn or slip away from him, but I took it on my reinforced #1 shield for three boxes and continued to close the range. When we were about four hexes away, I launched four type-IMs. A few impulses later, I got to range 2 and fired four Ph-1s and four Ph-3s on his rear panels, nearly filling them. The next impulse, Richard made a maneuver error and was forced to HET to avoid getting hit by my four type-IMs on the rear panels, so he took 48 damage points to the front panels instead. The impulse after that, I HETed to keep him in my front arc since it was getting towards the end of the turn and I knew that on Impulse #1 of Turn #3, I could finish him off. We ended the turn at range 2.

On Turn #3, I overloaded everything, recharged my phasers, put a few points into movement, and fired on Impulse #1 into his nearly full rear panels. He conceded after I hit with everything and did 54 internals. After the game, I was confident that my anti-Andro strategy worked well. Little did I realize at the time that my future Andro opponents would throw little glitches into my "master strategy." Still, the chief problem with the Andro is that it does not forgive even small mistakes. One failed displacement or one maneuver error can cost you the game, while a ship like the Kzinti will sometimes allow you to make several mistakes and still win.

After my first round Captain's game, I played another patrol game. I faced a Kzinti to satisfy my Drone Zone food group, and after phasing his speed-20 drones and taking his range-4 alpha strike, I cruised up, tractorred him, and fed him 100 points of plasma. He promptly conceded. After this, I was ready for Fleet Captain's round two.

ROUND TWO: FIVE TURNS OPPONENT: ALEX PUNDY, ANDROMEDAN

The next opponent I drew was Alex Pundy, son of the 1992 Origins finalist Dr. Andrew Pundy. On Turn #1, I reinforced shield #6 and plotted medium speed. On Impulse #1, I launched my SP and my rack drones in the same fashion as I did in Round One. Alex charged me at speed 31, but he did something that caught me completely off guard: he immediately turned left and moved straight for eight impulses. By the time my SP released its load, Alex was on a straight hex path to my drone stack! He then turned toward the four fast drones and T-bombed them out of existence. He easily dealt with the four drones from my racks, closed to range 3, and scored 36 points of damage with his TRHs and displaced away. My #6 shield was almost destroyed, I had done no damage to Alex, and I was completely out of fast drones. Needless to say, I was a bit worried. I ended the turn at about range 10.

On Turn #2, I charged four standard disruptors and went to high speed. I chased Alex to a map edge, got to range 8 by Impulse #25, and fired two overloads (reserve power), two standards, and four Ph-1s, scoring about 25 points on his rear panels. We ended the turn at range 5, with his rear panels still facing me. After the turn was over, I realized that I had a mental lapse and had forgotten to launch drones!

On Turn #3, I overloaded everything, recharged my batteries, and plotted speed 17 with a deceleration to speed 9 around the middle of the turn. I decided to take a gamble on Impulse #1

and fired four overloads and four Ph-1s on Alex's rear panels. I hoped to do some internals and take out a TRH before he could bring them to bear. I hit with three overloads and rolled well with the phasers, and ultimately scored about 12 internals. However, I didn't roll well on the DAC and only destroyed two phasers and no panels or TRHs. Alex turned towards me and took a range-3 shot with two TRHs and four Ph-2s and displaced away before my Ph-3s could become effective. He downed my front shield and did about 20 internals, hitting a little power, a few Ph-3s, and a drone rack.

I hadn't launched drones before this point because I had a hunch that Alex was going to displace and I wanted to hold off until I saw his new position. He succeeded in his displacement and sped off at 31 while I slowly turned to follow. By the end of the turn, Alex was quite far away. I never launched drones on Turn #3, partly because I knew he would be too fast, and partly because I forgot again! I wasn't too happy with the way things were going at this point, but I took some solace in the fact that Alex didn't drop his rear panels on Turn #3, which would have discharged the energy into his clean front panels for easier management. He could have then raised the cleared rear panels on Impulse #1 of Turn #4 to have protection against my sniping disruptors as he ran to reload his TRHs. As it was, Alex could only clear about seven points from his rear panels.

On Turn #4, I allocated four standard disruptors, recharged batteries, repaired a box on shield #1, and moved at 14 for the entire turn. I chased Alex for the entire turn, took a shot at his rear panels around Impulse #25 with four disruptors and four phaser-1s at range 9-15, and scored another eight or so internals. Again, I couldn't hit a TRH! We ended the turn around range 8 as Alex turned back for another battle pass. I maneuvered so that my clean #2 shield faced him. And for the third time in this game, I forgot to launch drones!!! This was definitely my worst playing of the entire convention.

On Turn #5, I overloaded three disruptors, leaving the 4th one uncharged. I recharged phasers, plotted an HET, and put 11 points in movement with an initial speed 20 and a drastic series of decelerations toward the later part of the turn. I knew this turn should decide the game, and I planned to take his alpha strike, watch him displace, and then HET if I needed to. I was determined to slam his nearly full rear panels, and I would decline any shots that Alex offered on his front.

The turn developed as I expected. Alex took a range 3 shot, did about 15-20 internals, and hit an uncharged disruptor. He had announced displacement to put as much range as possible between him and me. I wasn't too worried about this since our position near the map edge made a range 8 shot on his rear panels unavoidable. This turned out to be a moot point, however, when Alex failed his displacement roll. After this, I launched drones (finally!) and cruised in for the kill. Alex tried to maneuver his rear panels away from me, but eventually our paths crossed. I used my HET and slammed his rear panels for over 40 internals at range 1. At this point, Alex conceded. I felt very fortunate to have escaped this round since I played it poorly. His T-bomb tactic was brilliant, and if Alex had dropped his rear panels on Turn #3, the game would have been extremely tight. I would have been forced to fire my Turn #5 alpha strike into either his three-quarters empty front panels at range 3 or wait for a range 8 shot on rear PA panels which would have been mostly clean except for degradation. As it was, I escaped with two victories and decided to call it a day. I hoped that my concentration would be better on Friday.

On Friday morning, I played another Patrol battle for a warm-up. This time, I fought a Gorn to satisfy my Plasma Pack food group requirement. We fought a plasma ballet for a while, but he gradually lost shields to my envelopers while I outran his standard torps. His major mistake was that he didn't keep up

enough speed and had to rely on phasers to lower the enveloper warhead strength. He had to recharge the phasers the next turn and moved even slower. Finally, after several turns of this, I charged him on one of his low plasma turns, tractor'd him, and fed him 70 points of plasma followed up by phasers. He conceded after taking 70 internals. I was now ready for a Round 3 Captain's match.

ROUND THREE: THREE TURNS
OPPONENT: PAUL PUNDY, WYN
(2xHB, LS-PhG, Disruptor)

My next opponent was Alex Pundy's brother, Paul Pundy. He was an excellent player, and we had a good time joking about how he was out for revenge for his brother. Against his WYN, I charged two overloaded disruptors and two standards and went speed 16 until Impulse #24, with a speed change to 26 thereafter. We cruised towards the middle of the board to range 4. At this point, he fired four Ph-1s, an overloaded disruptor, one standard hellbore, and one overloaded hellbore. He scored about 15 internals but didn't hit a drone or disruptor. I held my fire and chased him for a while, eventually firing on his #4 shield with four overloads towards the end of the turn, followed up by Mizia'ed phaser-1s. I scored about 20 internals, destroying a disruptor and several phasers. I launched some drones as well, but these were nullified by his drones which he launched after he turned away. We ended the turn at range 5.

On Turn #2, Paul had his fresh #5 shield facing me, and I decided to overload everything and plot speed 26 initially with a drastic deceleration to speed 6. After chasing him for a while, I fired an alpha strike into his #5 shield before he could increase the range and scored about 10 internals. After my deceleration, Paul circled near me for a while and we ended the turn facing towards each other at range 9. We both fired four type-IM drones on Impulse #32.

On Turn #3, I overloaded three disruptors and kept the fourth one uncharged to either overload with batteries or to destroy on an enemy '11' DAC roll. I plotted a split speed of 9-4-9, timing the speed 4 period for when the type-IM drones would hit me. Paul plotted medium speed and cruised in. My plan was to take his blast and fire at one of his down flank/rear shields when he turned off. We closed, and because he allocated higher speed, he had to phaser my drones before I had to deal with his. After my deceleration, I weaseled to save my phaser power and to shield myself with the ECM bonus from range 5 to about range 3. My fire control came back up, and Paul emergency decelerated when it looked inevitable that I would get a shot on one of his down shields. At this point I knew I had him. He was low on phasers and had only two heavy weapons (I killed the disruptor earlier, and he chose not to repair it), and I still had my SP.

I slowly cruised in, and we exchanged some close range fire. He did another 25 or so internals while I downed a front shield and did 20 internals with four overloads (one from battery) and two Ph-1s. I saved my four bearing Ph-3s and my 360° Ph-1s so that I could stop any drones he sent my way or to hack and slash on Impulse #32 if he didn't launch his drones. At this point in the turn, I had two drone racks left to fire (having used the other two to soak up a phaser and a weasel) and I still had my SP in bay. I launched the SP after he fired his alpha strike on Impulse #20 and danced around him at range 1 and 2. The SP had six type-IM drones, and I set it for a ballistic course accepting any enemy size class 3 target at a range of 2 or beyond. On Impulse #30, I launched two type-IVF drones angled away from him to try to hit his down shield. He launched three type-IM drones on Impulse #31, targeted to intercept my fast drones. I fired three Ph-3s at his type-IMs, but I rolled hor-

ribly and failed to kill any of them. Sighing, I HETed my type-IVFs so that they directly faced Paul, thus preventing his drones from intercepting mine on this impulse. He also HETed his drones, but during the Direct Fire Phase I fired my remaining Ph-3 and two downloaded 360° Ph-1s as Ph-3s to destroy all of his drones. He conceded when he realized that he would take 48 points of damage on Impulse #1 of next turn, followed by four overloads and two Ph-1s. I thoroughly enjoyed playing Paul, as he was an honorable, competent, and pleasant opponent.

After my third round Captain's match, I played my fourth patrol battle. I beat a Tholian to satisfy my Direct Dude requirement and to finish my last food group. My opponent played around with his web as I cruised to the middle of the board. He fired an alpha strike, wrecking one of my shields as I closed the range. On Turn #2, I turned to intercept him and received a surprise when he HETed toward me! He fired an alpha strike doing minor internals while I promptly launched 100 points of plasma. He had to eat the plasma since he couldn't emergency decel and launch a weasel in time due to the four impulse shuttle launch restriction after a HET. I finished the patrol tournament at 4-0, which was good enough to make the Patrol Finals. However, I found out later on Friday that I received a bye (Rated Aces had priority for these) for my fourth round game which advanced me to the Sweet Sixteen of the Captain's Tournament. I decided to forego the Patrol Finals and committed to the Captain's Tournament (an easy choice).

ROUND FIVE: FOUR TURNS
OPPONENT: SCOTT MOELLMER, ORION
(HB, 2xPhG, LS-Ph1, RS-Drone)

My next opponent was Scott Moellmer, a three-time Rated Ace. We had "avoided" each other earlier in the Captain's Tournament with our Rated Ace cards, but now we were on the tree. I was happy to play Scott since we had chatted earlier in the tournament and had gotten along well. I knew that, win or lose, he would be a good and sportsmanlike opponent. Besides, I had already fulfilled my objective by making the round of 16, so anything more would be a bonus.

On Turn #1, I plotted four standards and medium-high speed, while Scott slipped to his right at medium-high speed with no engines doubled. Towards the end of the turn, I fired four standards scoring minor shield damage and launched four type-IF drones to soak up some of his phasers next turn when he conducted his battle pass. We ended the turn at range 9.

On Turn #2, he came screaming at me at speed 31 with both engines blazing. I charged three overloads and kept one disruptor uncharged, plotted speed 20, and prepared to take his blast and fire on an unreinforced shield. Before he could go very far, he had to use his two gatlings to guarantee kills on my four fast drones. As he got closer, I had to turn to avoid giving him my #1 shield. He got to range 3 and fired an alpha strike, but he missed with his hellbore! I took a mere 16 points to shield #6. Next impulse, I HETed to get all my weapons in arc and to keep the range at 4. I fired three overloads and four Ph-1s, rolled well, and did 10-15 internals after he used his batteries for reinforcement. He ended up circling behind me, and I launched four type-IM drones at him towards the end of the turn. We ended the turn at range 6.

On Turn #3, Scott doubled everything and went speed 31 to try to get close where his Ph-Gs would be effective. However, I also went speed 31 and he chased me across the length of the map for the entire turn. He fired five Ph-1s on Impulse #25, scoring minor damage to my rear shield. After he fired, I turned towards him (he was on an intercept course) and we ended the turn at range 2, with my #5 shield facing him. He held his Ph-Gs, apparently fearing my type-IVFs on Impulse #1 of next turn

while I fired three Ph-1s at his facing shield. I did good damage to the shield and watched him mark off two more engine boxes at the end of the turn.

On Turn #4, I plotted speed 0 for the beginning of the turn, with an increase to speed 9 later. I overloaded my two bearing FA-L disruptors, recharged my empty phaser capacitors, and put a little in tractors. Scott doubled absolutely everything and flew in at speed 31. On Impulse #1, I launched one type-IF and three type-IVF drones and fired four Ph-3s and two overloaded disruptors at his weakened facing shield, scoring about 11 internals. He again had to use his Ph-Gs to kill my fast drones. Scott circled around me and eventually got to range 1 on my undamaged #5 shield when I tractorred him. He did not resist, and he fired his remaining Ph-1s and his overloaded hellbore at me, doing about 23 internals. I launched my SP, and he conceded when he realized that he couldn't destroy it. He congratulated me and wished me well for the remainder of the tournament, and I relaxed for a while before playing my next round.

ROUND SIX: THREE TURNS
OPPONENT: PRESTON POULTER, ANDROMEDAN

I couldn't believe it when I found out my next opponent was another Andro, but for the final rounds, the tree is set. Preston had just defeated Tom Carroll's Tholian, so I knew he was good. Still, I had plenty of practice fighting Andros at this point, and I felt confident going into the battle. I opened with my standard gambit but armed four standard disruptors and had less reinforcement this time. Also, I decided to load only two type-IFs into the SP in case Preston tried the T-bomb tactic that Paul Pundy used against me in round 2. Preston immediately turned away from me on Impulse #2 and ran, and I smiled, thinking that I would have no problems spreading out my fast drones. My SP burst on Impulse #9, and Preston was at range 35. Then he did something that sent a thrill of fear up my spine: he declared displacement away from me! The implications were staggering. If he displaced six hexes away from me, all six of my SP drones and even one of my type-IF rack drones would be outside range 35. They would all lose tracking!!! I thanked my lucky stars when he failed his displacement roll. The battle then proceeded normally, with Preston having to use all of his phasers on my drones. He went to range 3 and blasted me, nearly downing my reinforced #2 shield. I fired two overloads, two standards, four Ph-1s, and four Ph-3s at range 3 after he turned away, but I only hit with one overload. Still, I nearly filled his rear panels, and I felt confident since we ended the turn at range 5 with his rear panels still facing me and my weapons ready to fire on Impulse #1 of the next turn.

On Turn #2, I overloaded everything and plotted medium speed. I fired an alpha strike on Impulse #1, but all my overloads missed!!! I still did about seven internals with phaser-1s, but I didn't hit anything of importance. I was thoroughly demoralized, and I silently trailed Preston's speedy Andro towards the corner after I half-heartedly threw some type-IM drones on the map. Preston managed his panels expertly, and he managed to distribute a good amount of energy between his panel banks. There was still a sizable amount of energy left in his rear panels, however, so I resolved to employ my standard tactic of holding my fire until my opponent shows the rear panels to me.

On Turn #3, I recharged phasers, overloaded three disruptors, and plotted speed 26 with a drastic series of decelerations. Preston plotted high speed and turned towards me, and I launched some more type-IMs as he closed. He fired an alpha strike at range 3, doing about 20 internals. He displaced past me; I HETed and fired three overloads and four Ph-1s into his rear panels at range 5. This time I hit with two disruptors and did 12 internals, hitting a TR beam and a PA panel. We were about

even on internals now, but I had a much larger ship, and I could continue crushing his weak rear panels. Moreover, the loss of his TRH halved his firepower. He decided to concede. Afterwards, Preston went to dinner with my friends and I, and we all had an enjoyable debate on Andro tactics. Like all of my other opponents at Origins, Preston was an excellent player who had a good attitude, and I had fun playing against him.

ROUND SEVEN: FOUR TURNS
OPPONENT: DAVID BOSTWICK, KZINTI

I had advanced to the Final Four, and I began to consider the possibility of winning the Gold Hat. But I had a large obstacle in my way: my next opponent was also flying a Kzinti ship. I remembered playing David once before at a Los Angeles convention, back when I only played the Gorn ship. I defeated his Kzinti then when he plotted speed 0 on Turn #2, and I bolted everything at range 5 and turned off. After talking to some other players before the game, I discovered that David still plotted speed 0 a lot, so I planned my strategy accordingly.

On Turn #1, I armed four standards and medium speed, with a bit of reinforcement on shield #6. David immediately went to the corner, and we ended the turn around range 15. We exchanged disruptor fire, and I did seven points to his #6 shield, while he did no damage after reinforcement. Neither of us launched any drones.

On Turn #2, I armed two overloads and two standards, plotted speed 26 until right before mid-turn, with a deceleration to 14. My opponent started the turn at speed 14. We closed the range, and my higher speed gave me a huge advantage since I was able to see exactly where he moved before I had to make my own movement decision. I maneuvered onto his scraped #6 shield, and we reached range 2 on Impulse #10. He moved alone on Impulse #11, so I launched four type-IF drones and a speed 6 SS directly at him, which prevented him from slipping into me at range 1 without expending a lot of phaser energy on my toys. We exchanged four overloads and four Ph-1s during direct-fire segment, and I hit with one more disruptor than he did. Added to the seven points I did to shield #6 on Turn #1, I did about 20 internals while he did 5 to me. The trouble was that he rolled both a '3' and an '11' on his volley, while I barely did the same with 15 extra internals! On Impulse #11, he turned off and declared emergency deceleration. While he weaseled my fast drones, I maneuvered around him, trying to get my rear phaser-3s into arc. I received a surprise when he announced that he was keeping his fire control off in order to let the SS hit the weasel on Impulse #22. I thought this was a questionable move since it allowed me to move around him without fear of retaliation, and it let me use all my Ph-3s on his ship since I would be long gone by the time he could guide drones again. A better move would have been to raise fire control immediately after the fast drones hit, then use two Ph-3s on my SS. In any case, I downed his #2 shield with eight Ph-3s and moved away. We ended the turn at range 6.

On Turn #3, I recharged my phaser capacitors and batteries, armed three standards and repaired my destroyed disruptor to range 10, and moved speed 14 the entire turn. He fired three overloads and four Ph-1s into my #4 shield for 22 points on Impulse #1, while I turned around. He changed speed to 9, and I had a more difficult time catching up to him. On Impulse #31, I got to range 5 on his rear shield and I fired an alpha strike. I downed his shield and did a few minor internals. We both launched four type-IM drones on Impulse #32.

On Turn #4, I again plotted speed 14 for the turn, armed three standards and an overload, and recharged some phasers and batteries. David declared speed 0. I cruised in on a hex grain, between his #3 and #4 shields. As I got to range 4, I was

on his down #4 shield. After I moved, I asked if he had any movement. He declined to TAC. I again asked for any movement options, and he again declined. We moved on to impulse activity, and then direct fire. When I began to plot fire, David realized his peril and asked to return to movement phase. Had this been a friendly practice game, I certainly would have let him do so. But this was the Fleet Captain's Tournament, and I had already asked him for movement options twice, so I felt completely justified in refusing his request. At this point, he conceded. I had made it to the Finals!

ROUND EIGHT: TEN TURNS
OPPONENT: KEN ROTAR, ORION
(2xHB, Drone, 2xPh1)

I finished my Round Seven game early, so I went to watch Ken Rotar play Paul Kramer, an excellent Klingon player, in their semifinal match. Ken had already beaten my friend Paul Scott in the quarterfinals, so I knew he was good. Against the Klingon, Ken's option mounts were three ph-1s and two ph-Gs. Eventually, Ken prevailed over Paul Kramer in an exciting and hotly contested battle.

Since he used the low-power option package against the Klingon ship, I assumed he would use it against my Kzinti as well. My friends all agreed that the low-power package would be the logical choice, and we discussed what tactics I should use against it. After coming to consensus about my final round strategy, I went to bed. Sleep came with difficulty, but I eventually managed it.

Sunday morning, I went down to the gaming room. Ken and I received our map, SSDs, and EA forms from Steve Cole, and we went to a table together. Quite a crowd showed up, with well over a dozen onlookers and well-wishers and two tournament judges nearby in case we had any rules questions. This was the setting for my most difficult and grueling match of the tournament.

The first big surprise of the day came when Ken announced his option package. He chose his high-power package! Perhaps he didn't want to use the low-power package because he knew I scouted his game against Paul Kramer, or perhaps he just came to a different tactical conclusion than my friends and I did. Whatever reasoning he had, it worked. I was so sure that he would use the low-power package that his choice caught me completely off guard. I entered the game unsure of what strategy to employ, and a bit demoralized. My friend Paul Scott's words the night before ("You shouldn't have any problem with his high-power package") didn't help my mental state any, either, since it put more pressure on me for a victory.

On Turn #1, I charged four standard disruptors, medium speed, and seven points of reinforcement on shield #6. He came out with one engine doubled and a 20/30 speed plot. I ran to the corner, launched four type-IM drones, and fired two bearing disruptors at Ken which scored some minor shield damage. We ended the turn at range 10.

On Turn #2, I used my standard strategy of charging three overload disruptors, leaving one empty. I moved at high speed for the first part of the turn, with a deceleration to 14 on Impulse #14. Ken again doubled one engine and moved at high speed. We reached range 8, and he fired five Ph-1s and two standard hellbores which both hit. His phasers did 11 points to my #1 shield which I reduced to 6 with batteries, thus spreading his hellbore damage between four different shields. He turned off, and I pursued for a while. Right before he left range 8, I fire three overloads and four Ph-1s at his #5 shield. I rolled great with the phasers, but missed with all three overloads! He had planned ahead and reinforced his #5, so I only marked five boxes off his shield. Missing with the three overloads completely

demoralized me, and this would have a significant effect on my play and my strategy for the next few turns. We ended the turn around range 15, and I launched some more type-IM drones at him.

On Turn #3, my initial plan was to go speed 20, arm standards, and snipe at his rear shield while he ran away. Then, after I chased him across the length of the map, I would run away at speed 31 on Turn #4, thus making him burn another engine box or two while I stayed out of overload range. I believe that if I had done this, my game would have been easier. However, missing with my disruptors made me change my plan. Instead, I wanted to get the game over quickly, one way or another. I plotted speed 26 with the goal of cornering him and ending it one way or another on Turn #4. Ken again doubled one engine and sped away at 31 for the whole turn. I chased him to the side of the board when he suddenly HETed away, moving in the exact opposite direction. My turn mode had been satisfied for a while, so I moved and slipped towards him and still managed to gradually intercept him. I got to range 3 towards the middle-end of the turn, with my damaged #1 shield turned slightly away from him. Then, to my surprise, Ken slipped towards me, closing the range to 2. His strategy became clear during fire phase, when I realized that my damaged #1 shield was now facing him. He fired all of his bearing phasers and did about 10 internals, including one disruptor, three phasers, and two warp. I fired also and downed his #3 shield. Although losing my #1 shield was a bit unpleasant, I was happy since our speeds and map position meant that I would be able to end the turn at range 1, barring another HET by Ken. However, Ken launched a speed 20 drone at me on Impulse #27, and I just KNEW it would be a type IV. I had no bearing phasers left to fire at it, and I had just launched four type-IM drones on Impulse #25, so I couldn't kill it with a type-IF. Thus, I had the unenviable choice of either slipping away and increasing the range or taking 24 internals since the drone would hit my down #1. I decided to slip away since I would lose too much power and probably be left with only two disruptors. I killed the drone with two of my rear Ph-3s (it was in fact a IV-M) after I slipped, and we ended the turn at range 3.

At this point, I became desperate. I knew that I would now be hellbore bait with my down front shield. Because I was desperate, I used my desperation strategy: tractor beam. I plotted speed 24 for the first four impulses, with drastic decelerations down to speed 4 by Impulse #21. I put a point into my empty phaser capacitors to kill any drone he launched at me, recharged my batteries, and put 16 points into tractors. My rationale was that my strength 7 beam at range 3 (16 + 5 batteries) would be enough to counter his four batteries plus two pre-allocated tractor energy to power the two boxes on his ship. I would have an even stronger beam if I could get a hex or two closer by Impulse #4, before my deceleration. I didn't really expect it to work, but as I said before, I was desperate. If I could get the tractor link, he wouldn't be able to deal with my 12 type-IMs on the board, plus my SP and four fast drones that I would launch after I got the tractor. Ken doubled everything, including his impulse engine, and moved at high speed. He moved away for the first four impulses, so I had to try the tractor before he opened the range to 4. I went all the way up to 7 strength, but he countered it all. Sighing, I fully expected to lose in the next few impulses. However, Ken did not HET and come in for the kill. Instead, he turned around for a standard battle pass. He couldn't quite get my ship into his firing arc towards the end of the turn, so he burned his second HET and fired five Ph-1s and two standard hellbores which both hit. I took 13 internals but didn't lose anything important. He slipped away, and we ended the turn around range 12. I repaired my destroyed disruptor to range 10, and we allocated for the next turn.

As I allocated for Turn #5, I began to have renewed hope. I couldn't understand why Ken hadn't turned back and killed me. Perhaps he thought I had some energy in my weapons. Perhaps the four fast drones I could launch deterred him. In any case, I rallied and recharged my phaser capacitors, armed three standards (my range 30 ones), repaired a box on shield #1, started repairing my destroyed Ph-1, and moved speed 14 for the entire turn. Ken didn't double anything, plotted a 26/16 split speed, and repaired his impulse engine as an APR (he had repaired two warp engines as AWR before this). I fired three disruptors at range 15 and injured his #5 shield some more.

On Turn #6, I again charged my three long-range disruptors, reinforced my #1 shield for seven points, finished repairing my Ph-1 and one Ph-3, and moved speed 14 for the whole turn again. I also unloaded two type-IM drones from my SP to my racks. Ken doubled both warp engines and turned around at high speed for another battle pass. He scraped my #2 with phasers and fired one standard and one overload at range 8, hitting with the overload. I only took two internals, but he rolled a disruptor and a phaser! Since I had lost all my "armor" phaser-3s that could fire out of the #1 shield by this time, I had to take a Ph-1. I held my fire since I wanted to fire on one of his weak flank shields again, but Ken only showed his #6 shield, so before he left my arc I fired my three disruptors and two Ph-1s, damaging his #6 shield. He then turned away, and we ended at around range 15.

On Turn #7, I armed three standard range 30 disruptors, repaired two boxes on my #1 shield and my disruptor to range 10, uploaded two more type-IM drones from my SP, and moved at speed 14, with an increase to 20 on Impulse #24. Ken doubled one engine and moved away at medium speeds. I sniped with my disruptors and nearly downed his #5 shield. I then fired three Ph-1s at range 9-15, finished off his #5 shield, and even did an internal! This was the first internal I did to Ken in the game, so it was a cause for celebration, especially when I hit the left warp engine. After I fired, Ken turned around. I launched a fake SP late in the turn, and we ended just outside of range 8.

On Turn #8, I charged four standards, put 11 points of reinforcement on my #1 shield to equalize it with my 13 point #4 shield, recharged some phasers, and went speed 0 with an increase to 4 on Impulse #16. Ken came towards me at speed 26 with everything doubled. I immediately launched four type-IF drones, and he decided to emergency decelerate. My heart began to beat faster: I knew that I had just gained a significant advantage. Ken came to a stop at range 5 and weaseled. Right after he weaseled, I ballistically launched my real SP (with only two type-IM drones in it). After the ECM shift went away, I fired three Ph-1s and my four standard disruptors, doing 18 points to his #1 shield. I then TACed away twice and declared my Impulse #16 speed change. Ken then fired all of his bearing phasers and two overloaded hellbores. His phasers downed my weakened #3 shield and did eight internals, and I braced myself for the overloads. Luck was not with Ken, however, and he missed with both hellbores! After a rather overly exuberant display of joy, I turned my ship towards my opponent and ended the turn facing Ken at range 5. My SP had opened earlier in the turn, but Ken shot the two type-IM drones down with Ph-3s.

On Turn #9, I overloaded everything, recharged my phasers, repaired a box on shield #3, and cruised in slowly at speed 4. Going so slow was a gamble, but I knew that if he TACed around and accelerated away, I would be able to get an overload blast on one of his down flank shields. Ken doubled his two warp engines, started the turn at speed 0, but went to 10 reverse on Impulse #4. I hadn't counted on this, so I launched my three type-IVF drones and my last type-IF to try to make him emergency decelerate. It worked. Ken stopped, weaseled, and I moved in for the kill. On Impulse #24, I reached range 2 and

fired my four overloads, downing his #6 shield and doing about seven internals. Ken TACed on Impulse #25, and I launched the WW I had charged the entire game since I expected him to fire so he would be cycled by Impulse #1 of next turn. The weasel shouldn't have been a big deal; I just wanted to save myself a few points of damage on the phaser shift. However, Ken decided to destroy the weasel with two Ph-1s for some reason, and he fired his remaining three Ph-1s at my ship during the direct-fire phase of Impulse #25. I took about 10 points to my relatively undamaged #6, and we ended the turn at the magic range 1 with my #6 facing his 1/3 strength #1. On fire phase of Impulse #32, I fired three Ph-1s and three Ph-3s, rolled extremely well, and did 20 internals.

On Turn #10, I overloaded all my disruptors, recharged some of my phasers, and put seven points in tractor beam. I figured that if he recharged everything and overloaded his hellbores, he would have a maximum of 6 in tractor. On Impulse #1, I tried to lock him in a tractor, but he defeated it. I launched a drone, and he responded with a WW. Although this was a small setback, I still felt confident. I fired one overloaded disruptor at his down shield and hit, doing 10 internals. On Impulse #2, my drone hit and did some collateral. I knew he had one shuttle left, but I figured about 10 more internals would destroy his shuttle bay. For some reason, Ken didn't TAC to his mostly fresh #2 shield, so I fired another disruptor. Ken also fired on this impulse, with two standard hellbores and four Ph-1s. I hit with my disruptor and destroyed his shuttle bay, while Ken did about 25 internals. At this point, Ken conceded since I still had three type-IM drones which he couldn't deal with, followed up by two overloads and phasers. I was completely drained at this point, and I greeted the news of my victory with a sort of disbelief; I had been so sure that I was going to lose earlier in the game.

Looking back, Origins was definitely the best gaming weekend I have ever had. All of the Captain's Tournament players were of high quality, and everyone was pleasant and sportsmanlike. In terms of the ship selection, there were more "Wild Bunch" ships at this tournament than I have seen at any other, and I fought six of my seven Captain's battles against WYNs, Orions, or Andros. I decided to retire my Kzinti TC "Resolute," and I suppose I will play a Romulan or an Orion next year. If you haven't attended an Origins yet, you definitely should in the near future. I had a great time with my friends; met Steve Cole and several other Star Fleet Notables; and ultimately went away with the Gold Hat, some prize money and SFB merchandise, and a lasting sense of accomplishment. I wish to thank Frank Gilson, Paul Scott, and the Berkeley Battle Group (Jason Singleton, Norm Cruz, and Jeff Bailey) for all the hours of practice, tactics, and discussion. Special thanks go to Chris Hines: without his advice, support and expertise, I never would have won Origins 1993. ★★★

ASK UNCLE AROAK

I was controlling a Hydran ship in the simulators the other day when I noticed that at some ranges against ships with five equal shields, the hellbore will actually score more damage on the stronger #1 shield. Is this a great tactic or what?—Cadet Khitmann

What.

Ok, so you found a fluke in the way weapons work. It's not like you could choose the ship your opponent will be flying. There is no "tactic" involved, and even if there were, you would be manipulating the range to cause more damage to his *strongest* shield.

A better bet would be to fire the hellbore in direct-fire mode, putting a bigger dent in a single shield, after which your hellbore will have a weakness to exploit. ★★★

IN THIS EMPIRE

by Owen G Riley Esq, Director of Strategic Studies

F&E is back and better than ever! With the long-awaited publication of the first parts of Total War, it is clear that ADB and TFG are committed to making F&E a full partner in the Star Fleet Universe gaming system. The next parts of Total War are in preparation even now. The publication of the smaller "sector scenarios" has made single-session playing of F&E practical. The next year for F&E is going to be VERY exciting! ☺☺☺

DELUXE F&E '93

F&E will return to the stores this Fall with a new 1993 edition. The changes from the previous '89-90 editions include:

- The rulebook includes all errata to date, including CL12. There will not be a major redesign as in 1989.
- The fleet charts have been done over with the new generation graphics and look much nicer.
- The map is a new computer-generated one with better colors and vastly-improved alignment of the hex sides.

All of these components will be available from TFG. ☺☺☺

FEDERATION & ENQUIRE

by Owen G Riley and Steve Cole

EAST WIND: PAIN

Q1201F: In scenario 601 (The Wind), rule (601.12) says that if the Klingons enter one of the two Kzinti provinces adjacent to the Federation Neutral Zone, then the Federation 4th Fleet is released. Also, it states that "This will create a state of limited war for the Federation." What exactly is the extent of this? Does the Federation begin operating its economy at the 75% level as soon as this happens? If this happens on say Turn 3, would the Federation begin producing ships, accumulating economic points, and so forth? If so, would the Turn 7/8 production schedules be used? Could new construction go into Kzinti territory to support the 4th Fleet? If this is all true, then it would seem that by entering those two provinces early in the game, the Klingons would be creating a (602.4) situation much earlier. Is this how it really is, and should the Klingons avoid those provinces at all cost, or am I misunderstanding?

A: You've got it. The Klingons should keep OUT of those two provinces until you are about to attack the Federation in any case. If you enter them, the Feds send the 4th Fleet to play patty-cake with your head, begin operating their economy at 75%, and will go to war in four turns unless you withdraw ALL ships from Kzinti space and launch no further attacks. At the end of the four turns (provided you withdraw), the Federation will return to a Peacetime economy and you can attack the Kzinti again. As Limited War is considered to be "War" for production limitations, the Federation would treat the turn you entered one or both of those two Kzinti provinces as if it was Turn 7 or 8 for production purposes.

HOW BIG IS THAT MAP?

Q1202F: How many SFB hexes equal an F&E hex?

A: An SFB hex is 10,000 kilometers. An F&E hex is 500 parsecs. A parsec is 30,892,800,000,000kms (31 trillion kilometers) more or less, and 500 parsecs is (approximately) 1,544,640,000,000,000kms, or 15,446,400,000 hexes. Now, as an SFB map is 42 hexes across, an F&E hex is equal to 367,771,420 SFB maps (a table 14 million miles long). Or, said another way, three F&E hexes are equal to about 1.1 billion SFB maps.

THOLIAN MOBILE HOME

Q1203F: Since the Tholians moved their home planet here from another galaxy, can they move it around the F&E map?

A: Apparently not, as historically they never did. We surmise that the transportation system which allowed the planet to be moved was incapable of further movement. Perhaps it was out of fuel, or worn out, or broken, or the Tholians (after several generations) no longer remembered how to turn it on?

HOW MUCH IS THAT HYDRAN IN THE WINDOW?

Q1204F: Can the Hydrans use their free fighters for their hybrid carriers? Under (432.24) and (431.74), we think that the Hydrans do not get to use their free fighters for their hybrid carriers. These free fighters were intended for use on true carriers that have to pay 2 EP per fighter. The Hydran hybrids are not true carriers under Annex 757.5 and only pay 1 EP per fighter. Thus, they should not be able to use free fighters.

A: We cannot find any rule which prohibits the use of free fighters for hybrid carriers and have ruled that the Hydrans can use them that way if they want to. However, of course, they would be crazy to waste them for that if there are true carriers to be built since they would be losing an EP on each one.

TUGS VERSUS CONVOYS

Q1205F: Why is it that a convoy can move and extend the supply grid on the same turn (414.2) but a tug (412.2) cannot?

A: First (a game balance factor), a tug is much faster and could extend the supply path much farther, leading to incredible changes in supply status. Second (a historical factor), convoys are many ships while a tug is one. The convoy represents the front end of a relay of supply ships, but the tug has to make several trips from the hex it starts the turn in to a supply point in the rear and then back and cannot count as a supply point after making only the first of many trips.

WHEN IS AN ALLY NOT AN ALLY?

Q1206F: In a three-player game, I captured a planet on my Player-Turn. My ally George then had his Player-Turn and wanted to install a PDU on the planet I had just captured. Bill, who owned the planet originally, said we couldn't do this. What's the solution?

A: You can't build the PDU unless you are allied. If you are allied, then under (652.12) you both have to move on the same Player-Turn, so George either cannot arrive after you captured the planet, or if he does arrive afterwards, he isn't your ally. George could well be your co-belligerent, sharing a common enemy, strategic war plan, etc., but to gain the benefits of alliance (strategic movement, adopting ships, expeditions, etc.), you have to be ALLIED and share one Player-Turn.

BATS REDUNDANCY

Q1207F: On the F&E map most races have battle stations in every other hex. Why bother? With a detection range of 2 hexes, a base in every 5th hex would be adequate!

A: Overlapping coverage is a feature of most military detection networks. That way if one base is destroyed or simply shut down for maintenance, the bases on either side can cover the gap. You would have to destroy two adjacent bases to create a hole in the detection network. And detection isn't everything. More bases mean more strength, and the purpose of border defenses isn't just to detect an enemy, but to stop him or at least slow him down. ☺☺☺

TACTICAL NOTES

Tactical notes are the Federation & Empire equivalent of SFB term papers. Players should use the same procedure for submitting tactical notes. The ranks listed below are the same as term papers; players have a single rank and can earn promotions by term papers, tactical notes, or for short articles in various sections. One "Best of the issue" award, counting as two papers for promotion, is granted for F&E in each issue.

PRODUCTION EFFICIENCY

— *Rear Admiral Tony Zbaraschuk, USS Indiana*

When building or converting new ships in F&E, one thing to consider is the concept of "production efficiency," or how much Combat Potential you receive for each Economic Point invested. When in doubt about what to build, efficiency should be a guide.

Most ships are produced at an efficiency of one. For instance, an eight-point CA costs eight points to build. "War" production ships can be built at a higher efficiency. Seven-point CWs cost five points, for an efficiency of 1.4; six-point DWs cost four points, for an efficiency of 1.5. The most efficient ships to produce (short of PFs, with their efficiency rating of $2/5 = 4$), are five-point frigates with an efficiency rating of 1.67. (Races with four-point frigates, such as the Lyrans, build them at an efficiency of 1.33 and should build DWs or CWs instead.) For instance, a Federation player with 15 economic points can build five frigates worth 25 points of ComPot or three CWs worth only 21 points of ComPot. While the larger ships usually have a higher density, it may be worthwhile to maximize your total ComPot.

Efficiency, of course, is not the only factor. A 12-point DN costs 16 points (efficiency 0.75), enough to build the three CWs or five frigates mentioned earlier, but its command rating of 10 and density of 12 are advantages worth paying for. Carrier fighters have an ostensible production efficiency of 0.5, but their free replacement means that, in the long run, they are by far the most efficient purchases. [A carrier built on Turn #1, and in battle on both phases every turn, will have a production efficiency of 15 by Y175.]

Consider how much you are getting for your money. Wise economic management is one of the keys to victory in F&E.

Rated the Best Tactical Note in this issue.

TAKING HYDRA — *Cadet Paul Rossi, USS America*

It is not necessary for the Coalition player to capture the Hydran capital if he captures the Kzinti capital. By surrounding the Hydran capital and devastating everything except for the capital planet, the Coalition can reduce the main Hydran supply grid to just 13 economic points. This is not enough to produce a cruiser and a war cruiser. The Hydran player may have to give up the capital to start production of a new shipyard.

COALITION CONSTRUCTION

— *Captain Steven P Petrick, USS Texas*

NEVER build bases. Put every economic point you can get your hands on into offensive combat power (i.e., warships, scouts, carriers, maulers). If you do not win the game early, and allow the Alliance to pass over onto the offensive, you have lost the war anyway, and all of those defenses built to stop the Alliance offensive will be strategically worthless. Anything less than a victory at the end of the first Coalition offensive is unacceptable. There are more than enough planets to use for your supply net, although you will have to capture some of them from the Alliance. Since these planets will be your strategic movement and retrograde points, they will always be well defended on the Alliance player turn.

DIRECTED DAMAGE TARGETING

— *Ensign James Chou, USS California*

If you do not have a mauler, use directed damage to kill off anything that is more valuable than a war cruiser. If you kill an uncrippled war cruiser or anything smaller, it is actually cheaper for the enemy to replace that ship than to repair the damage you could do with those damage points.

If you have a mauler, select anything and kill it, although larger targets have a richer payoff. Your enemy loses one extra economic point for every uncrippled FF you kill; the same eight points of damage costs only two economic points to repair. Kill a cruiser, and the enemy loses an extra 2 economic points. Kill a DN, and the enemy loses an extra 7 economic points. Therefore, always bring a mauler with you whenever possible, and build/convert maulers at the fastest rate. Maulers contribute a lot in offsetting Alliance superiority in carriers and drone ships.

WHEN THE BATTLE TUG?

— *Captain Steven P Petrick, USS Texas*

Battle tugs are tricky to use because the tug is inherently valuable in and of itself, and the tug+pod combination is expensive to replace. The result is that your opponent will tend to target any battle (or other tug) that you commit to a battle line with directed damage. Frequently, this results in a crippled tug which is then destroyed in the resulting pursuit battle (if you retreat). Therefore, the time to use the battle tug is when you are defending a fixed site such as a base or planet. This is especially true for the Coalition due to the lack of maulers in the Alliance forces. The enemy may direct on the tug and cripple it, but at least you gain one round of use in combat with its command rating and DN firepower. If you then lose the battle, you can retreat and retrograde your tug safely to a repair base because the enemy will be unable to pursue due to the unit left in contact. This is, of course, best done at planets because the enemy may be able to destroy a base unexpectedly. (It is also acceptable to use a battle tug on the offensive when you are going to capture the hex and not have to retreat.)

SAVE YOUR SHIPS — *Lt JG Ted Fay, USS California*

If you are playing the Hydrans, do not fight the Coalition too hard over your outer bases because he will win and you will lose precious ships. Instead, use hit-and-run tactics to get some of his ships while you save your own. Give it your all on the home-world, where you can get your revenge with the vast amount of firepower that you can bring to bear there.

PURSUE CAPITAL ASSAULTS

— *Ensign David Coulthrust, USS Wisconsin*

When the enemy tries to take your capital hex, it will usually take several turns of repeated assaults. Huge enemy fleets will be crippled, almost certainly some key ships. Make the opponent pay dearly by pursuing in force and using directed damage on multiple key targets. You may be able to kill two (!) maulers or DNs or a single large carrier group (especially if an escort or two has been destroyed)! And you have an increased chance of capturing something really good.

The key is mounting an effective pursuit force. During the capital assault, preserve your six most ComPot-dense units for the final pursuit out of the capital hex. Kill your frigates (it is usually a worthwhile trade for enemy DNs) to save enough fighters to fill two carrier tugs (preferably a CV and CVA with the maximum of three squadrons). Send them in pursuit with battle tugs and DNs, and you will have a ComPot big enough to direct damage multiple key targets.

Your enemy will meanwhile be hard pressed to get anything but your fighters since his battle force will be glutted with cripples.

EASING THE PIRATE MENACE

— *Commodore Stewart Frazier, USS Ohio*

One of the best ways to keep the Orions from stealing you blind is to put your carriers (mainly CVEs) on patrol. Since the pirates can only be attacked by one ship (equivalent) or carrier group, it makes sense to use carrier groups to insure the best chance of keeping the pirates from obtaining your income. The worst carrier group still has a negative modifier against all pirates, even the Orion CA. Carrier, Battle or PF tugs, and PF flotillas can also be used for this mission to good effect.

Negative modifiers are important since you cannot destroy the pirate ships without them and only have a 17% chance of retaining your income with a zero modifier. Each negative increases your chances not only of retaining the income but also gives you a chance of destroying the pirate outright. The pirate player will become leery about entering your territories if he can see you keeping -2 or -3 modifiers on any ship he could send as his chances of returning with your income is 33% less than your chance of having destroyed his ship (50%).

Most races can overbuild a CVE group per turn. This gives those that do an excellent chance of reducing the pirate presence. This also forces the pirate to use larger ships to balance the modifiers and keep the income gain/ship loss to the 50/33% areas if he wishes to 'win.'

ACCIDENT OF GEOGRAPHY II

— *Ensign G Scott Mercer, USS California*

Just as there are certain planets that spell the doom of the Coalition, there are two planets whose capture could spell the downfall of the Federation (and the rest of the Alliance with it).

The major planet at hex 2306 is six hexes away from the Klingon border, and also six hexes away from the Federation capital. The capture and continued holding of this vital supply site will allow the Klingons to threaten the very heart of the Federation war machine. The planet also offers supply to attacks on five minor planets and one major planet that cannot be attacked from the Klingon's original border bases. The capture of 2306 also goes a long way towards the goal of separating the Kzintis and the Federation, as well.

When the Romulans attack, the major planet in hex 3509 should be captured. From that planet, it is also six hexes to the Federation capital. If both of these hexes are held by the Coalition, every planet of the Federation on the map can be attacked in supply from either the West or East. A Federation threatened at the capital cannot afford to keep large fleets at the border starbases, allowing the Coalition to possibly attack these at less cost in destroyed and crippled ships.

AVOID CAPITAL PLANET ASSAULTS

— *Ensign James Chou, USS California*

Capital planet assaults are very costly. You will suffer at least 20+ ship casualties to strip the PDUs from the capital, and you will have to fight another costly starbase assault as well. The reason for a capital assault is for the victory condition purposes and to decrease enemy ship production. You can cut the enemy's ship production by isolating the capital from his economic grid and devastating the other planets in the capital hex. Keeping the capital isolated and raiding the other planets frequently will keep his production reduced. If economic points cannot get to the capital, they are worth almost nothing. Chances are that since they cannot match your ship production, they will be forced to abandon their capital and build a new one. The only capital immune from this is the Kzinti capital. You have to attack the Kzinti capital, but you can siege the others.

If you must take a capital, do so before your opponent has a chance to fortify it. As a rule of thumb, the casualty rate is proportional to the square of the ComPot ratio. That is why it is sheer madness to attack Tholia.

PREEMPTIVE CAPITAL PROTECTION

— *Cadet Erik Lund, HMS Colombia*

A race can gain an extra margin of safety when on the defensive by a preemptive attack that destroys bases from which an attack on their capital can be launched. This is possible for the Hydrans (who can, if the Lyrans are careless and deploy their ships forward for a Turn #4 raid on the Hydran capital even contemplate the destruction of the Lyran starbase at 0411), Gorns (who actually gain two turns by destroying the Romulan border stations which can reach the Gorn planets from which an attack on the Gorn capital can be launched), and the Romulans, who are probably the most vulnerable of all, since they lack an off-map area (at least one with any planets) and have a secondary capital hex which is very expensive to build up defensively. Using the LDR reconciliation balance factor becomes a very good option in this light; it guarantees (almost) that the Hydrans will be unable to blow up enough stuff to prevent the Enemy's Blood from attacking its capital on Turn #4.

ROMULAN CONVERSIONS

— *Lt Commander Paul Kramer, Battle Group Houston*

The Romulans have two very valuable minor conversions (three points or less) that they should make maximum use of. First, all available FireHawks should be converted to NovaHawks. Most NovaHawks should then be converted to SuperHawks. This two-step conversion could actually be performed as a single major conversion, but the major conversions are better used for converting SPs to maulers, Condors to Condor-Vs, etc. The second valuable minor conversion for the Romulans is the conversion of War Eagles to King Eagles. This provides an increase of three combat potential per ship for three economic points as well as the increase in command rating to 9. This is one of the most cost effective conversions in the game. It will take several turns after the Romulans enter the war before these conversions will pay off, but they will be rewarded in the long term with the highest density capital ships of any race in the game.

SPARE MY TUG!

— *Captain Tony Zbaraschuk, USS Washington*

Battle tugs should NEVER be used in large fleet battles. With the new rules that limit tug construction to 1 per year, their loss is just too devastating. Coalition battle tugs CAN be used safely with the Formation Bonus, as few Alliance fleets can generate 36 points. Alliance battle tugs should STAY OUT of large battles, as a mauler can cripple them (even in the back rank) with 22 points of directed damage, well within the capability of a typical Coalition fleet. Battle tugs can always be used safely in capital defense, as the enemy is more interested in destroying Defense Battalions and incrementally damaging starbases than using all his damage points to cripple one ship. Besides, if your capital is attacked, you need all the firepower you can get. The best use for battle tugs is to command pinning forces (with their command rating of 10) and to lead mid-size battle forces (or ones that need not face maulers and killer fleets). *Second player to reach Captain rank.*

GETTING THE MOST OUT OF REPAIR POINTS

— *Lieutenant JG Jon Cleaves, USS Colorado*

It is a great deal more efficient to repair ships with normal rather than field repair points, so plan your assaults carefully. Your attacks into enemy space must come in waves — the first wave attacks while the second wave acts as a reserve. When the first wave retrogrades, it must go to a safe haven for repair during the next friendly player turn. During the intervening enemy player turn, the second wave handles counterattacks, the two waves then reverse roles.

☺☺☺

GIVE ME AN EXAMPLE: RETREAT PRIORITIES

The retreat priority rules (302.73) have always generated more questions than any other rules in F&E, and it is high time that a detailed example be provided. The key definition is that of an "available hex," which is one that the priority in question allows you to enter.

After several attempts to create an example with real ships in a real area, we have determined that a more generic example will serve better here. That way, the retreat priorities are all you have to deal with, rather than all of the clutter of ship types and political alliances getting in the way.

For purposes of this example, your forces are in Hex Zero which is surrounded by Hexes One, Two, Three, Four, Five, and Six. Your forces are obliged by the tactical situation to retreat.

You read Priority #1, the rule that says you can always retreat into a neutral country. As it happens, Hex One is a part of the Kaltic Freestate of Koldova, which is presently neutral. You can go there without even reading the rest of the priority rules, but your ships will be interned. You don't want to be interned, so you decline that option. Hex One and Priority #1 are now totally out of the picture and can be ignored (unless when we get to the end, there is only one place you can go and you would rather be interned than go there, in which case you can back up and take the option of internment).

Sidebar. Rather than being Neutral, let us say that Hex One is part of the deployment area of an inactive enemy fleet. You do not want to activate this enemy fleet, and (fortunately) the rules say that you can never be required to retreat in a way that would activate an inactive fleet. So Hex One (in this sidebar) becomes 'unavailable' although, if you didn't like the last choices, you could go back to this step and accept Hex One. We will not follow up this sidebar to avoid confusing the example with multiple conditional alternatives.

You read Priority #2, which speaks of large enemy forces. Let us assume that Hex Two has such a force, but Hexes Three, Four, Five, and Six do not. In this case, Hex Two would be forever rejected from your considerations, and Hexes Three, Four, Five, and Six would remain 'available' for you to retreat into.

Now, let us say, just as sidebar we will not follow up, that Hexes Two, Three, Four, and Five have huge enemy fleets. In this case, only Hex Six remains available. Based on this, you wouldn't need to read Priority #3 and #4 since the basic rule says that if any step eliminates all remaining hexes you can ignore it (and only Hex Six remains in our sidebar, and if any step eliminated it, that step would be ignored), so you can ignore steps 3 and 4 and take your choice of Hex Six or Internment.

Second Sidebar. Let's assume, just for this paragraph, that there are humongous enemy fleets in all five hexes. All would then be eliminated. BUT, the basic rule says that if a given step eliminates ALL of the remaining hexes, you can ignore it. So you would then, facing five humongous fleets and a neutral hex, ignore Priority #2 and proceed to #3.

You read Priority Rule #3. Remember, at this point you still have (not counting sidebars) Hexes Three, Four, Five, and Six 'available' to pick from. If you retreat to Hex Three, you will be out of supply, so it is no longer available. Hex Four would leave you in supply, but it would be farther from a supply point than Hexes Five or Six, so Hex Four drops out of the race to be your new getaway home.

You read Priority Rule #4, remembering that you only have Hexes Five and Six to pick from (plus the option of internment). Hex Five contains a single enemy frigate. Hex Six is empty. You have to go into Hex Six (or accept internment) since you must pick an empty hex over one with any enemy forces.

Sidebar: If Hex Five and Hex Six both contained enemy units, but did not contain more units than you have, you could select either of them, regardless of how many ships were in each.

I hope that this example provides enough insight into the "equation of logic" so that you can fathom its deeper mysteries. If not, drop ADB a line and we'll try again.

This example article was produced in response to many players who asked how retreats worked (all of whom claimed to know opponents who said it was crystal clear — to them). If you wish that we would do an example of something, TELL US. That's how we know what rules *need* an example article. If we already know a rule is unclear, we've already done the example.

—Stephen V Cole

TOTAL WAR UPDATE

By the time you read this, Carrier War will be in the stores and Special Operations will soon be at the printers. The key aspect of these new products is their smaller scenarios that can be played in a single session, complete with set-up charts to make that even easier.

It has been decided that the second part of Total War (to be titled CIVIL WARS) will appear in 1994. This product will include three key facets:

- Civil Wars (obviously) for the Lyrans, Kzintis, Romulans, and maybe a surprise civil war for someone.
- Minor Powers: The LDR, WYNs, and Seltorians.
- Unique Ships: Federation FFBs; Klingon F6s, AD6, E5s, and RKLs; Romulan KD5s; Neo-Tholians; the Hydran LC and D7H; Tholian TK5; Orion OK6; Lyran DND; and other special or limited production warship classes.

We will keep you up to date as this product develops.

We are also surveying the projected contents of EcoWar to determine if it will be necessary to divide this into two products as was done with Carrier War and Special Operations. No decision has been made at this time.

COMMENTARIES

(302.73) #3: If there is no valid supply path, the requirement to move toward one is ignored.

(308.25) If there are no defending units in the battle (which could happen with an undefended devastated planet in a capital system), there can be no plus/minus points added, accumulated, or resolved. Treat each PLANET as a separate pool, not each system. [This was done to eliminate ridiculous tactics.]

(502.45) PFs can transfer to an adjacent hex (302.45).

(512.5) The web has no effect on formation bonus. Battle intensity for ships in the web is 4 (plus what the Tholian picks). If the base is destroyed, the web disappears.

(515.33) Battleships cannot be used as escorts.

(652.3) Captured territory produces income at the exhaustion level of the capturing player, not the original owner.

ASK ADMIRAL OPUS

Can I pay the cost of upgrading an MB to a BATS (and even to a starbase) at the time I buy the MB so that I can just set up the MB and leave a tug to upgrade it?

No, you have to pay for each step of the conversion at the time the conversion is done. Anything else would become an accounting nightmare.

Coalition Strategy: Collect All the Capitals!

by Farrell Hopkins and Jon Thompson

In Federation and Empire, the Coalition faces a strategic situation which demands decisive action to achieve victory. The Coalition powers have a considerable lead in fleet strength and technology which they must exploit to the utmost, before the Alliance can produce enough force to prevent victory. The Coalition must shoot for a knockout blow to crush the Alliance before economic exhaustion, and ideally before Federation entry into the war. A war of attrition is to the Alliance's advantage in the long run.

The strategic question is "Who do you kill first?" We believe that the Coalition must knock the Kzintis out of the war first, by Turn 5 at the latest. Knocking the Kzintis back into the off-map area early has several benefits: 1) It allows all Coalition ships to be used to the utmost from the first moment of release. 2) It knocks out the Kzinti capital before too many Kzinti CVs are built and CVLs converted, delaying conversion of BCs to CVLs, and in addition permanently eliminating six CVs which would be built if the ratcats weren't busy replacing the shipyard. 3) The Kzintis can be reinforced by the Federation; the Hydrans can't. Give the Alliance time and the Kzinti capital can be made virtually unassailable, whereas the Hydrans lack the economic strength to seriously pursue the construction of both ships and capital defenses simultaneously.

The key to victory is planning. F&E is about grand strategy, not tactics; the proper place to start your planning is with your economy. For the Lyrans, Klingons, and Romulans, planning conversions, base upgrades, repair, and construction is a delicate art; for all three, the important decisions are base upgrade and conversion decisions.

RUNNING THE LYRAN ECONOMY

The Lyrans economy is barely adequate to meet the demands imposed upon it, but only if the Lyrans player spends his resources wisely. The item with the highest priority in the economics department is the construction of an extra starbase in the capital. This process must begin on Turn 1 with the placement of a mobile base on the capital. Granted, the drain on the economy is high, but it is absolutely essential that the Lyrans be able to perform two major conversions a turn. Next, cash should be earmarked for the construction of a starbase on 1307, co-located with the Klingon base. This base site is 6 hexes from the Kzinti capital, 6 hexes from the Lyrans border, and 6 hexes from the planet in the Federation/Klingon neutral zone at hex 1910; it is a key site for the Lyrans' future logistics network. Again, begin this as soon as possible. (Have a tug towing a MB move next to the Lyrans/Klingon neutral zone on Turn 1; on Turn 2, the MB can be emplaced.)

Lyrans construction should consist of CC/BC, CA, 3 x CW, 3 x DW. Always substitute a scout; as soon as the CWS is available, begin producing them. Since the Lyrans have a preponderance of command 9 and 10 ships, a lot of cash can be saved by never building DNs. The only time DNs should be built is as the carrier hull for an SCS group. It is highly recommended that the Lyrans avoid FF production for the first 5 to 7 turns of the war; instead, concentrate on converting existing DDs and FFs, then worry about generating new FFs. Also, the CA should be replaced with an appropriate hull (TGC or STT) as often as possible; remember that you have plenty of CA hulls, but tugs and maulers are in short supply.

Next, we will cover the part of the economy that will drain a lot of cash: ship conversions. Expect to spend 14 points per turn

for the first few turns on ship conversions. After the second starbase in the capital comes online, that ship conversion cost will jump to about 24 points. While the cost is great, so are the benefits. Having two major conversions available a turn allows the Lyrans to cut loose; just imagine the potential of creating five battlecruisers a year (this assumes two CL to BC conversions per turn, plus one BC per year from outright construction). Of course, the Lyrans isn't limited to just BC conversions; converting the CA to either an STT or DN or TGC is also possible (although it would be much cheaper and more efficient to substitute a tug for a CA in the build schedule!). Yet another conversion possibility is the CVL group; this way, the Lyrans player can take advantage of the free fighter factors available by building a CVL on one turn, and then converting a CVL on the next turn.

Let us not forget the small (3 point) conversions. Every non-capital starbase should be converting a DD to a CW every turn and, when the DD class is gone, converting FFs to DWs. If one is running low on scouts, making scout conversions is also an option. One way to make sure that the outlying starbases keep busy (after Turn 7 or so) is to produce an FF on them, and then convert the FF to a DW. Think of this method as a really cheap way to simulate overbuilding DWs (6 points to build an FF and convert it to a DW, as opposed to 8 points to overbuild a DW outright).

There are several expenses the Lyrans must avoid. Do NOT buy command points. The Lyrans should only be expending command points during assaults on the Kzinti and Hydran capitals. Even assaults on starbases do not deserve command points until the Kzinti and Hydran capitals fall. Never overbuild ships; the Lyrans just can't afford this extravagance. The Lyrans must also only repair ships during the ship repair phase at the beginning of the turn and avoid making repairs in the field repair phase, because the field repairs are just too expensive.

RUNNING THE KLINGON ECONOMY

Building your scheduled ship hulls will absorb 76 (spring) or 77 (fall) economic points to produce C8/D7C+TGA, D6M, 6 x D5, 2 x F5Q. In addition to substituting a mauler, you should substitute a carrier (FV, D5V, or DVS) for 3-4 points every turn to take maximum advantage of free fighter factors. If your opponent makes a habit of shooting scouts, you may also have to substitute an F5S or D5S for 2 or 3 more points. Activations during the first 4 turns cost 7 points per turn. Naturally, work will commence in Fall Y169 on the first B10, draining 5 more points. This schedule should leave about 50-60 economic points for use on base upgrades, repairs and conversions.

Klingon conversions should concentrate on the D6 and D7 hulls. As stated in prior tactical notes, a D6M and two D6D conversions each turn are more important to make than any other expenditure. Also important is the conversion of D7Cs: The Empire is short on command ships and needs more desperately. (Co-mingling fleets with the Lyrans is only a partial solution since half of the fleet must be Lyrans to use a Lyrans DN or BC as a flagship.) If you are spending 20+ points on conversions and are using all available conversion capacity, this is NORMAL. Failure to convert ships indicates that the Empire is out of money (and almost out of time).

Choosing a good site for base upgrades is also important. Hex 1307 is a crucial site for a starbase; by co-locating a Lyrans starbase in the hex, a strong repair and retrograde point is established for assaulting the Kzinti capital. Do this on Turn 2, while bringing FRDs up to the hex and co-locating a Lyrans mobile base. Further, by having co-located starbases, this provides an extremely strong fixed defense for the late-war turns, if everything does go wrong. By putting the eggs all in one basket, you only need to pin the Kzintis away from one hex instead of several, an easier task in F&E. On the Hydran front, hex 1013 is

the preferred base site. Unfortunately, you can't afford to defend it too heavily since you must prevent any attempt by the Hydrans to reach Federation space. By all means, if the BATS in hex 1013 or 1214 survives, upgrade it immediately. If the Lyrans BATS in hex 0413 is destroyed, the Coalition may even want to co-locate a Lyrans BATS in hex 1013 or 1214 as well to support assaults on the Hydran capital.

Three other economic factors bear mentioning. Avoid frivolous expenditures! Save drone bombardment and command points for key battles, and don't buy command points. Avoid the use of repair ships; you should be able to get by (barely) by using FRDs and existing bases for repair. It's a good idea to build FRDs if you have any spare cash available. Also, pay for homeless ship lines for the Lyrans as soon as possible. Not only does this add flexibility in planning attacks, but also it's a slick way to provide economic aid without using a tug by repairing "homeless" crippled ships.

RUNNING THE ROMULAN ECONOMY

The Romulans should produce from standard builds the following ships: CON/NH, FH, SP, SPC, SPF, 3xSK, FAL. Ignore the SN; it is too small to stand in battle forces, and you haven't the money to spare on pinning ships. Conversions should include WE to KE and WE to FAL at a minimum. The important decision is whether or not to produce carriers, and if so, how many to build. We recommend converting SPB groups at a minimum since this converts three low-density ships into an attrition unit with a combat density of 8! With only 3 free fighter factors, this will be an expensive process; be glad that the Gorn capital is within easy reach, or else base building expenses would prohibit carrier construction. If you do not choose to produce a carrier, at least spend the extra funds to produce SUP ships instead of NH ships; do not let the free fighter factors go to waste.

OPERATIONS

The Coalition must make maximum use of its superiority in ship numbers. With a Kzinti First doctrine, you can approach this goal in two ways: by either fighting more battles than your opponent can afford to fight (the classic molasses attack) or by bypassing Alliance detachments in order to attack key targets. On Turn 1, the Lyrans initial attack should focus on the BATS in hexes 0703 and 0803. Destroying these BATS clears the approaches to the Kzinti starbase, and from hex 0803 Lyrans forces are within reach of the Kzinti capital! If the Kzinti goes overboard on defending planets and BATS, don't hesitate to attack the capital on Turn 2, before the Barony fleet can even arrive! Note that by setting up the Klingon North Fleet on hex 1307 and moving the Turn 1 construction there, the Coalition can credibly threaten to wreck the Kzinti capital. Klingon Turn 2 construction and the Northern Reserve fleet can open a path for the hex 1307 forces to march directly on the capital; joined by the Lyrans Red Claw and Foremost fleets, this is enough force to devastate much of the capital. If the Kzinti player has spread himself too thin by trying to use his border defenses as a defensive line, this blitz can yield stunning results. On the other hand, if he pulls back to the capital, the molasses attack becomes far less costly in losses.

In either case, the Coalition must launch a capital assault no later than Turn 3. If possible, barring poor luck, to take the capital on this turn. However, it is better to cripple war cruisers and destroyers for losses and keep returning until the Kzintis run out of ships. By Turn 5, the capital should fall.

Meanwhile, on the Hydran front, you should be inflicting the same sort of molasses attack or capital attack choice on the Hydrans as you did on the Kzintis. By biasing the deployments of the Home fleet to the south and west, and concentrating the

West and Southern Reserve fleets on the BATS in hexes 1013, 1214, and 1415, you should be able to deter an attempt to reach Federation space. Setting up the bulk of the Eastern fleet in hex 1713 also helps to protect against a Hydran expedition. While it is unlikely that you will be able to take the capital for acceptable losses by Turn 6, knocking out the Hydrans is the next most important priority, and holding both capitals early is your best chance at decisive victory.

When the Federation enters, much depends on how the Alliance has fared and how the Federation has deployed units. The best case scenario will feature the Kzinti capital captured, the Hydrans under siege in their capital, and large but relatively low ComPot Klingon forces poised for the attack. If the Federation leaves a starbase weak, by all means destroy it; there will never be a better opportunity. If the Federation circles the wagons around the starbases, make sure the entire system of border BATS is destroyed on the first turn. It should be possible for the Klingons to devastate a planet or two, force Orion neutrality, and destroy seven or more BATS with careful planning of Klingon pre-attack deployments on Turn 6 and some skilled misdirection during Turn 7. Following turns should see two efforts by the Klingons: attacks to take and hold Federation planets and establishment of forward bases well within captured territory. The goals of the attacks are to reduce the Federation economy and to divert Federation efforts away from reinforcing the Romulan border. The establishment of forward bases, preferably on captured Federation worlds, will support this effort and will form the leading edge of Klingon defenses should all go poorly for the Coalition.

Romulan entry will make or break the Coalition effort for victory. If the Coalition is to achieve a knockout victory, the Romulans will have to capture the Gorn capital without any substantial reinforcement from the western powers, although the Klingons should strongly consider sending an expeditionary fleet to support the Romulans if at all possible. This makes a strong effort by the Klingons to cripple the Federation's economy during Turns 7-12 essential. Both by limiting Federation latitude to provide financial aid and by tying up large Federation forces, this relieves the Romulans of the burden of large-scale action on the Federation front and prevents Federation reinforcement of the Gorns. To make this concentration possible, the Lyrans Empire must shoulder the bulk of the burden of holding Kzinti space and of crushing the Hydran capital. Concentration on objectives must be keen during this crucial time; the Coalition needs to achieve victory in the short time remaining before economic exhaustion begins.

TACTICS

There are a few tactics to keep in mind while performing the doctrine outlined above. Foremost among these is the selection of targets for directed damage, particularly for use of the mauler. The primary use of maulers will be to evaporate large chunks of the inevitable fixed defenses that the Alliance will set up on their capitals. Secondary targets include several ship classes in addition to the usual command ships, scouts, and tugs: The Kzinti CL, with its potential conversion to a CVE or carrier escort, is an excellent target in any battle; to a lesser extent this is also true of the BC because of potential conversion to CVLs or CCs. On the Hydran front, Rangers and Dragoons (battlecruisers in disguise!) are valid targets in any battle. Lancers are also decent targets for much the same reasons as the Kzinti CL. Later, when fighting the Federation, kill DDs since these ships convert to carrier escorts and scouts. On your own side, the Lyrans CL and DD classes should be kept away from intense battles since these ships convert to BCs and CWs. Lastly, anytime an Alliance formation tries to pull a "carrier raid," punish it by direct firing units rather than allowing the force to trade fighters for

cripples. Even using CEDS is better than allowing the Alliance to trade fighters for ships; eventually the carrier force will run out of escorts and be forced to withdraw.

As we said, the equation of interest for maulers is one mauler plus 30 damage points equals one dead defense brigade. Unfortunately, it also means up to 24 minus points for the capital system on the next battle round, and the only way to avoid it (switching the attack to a minor planet in the same system to work off the minus points against weaker defenses) was recently made illegal (probably because it was too good a deal for the attacker).

Devastation raids against capital hexes provide a perfect opportunity to put superior ship numbers to use. If the Alliance contests the devastation of a planet, the Coalition can take the opportunity to destroy selected Alliance ships by directed damage. If the Alliance fails to contest the raid, the Coalition gains by destroying the economy. Pile on one system at a time, and grind away at the mobile fleet; sooner or later the Alliance will run out of ships to defend with.

EXTRA GOODIES

Depending on which (if any) experimental rules (from the Captain's Logs, Carrier War, Special Operations, and the P modules) are in use in your campaign, there are a number of interesting opportunities added.

BATTLESHIPS (436.4): If races other than the Klingons are allowed to build BBs, then by all means, start Lyrans battleship production on Turn 1! The key to affording the expense of construction is to cancel DNs in favor of additional rolls on the BB with the highest running total. The rationale is that if the Lyrans are converting BCs at two per turn rates, they have more than enough command 10 rating ships and can afford to trade three DNs for a battleship's awesome combat density. With average die rolls, the Lyrans will produce a BB on turns 8, 14, and 18 (after having started production on turns 1, 5, and 9). These BBs are the ultimate flagships for capital assault (in the formation bonus) once the PDUs have been destroyed, and they can probably lead a deep-space battle without needing the formation bonus. Ideally, the Alliance should be suing for peace by the time a Federation BB can enter battle.

SCS and other new ships (various): These can change the production dynamics somewhat, but since most of the variants are late-war production, the effect on our doctrine is minimal.

POLICE SHIPS (CL #9): Expect to face them, but don't expect to put any to use yourself; you have too many other things to do with your money to afford calling them into service. Useful as a province raider or pinning ship only.

SURVEY CRUISERS (CL #10): The Lyrans survey cruiser is a steal. While it does take up a major conversion, Lyrans survey cruisers are worth the price since they are also tugs. Lyrans admirals should never have to worry about a tug shortage again! If electronic warfare rules are in use, consider committing a Lyrans SR to combat with a battle pod attached. At 6-12 with self-defense jamming, it's an EW ship that is very tough to kill. For the Klingons, survey ships can make a useful addition to the Empire's income; consider converting three from activated D6s. On the minus side, the Federation can now produce CVLs and recall additional ships for conversion; this will mean more EW problems for the Coalition.

SPECIAL ATTACK FORCES (Module P1): This gives the Coalition a quicker way to remove capital defenses. With a 110 ComPot fleet that includes a mauler, one can cripple a starbase 1/3 of the time even if the force has been destroyed with directed damage! It's worth the attempt.

MONITORS (Module P1): Mainly useful for guarding captured worlds, these ships will be good garrisons for captured capitals. Otherwise, the Coalition will have little use for them.

ELECTRONIC WARFARE (P1 and Special Operations) and SWACS (CL #9 and Carrier War): This feature radically increases the importance of large EW platforms. Due to the electronic warfare strength of bases, the Coalition will need war cruiser scouts in order to avoid 2-point die roll shifts. The Federation SC and CVL will also be capable of producing painfully large EW shifts for the Alliance in a battle, and that blasted CVL can now (in Carrier War) be escorted and all but impossible to kill. The unique Federation SWAC units are further bad news for the Coalition, but are fortunately few in number and easily destroyed. The good news for the Coalition is that the Kzintis and Hydrans start out with very weak scouts (which have only a minor effect unless they are the ONLY scout present in the battle) until sufficient war cruiser scouts have been produced. Use this early EW advantage ruthlessly; you won't have the opportunity for long.

AUXILIARY CARRIERS (Module P1 and soon in Special Operations): These units are welcome additions to the Coalition fighter strength, but the inability to retreat them limits them to use in garrison duty or in final capital assaults. Expect to see all the Alliance auxiliaries at the capital assaults. Make sure they die there.

COMMANDO SHIPS (P4): It seems that with a few good marines, many things are possible. PDUs can be destroyed at a far faster rate: Consider committing three FTLs to a battle round, with two CW apiece as escorts. With command points, this leaves four ships (DN, D6M, two CA) plus drone bombardment, which will produce a ComPot of 50. A 20% result will allow the mauler to be used to destroy two PDUs, creating a gap in the defenses for the 12 commando units to exploit. The Alliance will have a hard time getting past the escorts to prevent the FTLs from delivering the bulk of the troops. With so many die rolls, the Coalition has the potential to strip more PDUs than directed damage alone could hope to destroy. This works well against secondary targets where the Alliance lacks the firepower to kill more than one FTL. The same tactic used against a starbase can score an incredible number of SIDS steps in one round. This force is even better than using a special attack force since it is far harder to stop. The D6G can also be worth producing due to its two commando units (yet another useful D6 variant!).

X-SHIPS (P2): If you are producing these, you have failed to end the war in time. As a side comment, the X-Captains were wrong. Don't produce anything smaller than X-cruisers because an X-squadron can rapidly vacuum up a race's X-points through repairs, leaving nothing for new X-ship construction. X-cruisers can at least be protected with the formation bonus and provide excellent command capabilities.

AND IN CONCLUSION...

There will be those who shake their heads and say that this strategy cannot work. Perhaps so, depending on the skill levels and tendencies of the players in any local group. Regardless of what overall strategy works in any group, the principles and tactics within this article should remain valid and sound, and can be used to develop your own strategy.

After all, if there were one sure way to win and everyone used it, someone would find a way to block it or convince the designers to make it illegal.

Always remember: Your goal is to produce a decisive victory as soon as possible. A good attack now is often worth more than the perfect attack two turns from now. Two turns in F&E is entirely too long to wait for anything.

We would like to acknowledge the assistance of Scott Baker, Rodney Cross, Michael Ehli, Iain Valentine, and several other adversaries, both for playtesting of this strategy and for comments on the strategy as it was developed. ☺☺☺

(688.0) STELLAR DAWN

The data presented in this "scenario" can be used to portray any of the dozen or so border wars that took place during the "Early Years" period. It does not reflect a specific scenario or war. The "starting" Order of Battle is an average for the time period. The Fleet deployment zones and release restrictions are the same as during scenario (601.0). The combat factors are, compared to those of Y168, all wrong, but they are correct in relation to other ships in this scenario and, hence, are all correct. All planetary defenses are as in (601.0) but have no fighters or PFs. The designations below are those for the F&E counters used to represent the true Early Years ships.

FEDERATION: Home Fleet: 1x CC, 6x CA, 6x CL, 18x FF.

2nd Fleet : 2x CL, 6x FF.

3rd Fleet: 1x CC, 6x CA, 6x CL, 18x FF.

4th Fleet: 1x CC, 6x CA, 6x CL, 18x FF.

5th Fleet: 1x CC, 6x CA, 6x CL, 18x FF.

6th Fleet: 1x CC, 6x CA, 6x CL, 18x FF.

7th Fleet: 1x CA, 3x CL, 6x FF.

Production (per turn): 1x CA, 1x CL, 2x FF.

Convert CA to CC = 2 pts.

Notes: The Federation did not have secure alliances at this point in history and cannot withdraw more than one CA and three FFs from any single inactive fleet to meet a threat from another sector. The Home and 2nd Fleets are released when any fleet is attacked.

KLINGON: Home Fleet: 1x D4C, 12x D4, 6x F4, 12x E1.

Northern Fleet: 12x D4, 6x F4, 12x E1.

Northern Reserve Fleet: 1x D4C, 12x D4, 6x F4, 12x E1.

Western Fleet: 12x D4, 6x F4, 12x E1. Note that this fleet is occupying Hydran territory from provinces 0714, 0716, and 0718 eastward.

Eastern Fleet: 12x D4, 6x F4, 12x E1.

Southern Reserve Fleet: 1x D4C, 12x D4, 6x F4, 12x E1.

Tholian Border Squadron: 3x D4, 3x F4, 6x E1.

Production (per turn): 1x D4, 1x F4, 1x E1.

Convert D4 to D4C = 2 pts.

Note: Use D7 for D4C, D6 for D4, F5 for F4, and E4 for E1.

ROMULAN: Home Fleet: 8x WE, 10x BH, 12x SNA.

Fleet of the North: 8x WE, 10x BH, 12x SNA.

Fleet of the West: 8x WE, 10x BH, 12x SNA.

Production (per turn): 1x WE, 1x BH, 1x SNA

Note: These ships all have cloaks, but are sublight and move one hex per turn.

KZINTI: Home Fleet: 1x BC, 12x CL, 18x FF.

Count's Fleet: 1x BC, 12x CL, 18x FF.

Duke's Fleet: 1x BC, 12x CL, 18x FF.

Marquis Fleet: 1x BC, 12x CL, 18x FF.

Baron's Fleet: 3x CL, 6x FF.

Production (per turn): 1x CL, 2x FF

Convert CL to BC = 3 pts.

GORN: The Gorns had not contacted any other races during the Early Years period. The data for the Gorns is conjectural and could be used to create non-historical scenarios.

Home Fleet: 11x CL, 18x DD.

2nd Fleet: 11x CL, 18x DD.

6th Fleet: 11x CL, 18x DD.

Production (per turn): 1x CL, 2x DD.

THOLIAN: Combined Fleet: 36x DD.

Production (per turn): 2x DD. (The DD is standing in for the PC, which, having its General War firepower during the Early Years, is relatively more powerful.)

HYDRAN: All of Hydran on-map space was occupied by the Klingons and Lyrans during this period. There are no Hydrans in the Early Years period. Hydran territory is occupied by the Klingons and Lyrans, who treat it as captured territory. The Klingons and Lyrans share the income from the Hydran home-world hex equally.

LYRAN: Home Fleet: CC, 12x CA, 18x FF.

Northern (Red Claw) Fleet: CC, 10x CA, 15x FF.

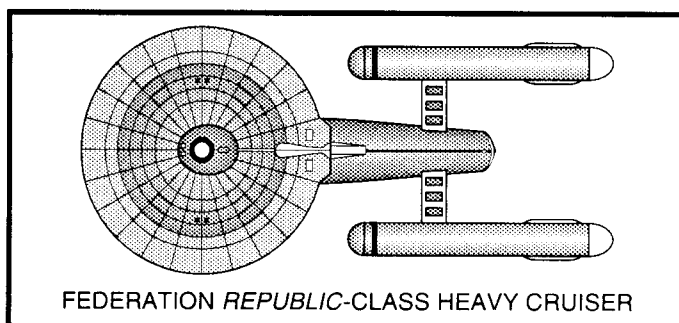
Southern (Enemy's Blood) Fleet: CC, 10x CA, 15x FF. Note that the LDR is part of Enemy's Blood at this time. Also note that this fleet is occupying Hydran territory from 0614 and 0517 west.

Off-Map (Far Stars) Fleet: CC, 4x CA, 5x FF.

Production (per turn): 1x CA, 2x FF.

Convert CA to CC = 3 pts.

OTHER: The WYNs, ISC, LDR, Andromedans, and Seltorians did not operate during the Early Years period. ★★★



F&E RULES: EARLY YEARS

(203.0) Operational movement for warships is limited to 4 hexes. Romulan ships are limited to a speed of 1 hex per turn.

(204.0) Strategic movement is possible, but limited to a maximum distance of 24 hexes.

(206.0) Retrograde movement is limited to 4 hexes.

(306.0) Romulan units can use cloaked movement at any or all times without reducing their maximum speed of one. No Orion ship has a cloaking device in this period.

(308.4) There are no maulers in Early Years.

(308.5) There are no scout ships in Early Years. Bases retain their full scout abilities.

(411.1) The supply path cannot exceed 3 hexes from the last base to a ship, but can be 6 hexes between bases. Convoys can extend the supply grid only 3 hexes.

(421.0) There are no Fleet Repair Docks in Early Years.

(422.0) There are no repair ships in Early Years.

(433.0) There are no variants in Early Years (other than a couple of command cruisers), so most of the conversion rules are unnecessary.

(501.0) There are no carriers or fighters in Early Years.

(502.0) There are no PFs in Early Years.

(505.0) There are no survey ships in Early Years.

(506.0) Delete the income from planets in off-map areas. Bases and provinces remain. These cannot be increased by exploration as there are no survey ships.

(509.0) There are no tugs in Early Years.

(510.0) There are no mobile bases in Early Years.

BASES: All starbases remain and have their original factors. This accounts for their EW abilities. All battle stations are in fact base stations, but retain the factors of the General War BATs (because General War cruisers with their printed factors are standing in for the Early Years cruisers). Planetary defenses are unchanged. Obviously, no base has fighters. BS to SB conversions are not possible (no tugs). ★★★

(Y0.0) EARLY YEARS RULES

The Early Years module covers the period of Y80 to Y120 and can (with minor changes) be adapted to cover the period of Y67 to Y135.

This was the period of the early warp-driven ships. These early starships were considerably slower and less powerful offensively than the ships that fought in the General War. The style and tempo of combat is considerably different. Most systems were available in this period, but they work over shorter ranges or less effectively.

These Early Years rules modify the basic rules system. Generally speaking, all rules outside of the (Y0.0) section apply except as modified within the (Y0.0) section. Modifications are keyed to the original rules by using a Y prefix to the existing rule number.

(YA0.0) GENERAL RULES

(YA1.0) INTRODUCTION: During the Early Years period, ships have less firepower (fewer heavy weapons, slow drones, phaser-2 instead of phaser-1, etc.) and less power.

(YA3.1) RULES ORGANIZATION: The rules for the Early Years modify the existing rules. Whenever a modification is required, the rule number for the normal game is listed, with a "Y" in front of it to indicate that this is the Early Years version of the rule. (The final product will note "no changes" for every rule which is not changed. This was deleted from the CL12 version to save space and provide you with a couple of more ships.)

(YB0.0) HOW TO PLAY

(YB2.0) SEQUENCE OF PLAY: A Sequence of Play for the Early Years will be provided in Module Y. It should be obvious that many items will be deleted from that in the Basic Game. This was not provided here to save space.

(YB3.0) ENERGY ALLOCATION: No changes, although it is much simpler due to the number of items not invented yet.

(YC0.0) MOVEMENT

(YC2.0) ENERGY COST: No changes, but because ships in the Early Years period have considerably less energy, they will generally be slower.

(YC8.0) EMERGENCY DECELERATION: No change. (While the Federation invented the maneuver about the start of this period, everyone else copied it almost immediately.)

(YC9.0) POSITRON FLYWHEEL: Not available in Early Years.

(YC12.0) CHANGING SPEED IN MID-TURN: No more than three speed changes per turn. No speed change can be within 12 impulses of the previous change.

(YC14.0) THOLIAN PINWHEEL: No changes. The Tholians can use this tactic during Early Years.

(YD1.0) COMBAT

(YD2.0) FIRING ARCS: No changes. The Klingon D4 has the firing arcs given in (D2.32); the D4 and F4 have the arcs in (D2.33). The Federation YCA and YCC have the firing arcs in (D2.31).

(YD6.0) FIRE CONTROL SYSTEMS

(YD6.31) The maximum amount of energy which a ship can put into ECM and ECCM combined is four points or the current sensor rating, whichever is less.

(YD6.3144) The maximum EW that can be received by lending is four points of ECM and four points of ECCM.

(YD6.3145) The maximum OEW lending is four points.

(YD6.5) UIM: This device is not available.

(YD8.0) CRITICAL HITS: The number of damage points (D8.1) which can trigger a critical hit is 15 in Early Years.

(YD10.0) POWER ABSORBERS: No Andros in Early Years.

(YD11.0) CHAFF: No fighters in Early Years.

(YD13.0) AEGIS: Not available in this time period.

(YD16.0) ADVANCED BOARDING PARTY COMBAT: No changes, but as no diagrams are available, much of this rule cannot be used. We will provide diagrams under the playtest program, and perhaps in a future preview.

(YD17.0) TACTICAL INTELLIGENCE: During the Early Years period, all ships receive Tactical Intelligence at two levels lower than would normally apply. For example, a ship at range 20 would normally receive intelligence at level E. In the Early Years time period, this would be dropped to level C.

(YD23.0) SHOCK EFFECTS: No ship during the Early Years period suffered from shock effects. (At least so far.)

(YE0.0) DIRECT FIRE WEAPONS

(YE1.0) GENERAL RULES: No weapon in Early Years can be overloaded.

(YE2.0) PHASERS

(YE2.11) Type-1 phasers are not available for ships during the Early Years. All ships have phaser-2.

EXCEPTION #1: Tholian ships apparently arrived in this galaxy with phaser-1 technology and use this type of phasers.

EXCEPTION #2: Bases have ph-1 instead of ph-4.

(YE2.15) Type-G phasers are not available in Early Years.

(YE3.0) DISRUPTOR BOLTS

(YE3.5) No overloaded weapons can be used in Early Years.

(YE3.6) UIMs and DERFACS are not available in Early Years.

(YE4.0) PHOTON TORPEDOES

(YE4.3) Proximity photons are not available in Early Years.

(YE4.4) No overloaded weapons can be used in Early Years.

(YE5.0) ANTI-DRONES: Not available in Early Years.

(YE7.0) FUSION BEAMS: These were not used during the Early Years. Hydran ships mounted the less effective Nova Cannon. Rules for that weapon are not currently available but will be issued to playtesters during 1994.

(YE8.0) MAULERS: Not available during the Early Years.

(YE9.0) TRACTOR-REPULSOR BEAMS: No Andros.

(YE10.0) HELLBORES: Not available in the Early Years.

(YE11.0) PLASMATIC PULSAR DEVICE: Not available during the Early Years.

(YE12.0) WEB CASTER: As the Neo-Tholians had not arrived during the Early Years, this weapon is not available. As with the next two weapons, if Neo-Tholians arrived in a non-historical local campaign, their weapons would be available without changes.

(YE13.0) SNARE GENERATORS: Not available in Early Years.

(YE14.0) WEB FIST: This weapon is not available in Early Years.

(YE15.0) WEB BREAKER: This weapon is not available during the Early Years.

(YE16.0) SHIELD CRACKER: Not available in Early Years.

(YE17.0) PARTICLE CANNON: Not available in Early Years.

(YF0.0) SEEKING WEAPONS

(YF3.0) SEEKING WEAPON GUIDANCE: The maximum range at which seeking weapons can be guided (F3.31) is only 25 hexes in Early Years.

(YFD0.0) DRONES

(YFD1.0) GENERAL RULES: No changes. Drones were first used by the Kzintis and Klingons in Y65.

(YFD2.0) TYPES OF DRONES: Drone types (II, IV, V) were in service in Y77. See (YFD10.0) for more drones.

(YFD2.221) ATG became available in Y126.

(YFD2.222) Extended range became available in Y93.

(YFD3.0) TYPES OF DRONE RACKS: Drone rack types A, B, C, D, and F were in service in Y65.

(YFD6.0) PROBE DRONES: Not invented until Y152.

(YFD7.0) SCATTER-PACKS: No changes. These were first used in combat in Y81 during the Klingo-Kzinti War.

(YFD8.0) MULTI-WARHEAD DRONES: These were not invented until Y170 and are not used in the Early Years Module.

(YFD9.0) ECM DRONES: Not invented until Y150.

(YFD10.0) DRONE CONSTRUCTION: Type-II and type-V drones were limited availability (FD10.65) items until Y100, then became restricted availability until Y120, after which they were general availability items.

Type-III drones entered service in Y83 and remained limited available through the Early Years period.

(YFD11.0) SWORDFISH: Not invented until Y174.

(YFD12.0) ARMORED DRONES: Available Y67.

(YFD13.0) SLUG DRONES: Available Y67.

(YFD14.0) SPEARFISH DRONES: Not invented until Y174.

(YFD15.0) STARFISH DRONES: Not invented until Y172.

(YFD16.0) STINGRAY DRONES: Not invented until Y168.

(YFP0.0) PLASMA TORPEDOES

(YFP2.0) TYPES OF PLASMA TORPEDOES: Only types-G and -R were available in the Early Years, although these could download some of the other types.

(YFP5.0) ENVELOPING PLASMA TORPEDOES: Not available until Y162.

(YFP7.0) PLASMA SHOTGUN: Not invented until Y168.

(YFP9.0) TYPE-D TORPEDO: Not invented until Y165.

(YFP10.0) PLASMA RACK: Not invented until Y165.

(YG0.0) SHIP'S SYSTEMS

(YG2.0) CONTROL SYSTEMS: There are no changes to these rules, except that some of the systems which cannot be used in an uncontrolled state do not exist in this time period anyway.

(YG4.0) LABS

(YG4.1) RESEARCH: To reflect the lower efficiency of lab equipment during the Early Years, add 2 to the effective range of all objects of scientific research.

(YG4.2) SEEKING WEAPON IDENTIFICATION: To reflect the lower efficiency of lab equipment during the Early Years, add 2 to the effective range to all seeking weapons being investigated.

(YG4.3) OTHER LAB FUNCTIONS: No changes.

(YG5.0) PROBES

(YG5.11) Probes in the Early Years have a maximum range of four hexes.

(YG7.0) TRACTOR BEAMS

(YG7.6) EXTENDED RANGE: Tractor beams cannot be used at extended range (i.e., beyond 1 hex) during the Early Years.

(YG8.0) TRANSPORTERS

(YG8.14) The maximum range of transporters in the Early Years is three hexes. Otherwise they operate exactly as in the Normal Game.

(YG10.0) THOLIAN WEB

(YG10.41) During the Early Years, webs deteriorate by two energy points for each hex of web at the end of each turn. This

was changed to the standard rate of one point per hex per turn in Y121.

(YG11.0) SUPER COMPUTERS: Not available in Early Years.

(YG12.0) SHIP SEPARATION

(YG12.11) There are no warp-powered booms in Early Years.

(YG12.12) The D4 boom needs 6 boxes (FX phasers become 360°); the F4 boom cannot separate.

(YG12.21) There are no warp-powered saucers in Early Years.

(YG12.22) The YCA and YCC saucers need 7 boxes. LF+L becomes LS; RF+R becomes RS.

(YG13.0) CLOAKING DEVICES: The Romulans, but not the Orions, can use this device in the Early Years.

(YG14.0) TUGS AND PODS: Current plans for Module Y provide no tugs for any fleet. The fleets relied on standard freighters for their cargo needs and auxiliary ships for other functions later partly taken over by Tugs.

(YG15.0) ORION PIRATE SPECIAL RULES: Orions did not begin operating as pirates until Y113 and did not begin operating special pirate ships until after Y127. Consequently, none of these special rules apply to any Orions operating during the Early Years. However, we are currently reviewing several new ideas for Early Years pirates and may change this decision at some later time.

(YG16.0) STASIS FIELD GENERATORS: Not available in EY.

(YG17.0) REPAIR SYSTEMS: No changes, except that equipment which does not exist cannot be repaired, and equipment cannot be partially repaired to standards that do not exist during the Early Years period.

(YG18.0) DISPLACEMENT DEVICE: No Andros.

(YG19.0) SATELLITE SHIPS: No Andros.

(YG20.0) ENERGY MODULES: No Andros.

(YG21.0) CREW QUALITY: No changes, except that some technology is not available and so is not affected by crew quality.

(YG22.0) LEGENDARY OFFICERS: No changes, except that some technology is not available and so is not affected by Legendary Officers.

(YG23.0) EXPANDING SPHERE GENERATORS

(YG23.22) An ESG can hold up to 2 points of power.

(YG23.24) There are no capacitors in Early Years.

(YG23.41) Radius can be 0 or 1.

(YG24.0) SCOUT FUNCTIONS: Only bases (not ships) had special sensors during Early Years.

(YG24.222) The target drone must be within 10 hexes.

(YG24.23) The target drone must be within 10 hexes, and the unit controlling the drone must be within 25 hexes.

(YG24.24) The channel can control six weapons to a maximum range of 25 hexes.

(YG24.252) The target weapon must be within 10 hexes.

(YG24.26) No change.

(YG24.271) The object of study must be within 10 hexes.

(YG24.28) The self-lending limit is 4 points.

(YG24.29) No change; see (YD17.0).

(YG26.0) WEB ANCHOR: Not available during the Early Years.

(YG27.0) CLOAKED DECOY: Not available during Early Years.

(YG31.0) TEMPORAL ELEVATOR: No Andros.

(YH0.0) POWER SYSTEMS

(YH0.0) ALL RULES: No changes.

(YJ0.0) SHUTTLECRAFT

(YJ2.0) ADMINISTRATIVE SHUTTLES: These entered use in Y70 along with Ground Attack Shuttles. Prior to that year, use sublight shuttles (R4.F0).

(YJ2.13) Administrative shuttles during the Early Years period did not have phasers until Y125.

(YJ2.2211) The maximum power that can be applied to a suicide shuttle is six points, no more than 2 points per turn.

(YJ3.0) **WILD WEASELS:** No changes.

(YJ4.0)-(YJ13.0) **FIGHTERS:** There are no fighters, SWACS, or MRS shuttles in the Early Years period.

(YK0.0) FAST PATROL SHIPS

Fast Patrol Ships are not available in the Early Years.

(YM0.0) MINE WARFARE

(YM1.0) **GENERAL RULES:** Because of the smaller detection range, mine warfare was fairly uncommon.

(YM2.0) **NUCLEAR SPACE MINES**

(YM2.35) The maximum detection radius is zero during Early Years. The target must actually enter the mine's hex to have any chance of detonating it. The development of radius-1 mine triggers in Y160 radically altered the course of mine warfare.

(YM3.0) **TRANSPORTER BOMBS:** Size 3 ships can have no more than two; size 4 ships can have no more than one.

(YM4.0) **MINE TYPES AND SIZES**

(YM4.4) **CAPTOR MINES:** These were not invented until after the Early Years period and are not used in this Module.

(YM10.0) **POWER ABSORBER MINES:** No Andros!

(YP0.0) PLANETS, ASTEROIDS, AND OTHER NAVIGATIONAL HAZARDS

Terrain is terrain. While individual areas might change over a period of time, the attributes of a given category of terrain will remain generally the same over a period of centuries.

(YR0.0) SHIP DATA

(YR1.0) GENERAL UNITS

(YR1.1) **STARBASES:** All ph-Gs are replaced by ph-3s, and all ph-4s are replaced by ph-1s. Use the original shield levels.

(YR1.2) **BATTLE STATIONS:** Not available in Early Years.

(YR1.3) **BASE STATIONS:** No change except that all ph-1s are replaced by ph-2s, all ph-Gs by ph-3s, and all ph-4s are replaced by ph-1s. Use the original shield levels.

NOTE: The various other bases are available from Y80 through Y120, with the phaser changes as noted above, and are subject to all other Early Years rules limitations. No augmentation modules except cargo modules are available.

NOTE: The standard small and large freighters were available as early as Y80 under the basic game rules (e.g., no Romulan freighters in this period). The only auxiliaries (freighter hulls) available during the Early Years are phaser-armed freighters, exploration freighters, troop transports, and repair ships. As with other ships, replace all ph-1s with ph-2s and all ph-Gs with ph-3s.

(YR1.7) **Q-SHIPS:** Not available in Early Years.

(YR1.10) **FRDs:** Not available in Early Years.

(YR1.15) **DEFSATS:** Not available in Early Years.

(YR1.22) **MONITORS:** Not available in Early Years.

(YR1.24) **MBs:** Not available in Early Years.

(YR1.F4) **GAS SHUTTLE:** Available from Y70 but did not have a phaser-3 until Y125.

(YR1.F5) **HTS SHUTTLE:** Available from Y90.

(YR1.F10) **GBS SHUTTLE:** Available from Y100.

(YR1.F11) **HAS SHUTTLE:** Available from Y120.

(YR2.0) UNITED FEDERATION OF PLANETS

(YR2.1) **BACKGROUND:** Unique among the Early Years powers, the Federation did not, at first, have a unified Star Fleet. This was primarily due to the Federation's composition being a group of different races, rather than a single race and political unit. The advantages of a unified service were not lost on the civilian leadership of Star Fleet however, and by Y115 a new national fleet had been established and built, the basis of which was the *Republic* class heavy cruisers. None of these national forces are presented in this product, but may appear in a later preview or playtest offering.

(YR2.2) **EARLY HEAVY CRUISER (YCA):** The new *Republic*-class was the first prototype of a new type of ship designed for long-range operations and extended patrols. The weaponry was not improved over the previous class since combat was not regarded as a primary function.

(YR2.3) **EARLY LIGHT CRUISER (YCL):** The original heavy cruiser, the YCL was a sublight ship converted to warp power. These ships were marvelously well built and continued to serve the Federation for decades to come.

(YR2.4) **EARLY FRIGATE (YFF):** Designed at the same time as the YCA, the YFF had nearly the same armament. The Federation (as well as most other races in this period) regarded the smaller ships as the main battle line in defense of the state. The ships were less useful for routine patrols.

(YR2.5) **EARLY COMMAND CRUISER (YCC):** To provide increased command facilities, the Federation fielded a handful of these command cruisers. The ships were very similar to the YCAs but had slightly more power.

To convert from YCA, add two impulse, change one Emer to Flag Bridge.

(YR3.0) KLINGON EMPIRE

(YR3.1) **BACKGROUND:** The Klingons were just restoring the former empire of the Old Kings as the Early Years period began, although much of it (including parts now in Federation space) was beyond their grasp. Note that all of the Klingon Early Years ships have two disruptors, reflecting a fleet fighting philosophy different from other races. This philosophy changed when over-loadable disruptors became available.

(YR3.2) **D4 CRUISER:** The main line of the Klingon Deep Space Fleet, the D4s were fully-capable cruisers that replaced the D3s (which were converted from sublight ships). Note the lack of drone racks. The boom is separable. (Some early SFB products mentioned this as an "early version of the D6," but it is indeed a separate class.)

(YR3.3) **D4C COMMAND CRUISER:** Designed as a flagship, the only significant difference between the D4C and the D4 was the addition of two APRs and two boarding parties.

(YR3.4) F4 FRIGATE: The F4 was designed as a battle consort for the D4. The ship relied on its disruptors for offensive power and considered the phasers as primarily defensive weapons. The boom is not separable.

(YR3.5) E1 ESCORT: Designed as a convoy escort and primarily operated by the ISF, the E1 was only slightly inferior to the DSF's F4. This ship is nimble.

(YR4.0) ROMULAN STAR EMPIRE

During the Early Years period, the Romulans had not acquired warp technology. They used the sublight non-refitted versions of the War Eagle, Battle Hawk, and Snipe.

(YR5.0) KZINTI HEGEMONY

(YR5.1) BACKGROUND: The Kzintis, during this period, did most of their fighting against each other. The Kzintis relied on drones for their firepower and did not begin using disruptors until the next classes.

(YR5.2) EARLY STRIKE CRUISER (YCS): These were regarded as the heavy command units of the Patriarchy fleet.

(YR5.3) EARLY LIGHT CRUISER (YCL): The light cruiser was regarded as an economy of force unit, standing in for strike cruisers when not enough of those were available. The YCL lacked the rear and center phaser mounts of the YCS and had less power.

(YR5.4) EARLY FRIGATE (YFF): The Kzinti frigate of the Early Years era was a scaled-down version of the cruiser classes, with a bit more than half of the systems. This was one of the fastest ships in the Early Years era.

(YR6.0) GORN CONFEDERATION

(YR6.1) BACKGROUND: Gorn designs were influenced by their enemies. Without a major threat beyond periodic border violations, they found smaller ships adequate.

(YR6.2) EARLY COMMAND CRUISER (YCC): The Gorns built very few of these ships as command units. The only change from the YCL was the change of the auxiliary control station to a flag bridge.

(YR6.3) EARLY LIGHT CRUISER (YCL): The Gorns considered this ship adequate for all border combat operations.

(YR6.4) EARLY DESTROYER (YDD): The Gorns designed this ship to have nearly the firepower of a YCL on a significantly smaller hull.

(YR7.0) THOLIAN HOLDFAST

(YR7.1) BACKGROUND: During the Early Years period, the Tholians used the standard PC with no changes (including the use of phaser-1s and non-Y rules for all other systems).

(YR8.0) ORION PIRATES

(YR8.1) BACKGROUND: In Y113, 16 Orion warships and nearly 9,000 skilled crewmen and technicians disappeared from

Orion and set up clandestine pirate bases. Orions were observed in widespread operation in Y117 but did not develop the CR until Y127.

(YR8.2) ORION RAIDER DESTROYER (DR): This was the original pre-Federation "national fleet" ship of the Orions. Ironically, it was designed as a police ship and convoy escort.

(YR9.0) HYDRAN KINGDOM

(YR9.1) BACKGROUND: The Hydran Kingdom was occupied by the Klingons and Lyrans from Y87 through Y135. The ships in service prior to the occupation bore no real resemblance to the ships that served earlier and had different weapons. This material will be presented at a later time.

(YR9.2) GRENADIER CRUISER: This ship is not available at this time but will be made available to playtesters in 1994.

(YR9.3) VOLTIGEUR FRIGATE: This ship is not available at this time but will be made available to playtesters in 1994.

(YR10.0) ANDROMEDAN INVADERS

The Andromedans had yet to arrive in this galaxy during the period of the Early Years. If they had, their technology would be identical to that found in the main game.

(YR11.0) LYRAN EMPIRE

(YR11.1) BACKGROUND: Like the Klingons, the Lyrans spent most of the Early Years period conquering and then occupying Hydran space. Their interactions with the Kzintis were infrequent. The Federation was only barely aware that the Lyrans existed.

(YR11.2) EARLY COMMAND CRUISER (YCC): The Ducal flagships were identical to the County YCA flagships except for the larger impulse engine (two extra boxes).

(YR11.3) EARLY HEAVY CRUISER (YCA): The Lyran County flagships were designed to command and control their territory and their forces.

(YR11.4) EARLY FRIGATE (YFF): The frigates formed the bulk of the Lyran fleet during this period and had nearly the firepower of the cruisers.

OTHER RACES

The Kzinti rebels first arrived in the WYN Star Cluster at the end of the Early Years period, and the cluster was not functional during this period.

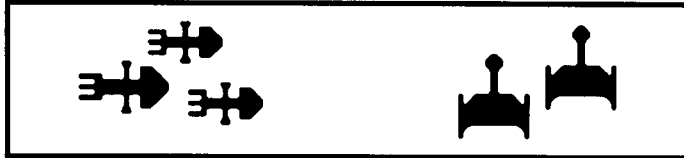
The Interstellar Concordium had not yet contacted the remainder of the galaxy during the period of the Early Years, and are not represented in this module.

The Lyran Democratic Republic did not exist as a separate political entity during the time of this module.

The Seltorians had not arrived during this period. Obviously, if they did arrive, they would have their existing ships and weapons with full capabilities.

A proposal is under development for a new race that was coreward of the Gorns (and possibly other races?) and was annihilated during this period.

(SP1320.0) DAWN OF THE PACK



(Y81)

by Jon Cleaves, Colorado

As the First Klingon-Kzinti War (which lasted over 30 years) drew to a close, one Kzinti captain, Cat-of-the-Dawn, devised a new weapon (the scatter-pack) which he hoped would turn the balance of power in favor of the Kzintis and allow the recapture of three key border planets. He selected a passing Klingon patrol for a demonstration attack.

(SP1320.1) NUMBER OF PLAYERS: 2; the Kzinti player and the Klingon player.

(SP1320.2) INITIAL SET UP

TERRAIN: None

KZINTIS: YCS *Comet* in 2204, YFF #16 in 1003, YFF #21 in 3402. All ships heading D, speed max, WS-III.

KLINGON: D4 *Harrower* in 1228, D4 *Gnasher* in 0926. Both ships heading B, speed 10, WS-I.

(SP1320.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(SP1320.4) SPECIAL RULES

(SP1320.41) MAP: Use a floating map.

The Kzinti units can only disengage in directions F-A-B.

The Klingon units can only disengage in directions C-D-E.

Units which disengage in unauthorized directions are considered destroyed.

(SP1320.42) SHUTTLES AND PFs: No shuttles or PFs have warp booster packs. Note that this is an Early Years scenario and that the administrative shuttles have no phasers.

(SP1320.421) There are no MRS shuttles in Early Years.

(SP1320.422) There are no fighters in the Early Years.

(SP1320.423) There are no PFs in this the Early Years.

(SP1320.43) COMMANDER'S OPTION ITEMS

(SP1320.431) Each ship can purchase additional or special equipment as Commander's Option Items (e.g., T-bombs, extra marines, etc.) up to 20% of its Combat BPV. See (S3.2) for details and exceptions. Note that whatever is spent here counts in the Modified Victory Conditions (S2.2) as victory points for the enemy.

(SP1320.432) All drones are "slow," i.e., speed-8. Type-II and type-V drones (speed 12) are available for purchase as special "limited availability" drones.

Each drone-armed ship can purchase special drones up to the historical racial percentages as part of the Commander's Option Items. Note that (S3.2) allows drone ships extra points for this purpose. See (YFD10.0) for additional data on what drones are available.

(SP1320.44) REFITS do not apply to Early Years ships.

(SP1320.45) SCATTER-PACK: The Kzinti ships can have SPs prepared as per the weapon status rules and can prepare more of them during the scenario if they wish and are able. The Klingons cannot prepare or use scatter-packs in this scenario. The Klingons are not allowed (by this rule) to fire on any Kzinti shuttle which is more than 8 hexes distant until the second time a scatter-pack releases submunitions. This reflects the surprise of the new technology on the Klingons.

(SP1320.5) VICTORY CONDITIONS: Use the Modified Victory Conditions (S2.201).

(SP1320.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SP1320.61) Replace the two Klingon cruisers with two Lyrans or two Federation YCAs.

(SP1320.62) To reflect (non historically) the surprise inflicted on the Klingon ships, allow the Kzinti player to use any one rule or drone from the standard game instead of the scatter-packs.

(SP1320.63) For a smaller and faster scenario, use only one cruiser on each side.

(SP1320.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

(SP1320.71) Change one Kzinti YFF to a YCS or YCL.

(SP1320.72) Change one Klingon D4 to an F4.

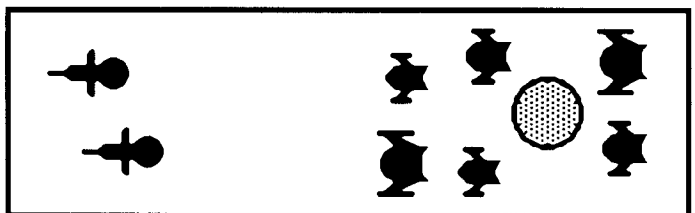
(SP1320.73) Adjust the available number of Commander's Option Points on each side.

(SP1320.8) TACTICS: This is a typical stand-up fight between patrol groups. Just point your ship at the enemy and attack! The faster Kzinti frigates will decide the tempo of the action as they either arrive at the proper place to attack or wander uselessly in space avoiding the big guns of the Klingon cruisers.

(SP1320.X) DESIGNER'S NOTES: Few of the "technology changes" in the history of SFB are so easily amenable to a special scenario rule. By disallowing the Klingons from destroying the shuttles, it is possible to reflect the surprise the Klingons experienced.

HISTORICAL OUTCOME: The scatter-pack, while an initial surprise, was not decisive, and the battle was, in the end, just one of a hundred inconclusive skirmishes along the front lines.

(SP224.0) THE RELUCTANT DRAGONS



(Y90)

by Stephen V Cole & Steven P Petrick, Texas

The Third Gorn-Romulan War began with the Romulan occupation of a Gorn-claimed planet near the Neutral Zone.

The Gorns, who could not understand why the Romulans were attacking when their ships were so obviously inferior, reluctantly sent a force to compel the Romulans to leave. The Romulans, using their new cloaking devices, showed them why.

(SP224.1) NUMBER OF PLAYERS: 2; the Gorn player and the Romulan player.

(SP224.2) INITIAL SET UP

TERRAIN: Class M planet in hex 2215.

ROMULANS: Two Warbirds, two Hawk-Ss, two Snipe-Ss. Set up first within 5 hexes of the planet, speed 1, heading at option of the Romulan player, WS-I.

GORN: YCC and YCL enter the map on the xx01 map edge, speed max, WS-III, heading D, on impulse #1 of Turn #1.

(SP224.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(SP224.4) SPECIAL RULES

(SP224.41) MAP: The map is fixed; it does not float. Any unit leaving the map has disengaged and cannot return.

The Gorn units can only disengage in directions F-A-B.

The Romulan units can only disengage in directions C-D-E.

Units which disengage in unauthorized directions are considered destroyed.

(SP224.42) SHUTTLES AND PFs: No shuttles or PFs have warp booster packs. Note that this is an Early Years scenario and that the administrative shuttles have no phasers.

(SP224.421) There are no MRS shuttles in Early Years.

(SP224.422) There are no fighters in the Early Years.

(SP224.423) There are no PFs in this the Early Years.

(SP224.43) COMMANDER'S OPTION ITEMS

(SP224.431) Each ship can purchase additional or special equipment as Commander's Option Items (e.g., T-bombs, extra marines, etc.) up to 20% of its Combat BPV. See (S3.2) for details and exceptions. Note that whatever is spent here counts in the Modified Victory Conditions (S2.2) as victory points for the enemy.

(SP224.432) There are no drone-armed units in this scenario, and no race bordering the Romulans uses drones.

(SP224.44) REFITS do not apply to the Early Years.

(SP224.5) VICTORY CONDITIONS: Use the Modified Victory Conditions (S2.201).

(SP224.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SP224.61) Replace the two Gorn cruisers with two Federation cruisers.

(SP224.62) Allow the Romulans to select any ships with the same (or lower) BPVs as those provided in the historical set up.

(SP224.63) For a smaller or faster scenario, use one Gorn cruiser and one each Warbird, Battle Hawk, and Snipe.

(SP224.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

(SP224.71) Change one Gorn cruiser to a destroyer.

(SP224.72) Replace any Romulan ship with the next larger or smaller class.

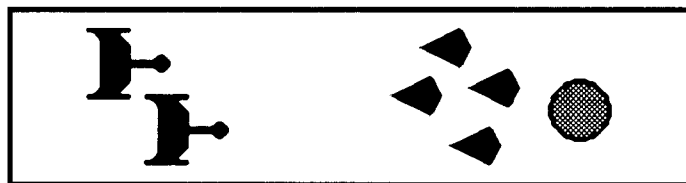
(SP224.73) Delete or add a Romulan Snipe or Battle Hawk.

(SP224.8) TACTICS: The Gorn ships must use their speed to avoid the superior Romulan firepower while destroying the Romulan ships one by one with their torpedoes. The Romulan ships must work together to overwhelm the Gorns.

(SP224.X) DESIGNER'S NOTES: This scenario reflects the type of battles fought during the early Gorn-Romulan Wars.

HISTORICAL OUTCOME: The Romulans held the planet (at heavy cost) and forced the Gorn ships to withdraw when damaged. The Gorn forces returned a few weeks later and recaptured the planet, although it was to change hands several times before that war ended.

(SP225.0) FIRST CLASH



(Y83)

by Steven P Petrick & Stephen V Cole, Texas

The Klingons dispatched a pair of cruisers to investigate why one of their colony planets had failed to report on schedule and discovered that new "neighbors" had moved in.

(SP225.1) NUMBER OF PLAYERS: 2; the Klingon player and the Tholian player.

(SP225.2) INITIAL SET UP

TERRAIN: Small moon in hex 2215.

THOLIANS: Set up four PCs within 5 hexes of the small moon, speed 10, WS-I, heading at Tholian's option.

KLINGON: Two D4s enter from the 01xx map edge on impulse #1 of Turn #1, speed max, WS-III, heading B or C.

(SP225.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(SP225.4) SPECIAL RULES

(SP225.41) MAP: The map is fixed; it does not float. Any unit leaving the map has disengaged and cannot return.

The Klingon units can only disengage in directions E or F.

The Tholian units can only disengage in directions B or C.

Units which disengage in unauthorized directions are considered destroyed.

(SP225.42) SHUTTLES AND PFs: No shuttles or PFs have warp booster packs. Note that this is an Early Years scenario and that the administrative shuttles have no phasers. There are no MRS shuttles, fighters, or PFs in the Early Years.

(SP225.43) COMMANDER'S OPTION ITEMS

(SP225.431) Each ship can purchase additional or special equipment as Commander's Option Items (e.g., T-bombs, extra marines, etc.) up to 20% of its Combat BPV. See (S3.2) for details and exceptions. Note that whatever is spent here counts in the Modified Victory Conditions (S2.2) as victory points for the enemy.

(SP225.432) All drones are "slow," i.e., speed-8. Type-II and type-V drones (speed 12) are available for purchase as special "limited availability" drones.

Each drone-armed ship can purchase special drones up to the historical racial percentages as part of the Commander's Option Items. Note that (S3.2) allows drone ships extra points for this purpose. See (YFD10.0) for additional data on what drones are available.

(SP225.5) VICTORY CONDITIONS: Use the Modified Victory Conditions (S2.201).

(SP225.7) BALANCE

(SP225.71) Change one Klingon cruiser to an F4, or add an F4.

(SP225.72) Delete or add a Tholian PC.

HISTORICAL OUTCOME: After an inconclusive battle, the Klingon ships withdrew to report on a previously unknown enemy force, as per standard Klingon doctrine.

FEDERATION EARLY HEAVY CRUISER

CNTR	
------	--

SENSOR

6	5	2	0
---	---	---	---

SCANNER
0 1 3 5 9

DAM CON 4 2 2 0

EX DAM

SHIP DATA TABLE	
TYPE	= YCA
POINT VALUE	= 84
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= YR2.2

TURN MODE		SPEED
D	1	2-4
	2	5-8
	3	9-12
HET	4	13-17
	5	18-24
BD	6	25+

[illegible]

BOARDING PARTIES	10
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TRANSPORTER BOMBS

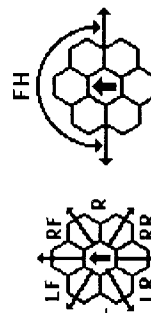
D	D
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PROBES	3
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TYPE II PHASER TABLE									
DIE ROLL	RANGE		4-9		16-31		31-50		
	0	1	2	3	8	15	30	50	
1	6	5	5	4	3	2	1	1	
2	6	5	4	4	2	1	1	0	
3	6	4	4	4	1	1	0	0	
4	5	4	4	3	1	0	0	0	
5	5	4	3	3	0	0	0	0	
6	5	3	3	3	0	0	0	0	

TYPE III DEFENSE PHASER		4- 9-		
DIE RANGE		2	3	8 15
ROLL 0 1				
1 4 4	4	3	1	1
2 4 4	4	2	1	0
3 4 4	4	1	0	0
4 4 4	3	0	0	0
5 4 3	2	0	0	0
6 3 3	1	0	0	0

PHOTON TORPEDO TABLE							
RANGE	0-1	2	3-4	5-8	9-12	13-30	
HIT	NA	1-5	1-4	1-3	1-2	1	
DAMAGE	NA	8	8	8	8	8	8


$$FA = LF + RF$$

THE RIGHT AND LEFT PHASERS CAN FIRE DOWN THE ROW
OF HEXES DIRECTLY TO THE REAR OF THE SHIP.

MOVEMENT COST = 1
HET COST = 5
EM COST = 6

SHIELD #1

[illegible]

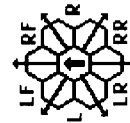
MOVEMENT COST = 1
HET COST = 5
EM COST = 6

SHIP DATA TABLE	
TYPE	= D4
POINT VALUE	= 75
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= YR3.2

TURN MODE	SPEED
B 1	2-5
2	6-10
3	11-15
4	16-21
5	22-28
6	29+

DRONE RACKS				
1	☐	☐	☐	F
2	☐	☐	☐	F

CAN LAUNCH ONE DRONE FROM ONE RACK EACH TURN. NOTE THAT IT CAN LAUNCH A DRONE FROM ONE RACK ON IMPULSE #32 OF ONE TURN, AND THEN LAUNCH ANOTHER FROM THE OTHER RACK ON IMPULSE #1 OF THE VERY NEXT TURN.


$$\begin{aligned} \mathbf{F}\mathbf{A} &= \mathbf{L}\mathbf{F} + \mathbf{R}\mathbf{F} \\ \mathbf{F}\mathbf{X} &= \mathbf{L} + \mathbf{L}\mathbf{F} + \mathbf{R}\mathbf{F} + \mathbf{R} \end{aligned}$$

ADMINISTRATIVE SHUTTLES		
IDENT	HIT POINTS	NOTES

TRANSPORTER BOMBS	DD	DD
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[illegible][illegible]

PROBES	3
--------	---

DIE ROLL	RANGE		4-9-16-31- 8 15 30 50	
	0	1	2	3
1	6	5	5	4
2	6	5	4	2
3	6	4	4	1
4	5	4	4	3
5	5	4	3	0
6	5	3	3	0

TYPE III DEFENSE PHASE									
DIE RANGE		4- 9-			8 15				
ROLL	0	1	2	3	8	9	10	11	12
1	4	4	4	4	3	1	1		
2	4	4	4	4	2	1	0		
3	4	4	4	4	1	0	0		
4	4	4	4	3	0	0	0		
5	4	4	3	2	0	0	0		
6	3	3	1	0	0	0	0		

RANGE	0	1	2	3-4	5-8	9-15	16-22
HIT	NA	1-5	1-5	1-4	1-4	1-4	1-3
DAMAGE	0	5	4	4	3	3	2

KZINTI EARLY STRIKE CRUISER

CNTR

SHIP DATA TABLE	
TYPE	= YCS
POINT VALUE	= 77
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= YR5.2

ADMINISTRATIVE SHUTTLES

HIT POINTS	NOTES

THIS SHIP HAS ONE SHUTTLE BAY.

PROBES

		3
--	--	---

BOARDING PARTIES

						10
--	--	--	--	--	--	----

TRANSPORTER BOMBS

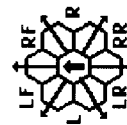
		D	D
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TYPE II PHASER TABLE

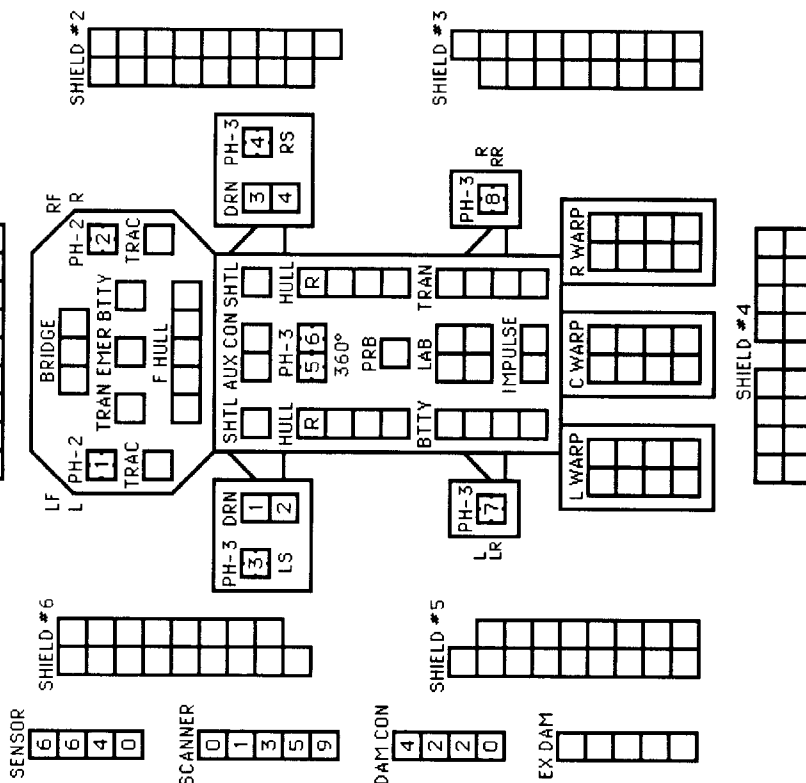
DIE RANGE		4-9-16-31-	
ROLL	0 1 2 3	8 15 30 50	
1	6 5 5 4 3	2 1 1	
2	6 5 4 4 2	1 1 0	
3	6 4 4 4 1	1 0 0	
4	5 4 4 3 1	0 0 0	
5	5 4 3 3 0	0 0 0	
6	5 3 3 3 0	0 0 0	

TYPE III DEFENSE PHASER

THE TEN DIE ENGLISH TRIGGER						
DIE RANGE	4-			9-		
ROLL	0	1	2	3	8	15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	4	3	0	0
5	4	4	3	2	0	0
6	3	3	1	0	0	0



LS = LF + L + LR
RS = RF + R + RR



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

DRONE RACKS

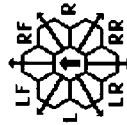
1					A
2					A
3					A
4					A

MOVEMENT COST = 1
HET COST = 5
EM COST = 6

CNTR

SHIP DATA TABLE	
TYPE	= YCL
POINT VALUE	= 60
BREAKDOWN	= 4-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= YR6.3

TURN MODE	SPEED
D	1 2-4
	2 5-8
	3 9-12
HET	4 13-17
	5 18-24
BD	6 25+


$$\begin{aligned} \text{FA} &= \text{LF} + \text{RF} \\ \text{LS} &= \text{LF} + \text{L} + \text{LR} \\ \text{RS} &= \text{RF} + \text{R} + \text{RR} \end{aligned}$$

**PSEUDO-PLASMA
TORPEDOES**

[illegible][illegible]

DIE ROLL	RANGE		4-9-16-31-						
	0	1	2	3	6	15	30	50	
1	6	5	5	4	3	2	1	1	
2	6	5	4	4	2	1	1	0	
3	6	4	4	4	1	1	0	0	
4	5	4	4	3	1	0	0	0	
5	5	4	3	3	0	0	0	0	
6	5	3	3	3	0	0	0	0	

TYPE III DEFENSE PHASER		DIE RANGE			4- 9- 3 8 15		
ROLL	0	1	2	3	4	5	6
1	4	4	4	3	1	1	
2	4	4	4	2	1	0	
3	4	4	4	1	0	0	
4	4	4	3	0	0	0	
5	4	3	2	0	0	0	
6	3	3	1	0	0	0	

PLASMA TORPEDO WARHEAD STRENGTH TABLE									
RANGE	0-5	6-10	11-12	13-14	15	16-18	19	20	
TYPE G	20	20	15	15	15	10	5	1	
TYPE F	20	15	10	5	1	0	0	0	
BOLT	1-4	1-3					1-2		

WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX													⑤ = HET COST										⑥ = ERRATIC MANEUVER WARP COST									
SPEED	1	2	3	4	⑤	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30		
Standard	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30		
Frac.	$\frac{2}{3}$	$1\frac{1}{3}$	2	$2\frac{2}{3}$	$3\frac{1}{3}$	4	$4\frac{2}{3}$	$5\frac{1}{3}$	6	$6\frac{2}{3}$	$7\frac{1}{3}$	8	$8\frac{2}{3}$	$9\frac{1}{3}$	10	$10\frac{2}{3}$	$11\frac{1}{3}$	12	$12\frac{2}{3}$	$13\frac{1}{3}$	14	$14\frac{2}{3}$	$15\frac{1}{3}$	16	$16\frac{2}{3}$	$17\frac{1}{3}$	18	$18\frac{2}{3}$	$19\frac{1}{3}$	20		

MOVEMENT COST = 1
HET COST = 5
EM COST = 6

CNTR

SENSOR

6	5	2	0
---	---	---	---

SCANNER

0	1	3	5	9
---	---	---	---	---

DAM CON 4220

EX D A M

SHIP DATA TABLE	
TYPE	= YCA
POINT VALUE	= 87
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= YR11.3

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

ES6 TABLE	
RADIUS	ENERGY
1	2
0 (4.00)	4 8
1 (3.67)	4 7

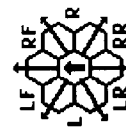
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	BOARDING PARTIES						TRANSPORTER BOMBS	
10								
D							D	D

PROBES	3
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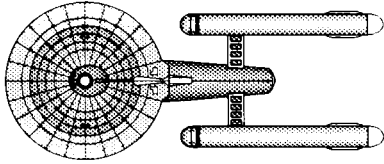
TYPE II PHASER TABLE									
DIE ROLL	RANGE			4-9-16-31-			4-9-16-31-		
	0	1	2	3	8	15	30	50	
1	6	5	5	4	3	2	1	1	
2	6	5	4	4	2	1	1	0	
3	6	4	4	4	1	1	0	0	
4	5	4	4	3	1	0	0	0	
5	5	4	3	3	0	0	0	0	
6	5	3	3	3	0	0	0	0	

TYPE III DEFENSE PHASER						
DIE ROLL	RANGE		4- 9- 3 8 15			
	0	1	2	3	8	15
1	4	4	4	4	3	1
2	4	4	4	4	2	1
3	4	4	4	4	1	0
4	4	4	4	3	0	0
5	4	4	3	2	0	0
6	3	3	3	1	0	0


$$\begin{aligned} \text{FA} &= \text{LF} + \text{RF} \\ \text{LS} &= \text{LF} + \text{L} + \text{LR} \\ \text{RS} &= \text{RF} + \text{R} + \text{RR} \end{aligned}$$

DISRUPTOR TABLE										
RANGE	0	1	2	3-4	5-8	9-15	16-22			
HIT	NA	1-5	1-5	1-4	1-4	1-4	1-4	1-4	1-3	
DAMAGE	0	5	4	4	4	3	3	2		

STAR FLEET BATTLES PLAYER



NAME _____

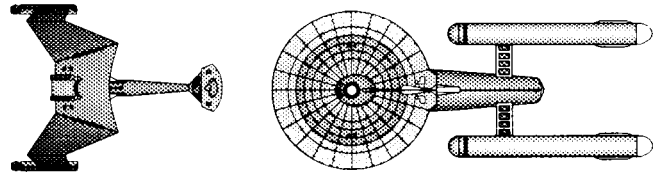
SHIP NAME _____

FLEET _____

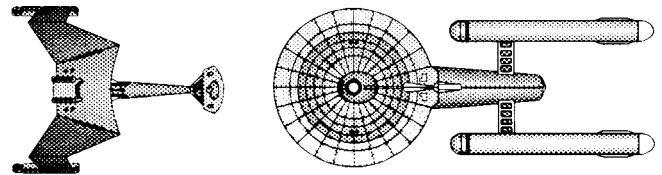
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The ID card can be used by clubs or individuals.
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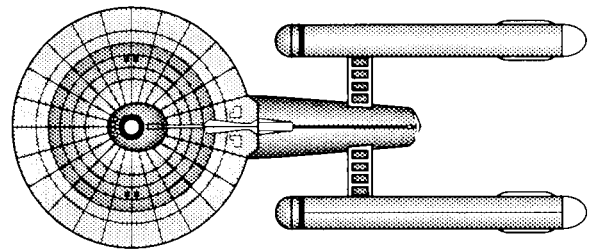
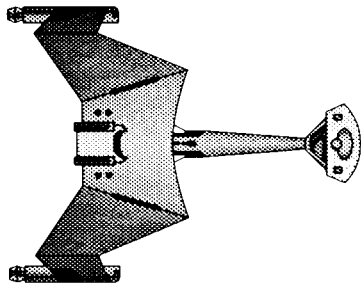
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STAR FLEET BATTLES RATED ACE TOURNAMENT



STAR FLEET BATTLES



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BATTLES. Experienced gamers and novices are welcome. Explore the final frontier!
Our group meets at _____ on _____.
Contact _____ at _____.

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Photocopy and preserve original. Fill in time of meeting (or put "various times and places"). Put contact information on the lines provided
and on each "tear off" strip (cut solid lines). Post in game stores or other locations with permission of the management.

CAPTAIN'S LOG #12

This issue of Captain's Log includes the following exciting features:

THE LONG ROAD HOME is the story of a WYN frigate on a secret mission through Kzinti, Klingon, Lyran, LDR, and Federation space. The history section also includes a special look at Kzinti Officers.

STAR FLEET DATABASE: Communications, announcements, product schedules, Why?, Decisions of the Board of Proposals, Ask Kommodore Ketrick, updates on recent products, Conventions and Tournaments, Battle Force 525 (Battle Tugs at War), an example of electronic warfare, and a look at the Star Fleet Academy Final Exam.

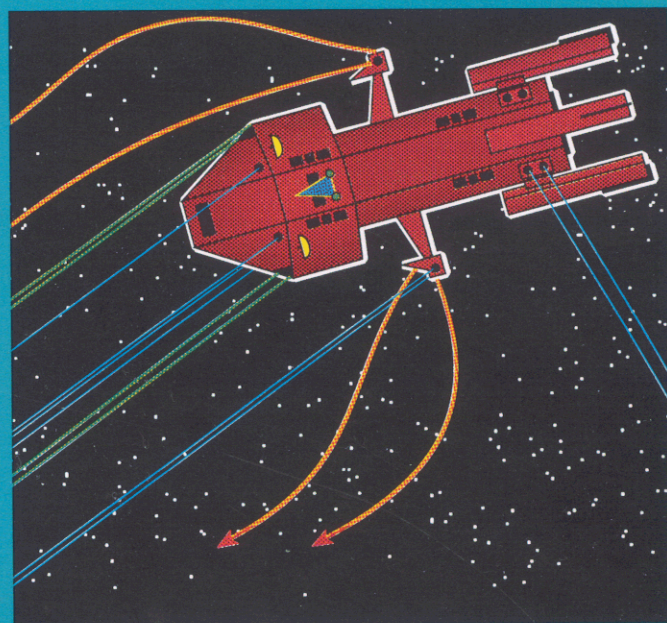
UNIVERSE: Ten more questions from players on the Doomsday Edition. Background from Prime Directive. Solitaire and Reserve ship variants for Star Fleet Missions. Playtest updates on X-ships and Marines. Strategies for the Star Fleet Warlord play-by-mail game. Tactical Intelligence play aid. Copyable posters and ads for your club and tournament.

SCENARIOS: The Klingon battlecruiser *Destruction* makes its Finishing Run. The Airsistians use Klingon weapons to Win a Few against the Federation. The Kzinti carrier *Typhoon* engages an Andromedan Intruder. Hydran raiders meet Unexpected Resistance. Pilot rescue turns deadly with Escorts *En Passant*.

EARLY YEARS: A preview of Module Y, when warp power was new and ships fought lonely battles on far frontiers. Complete rules, three scenarios, and six SSDs (Federation *Republic*, Klingon D4, Lyran Dawn Tiger, Gorn Early Cruiser, Kzinti Early Strike Cruiser and Frigate).

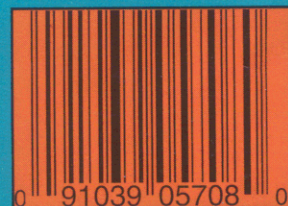
TACTICS: Term papers, including a special section on Tractor Beams. The Tactics Board sends Orions against a Fed Convoy. Victory at Origins '93. Ask Uncle Ardak. How to employ a web caster.

FEDERATION & EMPIRE: Questions and Answers. Tactical Notes. Commentaries. Coalition Strategy. Early Years scenario.



This product adds new background material, ships, and rules for use in Star Fleet Battles. You must have SFB Basic Set in order to utilize this material. You will also need Advanced Missions, New Worlds I & II, and Modules J & K to use some of the material. The material for Federation & Empire requires that game.

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