

SUBSPACE MESSAGE FROM STAR FLEET COMMAND

RELEASE #1 — STARDATE 9403.21

The following datafiles have become available from Star Fleet Historical Research Command. They comprise data on the ships and weapons used by the Hydrans prior to and during the Klingon invasion and conquest of Y87. You can now watch them go down to defeat (as good Hydrans should).

(YE7.0) NOVA CANNON

The nova cannon is the primary armament of the Hydran Fleet during the Early Years. Its power is derived from a stream of excited deuterium nuclei that are projected to the target via a trans-light warp. The nuclei are then fused into helium, releasing significant energy at the instant of contact. The weapon is short-ranged but powerful.

The standard Hydran tactic is to move rapidly toward the target, leaving the nova cannons uncharged to save power for more speed. The Hydran ship tries to end the turn near the target, then arms and fires its nova cannons at the start of the next turn.

The nova cannon eventually evolved into the fusion beam, but a fusion beam cannot be hastily repaired as a nova cannon.

(YE7.1) DESIGNATION

(YE7.11) **SSD:** Each box on the SSD represents a single nova cannon. Each such weapon is recorded separately.

(YE7.12) **DESTRUCTION:** Hydran nova cannons are destroyed on "torpedo" hits.

(YE7.2) ARMING PROCEDURE

(YE7.21) **ENERGY:** Charging a nova cannon requires one point of power from any source during a single turn.

(YE7.22) **COOLING:** If the weapon is fired, it requires one turn of cooling and cannot be armed or fired during the game turn after the turn on which it was fired; see (YE7.412). If the weapon is merely discharged (E1.24), cooling is not required.

EXAMPLE: If a nova cannon is fired during any impulse of Turn #1 (no matter whether #1 or #32), it cannot be armed or fired on any impulse of Turn #2.

(YE7.23) **HOLDING:** Nova cannons cannot be held in an armed state, but must be fired or discharged (E1.24) shortly after (i.e., on the turn that) they were armed. If the weapon is not fired on the turn it is armed, the weapon is discharged (E1.24) and the energy is lost, but the weapon does not need to cool and can be armed and fired during the next turn.

(YE7.24) **RESERVE POWER:** Nova cannons can be fired with reserve power (H7.52).

Nova cannons can be partially armed with allocated power and then completed at (or prior to) the point of firing with contingent reserve power (H7.6). If this power is not provided and/or the weapon is not fired, the weapon will be discharged and the power will be lost at the end of the turn.

(YE7.3) FIRING NOVA CANNONS

(YE7.31) **NOVA CANNON TABLE:** Nova cannon fire is resolved on the NOVA CANNON TABLE, which is found on the SSDs of ships armed with nova cannons and is shown below.

DIE ROLL	RANGE (Hexes)					
	0	1	2	3-8	9-12	13-20
1	7	6	4	2	2	1
2	7	6	4	2	1	1
3	7	6	3	1	1	0
4	7	5	3	1	1	0
5	6	5	2	1	0	0
6	6	4	2	0	0	0

(YE7.32) **PROCEDURE:** Determine the range to the target. Roll one die, and cross-index the die roll result with the range column. The result is the number of damage points scored.

(YE7.4) OVERLOADS

Nova cannons cannot be overloaded.

(YE7.5) HOLDING NOVA CANNONS

Nova cannons cannot be held. They must be fired or discharged on the turn that they are armed.

STAR FLEET NEWS UPDATE

CAPTAIN'S LOG #14 is now in the stores with a superb cover, great fiction (a Federation BC in a Klingon trap; what could be better?), and plenty of tactics, scenarios, etc.

CAPTAIN'S MODULE S2 is now at the printers. The 53 scenarios include 30 brand new ones and 23 classic battles from the Commander's Era. Also included are two campaigns (LDR Commander and Survey Captain). As a special bonus, TFG included a full color Asteroid Field Map!

PRIME DIRECTIVE, the new SFB role-playing game, is creating new excitement in the Star Fleet Universe. The boys on the Prime Team have just released the thrilling adventure GRADUATION EXERCISE. A team of nearly-graduated Primes is sent on a jungle survival test. However, instead of getting in touch with nature, they get in touch with some Cygnan scientists on the run from an Orion raid. And then a platoon of Romulan Marines shows up!

CAPTAIN'S LOG #15 will be along in a few short weeks with more of your favorite features, plus new tournament ships for the LDR and WYNs!

CAPTAIN'S MODULE X1 will be the major Origins release this year, with dozens of the most powerful ships in SFB and exciting scenarios where they can show their stuff. (The playtest department advises that X-ships will no longer have aegis and cannot pulse-fire an overloaded phaser. Also, plasma ships cannot load anything bigger than an F-torp in one turn.)

MORE: CL#16 and Module Y will be along late this year, and don't be surprised if you meet a few new races soon!

CONVENTIONS: ADB will be running the usual array of SFB and F&E events (Fleet Captain, Patrol, Saturday Patrol) at both Origins and GenCon this year. Also, *Team Prime* will be holding a tournament at Origins and the first-ever Prime Directive National Championships at GenCon.

(SP1703.0) IMPASSE

(Y87)

by Steven Paul Petrick, Texas

As the Hydran defensive sphere collapsed and the Hydran homeworlds came under direct attack, every Hydran warship was called in a last ditch effort to avert total defeat. The remnants of Commodore Hpsphyt's force found itself blocked from reaching the capital by ships of the Lyrans Star Empire. Realizing that the Lyrans ships had to be disabled or they would simply follow them back to their homeworld, the Hydrans closed to engage. The Lyrans ships, however, were under orders to allow no Hydran ships to pass their lines and reinforce the Hydran homeworld defenses.

(SP1703.1) NUMBER OF PLAYERS: 2; the Hydran player and the Lyrans player.

(SP1703.2) INITIAL SET UP

HYDRAN: YCA *Loyalty* in 2101, YCA *Tenacity* in 2301, YFF *Valiant* in 2501, all heading D, speed max, WS-III.

LYRAN: YCA *Prowess* in 2130, YCA *Vicious* in 2330, both heading A, speed max, WS-III.

(SP1703.3) LENGTH OF SCENARIO: The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

(SP1703.4) SPECIAL RULES

(SP1703.41) MAP: The map is fixed; it does not float. Any unit leaving the map has disengaged and cannot return. The Hydran units can only disengage from xx30 map edge. The Lyrans units can only disengage from xx01 map edge. Units which disengage in unauthorized areas are considered destroyed.

(SP1703.42) SHUTTLES AND PFs: No shuttles or PFs have warp booster packs.

(SP1703.421) There are no MRS shuttles in Early Years.

(SP1703.422) There are no fighters in Early Years.

(SP1703.423) There are no PFs in Early Years.

(SP1703.43) COMMANDER'S OPTION ITEMS

(SP1703.431) 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.

(SP1703.432) There are no drone-armed units in the basic version of this scenario. In a variation where drone-armed units are present, 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.

(SP1703.433) If players wish to use the optional rules for Prime Teams (G32.0), one CA on each side can carry one such team.

(SP1703.44) REFITS do not apply to the early years.

(SP1703.45) HYDRAN DISENGAGEMENT: The Hydrans cannot disengage unless they have been crippled, or both Lyrans ships are either crippled or destroyed. The Hydrans can disengage if one Lyrans ship is destroyed and the other is crippled.

(SP1703.46) LYRAN DISENGAGEMENT: The Lyrans ships can only disengage if they are crippled.

(SP1703.5) VICTORY CONDITIONS: Use the Modified Victory Conditions (S2.201), except that no points are awarded for disengaged ships.

The Hydrans gain a 50-point bonus for each uncrippled ship they disengage.

The Lyrans gain a 50-point bonus for each Hydran YCA that is destroyed and 100-point bonus for each Hydran YCA captured. No bonus points are awarded for the capture or destruction of the Hydran YFF.

(SP1703.6) VARIATIONS: The scenario can be played again under different conditions by making one or more of the following changes:

(SP1703.61) Replace the Lyrans YCAs with Klingon D4s.

(SP1703.62) Replace the Hydran ships with Kzintis.

(SP1703.63) For a smaller and faster battle, delete the Hydran at start YFF and replace the YCAs of both sides with YFFs.

(SP1703.7) BALANCE: The scenario can be balanced between players of different skill levels by one or more of the following:

(SP1703.71) Change the Hydran YFF to another Hydran YCA.

(SP1703.72) Replace a Lyrans YCA with a Lyrans YFF.

(SP1703.73) Delete the Hydran YFF or add a Lyrans YFF

(SP1703.8) TACTICS: Get close and destroy the enemy!

(SP1703.9) PLAYTESTERS COMMENTS: This is an official SFB playtest scenario. If you playtest this scenario and send a report to ADB, your names will be listed in Module Y! Your report should include the following information:

1. List the title and the SP number.
2. How many times did you play it? How many to completion?
We require at least two playings to completion and prefer more. Provide a summary of each battle.
3. Is the scenario unbalanced? If so, toward whom?
4. Pick one: Fun, boring, unworkable, average.
5. Is there a "trick key" that can unlock the scenario and cause it to fall apart? If so, describe it.
6. List any proposed changes, variants, or balance factors.

HISTORICAL OUTCOME: The Hydran *Loyalty* and *Valiant* were destroyed in the battle. The *Tenacity* was damaged, but managed to elude the badly damaged Lyrans *Prowess* (the Lyrans YCA *Vicious* had been destroyed) and reach the Hydran homeworld, where it was ultimately destroyed.

REPORTS ON SHIPS

1. List the Race, Class, and Project (900) number.
2. What mission is the ship intended for? Is it suitable? Why?
3. How many times did you test the ship in one-on-one duels?
What ships did you test it against? What were the results?
4. How many times did you test it in fleet battles? Describe the fleets and results. Did the ship perform its mission?
5. Are there any hidden flaws? Are power, speed, and systems adequate to the mission?
6. What changes to the ship do you recommend?

REPORTS ON RULES

1. List the rule number and what product the rule is in.
2. Ask your questions about how it works or what it means.
3. List any conflicts with other rules.
4. Describe any changes in balance or tactics it causes.
5. List any typos or mistakes.
6. Indicate anything that you feel should be added, deleted, or changed, clarified. Justify your position.

CMTR

SHIP DATA TABLE	
TYPE	= GRN
POINT VALUE	= 76?
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= YR9.2

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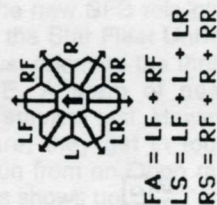
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T-BOMBS

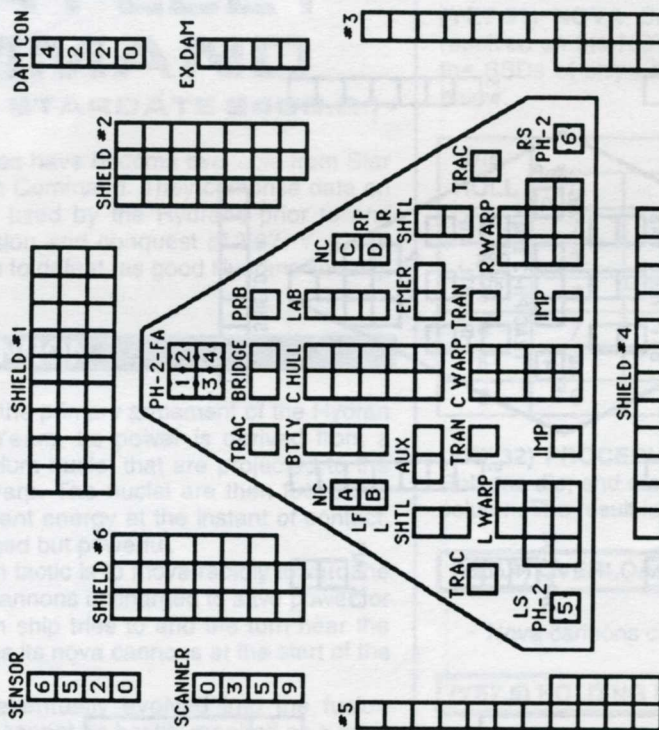
NOVA CANNON TABLE									
DIE ROLL	RANGE			3-8			9-13		
	0	1	2	3	4	5	6	7	8
1	7	6	4	2	2	1			
2	7	6	4	2	1	1			
3	7	6	3	1	1	0			
4	7	5	3	1	1	0			
5	6	5	2	1	0	0			
6	6	4	2	0	0	0			

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

TYPE II PHASER TABLE									
DIE ROLL	RANGE			4-9-16-31-			8-15-30-50		
	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 PHASE		DIE RANGE				
ROLL	0	1	2	3	8	15
1	4	4	4	3	1	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	1	0	0	0



MOVEMENT COST = 1
HET COST = 5
EM COST = 6

HYDRAN VOLTIGEUR EARLY FRIGATE

CNTR

SHIP DATA TABLE	
TYPE	= VLT
POINT VALUE	= 35?
BREAKDOWN	= 6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= VR9.3

ADMINISTRATIVE SHUTTLES			
IDENT	HIT	POINTS	NOTES

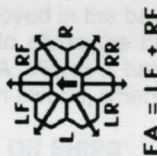
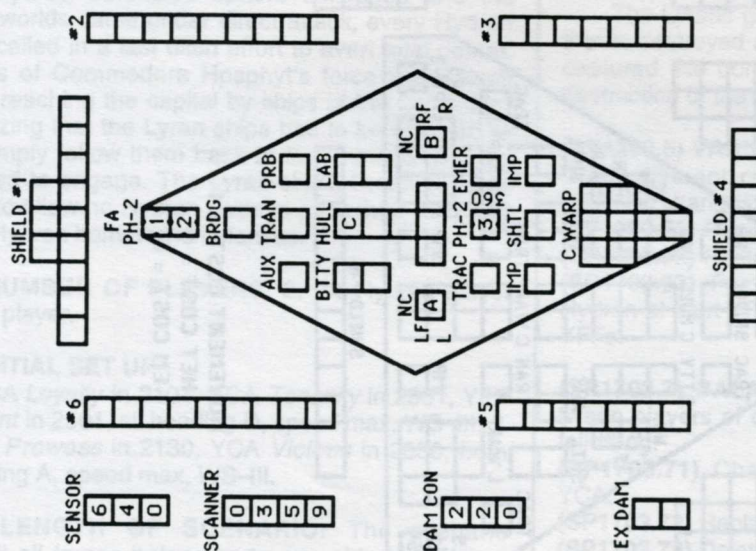
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PROBES					5
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T-BOMBS ☐ ☐ D

DIE ROLL	RANGE		3-		9-13-	
	0	1	2	8	12	20
1	7	6	4	2	2	1
2	7	6	4	2	1	1
3	7	6	3	1	1	0
4	7	5	3	1	1	0
5	6	5	2	1	0	0
6	6	4	2	0	0	0

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



TYPE II PHASER TABLE									
DIE ROLL	RANGE			4-9-16-31-			8-15-30-50		
	0	1	2	3	4	5	6	7	8
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	

DIE RANGE		TYPE III DEFENSE PHASE				
ROLL	0	1	2	3	4-8	9-15
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	3	2	0	0	0
6	3	3	1	0	0	0

WARP ENERGY MOVEMENT COST = 1/3 ENERGY POINT PER HEX													⑤ = HET COST						⑥ = ERRATIC MANEUVER WARP COST											
SPEED	1	2	3	4	⑤	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	1	2	2	2	3	3	3	4	4	4	5	5	5	6	6	6	7	7	7	7	8	8	9	9	9	9	10	10
Fract.	1/3	2/3	1	1 1/3	1 2/3	2	2 1/3	2 2/3	3	3 1/3	3 2/3	4	4 1/3	4 2/3	5	5 1/3	5 2/3	6	6 1/3	6 2/3	7	7 1/3	7 2/3	8	8 1/3	8 2/3	9	9 1/3	9 2/3	10