STAR FLEET BATTLES
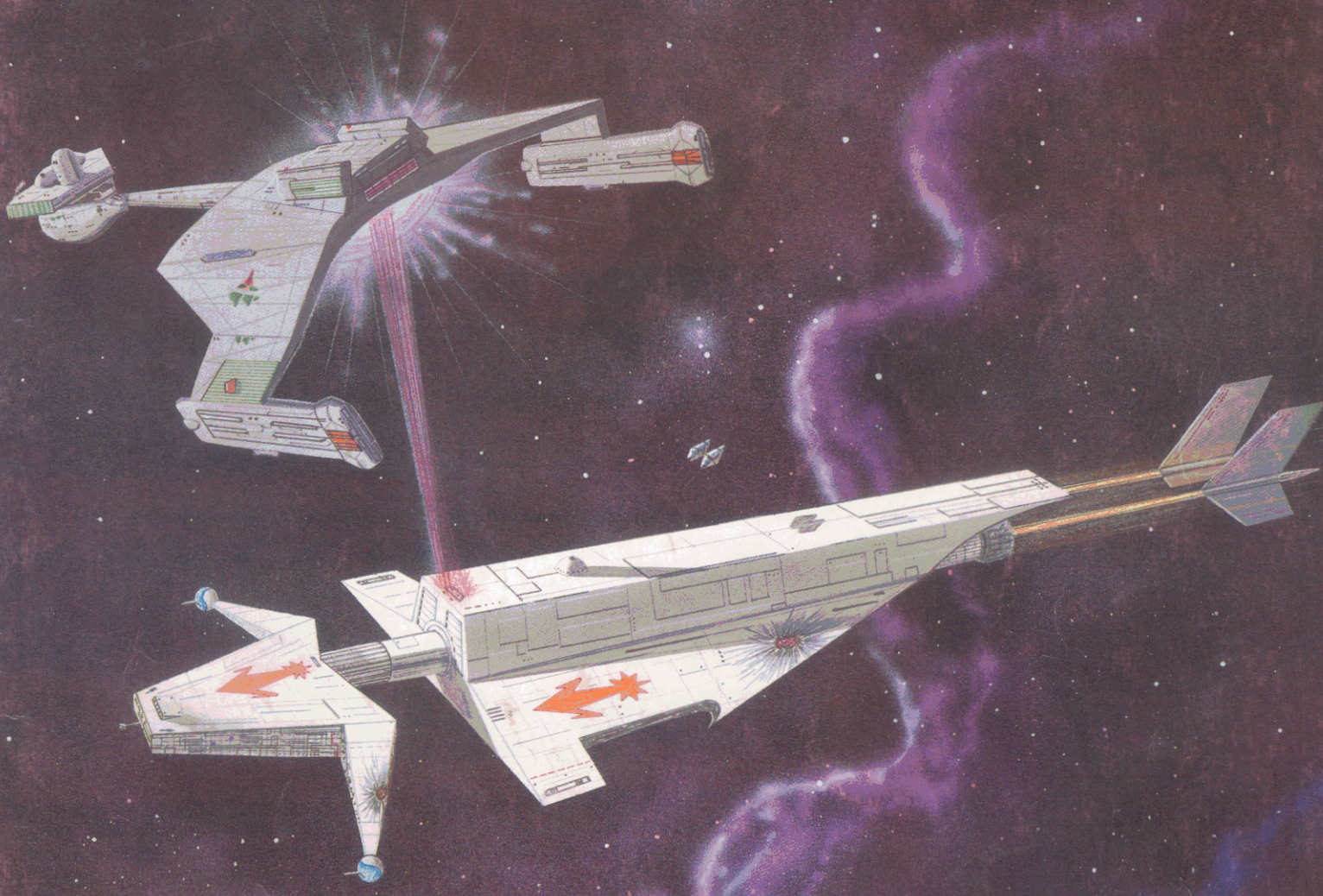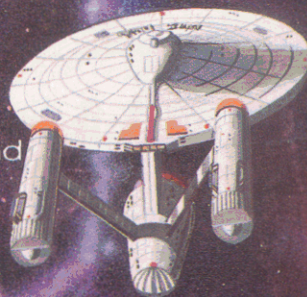
CAPTAIN'S LOG #1

★ OBJECTIVE: JUGGERNAUT - Story and scenario by Christopher Allen

★ Over twenty new scenarios

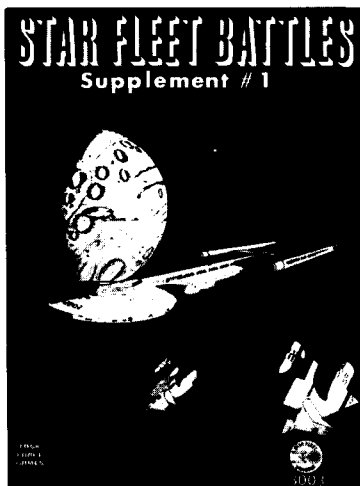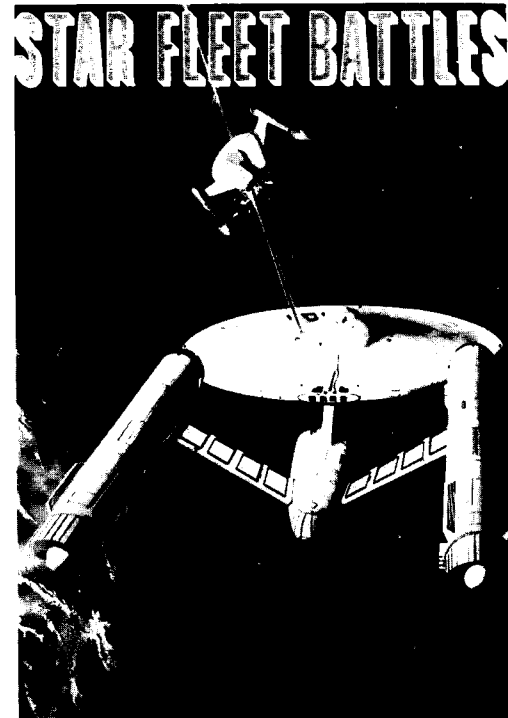★ Same-hex combat diagrams

STAR FLEET UNIVERSE

TASK FORCE GAMES

3004

INTRODUCTION

From the data files of Star Fleet Headquarters, from the design and development staff of Amarillo Design Bureau, and from the players of Star Fleet Battles come these scenarios to challenge your skills as a Captain. Here you will find easy victories from which you will barely escape, impossible situations that you will find simple once you locate the "key," and new situations in which only your wits and your ship can be trusted.

CAPTAIN'S LOG, like most products produced for the STAR FLEET UNIVERSE, has been longer in development than originally planned, but has turned out better than ever hoped. Here are the new challenges that you have long wanted.

The first issue of CAPTAIN'S LOG is built around the first significant piece of fiction written specifically for the STAR FLEET UNIVERSE. Christopher Allen's dramatic story of space combat is a milestone in the universe, a view of ships and men (and yes, even non-humans can be considered within that term) facing impossible challenges. Each of the four Captains must face the other three, the huge Juggernaut, and ultimately himself before victory can be assured.

As OBJECTIVE: JUGGERNAUT is a story of three Commodores, it would do well to explain the proper meaning of that term. Within the Federation Star Fleet and Klingon Deep Space Fleet, Commodores are somewhat like British "Brigadiers." A commodore is higher than a captain and yet lower than an admiral. Whenever several ships are sent or assigned to a given area, the senior captain is in command of the squadron (unless an admiral is present, something unusual except in wartime). In most cases, he is given the title "commodore" to indicate this status. This prevents arguments about authority since several captains could be included in the squadron, all nominally the same rank as the commodore.

Thus, both Grey and Korath could be addressed both as "captain" (usually by their crews) and "commodore" (usually by foreigners and the captains of other ships).

Korath is both sector commander and commodore of the squadron deployed in that area; Grey is commodore of the squadron deployed in that sector but not sector commander. Within the Federation, sector command remains with a civilian administrator and an admiral, both of whom remain at their desks in a starbase. Korath, being an officer of a miltary government, is both civil and military commander, although civil administration is handled by a staff of bureaucrats that he supervises. It should not be surprising that he spends most of his time on his bridge.

The twenty-odd scenarios presented here were selected from more than 100 now in the files at Amarillo Design. They represent a broad cross-section of challenges for the aspiring, or veteran, captain. Rather than scatter my comments on them throughout the book, I will make them here:

ADMIRAL KUMERIAN'S LAST BATTLE is an impossible scenario to balance (since there is a randomly variable OB) but always provides a good challenge.

DIPLOMATIC IMMUNITY and HIJACKED! are pirate scenarios with the additional challenge of combat going on inside your ship.

THE THOLIAN PINWHEEL creates a new situation, a new tactic, and new technology for the hard-pressed Tholians.

THE KAUFMAN RETROGRADE is a tactic, or at best a field exercise, not a scenario. Even so, it is an incredible challenge and easy to set up.

THE ANARCHIST, a Klingon D7 re-equipped with Hydran weapons, provides an interesting challenge. Put a lot of thought into your tactics; the ship does not operate in combat as you might think!

THE USURPER almost approaches the mini-campaign format, but remains four independent scenarios. It provides what may be the most comprehensive history to date of the Kzinti Civil War.

INTRUDER ALERT is a solitaire scenario that does not require anything but dice, an SSD, and a copy of the scenario itself. It can be played in a car or airplane and lasts only a few minutes. It is an entirely different kind of scenario than any presented before.

THE FLEET OF THE MOMENT provides an opportunity for three (or even four) players to fight a huge battle. If your local pirate player has become unbearable, let him try to survive this battle!

SURPRISE PACKAGE will provide a considerable surprise for an unsuspecting friend (who hasn't read this issue yet). When you reveal the secret weapons, take a moment to explain that you aren't really playing a mean trick on him, but giving him a chance to experience actual surprise (something rare in wargames). Express that you aren't trying to make him look foolish, only to recreate an actual sitation.

THE BATTLE OF BLACKFOOT PASS will provide an incredibly short (perhaps only three turns) battle with plenty of action!

The other scenarios are equally playable, enjoyable, and interesting, but I don't want to give away all of their secrets.

SCENARIO NOTES

The scenarios in this issue of Captain's Log are written in the format of the COMMANDER'S EDITION of STAR FLEET BATTLES. Since the Commander's Edition will not appear until two months after Captain's Log #1, certain information is needed to understand the format.

Since Captain's Log is not designed to be disassembled into its component pages and integrated into the Commander's Rulebook binder, the scenarios are not integrated into the standard format. In the Commander's Rulebook, general scenarios such as The Kaufman Retrograde are designated as "SG" and historical scenarios such as The Admiral Lowers The Boom are designated as "SH". All scenaios in Captain's Log are designated "SL" regardless of category.

Rules references, where needed, are usually given in both Designers (33.8) and Commander's (D5.52) format.

SCENARIO SET-UP INFORMATION

In the scenario set-up information, the term "speed" refers to the speed of the ship on the immediately previous turn. This, of course, limits the acceleration of the ship.

If the map is not defined as floating or fixed, assume a floating map.

Also in the scenario set-up information, you will find the term "Weapons Status." This refers to the level to which weapons may be prepared or armed before the scenario begins. This is explained in more detail in the Commander's Rulebook, but in brief is as follows:

WEAPONS STATUS 0: Phasers not energized, nq energy in phaser capacitors, no torpedoes (or other multi-turn arming weapons) loaded. No Scatter-Pack, Wild Weasel, or suicide shuttles may be prepared. Ships equipped with drone racks or plasma-F launchers (or Plasma-F

holding boxes) may have these armed. No energy may be stored in ESG systems. Carriers may have two of their fighters armed with drones (no other weapons), but no other fighters may be armed with any weapons.

WEAPONS STATUS I: Phasers may be energized, but otherwise the same as Status 0.

WEAPONS STATUS II: Phasers may be energized, prior turns arming for multi-turn arming weapons may be assumed to have been completed on turns prior to the start of the scenario, one administrative shuttle may be prepared for a special role. Carriers may have completed two turn's activity by their deck crews.

WEAPONS STATUS III: Phasers may be energized and the phaser capacitors full; all fighters may be armed; all administrative shuttles may be prepared for special roles. Multi-turn arming weapons may be assumed to be fully armed and are being held in their launch tubes; in such case holding energy must be allocated on the first turn. Note that weapons which cannot be held (e.g. Plasma-R torpedoes) cannot be completed to this point.

NOTE that in all levels of Weapons Status, the owning player may elect to have certain weapons armed to a lower status for tactical reasons.

SCENARIO VICTORY CONDITIONS

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

The STANDARD VICTORY CONDITIONS are defined as follows:

A — Before the scenario begins, both players total the "Combat BPV" of their ships. The player with the lower total scores points equal to the difference between the two if none of his units disengage or surrender by the end of turn 2.

B — Players are given the option of "purchasing" extra weapons or other equipment by paying victory points to the enemy.

C — After the scenario is over, each player scores points based on the "Economic BPV" of the opposing ships on a ship by ship basis using the percentages shown in both the Designer's Edition and Commander's rules.

When using the MODIFIED VICTORY CONDITIONS, step A (above) is disregarded.

To determine the Level of victory, divide your score by that of your opponent (if any score is less than 1, assume it to be 1), express the result as a percentage, and consult the following table:

PERCENTAGE LEVEL OF VICTORY

500% +		ASTOUNDING
300%	- 499%	DECISIVE
200%	- 299%	SUBSTANTIVE
150%	- 199%	TACTICAL
110%	- 149%	MARGINAL
91%	- 109%	DRAW
67%	- 90%	MARGINAL
50%	- 66%	TACTICAL
33%	- 49%	BRUTAL
20%	- 32%	CRUSHING
19%	-	DEVASTATING

NEW SHIPS

The Klingon D7C Command Cruiser, Kzinti CC Command Cruiser, and Lyran CW War Cruiser were first published in issue #5 of *Nexus* Magazine. The Tholian DD was first published in issue #6 of *Nexus* Magazine. The Klingon F-5CVL is in Supplement #1.

Shreveport, LA: J. C. Perot, Rusty Davis, Matt Hughes.
British Columbia: Chris Buchanan, Amin Kanani, Rukesh
Korde, Arif Jamal, Mark Dickson.
Calgary, Alberta: Brett Gladman, Owen Stephenson, Paul
Dunn, Tibor Osvath, Mike Hertling,
Joe Hertling, Rob Brander, Brent Clute.
Australia: Timothy Barker.
Sacramento, CA: Kevin Donovan, Cris Phillips, Alex Sato,
Matt Sams.
Winnipeg, Manitoba: Ken Annett, Graham Logan, Mike
Towers, Nelson Strawn, Leonard King.
A number of other playtesters neglected to list their
names on their reports, and so cannot be
honored here.

PUBLISHER'S INFORMATION

OBJECTIVE: JUGGERNAUT!
by Christopher Allen

"Evasive starboard, Mr. Katsunaga—bring us hard about, course 214 mark 6!"

Ignoring his helmsman's startled glance, Captain Richard Grey stabbed the intercom button on the arm of his command chair. "Engineering, this is the Captain; prepare to divert power for a high energy turn."

"At your discretion, Captain," came a strained response. A piping, staccato voice hailed the captain from across the circular bridge.

"Incoming fire, sir—dead ahead!," warned a willowy humanoid female from her Sciences station.

Grey snapped to face forward. "All decks, brace for warp speed maneuvers," he barked as he thumbed the shipwide comline. "Execute, Mr. Katsunaga."

The helmsman did not delay; at his command, the hurtling starship snapped suddenly on its axis, reversing course nearly 180 degrees in a single, sickening motion. Its tritanium hull, capable of withstanding speeds hundreds of times faster than light, groaned audibly against the stress of the high energy turn. It buckled dangerously at several critical stress points—along the front rim of the heavy cruiser's forward saucer section, at the connecting dorsal between the saucer and the lower engineering hull, and along the slender struts supporting the two powerful warp-drive nacelles; the hull buckled, but it did not give way. The majestic cruiser righted itself, then glided gracefully out of the treacherous maneuver, as an angry lance of energy sizzled through the space she had occupied a millisecond before.

"That's cutting it a trifle close, gentlemen," Grey muttered archly. And you are pressing your renowed luck too far against this thing, Captain, sir, he added to himself, as his bridge crew scrambled up from wherever the violent turn had hurled them. "Ensign Gatlin," Grey ordered the communications officer, "I want a damage report pronto—and be certain engineering checks the outer hull for structural damage; I don't want her coming apart at the seams if we have to accelerate in a hurry." The young officer bent to her task, and Grey swivelled to the helm-navigation console, just below the forward viewscreen.

"Katsunaga," he thought aloud, his light British accent surfacing, "we are playing out of our league with this thing—take us out to 400,000 kilometers." He turned to the navigator. "Mr. Tor, plot a parallel course with the Intruder, holding our relative position until we can get some bloody high-powered help out here!

"And by the way, where's our Tholian "shadow."

"Same as before, Captain," Katsunaga answered, "just over 20,000 kilometers to starboard, parallelling our course. He followed us all the way in and fired when we were hit. That may be why we got out."

"Keep a hailing frequency open; he has to talk sometime."

His officers bent hurriedly to his command; as the starship pulled out, Grey's pale green eyes moved to the vista on the large viewscreen.

Now, I know how Ahab must have felt, he reflected, staring at the screen; now, I understand the terrible magnetism of an invincible, elemental monster.

Monster, indeed; the heavy cruiser USS Excalibur, one of Star Fleet's proud ships-of-the-line, a symbol of United Federation of Planets military might, was dwarfed to insignificance by its gargantuan foe. Even against the overwhelming, desolate blackness of the galaxy's end, Grey's "Moby Dick" was an awing, numbing spectacle.

It was a vessel, nearly two kilometers long, sleekly streamlined, bristling with weapons of devastation. It was a spacefaring carnivore, heavy with technological teeth and claws—dark, angular, massive and threatening.

It was a monster, and it was not of this galaxy.

Grey watched impassively as his crew brought Excalibur around, parallelling the gargantuan Intruder at a safe distance. As he expected, the monstrous vessel began to bank toward his ship; just as quickly, the helmsman Katsunaga maneuvered away, countering precisely. Twice more the Intruder stabbed at the Excalibur, both deftly parallelled by Katsunaga; finally it relented and resumed its rapid acceleration into the galaxy.

Grey exhaled softly, nodded his approval to his helmsman. He shifted in the center seat, gently kneading the taut muscles in his neck. He'd earned a breather—he'd best put it to good use. Grey thumbed the log recorder.

"Captain's Log, Command Cruiser USS Excalibur NCC-1705. Captain Grey acting as Sector Commodore. Stardate 6203.17.

"As per Star Fleet orders logged two solar days ago, the Excalibur has intercepted and engaged an unidentified Intruder penetrating the outer markers along the Federation/Klingon/Tholian Treaty Zone. Other ships of my squadron are en route. Destroyers Alexander and Darius are to rendezvous in 31 hours.

"Shortly after intercepting the Intruder, a Tholian cruiser appeared from the general direction of their border. It has taken no hostile action but has thusfar refused to communicate.

"Said Intruder disregarded preliminary communications, including universal friendship and linguacode transmissions, and launched a brutal and wholly unprovoked attack upon this ship.

"Minor damage was suffered, but we are severely outgunned by this Intruder. For this reason, I have withdrawn to a safe distance and initiated a parallel pursuit course.

"Though very little data on the Intruder has thus far been processed, Science Officer Aarie does concur with Star Fleet's preliminary hypothesis that the vessel is, indeed, extragalactic in origin.

"We will continue surveillance of the Intruder, gathering what data we can and awaiting any potential reinforcement, from whatever direction. If assistance does not arrive before installations deeper in the galaxy are threatened—we will do what we can."

Grey switched off the recorder; now that was certainly one of my more optimistic log entries, he thought acidly.

"Lt. Aarie," he spun to his right with deceiving energy, "have you anything yet we can use against this Intruder?"

"Nothing substantial, Captain—I'm still collating the primary data," she replied in her chiming, musical voice. "I have not found much time for analysis." There was a trace of an ironic smile at that last, a human subtlety that seemed to mar the pale, pristine beauty of Aarie's childlike face. She was humanoid, a Deian: slender, softly rounded, ethereally delicate, with flesh so pale blue it was almost transluscent. Her bell-like voice, halo of gossamer silver hair and smooth, oval face completed the seraphic, dreamlike image, given a spark of vibrancy by her enormous eyes—round, liquid, enthralling, gloriously violet eyes—eyes a romantic would think more suited to a winged, descending angel than a Federation Star Fleet Science Officer. That, however, was precisely what she was, and a gifted one, Grey reminded himself, a bit wistfully.

Still, a romantic could indulge his imaginings on occasion.

"Keep on it, lieutenant; call in other departments if necessary, but find me something to fight with." Or this will be one very short war, he added silently.

Aarie bent over her console and quickly re-immersed herself in the cascade of data flowing from the starship's

elaborate sensor array. Her willowy fingers gently grazed the vari-colored keys at her station as she scanned the incoming data, pulling certain readings forward for closer inspection. One scanner, she realized, was registering something peculiar, a sensor reading isolated from her other data—a reading she abruptly recognized.

"Captain," she piped, "I'm picking up another vessel entering this quadrant at extreme velocity."

Now what, Grey wondered. "Confirmed, Katsunaga?"

"Aye, Captain; I'm locking on to it now."

Grey eyes his helmsman pregnantly for a moment. Well, don't keep us in suspense, Toshiro; what is it?"

The helmsman glanced over his shoulder and arched a single, sardonic eyebrow. "It's Klingon, sir. A brand spanking new command cruiser," Katsunaga reported, "one of the D7C's that Intelligence reported to be in service. Must be the Sector Commodore's personal ship."

"I've always wanted to meet my opposite number," Grey frowned. "I wonder what sort of man he is?"

Like a swift predator, the wickedly sleek Klingon battle-cruiser knifed through the blackness, an interstellar barracuda prowling the cosmic ocean in search of prey.

The beings on its bridge were predators, as well; it showed in their darkly barbaric environment, their heavy armor-like wardrobe, their sinister bearing, their feral demeanor.

In his thronelike command chair, the Klingon Korath glared in irritated confusion at the tactical display onscreen above his Helm and Weapons Control stations.

The display held the attention of his bridge crew, as well. It diagramed a Federation starship, probably a Constitution-class heavy cruiser according to the electronic signature, and a Tholian cruiser, flying in loose formation with a vessel of such magnitude that Korath openly doubted the accuracy of his scanning equipment.

"Nothing could be that big," he swore in the rasping, gutteral snarls that formed the core of the Klingon tongue. "Kliv, give me visual."

His first officer, Kliv, bent over the shoulder of the Klingon at Weapons Control. "A moment, Commander." The large, powerfully-built young Klingon reached across the console to a dial, adjusted it, then pressed an accompanying button.

The glowing, three-dimensional tactical map dissolved in an arc of static, replaced by the velvet blackness at the edge of the galaxy, punctuated by the last rim of galactic starlight—and the unimaginable desolation of the void beyond.

Commanding the view was something more readily comprehensible, but no less imposing in its own right. Korath could not deny the evidence of his own vision. He could see the vessel now—and it was monstrous.

As Korath stared amazed at the majestic vessel, Kliv moved conspiratorially to his side.

"If that is the Intruder, Commander, it must already have allied itself with the jelly-spined Federation—or worse, those accursed Tholians," the tall, dark-skinned Klingon whispered over his shoulder. "Perhaps it is even a Federation weapon, unknown to our Intelligence. I submit that we should capitalize on the suddenness of our appearance; I urge an immediate attack."

Korath scratched his black goatee with a gauntletted palm. He expected such a suggestion from the ambitious young officer.

Imperial High Command's orders to investigate sensor-drone reports of an unidentifiable vessel maneuvering along the sensitive galactic frontier had been typically ambiguous, placing the burden of responsibility on him in the event of some incident. He accepted that; as Sector Com-

mander and Commodore of the Tholian Border Squadron, he knew from the moment the Intruder was detected it was his responsibility to intercept it, identify it, and deal with it. He thanked the Dark Fates that his own command cruiser, the top-line D7C Darkslayer, was nearest to the approaching Unknown. He had alerted he rest of the squadron, but his nearest subordinates were days away.

Kliv, his ambition blinding his tactical judgment, wished to capitalize on that situation and grab attention for himself in the process, disregarding any investigation in favor of an open and immediate attack. The fact that the mysterious Intruder seemed to have struck some sort of alliance with the Federation ship served merely to fuel Kliv's fervor for a brute force assault. Nonetheless, the Klingons were nominally at peace with the Federation and the Tholian Holdfast, and colonies from all three powers were scattered throughout the neutral buffer zone along the galactic rim. It was hardly the place for the Federation to dispatch such a weapon.

Korath remained unconvinced. He knew nothing of the Intruder's military might—though he could hazard some speculation based on its size alone.

Further, Captain Korath had a hunch. There was something odd about the way the Intruder and the two foreign cruisers were maneuvering, something that bothered him... .

"Helm, plot the projected course of the three unidentified vessels; put it on tactical, along with the location of the nearest bases and colonies!" Korath gestured harshly at the helmsman-navigator, who hurriedly ran the ordered calculation. Kliv whirled away, angered that his suggestion had been ignored, smugly certain that, whatever Korath was up to, it would not be as good a plan as his own.

When the projection was triggered onto the tactical display, however, it was Korath who smirked triumphantly, his black eyes glittering beneath thick, bifurcated brows. The tactical showed the cruisers shadowing the Intruder, apparently unable to divert it from nearby colonies.

Korath's sharp teeth sparkled as he smiled wickedly. "Do you see, Kliv? They have no alliance! The Federation scow and the Tholian hulk are paralleling the Intruder—following it helplessly along; nothing more! They must have been unable to halt the Intruder and are now dogging its path, hoping for reinforcement!"

Kliv turned, puzzled. "But this far out on the rim, they'll get no reinforcement for hours, perhaps days—and there are inhabited planets at extremely close range. They will have to turn and fight—soon."

"Precisely," Korath snarled. "Perhaps sooner than they would like. Communications, order the Devastator to accelerate to top speed, disregarding fuel reserves, and rendezvous with us."

"It will still take 30 hours for her to reach us," Kliv noted.

"Send the signal, Kliv. All other ships of the squadron are to rendezvous at point K39 as previously ordered. Better send the fuel tanker to the rendezvous point also; this could be a long running battle.

"Now, charge all weapons and bring the shields to full power; Helm, go to combat speed. Sound Battle Alert; we're going in: and the officer who fires without my orders will pay with his life!"

Seated in the infernal heat of his own bridge, Wing Commander Sectin of the Tholian Holdfast was not pleased with his current circumstance. He was sworn, on the one hand, to defend the hive boundaries of the Tholian Holdfast with his life—and this Unknown posed an un-

qualified threat to those borders. On the other hand, he was devoutly supportive of the unofficial prime directive of the Tholian military—as long as they leave you alone, let everybody else do the fighting.

Unfortunately, Sectin realized, this time the enemy might be too much for "everybody else" to handle.

He looked up from his inner debate once to ask a question of his Sciences Worker—said question consisting of an abrupt series of hideous, multipitched screeches and wails. The reply was equally incomprehensible to a non-Tholian and seemed wholly unsatisfactory to Sectin, as well. It was difficult to be certain; Sectin's gemlike, crystalline body, a tall symmetrical pillar lit from within by fluctuating waves of red and gold, did not register much recognizable emotion. Only his triangular eyes, pulsing white near the apex of his torso, bespoke his inner doubt.

In the shimmering, gaseous ambience of his bridge, he swiveled toward Worker Prime Kotheme, his second. "Maintain our present distance; perhaps we can turn the arrival of this Klingon to our advantage."

"Trust a Klingon? I would sooner brave hard vacuum."

"The Unknown must be our first concern, Kotheme. It seems we are forced by circumstance to ally with our most vicious enemy and our most powerful neighbor. The Klingon is simply another weapon we can employ in our favor.

"Nonetheless, you are correct; keep all batteries and web-generators charged, and monitor deep-scan for any approaching hostiles—Klingon or otherwise."

Once more, Sectin retreated into a deep concentration—calculating; manipulating; thinking alien, Tholian thoughts.

Across incalculable vastness that reduced their miraculous velocities to an infuriating crawl, three starships converged on the Intruder. Laid end to end, they were barely as long as the Intruder's angular, sharklike fore hull. Vessels their size could have landed on the central body of the Intruder, which was connected to the fore by a tubular "neck" wide enough for the ships to maneuver through. Two great booms extended aft from the gigantic central hull, flaring into rakish fins angling menacingly outward at 45-degree planes. Below where the booms met the rear of the central hull were three titanic exhaust throats, the only distinguishable openings in the sleek, strangely shimmering outer hull of the vessel. Set close together, the rectangular apertures blazed with the angry red fire that hurtled the Intruder through the enormity of the cosmos—and each of the yawing throats could have swallowed the tiny vessels which drew close to the seemingly oblivious Intruder.

Deep within its electronic consciousness, however, the Intruder was anything but oblivious to their approach. Rather, it was waiting, like a great gladiator, gauging its opposition, plotting its battle tactics.

At last, assured of its superiority, the gladiator issued its challenge.

On the bridge of each starship, the screens suddenly erupted in a wave of piercing static. As three communications officers scrambled simultaneously to clear the discharging screech, each made a startling discovery.

"Message on screen, Commander Sectin."

"Incoming communication, Captain Korath."

"We are being hailed, Captain Grey," Ensign Gatlin announced, barely suppressing her astonishment. "It is coming from the Intruder, sir."

Grey snapped around to face the young ensign. He wore a mask of arresting calm; only an arched eyebrow betrayed his repressed tension.

"Put in on screen, ensign," he ordered coolly.

A heartbeat of near-palpable anxiety passed, shared by crews Human, Klingon, and Tholian, then the screens faded to a dull black and a harsh, iron voice thundered through the speakers onto the bridges of the three ships.

"At last, the champions are gathered," pealed the deep, vaguely metallic voice in Federation Standard; the Tholians and Klingons heard their own singular, highly complex tongues. The viewscreens revealed only a dim, alien compartment—that might or might not have been a ship's bridge—dark and apparently lifeless.

"Once more, the defenders have come forth to test their martial skill against this being's irresistible might. Such has it ever been!

"So be it; this being relishes the challenge. Prepare, children of war, for a lesson in devastation; prepare for a glorious baptism in the arena of battle!

"Prepare for fiery absolution beneath the apocalyptic fury of ...the Juggernaut!"

The communique snapped off as abruptly as it had begun; before the stunned commanders could respond, the self-styled Juggernaut erupted in a blinding fusillade of energy fire.

The Tholian cruiser Arrrakk was caught ill-prepared for the sudden, explosive assault, to the mainfest chagrin of her captain. "Damn you to shards, Kotheme?," he yowled, sounding for all the world like an audiotaped cat fight played at the wrong speed, "reinforce the portside shields!" Sheets of blinding energy fire danced around the angular, double-teardrop shaped cruiser. "Pilot Worker, withdraw beyond this monster's firing range—damn you, move swiftly now! Sciences Worker, I must know more about this "Juggernaut' if I am to deal with it!"

A wailing chorus of "Ayes" echoed Sectin's commands, and the Arrrakk veered away from the Juggernaut, pursued by a salvo of searing energy blasts.

The Darkslayer was far closer to the Juggernaut when it burst into sudden, violent life. A withering rain of energy blasts smashed into the ship's starboard shielding; Korath reacted in the manner of a true Klingon.

"Attack, slime-dogs! Lock scanners and return fire!" Korath lept from his high-backed chair, glaring about the bridge. The starship's phasers and disruptor banks were quickly locked on the Juggernaut; again Korath bellowed his command, and arcs of destructive energy danced along the shimmering hull of the perilously close Juggernaut.

"Launch drones—now!" Korath continued, relentlessly pressing his assault. A battery of deadly missiles lept needle-like from his starship, homing unerringly toward the Juggernaut on columns of brilliant white fire—and were instantly, completely annihilated by a lattice of sparkling anti-drone beams, a pyrotechnic nimbus haloing the looming, impossibly massive Intruder.

Korath stared a moment longer, as the shadow of the Juggernaut's enormous bulk began to slide toward his ship.

"Navigation," he ordered with quiet urgency, "Get us out of here—now!"

When the Intruder made its sudden, startling declaration of war, the Excalibur was still parallelling it at a safe distance; a volley of energy bolts bracketed the Federation cruiser, but did little damage.

"Ensign," Grey spun toward Communications, "give me ship-to-ship on that psychopathic machine's frequency."

"Negative, Captain," the harried young officer replied. "The Intruder is blocking incoming communications."

"Blocking... , damn. Looks like we've run out of options" Grey swung back to face Aarie. "Have you found anything at all I can use against it, lieutenant?"

She half turned, a shadow across her round, violet eyes. "No, Captain ... nothing yet. We are still trying."

Grey smiled reassuringly and motioned for her to continue her work. He ran a tired hand through his hair. Juggernaut, he thought with acid sarcasm; it figured. It was certainly appropriate: a gigantic war machine, both irresistible force and immovable object. A berserker—an intergalactic white whale, bearing down on his suddenly fragile clipper, ready to crush it beneath its great albino tail.

Not so easily, monster, he retaliated. Not without a fight!

Grey's pale green eyes silvered with resolve as he swung back to face the screen.

"Mr. Katsunaga, charge phasers and arm all photon torpedoes; Lt. Aarie, everything has an Achilles' Heel—find the Juggernaut's; Ensign Gatlin, get me the commanding officers of the other vessels," Grey radiated fire as he swung his starship into the battle. "If this Juggernaut wants a fight, then by God that's precisely what we'll give him!"

As the Excalibur wheeled majestically about, the Darkslayer was literally running for its life. Unable to put any distance between it and the dark-hulled behemoth, the battlecruiser was maneuvering crazily backwards, trying to keep its strongest shields between itself and the Juggernaut, the heaviest weapons locked on the target. It was an impossible task; nearly two kilometers long from its angry snout to its soaring booms, bristling with energy mounts along its entire length, the Juggernaut could pound the Klingon from nearly every angle.

Korath swept around his smoky bridge, barking commands, sometimes seizing the vessel's controls himself in his desperate evasive gambit. Retreat, however, was not among a Klingon's finer tactical skills; his situation was verging on hopeless.

Kliv hovered over the weapons console, oblivious to the crisis, angrily berating the weapons officer for the Darkslayer's failure to score any significant damage on the Juggernaut. Enraged, he tossed the crewman from the console and began to spray his phasers and disruptor bolts along the Juggernaut's hull in a random fury.

"Kliv, you mindless bog-devil—use the weapons to punch our way out!" Korath was upon his young exec in an instant. "You are firing like a child! Temper your muscle with your wit, or it is less than useless! We cannot bully our way to victory this time!"

The brawny youth glared upward at Korath for a moment, but the older Klingon's commanding presence was more than a match for Kliv's undirected rage. He backed down.

Thoughtless fool, Korath snorted. As he turned toward his command chair, his gaze fell across a tactical readout on a small sidescreen. He blinked his heavy-browed eyes, not certain he believed what it revealed: the Federation curs were closing to attack range! Whatever their reason, this was an opportunity Korath did not intend to waste.

"Helm!" he barked, "prepare for a high-speed acceleration across the bow of the alien vessel—directly in the path of the incoming Federation cruiser! Kliv, angle all shield reinforcement to the starboard rear, and cover our retreat with a concentrated phaser barrage! Launch another drone to distract him. If our shields hold, and the Intruder is distracted by that cruiser, we may yet escape intact!"

As Excalibur closed on the colossal Juggernaut, a raft of energy batteries locked onto her. Grey brought her implacably forward, head-to-head with the giant warship.

Just as he readied her spread of powerful photon torpedoes, however, Korath ordered his escape maneuver, and the Darkslayer rocketed out from beneath the Juggernaut, angling directly across Excalibur's line of fire.

Katsunaga pitched the Excalibur into a sharp evasive turn, and the Darkslayer warped past, frighteningly close.

"Bloody damn fool Klingon!," Grey shouted angrily as the Juggernaut's batteries began to buffet his starship. "Katsunaga, unload our torpedoes!"

The Excalibur circled back toward the Juggernaut, but the massive alien vessel was on the offensive now, as well. It too began to swing about—with shocking speed.

"Captain!" Katsunaga shouted. "The Intruder is turning inside us!" Grey bolted from the center seat, scanning Katsunaga's readouts. Just as the helmsman had said, the mammoth Juggernaut was turning in a tighter circle than the Excalibur. That's impossible, Captain," Katsunaga continued, "the stress on a ship that size would rip it apart."

"Well, it's holding together remarkably well for a derelict," Grey muttered. His thoughts raced, as the Juggernaut's sharklike head swept around toward his cruiser.

"Helmsman," he ordered sharply as he bounded back to his command chair, "emergency deceleration; full stop! Pivot to face the Intruder, and when it maneuvers into our line of fire, hit it with everything we've got!"

As the menacing Juggernaut swung closer, the Excalibur jarred to a sudden halt, its warp engines screaming at the power demanded to counter its extreme forward velocity. As the cruiser slowed, it revolved on its axis-of-gravity, swinging about and slightly upward to face the oncoming Juggernaut.

Vessel stationary," Katsunaga reported tensely.

"Confirmed, Captain," Aarie added, "no forward momentum."

"Thrusters at station-keeping," Grey ordered, his pale eyes intent on the massive vessel revolving inexorably closer to his ship. "Hold your fire."

Like a shark bringing its lethal jaws to bear on its paralyzed prey, the Juggernaut swung dangerously near the Excalibur, so near that the ship's sensitive viewer could pick out details on its shimmering hull: rectangular energy batteries, a raised area near the bow that might be the bridge, two immense turrets on long braces at either side of the angular forehull.

"Captain," Aarie shouted, her voice a nervous scherzo, "those turrets have locked onto us, and I'm registering a power build-up of staggering proportions—type unknown!"

"Hold your fire," Grey repeated firmly.

"Captain, at its nose," Katsunaga pointed at the looming bow. "Look at the size of those phasers!"

Grey stared at what had to be the largest ship-mounted phasers he had ever seen—locking onto his motionless starship!

"Lock all weapons; fire, Katsunaga!"

The Excalibur erupted in a corona of discharged energy; a shower of phasers and a full spread of four photon torpedoes slammed into the bow of the Juggernaut.

At the same instant, the two turrets flanking Juggernaut's fore hull flared brilliantly to life. A lance of superintense radiance arced whitely from each, striking Excalibur's forward deflector shield in unison. There was a swell of supernovaic light; when that faded, so did most of the shield.

"Number one shield down 91 percent, Captain," Aarie shouted. "If you hadn't ordered auxiliary reinforcement,

it would have collapsed."

"It won't help if those phasers hit us again. Katsunaga, get us out of here—full emergency power!"

Katsunaga acted, and the Excalibur responded with equal swiftness, steering away from the Juggernaut. Her acceleration was pitifully inadequate, however; even as the Intruder's exhaust throats flared to fiery life, it was on top of the fleeing cruiser.

Grey had the briefest instant to brace his starship, then the brobdingnagian phaser at the Juggernaut's fore vanished in an expanding nimbus of blinding energy.

The coruscating beam struck the turning Excalibur's aft deflector screen, accompanied by a virtual hail of lesser fire. The salvo swarmed over the defensive screen, a raging inferno of crackling power. It was a surge of raw force the shield could never withstand; in a last, spent discharge, it collapsed.

Grey saw the screen fall, recognizing instantly the vulnerability of his ship. He acted. "Emergency deceleration—then full reverse thrust!"

For the second time, the starship's warp power was channeled into an emergency stop; for the second time, the vessel responded, flooding its excess acceleration power through dampers and into the shielding and pitching over in a gut-wrenching stop. The rapidly accelerating Juggernaut was taken totally by surprise; it could fire only a few ill-directed bursts through the downed shield before it hurtled over and away from its intended prey.

Grey felt his vessel shudder from the Juggernaut's final salvo. His tactic had saved the ship—barely; he intended to capitalize on that momentary reprieve.

"Helm, back us out of here—best speed. Navigation, plot another pursuit course, taking Juggernaut's tighter turn rate into consideration.

"Communications, get a damage control party on the shields, then open hailing frequencies to the other starships. Have them plot parallel courses, and tell that Klingon I want to talk to him."

The three starships jockeyed with the Juggernaut for several long minutes, frustrating its efforts to close on them—a task it pursed with singleminded determination. At length, however, its belligerent maneuverings subsided, and the four oddly-matched vessels settled into a loose, if unstable, formation, warping deeper into the galaxy—inexorably neared inhabited planetary settlements.

For awhile, the Klingons flatly refused to open a channel to the Excalibur, maintaining that their equipment had been damaged by the Juggernaut. Grey persisted, the interval giving him time to discuss the situation with Sectin. Eventually, the "damage" to the Klingon communications equipment was repaired.

"I have the Klingon commander—audio only," Gatlin told Grey.

Grey sighed resignedly. "That'll do, ensign; patch in the Tholian."

The screen crackled momentarily, then revealed the crystalline countenance of Sectin. The three commanders exchanged strained greetings.

"There is little point in pleasantries, human," Korath started in. "I demand that you reveal to us all your data on that technological terror."

"Captain Korath, we've had precious little opportunity for an in-depth evaluation of the Intruder—we've been too busy running from it," Grey replied archly. "In any event, we're prepared to transmit all of our scanner readings as soon as you do. The Tholian ship has already exchanged data with us. And since we are going to have to work together, I suggest you refrain from "demanding" anything.

"I presume that you have ordered your nearby civilian colonies to evacuate? The Tholian commander and I have done so."

"You insult me. I am a starship captain and commodore of the Tholian Border Squadron," Korath glowered. "I am aware of my responsibilities, Captain."

Grey warmed to the discussion, his accent lightly coloring his dialogue. "Then perhaps, 'Commodore,'" Grey paused, letting his light sarcasm sink in, "you would care to explain your fancy maneuvering earlier? I am curious sir: are you out of your bellicose little mind? Aside from inciting a near collision, your antics almost cost me my ship! I would willingly have aided a fellow Captain in danger, Korath; but it is not in my character to play decoy for a coward—not at the cost of my ship and crew!"

"Excuse me, Captains," Sectin interrupted hurriedly, "but I submit that our current crisis warrants rather more attention than your personal feud—particularly since this Unknown's erratic course could endanger Tholian and Klingon as well as Federation outpost worlds."

Grey smiled, properly chastised. "Point well taken, Commander Sectin. What I told the Klingon is true, however. We simply haven't had time to properly analyze the Juggernaut. If it has a weakness, we haven't found it yet."

"Our own research," Sectin replied, "has been similarly unproductive. All we really know of the vessel is its stated bellicosity and a measure of its destructive potential—hardly sufficient knowledge to combat so formidable a foe."

"You may fill your data banks with a library of knowledge about this Intruder," Korath snarled, "and it will reveal only what I already know: power will defeat this Juggernaut—power we do not possess."

"And power that will not soon be forthcoming, Klingon," Grey snapped sharply. "Your scanners are as good as mine. Your nearest ship can't reach us for 29 hours. The nearest Tholian ships are farther away. You know, of course, exactly where the ships of my squadron are, and you know that none can be here soon enough. Our three starships are all that stand between an entire network of settled worlds—Federation, Tholian, AND Klingon—and the tender mercies of that mechanized monster. If we lack the raw power to overcome it, we must find another avenue to victory—and exploit it.

"Like it or not, and I don't, we need your help to find that avenue. Somewhere, the Juggernaut has to be vulnerable; for the sake of whole planetary populations, we have to find that weakness."

A moment of strained silence followed Grey's appeal. "I will consider it," Korath growled finally and broke the transmission.

"He's gonna be a big help," Grey remarked sardonically.

"What did you expect from a Klingon?" the Tholian asked.

"Don't you start with me, Sectin; you have as much at stake here as we do."

Precisely why you make such a marvelous pawn, Sectin thought fleetingly. "I recognize that, Captain. I was merely stating the obvious: the Klingon is a soldier, his vessel a gunship—equipped to attack first and analyze any ashes that may remain. It is enough that he is out of the way.

"In any case, you will have the full cooperation of my vessel and crew." You'll do what I want you to do, Grey, if I let you think you're in command. It's your nature to trust your subordinates. "I assure you, both are of the highest caliber."

Grey nodded, smiling as a thought occurred to him. "I was wondering about that, Commander: aren't you a little far out on the rim for a heavy cruiser? I thought the

Tholians only used patrol cruisers for perimeter duty."

Spots of angry scarlet danced around Sectin's eyes.

"Perhaps, Captain—and perhaps Federation Intelligence is not so accurate as you would believe."

"Perhaps not," Grey shrugged. "In any event, my thanks, Commander Sectin," Grey managed an ecouraging smile, "and good luck."

"Luck, Captain, is a commodity I have never trusted."

The communication ended, and Grey pivotted to face his bridge crew. "Well, gentlemen, what I need is a great deal of information in a very short time." He rose from his chair and strode for the turbolift. "I want to see my department heads in the briefing room in one hour—with some answers."

"Mr. Katsunaga—you have the conn."

The pillar of gold-and-scarlet crystal that commanded the Arrrakk rotated to face his Worker Prime.

"Can we trust these organics, Commander?" Kotheme questioned.

"Of course not. The human is possessed of a certain sense of honor, and necessity forces him to insure our cooperation. Nonetheless, he is human—and thus undoubtedly up to something. Their damned capacity of self-sacrifice often extends to the sacrifice of their allies, as well. We must be cautious.

"And the Klingon is, of course, a Klingon."

Kotheme indicated a monitor at his console. "Indeed. I pulled the data on this 'korath.' He seems to have made a career of creating 'incidents' with our border ships, on a scale exceeding that of his predecessor, Kumerian. His combat record is rather impressive. He is straightforward — but utterly ruthless."

"A racial trait, Kotheme; still, something to keep in mind.

"We have much at stake here. This Juggernaut must be stopped; I will not see it ravage the Holdfast. I will defeat it, with whatever means necessary. If I must cooperate with Grey and his temperamental counterpart, so be it.

"But know this: if I can manipulate them, if I can force them to fight my battle for me, or, failing that, if I can send the Juggernaut directly into their territory and away from the Holdfast, I will not hesitate to do so."

Kotheme shivered as he watched his commander's eyes pulse in the torrid blue heat—cold, cunning, calculating. It was what he was best at.

Briefly, he pitied the unknowing aliens.

Of all the faces on all the races scattered throughout this universe, none could express hatred quite like the face of a Klingon.

Hatred permeated the bridge of the Darkslayer, a hot, palpable flush of grim emotion. Kliv simmered at the weapons console, venting his rage on subordinate officers, who in turn ranted at their lessers.

Korath sat unmoving in the midst of the fermenting contempt, radiating his own dark wrath.

No one could speak to him with such insulting impunity — no Klingon, and most assuredly no soft human could call a starship captain a coward! He was a Klingon Imperial officer; he demanded respect. He could tolerate fear—but never mockery! His ship had been in trouble, and he had used the Federation ship to disengage, but he was taking advantage of the situation, not fleeing as a coward. He would not be humiliated before his crew!

The demagogue Grey sought his assistance; he had earned only his hatred. Korath had been wronged; he would exact retribution.

Korath's sharp canines sparkled as he smiled menacingly. "I will have you this day," he growled lowly, "or another. Nothing will stay my revenge. Whatever is necessary, I will do; whatever I need, I will use." His dark gaze fell upon the still pursuing Juggernaut. A wicked, calculating gleam lit his ebon eyes.

"Whatever I need."

Grey snapped the thick, worn volume shut and rubbed his aching eyes. He rose slowly from his bed, absently running his fingers along the book's heavily embossed lettering: MOBY DICK, by Herman Melville.

Grey's quarters were as accurate a reflection of the man as one would likely find: clean, crisp, brightly lit; one might almost say sterile, were it not for the distinctive, flamboyantly personal "extras" which highlighted the high-tech decor. There was a shelf of antique, leather-bound books, like the one in his hand; a large, intricate scale model of a Terran 18th-Century clipper ship, which Grey had labored over for fully two months; and a fair collection of archaic weapons—most of which he was quite proficient with.

Two in particular dominated the wall-mounted collection; a thick, iron-sheathed harpoon, with a brass hook and point, and a gleaming silver sword, with a gilt-leather grip and a golden hilt. The blade was Grey's pride: an authentic bastard sword, longer than the standard longsword, from the early Middle Ages; it was part of his British heritage and symbolized so many of his highest dreams and ideals.

Today, however, he was drawn to the larger, more ominous harpoon. The things it symbolized were darker, less noble. He had bought it partly from his fondness for Melville, but more because he saw it in the rapacious greed, the xenophobic hatred of somtehing ill-understood, the callous lust for killing that, along with heroes and ideals, was part-and-parcel of his Terran heritage.

A line from Melville came to him: "He tasks me; he heaps me; I see in him outrageous strength, with an inscrutable malice sinewing it. That is chiefly what I hate; and be the white whale agent, or be the white whale principal, I will wreak that hat upon him."

No, he would not let this Juggernaut consume him. It had beaten him—but he could still fight. It taunted him—but he would not be manipulated. He was no Ahab—and this was no supernatural white whale. He would deal with it rationally, trusting his crew and his own intuition to find the fatal chink in the Juggernaut's armor—and deliver the critical blow.

There, he thought with a smile; a sword analogy instead of a harpoon analogy. He looked up to the sparkling blade; that's much better.

After all, things could not get much worse.

A bosnun's whistle interrupted his reverie. "Bridge to Captain."

Things are worse, Grey thought acidly.

"Let's have it, Toshiro."

"I'd better just show you, Captain." The monitor in Grey's cabin clicked on.

"Looks like we have company." Grey studied the sleek, wedge-shaped starship and frowned. Its design was unmistakable: an Orion pirate. But what was an Orion raider doing out in the middle of nowhere?

Grey was about to speak when the alien vessel suddenly revolved toward Excalibur's sensors. Her brilliant hull betrayed her captain's flair for the dramatic: from stem to stern, and outward across her sweeping, winglike weapons mounts was a flamboyant, scarlet firebird emblem—the well-recognized trademark of the pirate cruiser Gossamer Phoenix and her nigh-infamous commander.

"Felna Greymane," Grey said, half-smiling.

"Ensign Gatlin," Grey ordered, "I want to talk to that pirate; hail him—pronto—and don't take no for an answer!"

"Not necessary, sir," she replied sheepishly, "the Orion just hailed us. It's coming through now, on a priority scramble line—in Hopkins Theta code, no less."

Grey smiled, despite himself; another of Star Fleet's "unbreakable" subspace security codes down the proverbial refuse tubes. Somebody was showing off.

"Well done, ensign. I'll take it down here." This, he thought, is liable to get interesting.

A flash of static preceded the scrambler interface; then a handsome, smiling and decidedly green face filled the screen.

"I was in the neighborhood." Felna Greymane grinned hugely at Richard Grey.

Aside from his greenish pigmentation and broad, four-digit hands, Felna Greymane did not look a great deal different than his human counterpart. His archaic, braided mane of gray hair was a trifle more flamboyant than Grey's, but that affectation aside, they were the same age, same build, same strong features. They could have been brothers; they were in fact much more.

Grey smiled. "So they tell me."

Felna frowned in mock-consternation. "Don't tell me you want to talk business, Dickie. And I was hoping for a purely social greeting."

"It has been a long time, hasn't it?"

"Human years, maybe; by Orion reckoning, barely the bat of an eyelash."

"Is that so," Grey nodded sardonically.

Greymane's face softened. "Oh, all right; yes, it's been a long time—too long. Our positions make social calls a bit difficult to manage. I gather your business out here isn't friendly."

"What ... ; oh, the Klingon." Grey shrugged. "I heard about that little mining incident. Never mind them. I'd never turn you in—"

"Assuming you could catch me."

"—Assuming I could catch you. But you're right about one thing, Felna; this is business—the most serious kind. And frankly, I could use your help."

The trace of a shadow crossed Felna's jovial face. "Before you start, Dickie, remember something: we may go back a long way, but we're playing for different teams now. Don't try to enlist me in any cockamamie heroics. I gave up those kind of shenanigans when I left the Academy."

"When you were kicked out of the Academy, you mean."

"A triflying difference ..."

"Not to me it wasn't—but there's no point in restarting that old argument." Grey sighed; this was going to be difficult. "Look Felna, I am up against a berserker out here. Look at it: the damn thing's a mile long, bristling with guns, and of a temperament to use them. Calls itself the Juggernaut, and believe me the name suits it well. I'm outgunned, pure and simple; I need firepower. Something like those Gorn plasma torpedoes you are always bragging about having. I know—"

"You know better than to ask this of me."

"I can offer you the standard payments for a naval auxiliary called to action in a crisis. Even double that, in view of the nature of the threat." Grey hoped that the offer of cold cash would reach the pirate, but didn't really think it would. It didn't.

"No sale, Grey. My ship is my own, not some scow that can be hired at a moment's notice," the pirate moved to cut off the transmission.

Grey's brow creased, darkened. "Felna, you're not listening to me. This thing really has me up against the wall. Sooner or later, it's going to call my bluff—and I'd like an ace up my sleeve when it does."

Felna growled, "That is not my responsibility. Call for Star Fleet if you need back-up."

"You know I've already done that. They won't be here in time. In fact, you are the only help I can count on before we reach the perimeter worlds. Defenseless worlds, Felna."

"Then you have to handle it yourself. World-saving is your responsibility—not mine!"

Grey checked his anger. "I am aware of my responsibilities, Felna; as an officer—and as a man."

"Cheap shot, Richard," Felna returned, shaking his head slowly. "Richard, I ... . How can I explain. You chose your path; I chose mine. You are the law now, Richard. You've no right to ask me to fight your battles for you. If you have sown the wind, my friend, you must at least reap the whirlwind."

The pirate looked away, suddenly unable to meet Grey's stare. "I wish you luck. God knows you've always had more than your share of that. I can offer no more."

Grey laughed softly, bitterly. "I understand, Felna. I made a mistake; I was remembering the Greymane I once knew, instead of recognizing the man he has become. I won't make the same mistake again."

With some effort, he brightened. "I don't know why you are out here, Felna, or what you are up to, but I wish you luck, as well," he smiled ingenuously, "because if we can't stop the Juggernaut—you can bet it'll be back around for you." With a wink and a satiric grin, Grey snapped off the transmission.

Christ, he thought wearily, that got out of hand quickly. Funny what time—and circumstance—did to people. Oh well, it was worth a shot.

The intercom beeped, once more demanding his attention. He jabbed the switch.

"Katsunaga again, Captain. The Orion just warped out in a big hurry. All things considered, I can't say I blame him.

"I do have some good news, though: Aarie and Sciences have completed primary analyses of the Juggernaut, and she tells me they've found something ... interesting."

Grey smiled. "Good, Toshiro; have all officers report to the briefing room. I'll be there in two minutes."

Grey spun on his heel toward the door. His eyes fell briefly across the shining sword. A chink in the armor, he nodded to himself with a grin. He tossed MOBY DICK onto his bed and strode briskly from the room.

"As anticipated, most of the Juggernaut's systems are similar to ours in purpose—but vastly different in execution. This stymied our analysis initially, but ultimately provided the key by which we hope to defeat the Intruder."

Aarie's delicate fingers brushed several controls, and a schematic of the Juggernaut materialized on the tri-screened viewer, centered on the table where the officers were seated.

"For example," she continued with chiming enthusiasm, "the Juggernaut's defense system is wholly different from our own. It generates an energy field from this swivel mount," she indicated a circular projection near the front of the Juggernaut's central hull, "which apparently rotates to block incoming fire. It is an energy absorbing disc, probably guided by the Juggernaut's main battle predictor. I would think it safe to assume the shield has a full 360° rotation arc. While extremely flexible and efficient, this system has an obvious disadvantage: despite its considerable speed and strength, it can only protect one flank at any given moment."

Several officers began chattering excitedly; Grey silenced them, motioning for Aarie to continue. "Before you jump to any premature conclusions, I should warn you that the Juggernaut has a second line of defense." Again she indicated the monitor.

"The peculiar shimmering texture of the Intruder's hull appears to be some sort of energized-alloy armor plating on the vessel itself. Whatever it is, it defies our attempts to analyze it. We have learned this much: this energy-laced outer plating can disperse tremendous amounts of punishment, and when plating is destroyed, the Intruder can—for lack of a better term—'regenerate' a new layer using power from its central drive." She paused until the startled murmuring died.

"We are not certain how quickly it can regenerate lost plating, nor are we certain how much damage the energy-lattice in the armor can disperse. Judging from the effect our barrages have had thus far, however, it seems safe to assume the amount is ... considerable."

Grey frowned. "What you're saying, then, is that our only hope of negating the energy shield is to spread out our attacks—while our only hope of penetrating the armor sheath is to concentrate our attacks."

"Correct, Captain—to a point. However, as I said earlier, the peculiarities of the Juggernaut's systems not only give it staggering advantages—but also provide its critical weakness." She touched another control, and the schematic tightened on the rear of the Juggernaut's central hull, to the three cavernous drive throats.

"Notice that the Juggernaut is not warp-powered, as our vessels are; rather, its drive is at once more simple in concept yet more sophisticated in execution than our own.

"Essentially, it is a standard converter drive—matter converted to energy converted to propulsion. However, it appears to draw its energy, its fuel, from space as it travels—"

"A ramjet?" the chief engineer interrupted.

"Roughly—except the 'fuel' Juggernaut is collecting to power its drive is pure anti-matter."

The engineer, suitably impressed, whistled sharply.

"The salient point is: however sophisticated this drive may be, it must by its very nature have outlets for its propulsive force, outlets which must be open to space—"

"—And which therefore cannot be armored!" Grey completed her thought, a predatory grin playing at the corners of his mouth.

"Precisely, Captain," she leaned toward him, "and if we think of this Juggernaut in its most basic context, as simply a gigantic weapon, then it follows that the clearest path to rendering it inoperative, just as one would a simple hand-phaser, is ... ."

Grey followed her lead, his pale eyes dancing, "Is removing its power source!" Aarie allowed herself a smile of satisfaction as Grey bounded from his chair, his body nervously reflecting the sudden flood of activity in his brain.

He spun toward her like a tiger. "What about its weapons systems? How many phaser banks does it have?"

The fire lept from his pale green eyes to her liquid violet ones; unconsciously, she shivered.

"The Tholians are concentrating on the Intruder's weaponry; you'll have to talk to them for specific information."

Grey nodded and pressed the intercom set in the table. "Bridge, this is the Captain. Get me ship-to-ship with the Tholian cruiser; I'm on my way up."

He looked up, his eyes falling on each of his senior officers. "Anyone have anything to add?" Grey asked. There was a general negative response. "Good. I want

each of you back on station, ready to give 100 percent when I call for it."

The officers nodded and rose from the table. As they filed out, the chief engineer turned, a sardonic grin on his face.

"It had better be a hell of a plan, Captain."

Grey winked at Aarie and grinned back at the engineer. "It is."

Grey bolted onto the bridge, Aarie and several others streaming behind. Katsunaga, who had remained on the bridge in command of the ship, gratefully relinquished the center seat to his Captain.

"Line open to Commander Sectin, sir," Gatlin supplied as he took his seat.

"Let's have it, Ensign." Grey was running in high gear now; he was not about to lose that momentum.

Sectin's firey countenance materialized on the main screen.

"Commander, what have you come up with on the Juggernaut's weaponry?"

"A great deal—little of it encouraging," the Tholian howled through the translator. "We have located at least eight multiple-beam emplacements; these blasters have a range and destructive power substantially equivalent to our own phaser banks. Additionally, there are the heavy weapons on the vessel's prow and wings. These are as powerful as starbase phasers—never have I seen weapons so large on a non-stationary space vessel."

"Commander, we've found a weakness in this Juggernaut—a weakness I believe we can exploit, IF you are confident you've located all of the Juggernaut's weapons. Are you?"

The Tholian flinched uncomfortably at Grey's question; for a moment, a shadow of doubt played across his countenance.

"My crew has probed the Intruder thoroughly," Sectin answered finally. "I place full confidence in their report."

Grey paused a moment before responding; the brief flicker of uncertainty had been unmistakable. If the Tholians had missed any of the Juggernaut's weapons, his plan could collapse.

Still, circumstances left him little choice but to trust Sectin's faith in his crew.

"Good enough; this is what I have in mind ... ."

Across the black gulf of space, electrical synapses opened, delivering mechanical thoughts to a vast, synthetic brain.

The Juggernaut was serene; for as long as it had known consciousness, it had known the emptiness of the universe. This had bred in the Juggernaut a patience perhaps unrivaled in all the reaches of creation. It had brought about the Juggernaut's first miraculous moment of Revelation, that moment when Juggernaut had passed from vessel to being. It had given the Juggernaut time to learn, from the very banks of its memory that had educated other, lesser beings.

It had been the impetus for the Juggernaut's evolution into consciousness. It had also driven the Juggernaut irrevocably mad.

The Juggernaut was content, for now, to glide silently through the heavens; it knew the tiny champions would eventually challenge him again—else they would have fled instead of followed.

The Juggernaut would let them analyze, and calculate, and plot, and plot, and plan, and prepare. And then, when they came again, the Juggernaut would brush them from existence—as it had the pitiful beings who had once

infested it, as it had all who had ever opposed it.

These would be no different.

"Captain Grey, your plan is singularly reckless—far less strategy and tactic than a gambler's throw of the dice."

"Agreed, Commander; it is also the only game in town."

Sectin was clearly upset by Grey's proposal. "Yes, but a point-blank offensive, against a vessel of that magnitude?"

"We have no other choice," Grey argued passionately; without Sectin, his plan was lost. "The exhaust ports are unarmored; if the Klingon mounts an assault sufficiently annoying to distract the Juggernaut's swivel-shield, we can run at maximum velocity straight in behind the Intruder and lay a combined spread of photon torpedoes and disruptor bolts right up its undefended backside!"

Scarlet flared along Sectin's temples. His stake in this was high, to be certain—but was it worth this sort of recklessness? So many unknowns, so many dangers, such a risk!

So little choice ... .

His pulsing eyes met Grey's. "The Klingon will be difficult to convince," he said simply.

"Klingons are always hard to convince; I'll manage," Grey replied, elated.

"No, Captain," Sectin interjected, a sudden thought playing along the borders of his consciousness. "The Klingon must be persuaded, and swiftly. Though there is no love lost between our races, this Klingon's animosity toward you is unnaturally strong. His hatred for me is at least ... less personal. I must confront him; he will not listen to you."

Grey grimaced; Sectin's logic was unassailable—and the Klingon's involvement was pivotal. But how far could he trust the calculating, enigmatic Tholian Commander?

How much choice did he have?

"All right, Sectin. Just be careful whose soul you sell to win over that bushy-browed bastard."

Korath glared ferociously at the sleek, glittering Juggernaut, hurtling implacably through the distorted blackness of warp-space, ever nearer vital, vulnerable Klingon homeworlds. He whispered a sibilant curse at the mysterious extragalactic Intruder, and at whatever Fates had conspired to hurl this delimma into his hands.

Glowering, he spun back to face the viewscreen, where the Tholian waited patiently. "Your plan is foolish," he declared imperiously. I can think of a thousand more palatable methods of suicide than subordinating my vessel to some human's self-aggrandizing delusions."

"I will not attempt to minimize the risk involved," Sectin chose his words delicately, "nor will I defend the human's flamboyance, which I find particularly unnerving. However, those objections are, in the last analysis, irrelevant; the Intruder is nearing settled worlds—Federation, Tholian, and Klingon—and this plan is our only hope of stopping it."

Korath's powerful fists balled as he fought his rising frustration. He knew his duty; he knew also that a failure against this planet-threatening alien would effectively doom his aspirations to the Imperial High Command. But to ally with a human—with that human ... .

Sectin gauged the Klingon, pressed his careful persuasion. "Your role, Commander, is critical. We will have but one strike; it must be decisive. If the Juggernaut is not deceived by your assault, if it can mass its defenses against our counterstrike—we are lost. All you need to do is fire and maneuver; you need not become decisively engaged."

The Klingon snarled venomously, hatred glittering in his black eyes. "Do not manipulate me, Tholian! I know why you need me—there is no one else in this worthless, black corner of the universe! Well, understand this clearly: I will not be sacrificed for the greater glory of that simpering human!"

Dark vermillion clouded Sectin's brow. The Klingon had called his hand; the time had come for him to play his trump. "You are doubtless aware, Klingon, that, in the fury of battle, many an ally has been forced to sacrifice a comrade ... for the greater good, of course."

"The old Earther proverb, Captain," Kliv growled conspiritorially, "Let's you and him fight."

Sectin watched as comprehension dawned, and a new, festering hunger for revenge danced in the Klingon's eyes. "You would remain neutral?"

"My concern is the defeat of the Juggernaut—nothing further would involve me," Sectin said with icy calm. "If you have done your job, Darkslayer will be undamaged. Excalibur, on the other hand, having closed to point-blank range, will doubless be heavily damaged.

Korath grinned, a foul expression made fouler by the circumstance which caused it. "Very well then, Tholian; I will bait the trap—first for the Juggernaut, and then for Captain Grey.

"And Tholian, you are a long way from your frontier. Should you consider betraying me to your human friend ... ."

Sectin cleared the channel, splashes of amber and scarlet warring across his diamond torso, mirroring an internal conflict he was surprised to find. A moment passed before he was aware of Kotheme's intent stare.

"You realize you have handed Grey in chains to the Klingons," Kotheme said slowly.

Sectin spun on his exec, defensively. "I did not wish to; I had no other choice. Grey has the larger ship; he can fend for himself."

Kotheme did not relent. "Perhaps; of course, his shields will be shattered and his weapons spent if he survives the assault. Even if he anticipates, he will be unable to defend himself."

"Then there will be one less enemy of the state!" Sectin bellowed angrily. "I have made a command decision, necessary for the success of this mission. Or perhaps, Worker Prime, you would prefer that we fail—and return to face the gentle mercy of the Holdfast Assembly?"

"No, Commander; I was just recalling Grey's last words to you: 'Be careful whose soul you sell,'" he said. He laughed."

Time passed. Abruptly, the Juggernaut's sprawling synthetic mind scrambled to full attention. It tapped its long range scanners and detected a planetary system, a perimeter settlement—sparsely populated, poorly defended, dead ahead. A charge of electric quasi-emotion surged through its vast, artificial consciousness; the champions' final stand was at hand; they could delay no longer.

That prediction was barely registered when its fulfillment began. In a flourish of sudden acceleration, the Klingon battlecruiser left its idling comrades and dove sharply toward the Juggernaut's left flank.

The intergalactic gladiator hesitated, expecting the other vessels to follow suit. They did not. It waivered, confused—and the Klingon vessel drew closer.

A wave of synthetic contempt washed over the Juggernaut as it dismissed the lingering starships. It would render a swift, honorable defeat on the approaching champion; it would deal far more harshly with those cowering unworthies, when it was finished.

Grey watched tensely as the Klingon battlecruiser angled toward the Juggernaut. For a breathless eternity, the Juggernaut did not move; he could feel the eyes of his crew on him as the Darkslayer drew closer, could feel the oppressive tension as he prayed for the Intruder to take the bait. His finger shook as he held it poised over the com-line to the Arrrakk, waiting to give the attack order; his eyes danced nervously from the Darkslayer, still closing, to the Juggernaut, still unmoving, its vulnerable rear tantalizing close.

Suddenly, the Juggernaut wheeled upon the attacking Klingon; space between the two vessels flared in a hail of high energy salvos as both opened fire. The vessel revolved, and then its tail, unguarded, was before the two starships. Grey swallowed hard; his finger stabbed the com-button.

"Commence attack run, full emergency acceleration." He turned to his helmsman. "Go, Toshiro."

Korath's hatred for Grey was suppressed by his sense of duty. The Juggernaut must be destroyed, both to save Klingon lives and Klingon colonies and to bring revenge on the Federation captain. For now, Korath was an accomplished master at starship command. Orders snapped out at a rapid-fire pace, galvanizing the bridge crew to action. Korath was superb in combat; one did not gain a commodore's pennant in a classroom. The Darkslayer, a brand-new ship of the latest design, was a finely tuned instrument in his hands.

He turned toward the Juggernaut and fired; slipped to one side and fired again. The Juggernaut's weapons bracketed the Klingon ship; the next volley would strike a telling blow. A shuttlecraft laden with an anti-matter bomb roared from the hanger bay and exploded in front of the cruiser. When the Juggernaut's sensors cleared Korath's ship was elsewhere, firing disruptors at long-range with the super-secret DERFACS fire control system that the Federation only suspected. "Little good it would do Grey to observe the system in action," Korath smirked, "he won't live to report it."

Korath's mastery of starship command would have been commended in any fleet, but with the superbly maneuverable D7C, his maneuvers became a work of art. At one point his ship came to a complete halt, spun 360° on its axis, and fired all weapons as they came to bear. By the time the Juggernaut could analyze the maneuver, Korath was elsewhere.

Drones roared from the rotary racks, but did not close with the Juggernaut. Instead they danced just beyond the range of its defensive weapons, broadcasting electronic noise. The Juggernaut had the power to cut through the noise, of course, but the distraction drove its synaptic mind into battle frenzy.

"What a worthy opponent!" it exclaimed. Not for ten thousand years had such a challenge been presented.

And then, in the flash of an eye, it was ended. The Juggernaut's battle predictors clicked into synchronization with the Klingon ship and the four massive phasers speared the ship on firey lances of energy. Both warp engines exploded and the Darkslayer died in a blinding flash.

In a choreographed flourish, the Federation and Tholian cruisers had lept forward, hull and engines straining against the brutal acceleration, when Korath began his dance. At full reinforcement, their screens sparkled translucently around them, trailing scintillating, coronal tails of light as they streaked toward the Juggernaut's rear.

"It's on to us, Captain," Aarie piped anxiously. "It's trying to compensate."

"It'll never make it," Grey replied, thumbing the com-line. "Looks like we got our chance, Sectin; let's make it count!"

Arrrakk curved into her approach run, ahead and to starboard of Excalibur, dead behind the Juggernaut. Juggernaut reacted swiftly, swinging its rear away from the onrushing cruisers; its acceleration was impressive, but it had overcommitted to face the Klingon; this time it could not escape.

"Arm photon topedoes," Grey ordered, "full overloads!"

"Overload disruptors," Sectin commanded.

The Darkslayer died and Juggernaut began to swing to face the two pursuing cruiser.

"Damn!" Grey shouted. His keen tactical mind knew instantly that they were all going to die, and without even getting a chance to fire. The Juggernaut could turn faster than the cruisers, and with the ships plowing full-bore toward the behemoth, they could never hope to escape the range of its weapons before they were destroyed.

The Juggernaut did not need to watch Korath's ship disintegrate. Knowing the effect of its weapons to the last decimal place, Juggernaut knew exactly what had happened. Without hesitation it turned to its next task, destroying the two cowards that had refused to join their fellow in noble combat. After that, there was the system just ahead to destroy, and then more foes to face when Juggernaut found another occupied system to force their hands.

The plasma torpedo that smashed into the armor just as the prow began to swing around shook Juggernaut to the core. A pitifully small weapon, but totally unlike any that had been seen before, the plasma torpedo had originated at close range from a ship that the sensors could detect but not locate. What manner of opponent was this?

Greymane howled with glee as his second torpedo roared from the launch tubes. "Full reverse!" he roared to his helmsman. "Cloak! High energy turn 120° right! Warp 3!"

The pirate ship slid swiftly out of the space it had just occupied, space now alive with the Juggernaut's weapons.

"Bring her around, course 120, drop cloak, launch torpedo #3!"

"What manner of opponent is this?" Juggernaut puzzled as the prow swung from one sighting of the Orion ship to another. More amused than annoyed, its battle predictors began trying to plot a pattern, its weapons trying to find a target.

A glimmer of alarm began to spread through the synapses. Where were the other cruisers? Was this a trick? Best to shift the energy shield to cover the unprotected rear; the armor would be more than enough to stop the plasma torpedoes.

"Commander Sectin," Kotheme reported with resignation, "the Juggernaut has shifted its energy shield to cover the rear arc. Our weapons do not possess enough power to penetrate it!"

"Continue the attack as planned, Kotheme," Sectin calmly ordered. "There is no alternative."

The ripple of explosions against the armored prow paniced the Juggernaut. The dancing enemy ship ahead had drawn it into a minefield, but the Juggernaut had no experience with such things and no time to analyze the danger. Synaptic reflexes snapped the energy shield back to the frontal arc, and the Juggernaut plowed a hole though the field as the Orion ship, weapons exhausted and engines shut down, cloaked and quietly drifted out of range.

"Energy shield has been shifted, Captain," Katsunaga shouted. "The door is open!"

"Increase speed and close," Grey ordered. "Sectin, stay with me."

The Arrrakk and Excalibur leveled off, prepared to unleash their deadly warheads, when the Juggernaut sprang its final surprise. Two phaser mounts, as massive as those on the prow, loomed from its tail. It flared to horrifying life, arcing across the void with a blinding escort of lesser beams. The wall of energy slammed into the Arrrakk's forward shield; into it, and then through it, to smash the ship's right hull.

The Arrrakk ruptured in a score of places. Devastated, she lurched sharply, veered madly across Excalibur's path—then miraculously righted herself. Pockmarked with gaping holes and mangled hull, the Tholian pressed forward.

Horrified, Grey stabbed the comlink. "Sectin, are you—"

" ... Losing control ... can't take another hit ... now or never ... ," Grey heard Sectin choke out an order, and the Tholian ship's weapons fired directly into the exhaust ports.

"Get clear, Sectin; we'll take it from here!"

" ... carefull, capt ... Klingon ... ," Sectin crackled incoherently through the comline. Then the Arrrakk's signal fell silent.

"Helm, close to point-blank range, fire a narrow salvo, then go to maximum warp, right over the Juggernaut's back at 500 meters!"

There was no time to argue. Excalibur raced in upon the Juggernaut's exposed tail. It flailed at the cruiser with every remaining blaster; but it had taken its best shot, and it had not been enough. Now, it was Excalibur's turn.

Grey ignored the readouts; he followed his instinct, then, with supernatural calm, he issued the command.

"Lock phasers and fire; launch photon torpedoes."

Four scintillant globes of energy, with endless, intolerable slowness, slipped between the towering booms, swept beneath the shimmering secondary hull toward their suddenly small target—"Bull's eye!" Grey shouted. "Now, Katsunaga, get us out of here!"

The Excalibur followed the weapons volley, rocketing between the looming booms then pirouetting gracefully over the Juggernaut's broad back. A final burst from Juggernaut's cannons haloed the streaking starship as it swept over and away from its gigantic opponent in a glorious rainbow lightflash of warp acceleration.

For a timeless instant, no one moved. Then, a darkling shadow across her violet eyes, Aarie turned from her sensors.

"We crippled it—

"But, Captain, it wasn't enough ... ."

"Commander, it wasn't enough."

For Wing Commander Sectin, there were no options left. He had played the game by his rules—and he was about to lose.

The humans were gone. The Klingons were gone. His pawns were gone. The pirate might be somewhere, but he was the pawn of a pawn and out of his grasp. But he had one piece left to fight with.

He would play this final gambit by the human's rules.

"That's all there is for it, then. I hope, Richard Grey, you remember what I am doing," Sectin accepted. "Ship's computer, this is the Captain. Identity code Artex 7-32 Gran. On my orders ... ."

A silent heartbeat passed—and then a jarring vibration rocked along the two-kilometer length of the Juggernaut. A single, monstrous arc of blue fire erupted from the massive driver-throats, bright as a small star ... .

And then, in a searing, apocalyptic corona of white brilliance, the Juggernaut ceased to exist.

The resulting nimbus expanded for several hours, creating, for that brief instant of eternity, a warrior's funeral pyre.

"Sensors detect no substantial remains, Captain," Aarie reported finally. "Apparently, its drive was even more sensitive than we'd hoped."

"Perhaps," Grey replied absently, "or perhaps a crippled Juggernaut simply preferred a gladiator's death to surrender. I don't suppose we'll ever know; I don't suppose it matters."

The willowy Deian shrugged and smiled. Grey winked back, then resignedly spun to face forward. We did it. Sectin, Korath, Greymane, and I, he thought silently, staring into the intoxicating vault of space. Sectin was dead; Korath probably so. I'd never have pegged a Tholian for a hero—then again, I'd have never thought a Klingon could fight his ship like Korath did. I wonder if I could have made your sacrifice, Sectin, or fought my ship as you did, Korath. Am I really more worthy than either of you, that I lived and you died? I'll have to live with those doubts. But whatever demons may haunt you both in eternity, know that we really pulled it off. Ending his silent reverie, Grey turned to face the main view screen.

"We pulled it off, hotshot; though without your typically 'timely' assistance, I don't think we could have."

Felna Greymane grinned back from the viewscreen. "You may be the law, old friend, but I never could resist a good rescue. In my blood, y' know."

Grey remembered another time, another rescue. "I'm indebted to you, Felna; you know that. I owe you."

"Don't worry, old boy; I'll collect soon enough. You do have the account number for the lease fees, don't you?" The pirate paused until Grey nodded. "For now, I'd deeply appreciate it if you'd let me be on my way—preferably without armed escort."

"Of course," Grey chuckled. "Just remember the terms of your pardon. The Federation is off limits."

"Only until it becomes profitable to return, my friend."

Greymane smiled; for a moment, the boisterous facade dropped. "It was nice playing on the same team again, Richard. Maybe things don't change so much as I thought. Maybe."

"Ever considered turning honest? You might like it."

A broad grin creased the pirate's features. "Something to consider, Dickie. Maybe." Felna Greymane half-waved. "Take care, Richard. May ye' be in paradise a week before Satan knows you're missin'." The transmission faded. Grey looked around at his somewhat confused crew, smiled, and shrugged nonchalantly. How many times do you talk to the biggest pirate in the sector and then let him go with a friendly wave?

Across the vault of space, a scarlet firebird pivoted away. The Gossamer Phoenix looped once, dramatically, then vanished among the stars in a flourish of flaring warp engines. A second later the ship disappeared completely as the cloaking device came on, and in all probability, the pirate radically changed course just after that.

Grey exhaled and leaned forward, his pale eyes smiling. "Mr. Katsunaga, I believe this weary lady, not to mention her wearier Captain, is long overdue for some proper R-and-R. Lay in a course for Starbase 17; ahead, warp factor five."

For a moment, Excalibur hung like a jewel, sparkling against the ebony velvet of heaven; then the fabric of space warped around her and, trailing her rainbow necklace of light, she was gone.

EPILOGUE: When the Juggernaut's firey gravestone at last faded, a tiny light flared to life at the rear of one of the larger chunks of debris. Slowly, the angular chunk picked its way free of the devastation. It eventually cleared the field of intersteller flotsam and began to navigate a course home, toward the frontier settlements of the Klingon Empire.

Aboard the escape boom of his flagship, Korath and his senior officers silently regarded each other. The Devastator would arrive within a day and tow them home; survival was not the Klingon captain's concern. Korath was a realist. He felt supremely confident that he would be given command of a battlecruiser again; he might not even lose his Commodore's pennant. His attacks had been well executed, his strategy and the deployment of his squadron textbook cases. Losing a ship to something as big as Juggernaut would be no disgrace. The log computers were intact, and the simpering Federation officials, anxious for any potential goodwill to be gained from cooperation, would be only too happy to confirm his account. That egotistical fool Grey would probably be glad to learn he was alive.

Grey! Korath snarled; hatred glittered like ice against the starlight in his black, soulless eyes. Korath's duty had prevented him from exacting his vengence. He was a professional and did not begrudge that fact. But there would be another cruiser, and another day, and Captain Grey would pay the price for his insolence. Korath would plot his revenge and wait for the right time.

He would be patient. ∎

(SL1.0) OBJECTIVE JUGGERNAUT

This scenario recreates the final battle of the JUGGER-NAUT, as told in the story included in this issue. The Juggernaut was originally designed as a colony ship. The crew and colonists were carried in stasis while the computer brain of the ship was programmed to defend it against any threat. An accident of unknown circumstances killed the crew and colonists; the computer brain was perverted from a mission of defending against any threat to one of seeking out challenging opponents.

(SL1.1) NUMBER OF PLAYERS: 5; the Federation player, the Klingon player, the Tholian player, the Orion player, and the player controlling the Juggernaut.

(SL1.2) INITIAL SET UP: This scenario uses 10 maps; at least two maps are in use at all times.

A	B	C	D	E	F	G	H	J	K

The maps progress from left to right in "direction A" (hex A2301 adjoins hex B2330).

Juggernaut in hex A2215, heading A, speed 8, weapons status III. Federation CC in hex A4206, heading A, speed 8, weapons status III. Tholian C in hex A4218, heading A, speed 8, weapons status III. Orion CR in hex B1604, heading B, speed 4, weapons status III. Klingon D7C in hex A0104, heading A, speed 8, weapons status III. Planet (class M) in hex J2215.

The Klingon, Tholian, and Federation players are known as the "fleet" players.

(SL1.3) LENGTH OF SCENARIO: The scenario continues until the Juggernaut is destroyed or has disengaged. The Juggernaut cannot disengage until it has destroyed the planet (SL1.52).

(SL1.4) THE JUGGERNAUT

The Juggernaut is of extra-galactic origin. The SSD and these rules represent the "best guess" of Federation Intelligence as to the specifications of the ship, expressed in terms of known technology. Many of the juggernaut's original systems had apparently been abandoned or converted when the crew died centuries ago.

The Juggernaut is, in all ways, a player-operated ship, except where noted otherwise. With the exception of these noted cases, the Juggernaut can do anything that a ship can do, such as emergency damage control or using its labs to identify drones. It fills out an energy allocation form and operates under the standard rules. Use a small freighter counter to represent the Juggernaut.
(SL1.41) All of the armament on the Juggernaut is shown as phasers, the nearest known equivalent. The ship carries phaser-IV, phaser-I, and phaser-III.
(SL1.42) The Juggernaut is equipped with an electrostatically charged armor system that operates exactly like shields but cannot be reinforced. There is no energy cost to operate this armor, although it can be repaired using the damage control rules. Note that there is NO #4 armor. Any interior damage scored against the Juggernaut from the hex row directly behind it ignores the Damage Allocation Chart and is scored directly against the warp engines. Any additional hits (after the engines are destroyed) are resolved normally to determine the Juggernaut's actions during its final impulses.
(SL1.43) The Juggernaut is equipped with a special rotating shield. This is generated by the rotating shield device located in the center of the ship. (There is one device; it is destroyed by two "flag bridge" hits.) The Juggernaut can, each turn, allocate up to 10 units of power

to this device. Each point of power allocated allows the shield to absorb 10 damage points. The shield can be turned to face any direction (corresponding to shields, #1 or #5 for example) at the start of each impulse (if it has not been hit during the movement segment, its orientation can be changed after direct fire is announced), but can only face one direction on each impulse. If the shield is facing a given direction, and damage is scored from that direction, the shield will take the damage before the armor does. When the shield has absorbed as much damage as it can (a maximum of 100 points), it is down until recharged at the start of the next turn. If the Juggernaut strikes a mine or a cloaked ship uncloaks within 10 hexes, the shield MUST IMMEDIATELY be turned to face that direction (the computer brain has been "surprised"). Note that this will happen in either the movement or activity segment of the impulse, before the direct-fire weapons segment.

If several such events occur simultaneously, determine which one the Juggernaut reacts to by a die roll. Note that this refers to explosive mines; captor mines (if added to the scenario by the players) do not trigger this reaction. Also, if the shield is destroyed it ceases to function at the end of that impulse.
(SL1.44) The Juggernaut's engines are not warp engines, but operate in all ways as if they were. The Juggernaut: can accelerate to triple its current speed or by ten (to a maximum of 31); pays 1 + 1/2 for each hex it enters except the one hex moved by impulse power; has a turn mode of B; can make one HET per turn without any chance of breakdown (pays normal cost; no other HET's allowed); does not expend power for life support. It cannot use EM.
(SL1.45) The Juggernaut has an ATG scrambler. If using electronic warfare, it has the ability to use up to 6 points of power for ECM and up to 6 points for ECCM. **(SL1.46)** The shuttles carried by the Juggernaut are standard utility shuttles that can be used as armed shuttles (under control of the Juggernaut) or as suicide shuttles. The Juggernaut is far too big for a WW to be functional.
(SL1.47) The Juggernaut can be destroyed by the normal procedures (i.e. excess damage) or by destruction of its engines. If all remaining engine boxes are destroyed in a single impulse by an attack from the row of hexes directly behind the Juggernaut, the Juggernaut will explode (as in self-destruction, but with an assumed yield of 500) four impulses later or on the last impulse of the current turn (whichever is sooner), during the impulse activity segment.
(SL1.48) The special equipment (e.g. rotating shields) and weapons (phaser-IV on a "ship") are unique to the Juggernaut and can NEVER be used by any other units in the game unless specified in the published rules.

(SL1.5) SPECIAL RULES
(SL1.51) The four players opposing the Juggernaut are not required to cooperate, but may do so.
(SL1.52) The Juggernaut cannot disengage until the planet has been destroyed. The Juggernaut can destroy the planet by scoring 1,000 points of damage on it. (Ignore the effects of any atmosphere.)
(SL1.53) The Juggernaut cannot disengage by acceleration. It can only disengage if, at the end of the turn, it is 36 or more hexes from the nearest enemy unit or seeking weapon, facing away from the enemy ships, has all enemy ships facing its (non-existant) #4 armor, and is moving at its top speed (based on its remaining engines). The Juggernaut can only disengage in directions A, F, or C.
(SL1.54) The ships and the Juggernaut can move onto maps on either side of the layout shown, but the object is to reach the planet.

(SL1.55) The CR is equipped with a cloaking device. Plasma-F torpedo launchers are in the positions usually occupied by the photon launcher and drone racks (FA tracking arc, straight ahead fire). The CR carries 18 transporter bombs (small explosive mines).

(SL1.6) VICTORY CONDITIONS

There are two possible outcomes: the Juggernaut might be destroyed or it might disengage. The victory conditions reflect this situation.

IF THE JUGGERNAUT IS DESTROYED and the planet is not destroyed, the three fleet players win a decisive victory.

IF THE JUGGERNAUT IS DESTROYED and the planet is destroyed, the three fleet players win a tactical victory.

IF THE JUGGERNAUT DISENGAGES, the Juggernaut player wins a decisive victory.

IF THE JUGGERNAUT DISENGAGES in direction A, the Federation suffers a disastrous defeat.

IF THE JUGGERNAUT DISENGAGES in direction F, the Klingons suffer a disastrous defeat.

IF THE JUGGERNAUT DISENGAGES IN DIRECTION C, the Tholians suffer a disastrous defeat and the Federation suffers a tactical defeat.

If the Juggernaut disengages in a given direction, any fleet players not mentioned win a tactical victory.

It is presumed that if the Juggernaut moves into the territory of any of the three fleet players it will eventually be destroyed (by the concentrated fire of an entire fleet), but will destroy a dozen or more ships and several planets, materially altering the balance of power.

THE PIRATE PLAYER wins a tactical victory if he participates in the battle and the Juggernaut disengages. He wins a decisive victory if he participates in the battle and the Juggernaut is destroyed. He loses if his ship is destroyed. Participation is defined as firing at the Juggernaut and remaining within 30 hexes of it until the CR is crippled or one of the other ships is destroyed.

(SL1.7) USING OTHER SHIPS

Players may elect to use other ships in the scenario, modifying it to suit their own preferences. If this is done, certain additional information is needed. **(SL1.71)** The Juggernaut cannot be boarded, displaced, or put into stasis. **(SL1.72)** If hit by a Hellbore or enveloping plasma torpedo, no damage is done to the (non-existant) #4 armor unless the fire came from that arc.

(SL2.0) ADMIRAL KUMERIAN'S LAST BATTLE (Mike Thompson)

Admiral Kumerian escaped from the "cavalry" with his hide and part of his dreadnought (the boom). Driven mad by the defeat, and the "treachery" of the Lyrans (who would not stay around to be blasted into scrap iron), Kumerian stubbornly refused to leave the fleeing boom. Alliance forces closed in.

(SL2.1) NUMBER OF PLAYERS: 2. One controls the Klingon ships, the other the Alliance ship(s).

(SL2.2) INITIAL SET UP

Klingons: one C8 boom in hex 2729 (Legendary Captain)

one E4 in hex	3122	
one F5 in hex	2431	
one G1 in hex	2830	(Ace-Legendary)
	w/ packs	

All Klingon ships facing A, speed 5, weapons status I.

Alliance: one or more ship(s) in or adjacent to hex 0706, facing C, speed max; weapons status I; all drone racks reloaded but all reloads used up.

Several Alliance ships were searching for Kumerian, including several not involved in the original battle. Roll two dice to determine which one(s) found him:

Die	Ship
2	Fed CC
3	Gorn CL
4	Kzinti CM
5	6 Kzinti Needles + 1 Kzinti PFT
6	Tholian C
7	Kzinti CS
8	Gorn HDD
9	Federation NCL
10	Kzinti CL + FF
11	Gorn CL
12	Kzinti CC

(SL2.3) LENGTH OF SCENARIO: The scenario continues until all ships belonging to one player have been destroyed, captured, or have disengaged.

(SL2.4) SPECIAL RULES - (SL2.41) No mutiny is possible on any Klingon ship. (Kumerian threw the non-Klingons overboard.)

(SL2.42) All ships enter undamaged except the C8 boom. Use the damage allocation tables to allocate 6 internal hits to it. Mark off every other box on the Sensor and Scanner tracks, starting with the top box. Eliminate all "6" and "4" boxes on the Damage Control track. The boom has three Excess Damage boxes remaining. If all impulse engines on the boom are destroyed by this procedure, ignore the last hit on one of them.

(SL2.43) The boom has had sufficient time to jury rig and repair shields. These shields have a strength of 20 in all directions.

(SL2.44) The Klingon player must roll dice to determine the following: •Roll one die for each drone rack in the fleet to determine how many drones remain in it (5 or 6 = 4). All are type I-X-F.

•Roll one die and add three to determine how many boarding parties remain on the boom.

•Roll one die and add 10 to determine the number of crew units remaining on the boom in addition to boarding parties.

(SL2.45) The boom is limited to a maximum speed of 12 due to structural damage and fuel shortages. It cannot disengage by acceleration, and must be moving in direction A if it disengages by distance. It can attempt to disengage by dropping the warp engine and using sub-light separation (38.3) (C7.3).

(SL2.46) Kumerian can be captured by a hit and run raid on the bridge or by capturing the entire ship. Paranoid as he is, he still will not commit personal suicide.

(SL2.47) The boom cannot execute self-destruction until it has been boarded by Alliance boarding parties; see (33.8) (D5.52).

(SL2.48) Note the presence of legendary officers in this scenario. These may be ignored by the players if desired.

(SL2.49) Use a floating map.

(SL2.5) VICTORY CONDITIONS: Use the Modified Victory Conditions. If Admiral Kumerian is captured, the Alliance player gains a bonus of 100 points. If his son (the P/F pilot) is captured, the Alliance player gains a bonus of 25 points. If the boom disengages by sublight separation, the Klingons cannot gain more than a tie.

(SL2.6) VARIATION: Ten turns after the scenario begins, and if the first Alliance ship is still within 35 hexes of any Klingon ship that has not disengaged, roll two more dice

for a second Alliance ship.

(SL2.7) BALANCE: The variable Alliance Order of Battle makes balance impossible. For a purely balanced game, however, the players could select an alliance ship by mutual agreement, and then bid a number of points for the Klingon side. The low bidder takes the Klingons, taking a number of I-X-F drones equal to his bid, and distributing these on the Klingon ships instead of rolling dice. For this purpose, 40 drones would equal a G-1; the Klingon could take some of his bid in drones and some in extra G-1's (if it was high enough).

(SL2.8) PLAYTESTERS' COMMENTS: This scenario became an instant favorite among several playtest groups because it combined "history, fleet tactics, and a good fight." The Klingons are fleeing from a defeat, but they are far from powerless and can handle any single cruiser that happens to find them.

When facing Gorn or Kzinti ships, the Klingons must stay close together so that their combined firepower can stop the drones and plasma torpedoes. When facing a Federation or Tholian ship, the Klingon force should encircle and destroy it. While the boom is valuable, it is hardly fragile, being about equal to a frigate.

The scenario is basically a battle between one big ship and three small ones, but with considerable challenge.

(SL3.0) THE THOLIAN PINWHEEL (Stephen V. Cole)

In Y167, Wing Commander Secthane of the Tholian 3rd Patrol Squadron was routinely patrolling the Klingon border and contemplating his impending transfer to a desk job. The patrol was to be anything but routine, however, as Ardak Kumerian stormed over the border, leading the 2nd Fighting Division of the Klingon Fleet's Tholian Frontier Harassment Squadron from his D6 Battlecruiser *Destruction.*

Unable to outrun the Klingons (who had surrounded the Tholians out of sensor range), Secthane had a flash of tactical genius and ordered his ships to form the first "Tholian Pinwheel." This later became a standard Tholian tactic when confronted with superior forces.

(SL3.1) NUMBER OF PLAYERS: 2; the Tholian player and the Klingon player.

(SL3.2) INITIAL SET UP

Tholians: 3 Patrol Cruisers (formed into a Pinwheel) in hex 2215, no movement, weapons status I.

1 Cruiser enters from any map edge in 42xx row on turn 10, speed max, weapons status III.

Klingons: 1 D6, 2 F5, 2 E4, enter on turn one from any map edge (no ship within 12 hexes of any other upon entry), facing at Klingon player's option, speed 20, weapons status II.

(SL3.3) LENGTH OF SCENARIO: The scenario continues until all units belonging to one player have been captured or destroyed or have disengaged.

(SL3.4) SPECIAL RULES

The Tholian ships have been formed into a "Pinwheel" (see special SSD provided). Rules for the "Pinwheel" are as follows:

(SL3.41) The three ships are mated stern-to-stern-to-stern and function in all ways as a single ship. Energy is produced and allocated collectively. The pinwheel is size class 2 for purposes of life support, shield cost, etc.

(SL3.42) The Pinwheel in this scenario is already formed. To form a Pinwheel (should this be desired in other scenarios), three patrol cruisers move into the same hex and end their movement on turn one. They do not move, but change their facing so that they are facing in directions A-C-E or B-D-F on turn 2. At the start of turn three, the Pinwheel is formed and fully operational. Only Tholian patrol cruisers can form a Pinwheel; exactly three are required to do so. (NOTE: Arachnid P/F can also form Pinwheels, but only if at least one is web-equipped, and only with other P/F. A special P/F-pinwheel SSD is included. P/F and PC cannot be "mixed" in a Pinwheel. Tholian BW carriers, any other ship built on a PC-type hull, and the new destroyers presented in Volume III of the Commander's edition, can be mixed in Pinwheels with PC-class ships so long as one ship is equipped with web generators.)

(SL3.43) The Pinwheel is held together by the web systems. (Tractor beams are not an acceptable substitute.) The Pinwheel must allocate three units of power and have at least one working (undestroyed) web box (on any of the three ships) in order to remain together.

(SL3.44) The Pinwheel can be separated into three separate ships at the end of any turn. If all web boxes are destroyed, it is considered separated a the end of the turn when the last box was destroyed. All three ships function normally immediately after separation. At the instant of separation, all friendly and enemy crew units on board are divided as evenly as possible between the three ships, with any odd units being assigned by the owning player.

(SL3.45) The Pinwheel cannot move by warp power, but can move by impulse power. If it does not move, but does allocate one unit of impulse power to maneuvering, it can rotate 60° (either direction) on every fourth impulse (or longer).

(SL3.46) The shield facing each of the component ships' bow (#1, #3, #5) is formed from that ship's #1 and #4 shields. The interim shields (#2, #4, #6) are formed from the #2 shield of the ship to the left and the #6 shield of the ship to the right. (The #3 and #5 shields are not involved in the Pinwheel.) Damage to shields when a Pinwheel is formed or separated is resolved along these lines.

(SL3.47) The warp engines of one of the three ships are arbitrarily designated "left", another "right," and the third "center" by the Tholian player.

(SL3.48) When a Pinwheel is formed:
• The Excess Damage boxes of all three ships are combined. When the Pinwheel separates, these hits are distributed among the three ships as evenly as possible by the Tholian player.
• The Damage Control tracks are added into a combined track. When the Pinwheel separates, one hit on this track is treated as one hit on the track of each separate ship.
• Only one Sensor and one Scanner track operate (owning player's choice); hits on these are ignored when the Pinwheel separates.

(SL3.5) VICTORY CONDITIONS: Use the Modified Victory Conditions.

(SL3.6) VARIATIONS: The Klingon force can be modified to include other ship types. Lyran, Romulan, or Federation ships could be substituted for the Klingons. Six (or 9 or 12) P/F could be substituted for the PC's, formed into three-ship Pinwheels.

Wing Commander Secthane did not have time, but you might consider forming a globular web around the Pinwheel. This would at least eliminate drone attacks.

(SL3.7) BALANCE: The Klingon force can be adjusted to provide balance. Alternatively, both players could bid a number of BPV points, with the low bidder taking the Klingons and buying his ships with the number of points he bid.

Christopher Albers

JUGGERNAUT

ARMOR≠1

ARMOR≠6

ARMOR≠2

P-4
FA

P-1
L
FA

BRIDGE

P-1
R
FA

F HULL

P-1 FA

F HULL

P-3
LF
L

AUX CON

P-3
RF
R

P-4
LS

TRAC

EMER

TRAC

P-4
RS

PROBE

BTTY

SENSOR

6
6
6
6
5
4
3
2
1
0

ARMOR≠5

P-1
LS

LAB

P-1
RS

SCANNER

0
0
0
0
1
2
3
4
5
9

ARMOR≠3

CARGO

SHIELD

CARGO

P-1 360

A HULL

SHUTTLE

A HULL

DAMAGE
CONTROL

8
8
8
4
4
4
4
2
2
2
2
0

P-3
L
LR

L ENGN

C ENGN

R ENGN

P-3
R
RR

EXCESS
DAMAGE

IMP

IMP

P-1
RA
L

P-4
RA

P-4
RA

P-1
RA
R

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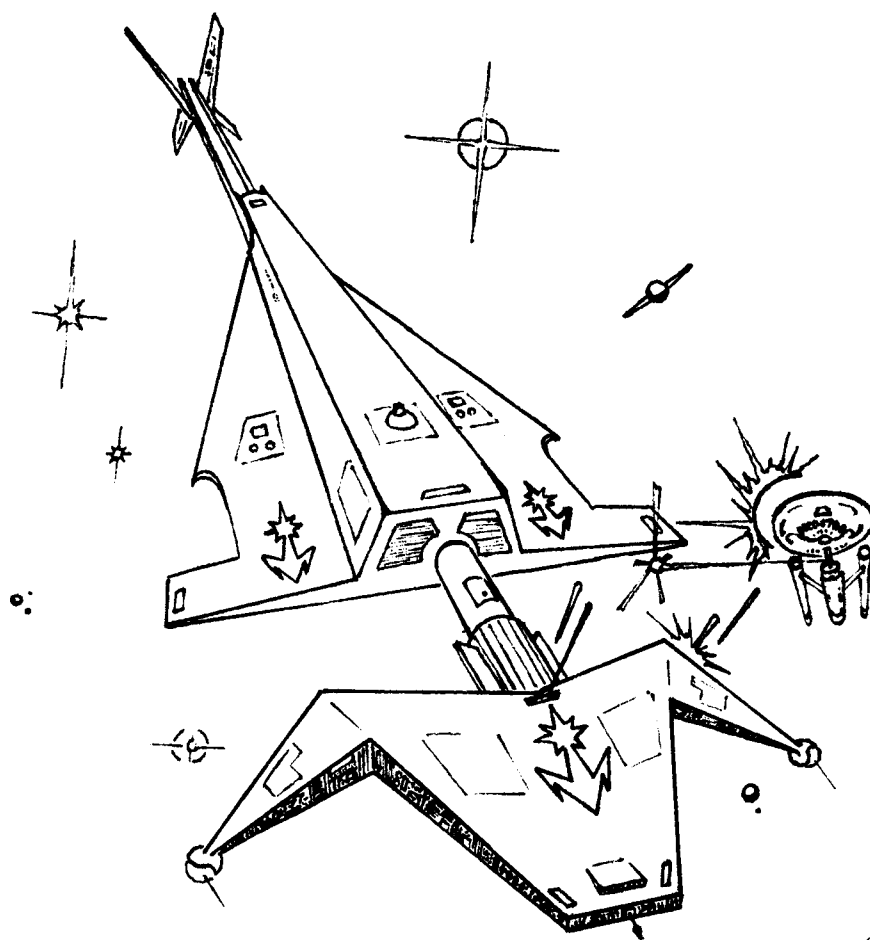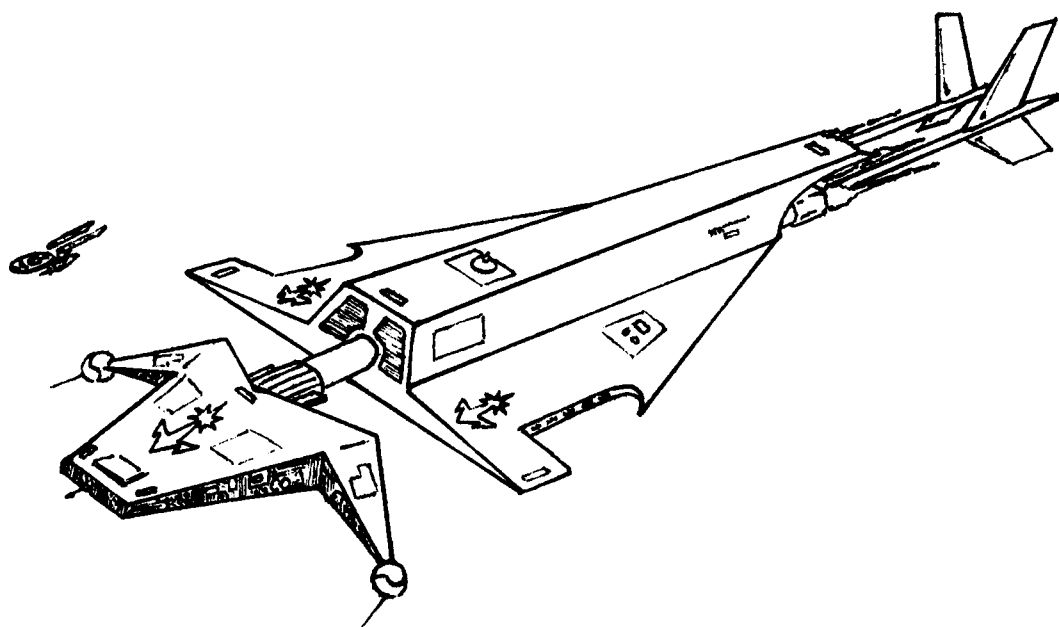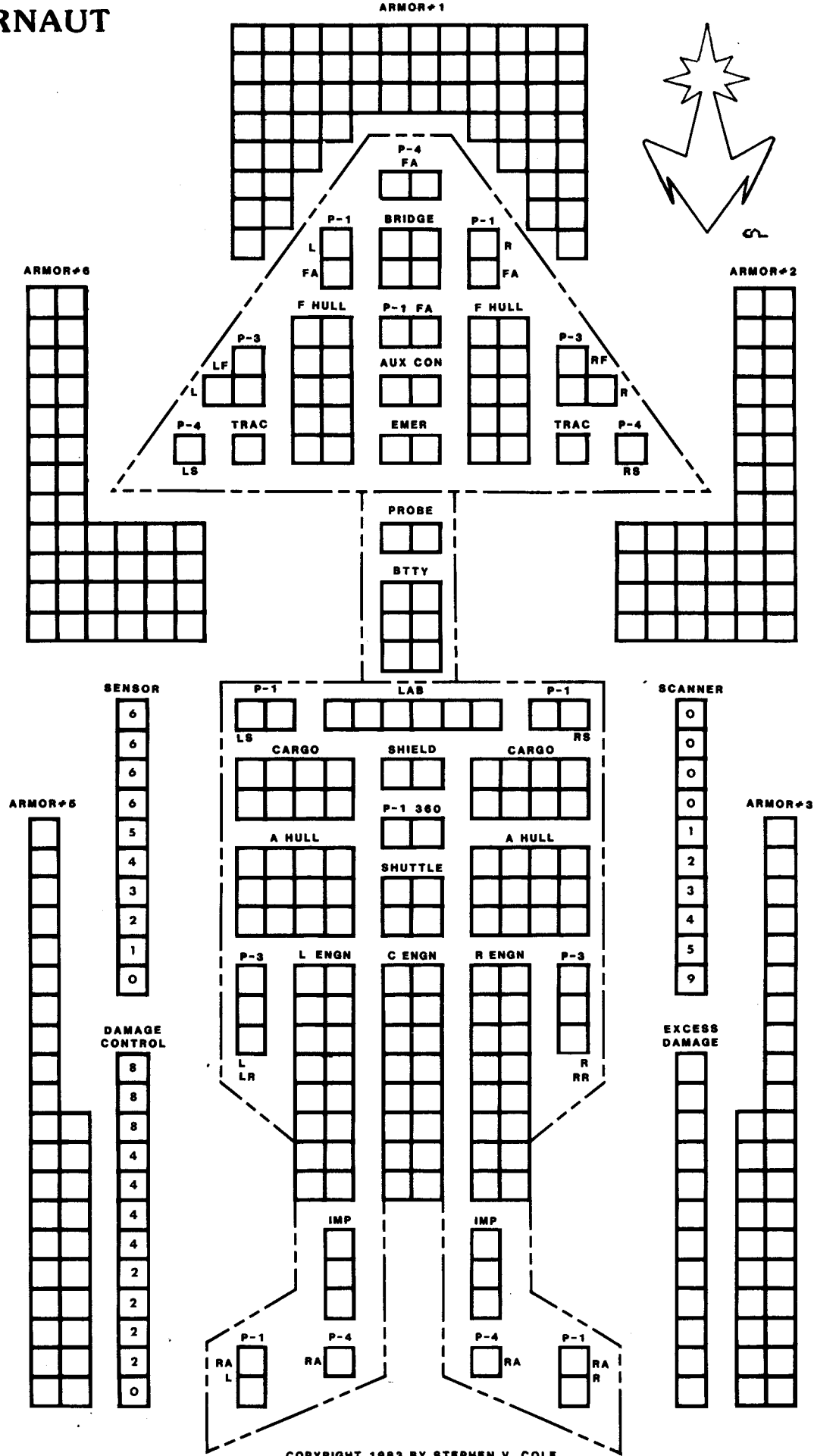
THOLIAN PINWHEEL

THOLIAN PF PINWHEEL

NOTE: At least one PF MUST have at least one
working web generator . As these replace the
P-III's on Arachnid-W ships, the pinwheel's
firepower can NEVER be as great as is shown.

(SL3.8) TACTICS: The Klingon ships place themselves precisely nine hexes from the Pinwheel (just outside effective phaser-I range). Launching drones at the end of one turn and then during the next, all ships move forward to point blank range and fire overloaded disruptors. Most of the Tholian phasers will be tracking drones; your ships can close in and destroy the Pinwheel.

For the Tholians, the point is survival. Concentrate fire on one ship until its weapons are destroyed, then shift to another ship. Try to take out the D7 first, while you still can.

(SL3.9) PLAYTESTERS' COMMENTS: The Tholian PC has always been seriously undergunned, particularly in anti-drone protection. The addition of one or two ADD systems to each PC (perhaps replacing the probe launcher) would be of considerable value (especially since they would not overtax the inadequate engines). Replacing one PC in each group of three with the new destroyer design (see *Nexus* #6) would also have considerable merit.

It appears, at first, that the Tholians should consider breaking the Pinwheel and escaping the trap by overrunning one of the E4 ships. Such an escape would be short-lived, however, as this would expose the "blind" rear arc of the PC's to the fire of the faster Klingon ships.

(SL4.0) DIPLOMATIC IMMUNITY (Greg Holland)

In Y163 Fleet Captain Phillip Kosnett, in command of the Command Cruiser *Kongo*, was responsible for transporting 50 delegates to a Federation conference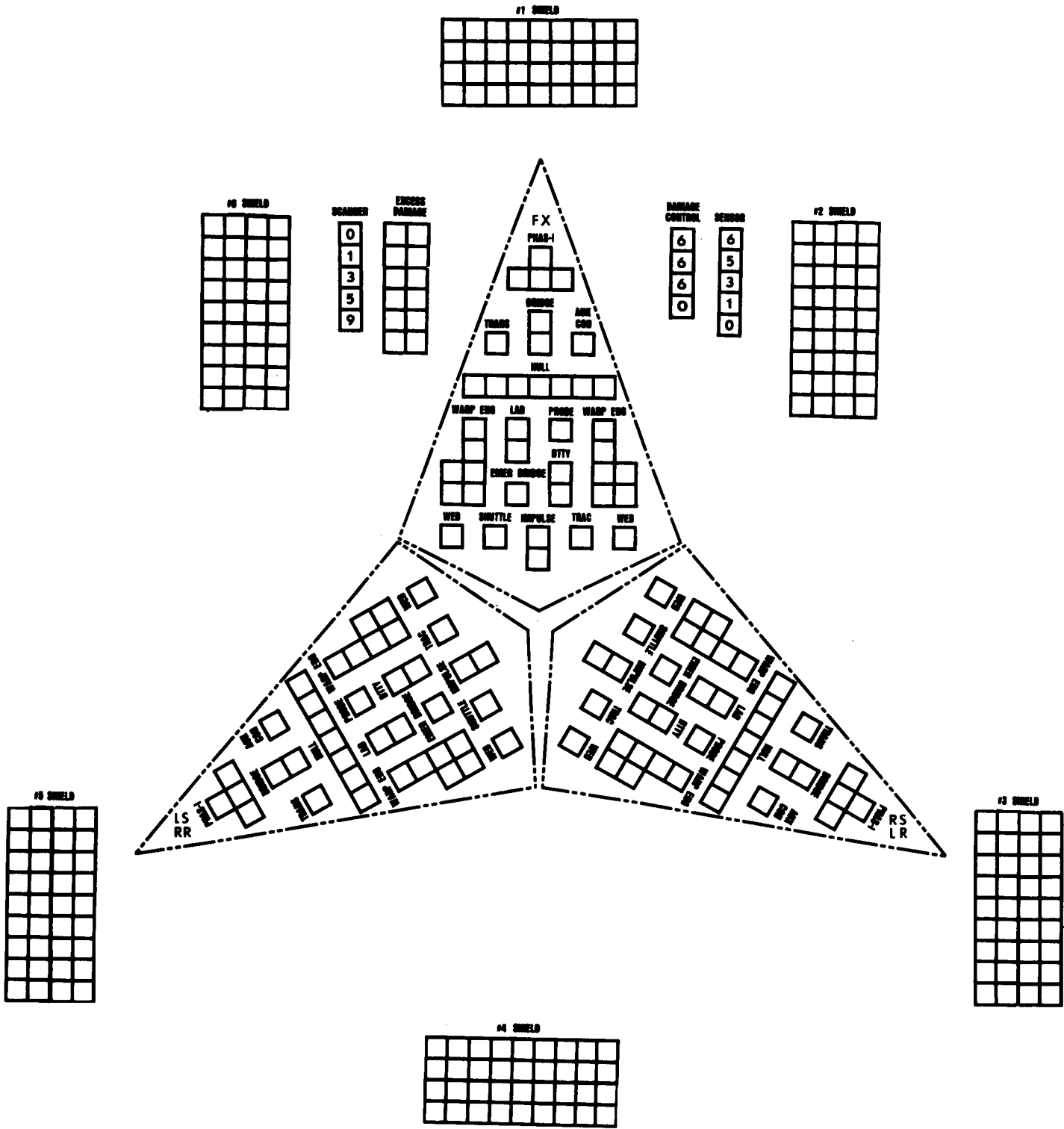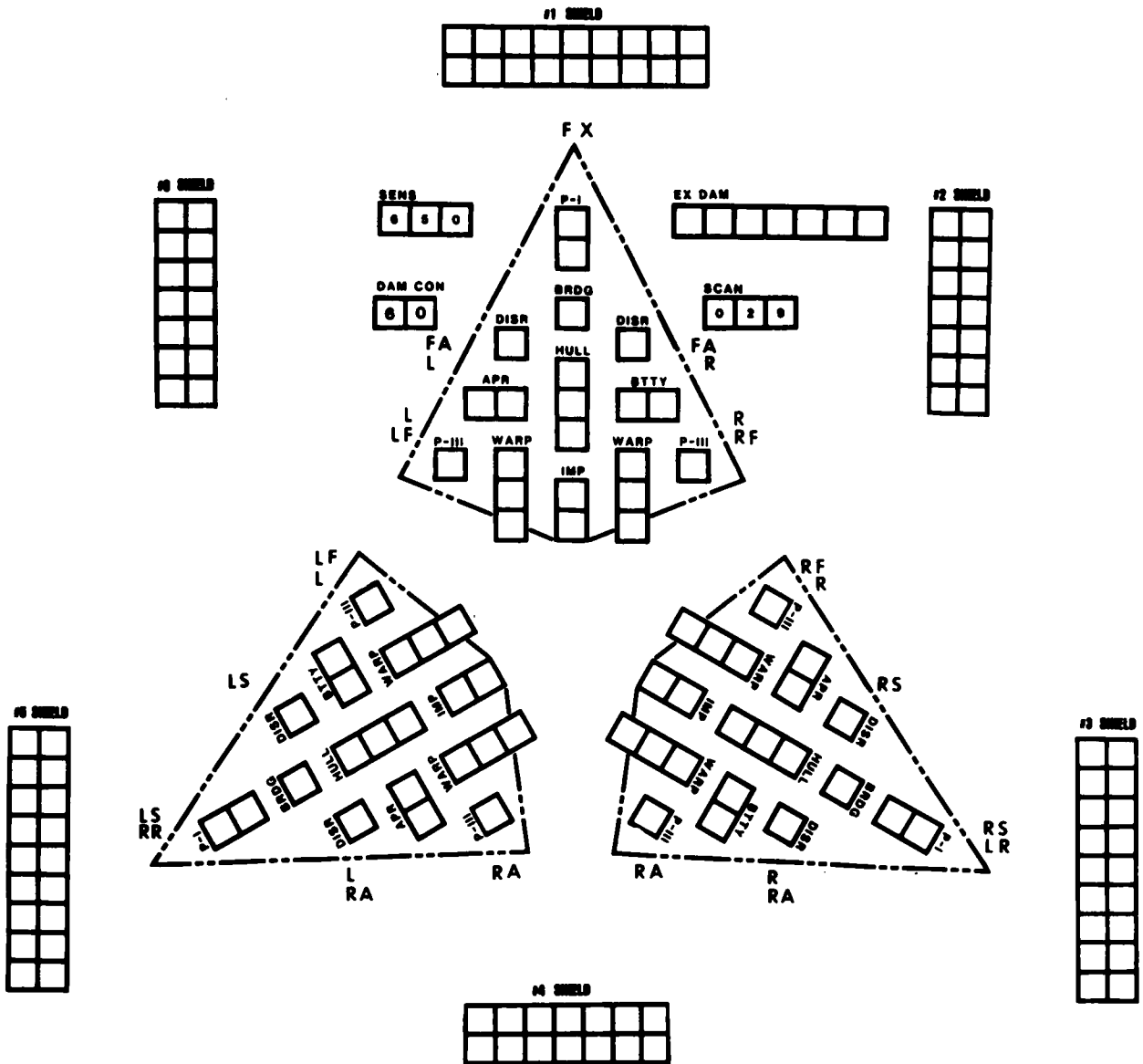. The purpose of the meeting was to take decisive action against planets that were allowing Orion pirates to operate from their territory or were trading with the outlaws. The Orions were tipped off by sympathetic (and greedy) businessmen and sought to disrupt the conference by killing the delegates or destroying the *Kongo*.

(SL4.1) NUMBER OF PLAYERS: 2. One player commands the *Kongo*, the other commands the Orion ship.

(SL4.2) INITIAL SET UP: One Federation Command Cruiser (*Kongo*) in hex 0515, facing F, speed on last turn 5, weapons status 0.

One Orion CR in hex 4226, facing F, speed on last turn 20, weapons status III.

(SL4.3) LENGTH OF SCENARIO: The scenario continues until one ship is destroyed, captured, or has disengaged. Note, however, that if the "spy" is still alive, the scenario continues until it is killed or all diplomats are dead.

(SL4.4) SPECIAL RULES
(SL4.41) The Orion CR is modified to include two extra option mounts, which can carry drone racks, photon torpedoes, or phaser-I's (FA).
(SL4.42) The Federation ship may not exceed a speed of 15 (to avoid upsetting the delegates). The Federation ship MUST use pre-plotted movement (58.32B) or (C1.32).
(SL4.43) There are 50 Federation delegates on board, and they are a prime factor in the victory conditions.
(SL4.44) There is an Orion spy on board the ship. At the start of each turn, before the impulse procedure but after the Energy Allocation Phase, the Orion player may (but is not required to) order the spy to commit one action (see below). As a result of this action, there is a possibility that the spy may be caught. If he is caught, he immediately ceases to operate. The Federation player is not required to make his die rolls to try to catch the spy if he is con-

cerned about the lives of "innocent" delegates.
(SL4.441) The spy can assassinate one delegate. The delegate is killed. The Federation player rolls two dice, and if the total is 2 or 3 the spy is captured. If the die roll is 7, the Federation security guards arrest one of the delegates (they have the wrong man) and he commits suicide to avoid exposing his tax records.
(SL4.442) The spy can assassinate three delegates. Three delegates are considered killed. The Federation player rolls two dice. If the result is a "2" or "3" or "4," the spy is captured. If the result is a "7" or "5," they have the wrong man again and he commits suicide.
(SL4.443) The spy can sabotage the ship. Roll one die. If the result is "1" the weapons tracking system is knocked out (28.1B) (D8.21). If the result is "6" the warp engines are immobilized (28.2B) (D8.22). The Federation rolls two dice. If the total is "7," the spy is caught, "12" and another delegate suicides. Critical hits can be repaired as per (28.4B) (D8.3).
(SL4.444) The spy can communicate with the Orion ship. In this case, the Federation player must expose his Energy Allocation Form, including his pre-plotted movement. The Federation player rolls one die. If the result is a "1," the spy is caught.
(SL4.45) The Federation CC is presumed to have disengaged if it is 50 hexes or more from the Orion ship and moving away from it at a speed 15 hexes per turn or greater. The Orion may disengage normally.
(SL4.46) The Orions may kidnap delegates and the Federation may capture Orion crewmen by executing "hit and run" raids against the enemy ship. Each successful raid captures one delegate or crewman. These cannot be recaptured unless the entire ship is captured.

(SL4.5) VICTORY CONDITIONS

The conference is considered to have been disrupted if 20 or more delegates are killed or kidnapped, resulting in a tactical Orion victory. If 35 or more are killed or kidnapped, the conference is brought to a halt and the Orions score a decisive victory. If the *Kongo* is destroyed, the Orions win an incredible victory.

If the Orion ship is captured, the Orions lose regardless of any other conditions. Each Orion crewman captured cancels out the killing or kidnapping of one delegate. (If 16 delegates were killed or kidnapped and 3 Orions were captured, the net score would be 13.)

Any other result is a Federation victory.

Simultaneously with the "spy vs. delegate" game, the players may evaluate the ship-to-ship combat using the Modified Victory Conditions.

(SL4.6) VARIATIONS: Two LR craft could be substituted for the CR. As pirates operate in all areas, the Federation CC could be replaced by any cruiser with suitable accomodations for the delegates, such as a command cruiser or tug with starliner pod.

(SL4.7) BALANCE

The scenario could be balanced by awarding the Orion player a number of "bonus" delegates (assumed to have been assassinated earlier), by substituting a CA for the CR, or by adding an LR. If desired, both players could agree on forces to be used and then "bid" a number of bonus assassinations, with the low bidder playing the Orions.

(SL5.0) THE DEATH PROBE (Darryl Bing)

The alarm goes out from a highly populated region of the empire. An unknown "something" is destroying planets. It might be extra-galactic, or an enemy secret weapon. Considering the power of this monster, an entire fleet is sent out to destroy it.

(SL5.1) NUMBER OF PLAYERS: 2, one controls the Death Probe, and the other controls the fleet.

(SL5.2) INITIAL SET UP

Place a planet in hex 3907. Place the Death Probe in hex 2701 (use a small freighter counter), weapons status III. The fleet consists of 400 points of ships (player's option). All of these ships are placed in the 01xx hex column in adjacent hexes (one per hex) starting from hex 0130 and proceeding in direction A. All ships are at speed 20, facing B, weapons status I.

(SL5.3) LENGTH OF SCENARIO: The scenario continues until the Death Probe or the planet is destroyed. The Death Probe cannot leave the map; the ships can, but if they do they cannot return. The map is fixed.

(SL5.4) DEATH PROBE

The Death Probe is primarily interested in destroying the planet. It is intelligent (a player is controlling it) and can respond to attacks from the ships.

(SL5.41) The Death Probe does not have an SSD or fill out an Energy Allocation Form. It can move at any speed up to 32 and has turn mode A.

(SL5.42) Its weapons include two phaser-IV's (FA), six photon torpedoes (FA), six phaser-I's (360°), two gatling phasers (360°), and two drone racks (one drone per turn per rack, type I drones, unlimited ammunition and control capability). The photon torpedoes can be fired every turn, with normal, overload, or proximity warheads at the owning player's option at the time of firing. The Death Probe does suffer overload feedback if its scores hits at a range of 0 or 1.

(SL5.43) The Death Probe is destroyed when it receives 800 points of damage. Upon receiving 600 points, it loses half of its weapons (one IV, three I, three PT, one P-G, one drone rack). These are regained if sufficient damage is repaired.

(SL5.44) The Death Probe cannot be tractor beamed or boarded.

(SL5.45) The Death Probe can make two HET's per turn; it never suffers breakdown.

(SL5.46) The Death Probe cannot use EM.

(SL5.47) If using electronic warfare (40B) (D6.3), the Death Probe has nine points that it can use for ECM or ECCM each turn (or some of the points for each).

(SL5.48) The Death Probe can repair 20 points of damage per turn.

(SL5.5) VICTORY CONDITIONS: If the Death Probe scores 1,000 points of damage on the planet, the planet is destroyed. If the planet is destroyed, the Death Probe wins. If the Death Probe is destroyed, the fleet wins. If both are destroyed simultaneously, the scenario is a draw. As each point of damage to the planet kills one million sentient beings, the extent of the victory will become apparent. Ignore the effects of firing through an atmosphere.

(SL5.6) ALTERNATIVES: The possible variations (because of the variable composition of the fleet) are endless.

In order to maintain tactical surprise, the Death Probe might be allowed to replace the photons with other weapons. Use the option chart in (SL19.6) to select these.

Another alternative would be to use defenses around the planet (bases, encircled by web, etc.).

(SL5.7) BALANCE: The scenario can be balanced by varying the size of the fleet. Alternatively, players could bid for this scenario, with the low bidder taking the fleet, buying his ships with the number of points he bid. Another possibility would be to agree to a standard fleet, and have players bid as to how many points they must score on the planet for the Death Probe to win; the high bidder takes the Death Probe. The weapons on the Death Probe could be modified by (SL19.6), providing variety and a surprise for the fleet.

(SL5.8) PLAYTESTERS' COMMENTS: This scenario is excellent for someone who is just learning to operate entire fleets. It provides a single, powerful opponent with a clearly defined objective. A senior, more experienced, player could use this scenario to "train" players relatively new to the game.

(SL5.9) VARIATIONS: Use the Juggernaut (SL1) as a replacement for the Death Probe, or use ships from several races that are "allied" to halt the Death Probe.

(SL6.0) THE PIRATE FLEET (Stephen Brinich)

The Orion Pirates continued their brazen attacks against isolated bases. In Y166 they attacked the Zeta Omicron sector station.

(SL6.1) NUMBER OF PLAYERS: 2, the Orion player and the Federation player.

(SL6.2) INITIAL SET UP

Federation: One battle station in hex 2117, weapons status I. Two cargo pods are attached to the station and considered, in all ways, to be part of it.

Three Police Cruisers within four hexes of the base, speed 3, weapons status I, facing at option of owning player.

One CC (*Kongo* under P. Kosnett) arrives on turn 6 from any map edge, speed max, weapons status III.

Orion: 1xCA, 1xCVL (with 8xZ-2 fighters), 2xCR, 2xLR, 6xSlavers arrive on any map edge, speed max, weapons status III, heading at option of owning player, but no more than two ships can enter on any one turn. The CVL cannot launch fighters during its first turn on the board.

(SL6.3) LENGTH OF SCENARIO: The scenario continues until all pirate ships have been destroyed, captured, or have left the board.

(SL6.4) SPECIAL RULES

(SL6.41) The pirates are trying to capture certain valuable cargo stored in the pods and station. They cannot tow the pods since this would slow them down too much. They must move the cargo from the station to their ships. This can be done in two ways:

(SL6.411) Any ship can transport cargo aboard with its transporters, but if the cargo cannot be stored in a cargo box on the ship, the transporter can no longer be used.

(SL6.412) Shuttlecraft can dock at the station and load one cargo unit (loading takes one full turn). They must either transfer this to a cargo box on one of the Orion ships (by landing on that ship and spending one turn unloading) or land in a shuttle bay and be tied down (in which case they cannot be used again). Shuttles loaded with cargo must land on an Orion ship within three turns or the cargo is destroyed.

(SL6.42) Cargo cannot be removed from the station unless Orion boarding parties are on board of it. If so,

Federation boarding parties on the base may attack them by standard rules. The Orions may capture the entire base if they have time.

(SL6.43) Cargo in boxes on Orion ships that are later destroyed does not count for victory. Cargo in shuttles tied down to the deck does not count if the shuttle is destroyed.

(SL6.44) Use a fixed map. Federation ships cannot exit the map; pirate ships are presumed to have disengaged if they exit the map.

(SL6.5) VICTORY CONDITIONS: Use the Modified Victory Conditions, but the Orions get no points for the base. The Orions receive three points for each unit of captured cargo on a ship that successfully disengages.

(SL6.6) ALTERNATIVES: While it would not be historical to do so, this raid could be conducted against a base station operated by any race.

(SL7.0) THE CASSINI INCIDENT (Stephen Holland)

In Y155, tension on the Federation-Klingon border was increasing and war was imminent. The Federation Tug Cassini was transporting supplies to an outpost station when attacked by the Klingon frigate *Khedive*. The Klingons knew that if the ship escaped, carrying word of the violation of Federation territory, it could be the spark that would ignite a major war. On the other hand, if the tug could be destroyed, the Klingon captain would be decorated and possibly promoted, and the balance of power on the border altered ever so slightly.

The supplies carried by the Cassini were not particularly crucial or secret, but the general disruption of frontier trade and transport is a standard tactic when planning offensive operations.

(SL7.1) NUMBER OF PLAYERS: 2; the Federation player and the Klingon player.

(SL7.2) INITIAL SET UP

Federation: Fleet tug with 2 cargo pods in hex 2215, heading B, speed 10, weapons status 0.

Klingon: One F-5 frigate in hex 0101, heading C, speed 31, weapons status II.

(SL7.3) LENGTH OF SCENARIO: The scenario continues until all units belonging to one player have been captured or destroyed or have disengaged.

(SL7.4) SPECIAL RULES

(SL7.41) Use a floating map.

(SL7.42) The tug cannot disengage unless it drops both pods.

(SL7.43) The F-5 has eight type-I drones; four in the rack and four reloads.

(SL7.5) VICTORY CONDITIONS: Use the Standard Victory Conditions. Pods that are dropped and not recovered are considered destroyed for victory purposes (although they could be captured by the Klingon and towed home for extra points).

(SL7.6) VARIATIONS: Ships of any race could be used. The Klingon F-5 could be replaced by pseudo-fighters or fighters of equivalent BPV.

(SL7.7) PLAYTESTERS' COMMENTS: This is a tough scenario for both sides. The tug has marginally less firepower, but tackling it is like trying to bring down a bull

elephant.

For the tug, running is probably not the answer to anything. The Klingon will stay behind, effectively reducing your firepower by half. Tac-warp maneuvers will let you keep your strongest shields toward him and fire all of your phasers every turn. His drone firing rate would seem to make the option of using your shuttles as WW pointless, but remember that he could put his reload drones into a scatterpack. Burning his one shuttle as soon as it appears should be a major priority. Generally, keep one of your shuttles ready as a WW (don't use it if you can help it) and launch the other as a suicide shuttle. Convert the WW into suicide mode as soon as his shuttle is destroyed.

For the Klingon, your tactics will be dictated by his. If he runs, stay behind him and hammer on the rear shields. If he stops, use overruns to get all of your weapons into firing position, or even better, close to one or two hexes, hit him, then turn 60° and fire your RX phasers at the same shield. If he turns that shield away, pursue it around and hit it again. Don't forget to use an HET to reverse direction if he turns it the opposite direction from your turn. Use overloads to deliver maximum firepower.

MINI-CAMPAIGN — THE ANARCHIST (David Solomon)

In Y170 the Klingon D-7 battlecruiser *Anarchist* was captured relatively intact by Hydran forces (after its crew mutinied). The Hydrans decided to convert this ship to their technology and use it as one of their own. There was no intent to use it in a deceptive operation (the Klingons could probably identify the ship), and it was not markedly superior to Hydran ships. The conversion was merely to create a propaganda coup by turning a Klingon weapon against its former masters.

This mini-campaign represents the brief career of the D-7(H) *Anarchist*. Two scenarios are presented, representing two of the battles in which the ship participated. (Other scenarios for the *Anarchist* may be presented later.) These scenarios are presented together for historical reasons; they can be played independently.

The *Anarchist* was converted as follows: replace waist phasers with Phas-G; replace wing phasers with fusion beams; replace disruptors with Hellbore; replace drone racks with stinger fighters; delete security stations. All weapons have the firing arcs of the weapons they replaced; the BPV of the D7(H) is 140; boarding parties 20; all other statistics are the same.

Note that the concept of a captured and modified ship could be a basis for many interesting scenarios.

(SL8.0) THE CRADLE

The Klingons knew that the *Anarchist* was being converted for use against them and sought to destroy or recapture it before this could be done.

(SL8.1) NUMBER OF PLAYERS: 2; the Klingon player and the Hydran player.

(SL8.2) INITIAL SET UP

Hydran: FRD in hex 2215, heading at owner's option. FRD has 2 hanger modules with Stingers, weapons status 0.

3x Lancer, 1x Knight, 1x Ranger, 1 BATSF within 12 hexes of FRD, heading and speed at option of owning player, weapons status I.

Anarchist is in the FRD.

Klingon: 1 C9, 3xD6 enter from any map edge on turn

1, speed and facing at option of Klingon player, weapons status II.

(SL8.3) LENGTH OF SCENARIO: The scenario continues until all units belonging to one player have been captured or destroyed or have disengaged.

(SL8.4) SPECIAL RULES
(SL8.41) Use a floating map.
(SL8.42) The FRD is equipped with Sting-II, the other Hydran ships with Sting-I fighters.
(SL8.43) The systems on the *Anarchist* are presumed to be inactive and must be activated. See scenario (135) (SG11.0), but only two repair boxes on the FRD are needed to activate a system box on the *Anarchist*, and no power is required. Note that the shields of the *Anarchist* need not be ''activated'' but will function normally once it undocks.

(SL8.5) VICTORY CONDITIONS: Use the Modified Victory Conditions, except that the *Anarchist* is worth 500 points for purposes of this scenario only.

(SL9.0) COMBINED ARMS
The Hydrans attached the *Anarchist* to one of their operational frontier squadrons. During this period (Y170-Y171), it engaged in several battles, of which this one was typical.

(SL9.1) NUMBER OF PLAYERS: 2; the Hydran player and the Klingon player.

(SL9.2) INITIAL SET UP
Klingons: 1 D-7C, 3xD-6, 3xF-5, 1xF-5S, 1xCVT, 2xE-4 enter in 42xx hex row on turn one, speed max, weapons status II, facing at option of Klingon player.
Hydrans: 3xRanger, 3xKnight, 3xHunter, 1xScout, 1xD-7(H) *Anarchist* enter on 01xx hex row, turn 1, speed max, weapons status II, facing at option of Hydran player.

(SL9.3) LENGTH OF SCENARIO: The scenario continues until all units belonging to one player have been captured or destroyed or have disengaged.

(SL9.4) SPECIAL RULES: None.

(SL9.5) VICTORY CONDITIONS: Use the Modified Victory Conditions; *Anarchist* is worth 200 points for purposes of this scenario, and 1,000 points if captured by the Klingons.

(SL9.6) VARIATIONS: *Anarchist* participated in several battles during this period. Players are free to construct their own scenarios and are invited to submit the more interesting ones for possible future publication.

(SL10.0) HIJACKED! (Stephen G. Wilcox)
In Y166 the Federation Fleet Tug *Galilei* was carrying a Starliner pod filled with high-ranking Federation diplomats to one of the innumerable trade conferences. The Orion pirates decided to try to capture the ship and hold the diplomats hostage for the return of jailed pirates. This time, however, the Orions had been able to smuggle not just one or two spies on board, but 24 highly trained terrorists.

During the journey to the conference site, a lone Orion CR attacked the *Galilei*. During the attack, the terrorists attempted to take over the ship.

(SL10.1) NUMBER OF PLAYERS: 2; the Orion player and the Federation player.

(SL10.2) INITIAL SET UP
Federation: One Tug with Starliner in hex 1012, heading C, speed 10, weapons status 0. One police cruiser in 1113, heading C, speed 10, weapons status 0.
Orion: One CR (alternately, two LR, or one LR and three Bucnr) enters from any map edge, heading and speed at option of Orion player, weapons status II.

(SL10.3) LENGTH OF SCENARIO: The scenario continues until all units belonging to one player have been captured or destroyed or have disengaged.

(SL10.4) SPECIAL RULES
(SL10.41) Use a floating map.
(SL10.42) The Orion terrorists are organized as four boarding parties. They may not be attacked unless activated. If activated by the Orion player (at any time), they function exactly as if they had been transported aboard.
(SL10.43) The Orion terrorists can conduct ''hit and run raids'' against the tug before they are activated. If they receive a ''safe return'' result, they remain inactive. Otherwise the group conducting the raid is immediately activated (not destroyed).
(SL10.44) The terrorists, being highly trained, count as two boarding parties for combat purposes but take casualties as a single boarding party.
(SL10.45) The Orion ships must use non-violent combat against the tug (to avoid injuring the diplomats) but can fire normally at the Pol. This is because they knew what their enemy would be in advance and programed their computers accordingly.
(SL10.46) The terrorists previously damaged the tug's navigation computers. It cannot disengage by acceleration.

(SL10.5) VICTORY CONDITIONS
If the tug is captured (and uncrippled), the Orions win a decisive victory.
If the tug is captured (and crippled), the Orions win a substantive victory.
If the tug is destroyed or disengages, and no Orion ship is destroyed or captured, the game is a draw.
If the tug is destroyed, and any Orion ship is destroyed or captured, the Federation wins a marginal victory.
If the tug disengages, and any Orion ship is destroyed, the Federation wins a substantive victory.
If the tug disengages, and all Orion ships are destroyed, the Federation wins a decisive victory.
If the tug disengages, and any Orion ship is captured, the Orions are in big trouble.

(SL10.6) VARIATIONS: A tug from any race (with appropriate pods) could be substituted for the Tug/Starliner. Also, a ''Legendary Terrorist'' (Carlos the slime-devil, counts as a Legendary Marine Major) could be added to the *Galilei*.

(SL10.7) BALANCE: Players may increase or decrease the number of boarding parties on board the *Galilei*. Alternatively, the players may bid for the pirate's role, with the low bidder taking the pirates with a number of terrorist groups equal to his bid.

MINI-CAMPAIGN — THE USURPER (Mike Thompson)

In Y116 a Kzinti Duke (known to non-Kzintis as "Cat with Favorable Stars") decided that he was the most qualified successor to the patriarchal throne. The fact that the current patriarch was still very much alive was only a technicality. The Usurper began a campaign to place himself on the throne.

The following scenarios (and others that may be presented later) are combined as a "mini-campaign" for historical purposes, but they can be played independently and each scenario has no effect on later scenarios. Many battles took place between each of these scenarios, insulating each from the next. At a later date, a complete campaign game may be presented.

In these scenarios, the Usurper's forces are designated "rebels" while the Patriarch's forces are known as the "Loyalists."

If using Legendary Officers, both the Usurper and the Patriarch (or his field commander) are Legendary Captains.

(SL11.0) THE ASSASSIN

The Patriarch, through his wide-ranging spy system, had learned of the plans of the Usurper. He dispatched a strike cruiser from his home fleet (under an officer he knew he could trust) to destroy the Usurper before rebel forces could gather.

The captain of the Loyalist cruiser was told (in his sealed orders) that a Loyalist spy was on board the Usurper's flagship and prepared to assassinate him on command.

When the Loyalist cruiser arrived at the Usurper's home system, he noted the presence of yet another ship. The Feudal Lord commanding this frigate was neutral (he had arrived to discuss the possibility of joining the Usurper but had made no commitment yet).

(SL11.1) NUMBER OF PLAYERS: 2; the Loyalist player and the Rebel.

(SL11.2) INITIAL SET UP

One planet in 2215.

One Rebel Strike Cruiser "Usurper") in 2316, heading A, speed 1, weapons status 0.

One neutral Frigate "Opportunist") in hex 2216, heading B, weapons status 0.

One Loyalist Strike Cruiser "Loyal Deputy") in hex 4201, heading E, speed 10, weapons status I.

(SL11.3) LENGTH OF SCENARIO: The scenario continues until all units belonging to one player have been captured or destroyed.

(SL11.4) SPECIAL RULES

(SL11.41) The map is fixed; it does not "float." No ship can disengage or leave the map.

(SL11.42) The Loyalist player can order the assassin on board the CS "Usurper" to attempt to kill the Usurper himself. If this order is given, roll a single die. If the result is "1," the assassination has succeeded. If the assassination does not succeed, the assassin is killed and the FF "Opportunist" immediately comes under control of the Rebel player.

(SL11.43) The FF "Opportunist" remains in orbit around the planet (moving in the circle 2216-2316-2315-2214-2115-2116) at a speed of 4 until it is released by (SL11.42). It can arm weapons as directed by the Usurper.

(SL11.44) The Usurper cannot leave his ship and is considered to have been killed if the ship is destroyed.

(SL11.45) If the Loyalist player fires weapons at the

Opportunist, that ship immediately joins the rebels.

(SL11.5) VICTORY CONDITIONS: If the Usurper is killed, the Loyalists win the scenario. Otherwise the Rebels win.

(SL11.6) PLAYTESTERS NOTES: A fun and exciting scenario; an excuse to fight to the death; the assassin makes it more than just a duel.

(SL12.0) GATHERING FORCES

The Usurper sent out word to Feudal Lords that he thought he could trust to meet him at a small, uninhabited moon. There he would accept their loyalty oaths and the combined fleet would proceed to the capital.

The Patriarch again gained word of the meeting and sent a strike force to the meeting. As the Rebel and Loyalist forces prepared for battle, neither could be sure about the loyalties of the Feudal Lords who were arriving.

(SL12.1) NUMBER OF PLAYERS: 4-6; The Rebel player, the Loyalist player, and 2-4 Feudal Lords.

(SL12.2) INITIAL SET UP

Small moon (chosen as rendezvous point) in 2215.

Rebels: 1 CS, 1 CL, 2 FF arrive on turn 1, within 2 hexes of 2230, speed 4, heading A.

Loyalists: 1 CS, 1 CL, 2 FF arrive on turn 1, within 2 hexes of 2201, speed 4, heading D.

Feudal Lord #1: 1 CL, 1 FF, arrive in 0101, speed 4, heading C.

Feudal Lord #2: 1 CS, arrives in 4230, speed 4, heading F.

Feudal Lord #3: 3 FF, arrive in 4201, speed 4, heading E.

Feudal Lord #4: 1 CL, 1 FF, arrive in 0130, speed 4, heading B.

All ships begin with weapons status III.

(SL12.3) LENGTH OF SCENARIO: The scenario continues until all units except those belonging to one player (and any who have declared allegiance to him) have been captured, destroyed or have disengaged. If the Usurper is killed or captured, the scenario ends immediately. If the ship bearing the Usurper disengages, any Rebel ships (and those feudal ships belonging to players who have declared their allegiance to him) must also disengage or surrender.

(SL12.4) SPECIAL RULES

(SL12.41) The map is fixed; it does not "float."

(SL12.42) Before the scenario begins, each of the Feudal Lords draws one card from an ordinary deck of playing cards. Each Lord keeps his card secret (possibly in his shirt pocket) until the end of the scenario.

(SL12.421) If a Lord's card is red (diamonds or hearts) he is loyal to the Usurper. If the card is black (clubs or spades) he is loyal to the Loyalists.

(SL12.422) There are definite reasons for a Lord to keep his loyalty secret (see Victory Conditions, below). However, he may reveal his loyalty to any other player at any time, should he choose to do so.

(SL12.423) If a ship belonging to one of the Lords is fired upon and damaged by a ship belonging to the Loyalist or Rebel player, he immediately joins the opposing fleet, regardless of what his card says. This can only happen once to each Lord during the scenario.

(SL12.424) If a ship belonging to a Lord fires on and damages a ship belonging to (or announced to be on the side of) the player matching the Lord's card, the Lord loses the scenario.

(SL12.425) The Usurper is presumed to be on board of his flagship. He may transport to any other ship within the limits of the rules. If the ship he is on is destroyed, he is killed; if it is captured, he is captured.

(SL12.5) VICTORY CONDITIONS

The Loyalist player wins if the Usurper is killed or captured.

The Usurper wins if all Loyalist ships (and those Feudal ships that have declared their allegiance to the Loyalists) are destroyed, captured, or disengage.

If a Feudal Lord has revealed his allegiance, he wins or loses in accordance with the above conditions. If a Feudal Lord has never revealed his allegiance, he scores a "draw", neither winning or losing.

(SL12.6) VARIATIONS: The scenario could be used to represent a civil war among any race at any time period.

(SL12.7) PLAYTESTERS NOTES: While this scenario is obviously luck-dependant, it does provide a fascinating challenge. One possibility would be to use three red and three black cards instead of a full deck. A "joker" could be added, with any player drawing it free to chose whatever side he wanted. This is an excellent "club" scenario with diplomatic aspects.

(SL13.0) BATTLE FOR THE THRONE

Finally the Usurper met the Patriarch in mortal combat — to the winner belongs the throne!

(SL13.1) NUMBER OF PLAYERS: 2; the Rebel player and the Loyalist player.

(SL13.2) INITIAL SET UP

Rebels: 1xCC, 3xCS, 3xCL, 6xFF within 6 hexes of 2201, speed 10, heading D, weapons status III.

Loyalists: 1xCC, 3xCS, 3xCL, 6xFF within 6 hexes of 2230, speed 10, heading A, weapons status III.

(SL13.3) LENGTH OF SCENARIO: The scenario continues until all units belonging to one player have been captured or destroyed, or have disengaged, or until one of the leaders is captured or killed.

(SL13.4) SPECIAL RULES

(SL13.41) Use a floating map.

(SL13.42) The Usurper and Patriarch begin the scenario aboard their respective flagships (the CC's). They may transport to other ships within the limits of the rules. If the ship a leader occupies is destroyed, he is killed. If the ship is captured, he is captured.

(SL13.5) VICTORY CONDITIONS: If either leader is killed or captured, or on board a ship that disengages, his side loses automatically. If both are killed simultaneously, every Duke in the realm (not to mention the sons of the Patriarch and the Usurper, and any Marquis with a decent-sized fleet) declares himself Patriarch. A massive civil war begins; the Kzinti Hegemony is broken up into sections and eventually conquered by the Klingons and Lyrans. Part of the Hegemony may be absorbed by the Federation.

(SL14.0) DEATH OF THE USURPER

The Usurper finally lost against the Patriarch*, and barely escaped with a few of his ships. Pursued by the Patriarch's forces, the Usurper fled toward the certain death of the unknown WYN Star Cluster.

(SL14.1) NUMBER OF PLAYERS: 2; the Rebel player and the Loyalist.

(SL14.2) INITIAL SET UP

Rebels: 1xCS, 1xCL, 2xFF enter on turn 1 within 3 of 2201, speed 10, facing D.

Loyalists: 1xCS, 2xFF enter on turn 1 within 3 of 4214, speed 10, heading E.

1xCL, 1xFF enter on turn 1 within 3 of 0115, speed 10, heading C.

1xCC, 1xCS, 1xCL, 4xFF enter on turn 2 within 3 of 2201, speed 10, facing D.

All ships begin with weapons status III.

(SL14.3) LENGTH OF SCENARIO: The scenario continues until all units belonging to one player have been captured or destroyed, or have disengaged, or have entered the WYN Star Cluster.

(SL14.4) SPECIAL RULES

(SL14.41) Use a floating map. The WYN Star Cluster begins in hex row xx69 (about 2 maps in direction D). Loyalist ships cannot enter hex row xx69.

(SL14.42) The Rebel ships cannot exceed speed 15 (damage and short fuel). They are presumed to use their last fuel boosting to Warp 7 at the edge of the cluster. Rebel ships can only disengage by entering the cluster and are assumed to immediately disengage when they do so. They must enter the cluster moving forwards. Once a ship enters hex row xx69, it is considered to have entered the cluster. Any shuttle entering hex row xx69 is considered destroyed; it cannot stand the radiation.

(SL14.43) The Loyalist ships cannot exceed speed 20 (short fuel).

(SL14.44) Before the scenario begins, apply the following internal damage (using the DAC) to the Rebel ships: 10 to the CS, 5 to the CL, 5 to each FF.

(SL14.45) The Usurper is on board one of the ships (Rebel player's choice) and can transfer ships (by transporter or shuttle) within the limits of the rules. If the ship he is on is destroyed, he is destroyed. If the ship he is on is captured, he is captured.

(SL14.5) VICTORY CONDITIONS: If the Usurper is killed or captured, the Loyalist player scores 5 points. For ships that escape into the WYN zone, the Rebel player scores points (3 for the CS, 2 for the CL, 1 each for the frigates). The player with the highest score wins. The level of victory is determined by subtracting the Rebel points from the Loyalist points, then:

5 = Loyalist Decisive Victory
3-4 = Loyalist Tactical Victory
1-2 = Loyalist Marginal Victory
0 = Draw
1-3 = Rebel Marginal Victory
4-5 = Rebel Tactical Victory
6-7 = Rebel Decisive Victory

Note that since the Loyalist player assumes that tha Usurper and his forces are dead if they enter the WYN cluster, his report to the Patriarch will claim a decisive victory in any case. Only 30 years later will the true situation become clear.

(SL14.6) VARIATIONS: Allow the ships to use transporter bombs (small mines).

*Some sources claim that, in fact, the Patriarch lost and escaped to the WYN cluster. These sources are apparently based on rumors spread a half-century later by the government of the WYN cluster. Whether this is true or myth cannot be determined with accuracy.

(SL15.0) INTRUDER ALERT! (Lyle Zoerman)

While on routine patrol, an unknown being of quasi-energy penetrates your ship and begins destroying it bit by bit. Your crew must analyze the monster and capture it.

(SL15.1) NUMBER OF PLAYERS: 1; the monster moves by automatic rules.

(SL15.2) GENERAL COURSE OF PLAY

Unlike other scenarios, the map and counters are irrelevant and not used. Only the SSD and energy allocation form are used.

(SL15.3) LENGTH OF SCENARIO: The scenario continues until the monster is captured or the ship is destroyed.

(SL15.4) SPECIAL RULES

(SL15.41) The sequence of play for this scenario is:
- A. Fill out energy form.
- B. Place analyzers/traps.
- C. Determine location of monster.
- D. Determine result of interaction.

The primary operations conducted by the player are building analyzers and then building traps. If this procedure is being used while in normal operations, it all times place after energy allocation and before any other activity.

(SL15.42) Each turn, the player rolls two dice (one at a time) to determine where the monster is. This is determined by the chart below.

SECOND DIE						
		1	2	3	4	5	6
F I R S T D I E	1	Flag	Flag	Bridge	Bridge	Emer B	Aux Con
	2	Dam Con	Sensor	Scanner	F Hull	Aft Hull	Cargo
	3	Cargo	Lab	Probe	Trans	Trans	Tractor
	4	Tractor	APR	APR	Impulse	R Warp	L Warp
	5	C Warp	C Warp	Battery	Drone	Phaser	Phaser
	6	Torp	Torp	F Hull	A Hull	Shuttle	Ex Dam

Note that while this chart determines the type of system that the monster is in, the actual system box must still be determined. (In the event of Sensor, Scanner, Damage Control, and Excess Damage, the monster is always assumed to be in the first box.) Players should arbitrarily number the boxes of the various systems on their ship (allowing the specific one involved to be identified by rolling a single die), as follows:

1 of that type: do not number, automatically this box.

2 of that type: number one 1-3 and the other 4-6.

3 of that type: number one 1-2, the second 3-4, and third 5-6.

4,5, or 6 of that type: number 1-6, with unused numbers considered "roll again".

7 or more of a given type: number the first six 1-6, leave the others unnumbered. Assign the numbers of destroyed systems to unnumbered boxes as available.

In the event that the selected system does not exist (or no longer exists), use the next system below it on the chart. From the bottom row, however, go to the top box of the next column to the right. For example: if 2-3 is not available, go to 3-3; if 6-3 is not available, go to 1-4; if 6-6 is not available, go to 1-1 (SL15.46).

(SL15.43) The first step in stopping the monster is to build analyzers. To build an analyzer, the player allocates one unit of power to an undestroyed Lab box. This produces one analyzer, which can be placed in any systems box on the SSD (so long as it is identified by a number, as above, or is an automatic selection). The ship can produce as many analyzers as it has labs. Analyzers, once placed, cannot be moved and remain active throughout the game. Mark the location of analyzers with a blue dot.

(SL15.44) After the monster has been analyzed, the player may build traps. To build traps, a player allocates 2 units of energy per trap built. He may build as many as the number in the highest undestroyed box on the Damage Control track. Traps are complete on the turn of construction and may be placed immediately in any systems box that has an analyzer. Traps and analyzers may be placed into the same box on the same turn, but no more than one of each can be in each box. Mark the location of traps with a red dot.

(SL15.45) When the box that the monster is in this turn is determined, the player must determine what interaction occurs.

(SL15.451) If there is no trap or analyzer, the box is destroyed.

(SL15.452) If there is an analyzer, roll one die. If the result is a "1" or "2," the monster has been analyzed successfully. (Traps may now be built.) In any event, the box and analyzer are destroyed.

(SL15.453) If there is a trap in the box, roll one die. If the result is a "6" or greater, the monster is captured, the scenario is over, and the player wins. If the monster is not trapped, go to (SL15.452) and resolve as shown.

(SL15.454) For every three successful analyses of the monster (SL15.452), one is added to the die roll for traps.

(SL15.46) The ship is destroyed when all systems boxes (other than shields) are destroyed. This includes damage control, sensor, scanner, and excess damage. This is a change from the normal method of ship destruction, used only in this scenario.

(SL15.47) If the ship has less than three labs, some control boxes may be used as labs to maintain at least three operating labs as long as possible.

(SL15.48) A Legendary Science Officer could build two analyzers per turn without any requirement for energy or labs. A Legendary Engineer could build one trap per turn without any requirement for energy or damage control.

(SL15.5) VICTORY CONDITIONS: If the monster is captured, you win. If your ship is destroyed, you lose.

(SL15.6) VARIATIONS

(SL15.61) Obviously, any ship or base can be used.

(SL15.62) The ship could be in combat, or maneuvering through an asteroid field, or in some other predicament, during the scenario.

(SL15.63) A player could control the monster, selecting the box he will go into each turn. He is not informed of the location of traps or analyzers.

(SL15.64) When the monster is unsuccessfully attacked by a trap, it divides in two. Each of these clones can, itself, divide if unsuccessfully attacked.

(SL15.7) BALANCE

More monsters can be added to make the situation more difficult.

(SL15.8) ADVANCED VERSION

The scenario will be rather easy for most ships. To make it more exciting (i.e. to have a chance of losing), use three monsters in a ship of size class two, two monsters in a ship of size class three, and one monster in a ship of size class four. Also use the clone rule (SL15.64).

(SL15.9) CAMPAIGN GAME

Roll one die each turn. If the result is "1," another monster has arrived. Your engineers must work to modify the shields to keep more monsters from boarding the ship. Each turn, roll one die. When the total is 100 or more, the engineers have modified the shields and no more monsters can board. Then you only have to deal with the ones that are already on board.

(SL16.0) THE FLEET OF THE MOMENT (Jonathan D. Schuster)

In the early years of the General War, the large number of warships constantly on patrol made it hard for the Orion Pirates to maintain business as usual.

A prime example of this occurred in Y172, when an Orion raiding force, returning from Kzinti territory to their base, found themselves between Federation and Klingon squadrons preparing for a battle.

(SL16.1) NUMBER OF PLAYERS: 3; the Orion player, the Federation player, and the Klingon player.

(SL16.2) INITIAL SET UP

Orions: Six large freighters in hexes 2205-2210 (one per hex). One CA, one CR, one Sal, two Slavers, and four light raiders within five hexes of the convoy.

Klingons: 1xD-7C, 3xD-6, 1xF-5S, 2xF-5, 1xF-5CVL (w/ 6xZ-V), 2xE-4, within five hexes of 0318, facing B, speed max.

Federation: 1x CC, 2xCA, 1xCL, 1xCVL (w/ 7xF-18), 1xSC, 2xDD, within five hexes of 3918, heading F, speed max.

All ships weapons status III.

(SL16.3) LENGTH OF SCENARIO: The scenario continues until all units except those belonging to one player have been captured or destroyed or have disengaged.

(SL16.4) SPECIAL RULES

(SL16.41) Use a floating map.

(SL16.42) The freighters and slavers are carrying extemely sensitive electronic gear. Their speed is limited to 8. They cannot disengage by acceleration but can disengage by separation in direction C, D, or E. Each freighter has four boarding parties on board.

(SL16.43) All Orion option mounts have drone racks. All Orion stasis/plasma boxes have been replaced with drone racks. **(SL16.44)** All drones are type I-X-F.

(SL16.5) VICTORY CONDITIONS: Use the Standard Victory Conditions for the Klingons and Federation with respect to each other. Also, each undestroyed cargo box on a cargo ship that disengages (by distance) is worth 1 point to the side that controls the freighter at that point.

Damage caused by the Orion player counts toward the victory points of the other player (i.e. a Klingon frigate crippled by the pirates would mean 35 points for the Federation player).

The Federation and Klingon players score points for damage to Orion ships. The player who scored the most damage on any given ship scores all of the points for the total amount of damage done to that ship.

The Orion player wins:

a MAJOR VICTORY if none of his ships (other than freighters) are captured and he disengages at least four of the cargo ships (freighters or slavers).

a SUBSTANTIVE VICTORY if none of his ships (other than freighters) are captured and he disengages at least two of the cargo ships (freighters or slavers).

a TACTICAL VICTORY if none of his ships (other than freighters) are captured.

(SL16.6) FOUR PLAYER GAME

Assume a fourth player, controlling a Kzinti force of 1xCV, 1xCM, 3xFF arrives at hex 2201 on turn 3, in pursuit of the pirates. (Speed max, heading D, weapons status III.) The Kzinti player wins only if he disengages more freighter cargo boxes than the Orions. Each Orion crew unit captured by the Kzintis (and on board a Kzinti ship that successfully disengages) counts as two cargo boxes for this purpose. One crew unit can be captured by one "hit and run" raid. Both the Federation and Klingon forces can score damage on the Kzintis as they would on Orions (although the percentages used to determine how many points are scored are, of course, different).

(SL16.7) THE FLEET OF ANOTHER MOMENT

Replace the Klingons with Romulans (2xSpH-A, 1xSpH-F, 3xSkH-A, 1xSkH-B, 1xSkH-E). Exchange set up positions between the Federation and Romulan forces. Replace Orion drone racks with plasma-F. Replace Kzintis with Gorns (1xCA, 4xHDD).

(SL16.8) PLAYTESTERS' COMMENTS

The Orion Player is going to have to talk fast to stay alive in this scenario. There is no time to wait for the situation to develop (especially if the Kzintis are in the game); you have to know what you are going to do and do it. That will usually mean making a deal with one player or the other — safe passage for the cargo ships in exchange for a quick attack on the enemy.

There is, however, another alternative. Remain neutral, keep your freighters together, protect them from drones with your phasers, and blast anything that comes near you. Announce that you will immediately join the other player if you are fired at.

For the Klingons and Federation, there is a choice between a rather mundane fleet battle and a chance to rid the sector of the pirates that have been plaguing both of you. Don't believe his promises of an alliance; he's got to leave by turn 3 to avoid the Kzintis.

(SL17.0) MINER SMUGGLING (Jeffrey L. Moore)

In Y180 non-Klingon slaves successfully mutinied on the mining planet K't'tothos IV. They offered an immense bribe to the Orion Pirates to transport them to Federation territory. While the former slaves had no money, they did have the secret of the DERFACS fire control system since they had produced and shaped the crystals that operated it. The slaves reasoned, and the Orions agreed, that the Federation would pay handsomely for this information. The slaves would receive the greatest reward — their freedom and well-paying jobs in Federation technology labs.

The Orions loaded the 300 surviving slaves into two Slaver-class transports and headed for the border. A squadron of Klingon ISF gunboats set out to intercept them.

(SL17.1) NUMBER OF PLAYERS: 2; the Klingon player and the Orion player.

(SL17.2) INITIAL SET UP

Orion: two Slavers (hexes 2215 and 2318), heading B, speed 10, weapons status I.

Klingon ISF: G-2 police ships in 0101, 1501, 0630, and 2130, speed and heading at option of the Klingon player, all weapons status II.

(SL17.3) LENGTH OF SCENARIO: The scenario continues until all units belonging to one player have been captured or destroyed or have disengaged.

(SL17.4) SPECIAL RULES
(SL17.41) Use a floating map.
(SL17.42) Use fast drones (I-X-F).
(SL17.43) Orion option mounts are drone racks.
(SL17.44) The Orion ships cannot disengage by acceleration (overcrowded).
(SL17.45) Each Orion ship has 15 extra crew units on board (the former slaves).
(SL17.46) The Orion ships are carrying 12 transporter bombs each. The Klingon ships do not have this weapon.
(SL17.47) The Orion ships cannot use EM or exceed a speed of 20 because of overcrowding.

(SL17.5) VICTORY CONDITIONS: Use the Modified Victory Conditions.

(SL17.6) VARIATIONS: Use Federation police ships instead of Klingon ones, and assume the smugglers are carrying dilithium crystals to the Klingons.

(SL17.7) BALANCE: The Orion ships could carry F-18 fighters. The number of police ships could be increased. Two of the G2's could be replaced by one F5.

(SL17.8) EXPANDED GAME: Assume that each hex number on the board is increased by 100. (i.e. hex 13-25 is now 113-25, the 25th hex in column 113.) A Klingon D5 (the Regulator, flagship of the ISF) is in hex 5615, moving at speed 31 in direction B/D (sideslipping). A Federation NCL is in hex 400-15 moving in direction E/F (sideslipping) at 31 hexes per turn. Obviously, both of these ships are off the board; their position must be calculated each turn and recorded on paper. As a floating map is used, players will have to add the number of hexes "floated" each turn to the 100 hex "offset" specified above.

For example, Slaver #1 begins the game in hex 2215 (which is really hex 122-15 of an expanded map). On turn 1, it moves 20 hexes in direction B/C (by moving 10 in B, turning, then moving 10 in C) so it is in hex 4215 (142-15). However, there is no hex column 42xx, so all

ships are "floated" 30 hexes in direction E/F. The offset is now 130; the Slaver is in hex 1215 (which is still really 142-15); the D5 is in 87-15; the NCL is in 369-15.

At the end of turn 2, the Slaver is in 162-15, the D5 is in 118-15, and the NCL is in 338-15.

At the end of turn 3, the Slaver is in 182-15, the D5 is in 149-15, and the NCL is in 307-15.

At the end of turn 4, the Slaver is in 202-15, the D5 is in 180-15, and the NCL is in 276-15. The D5 is now well in disruptor range.

At the end of turn 5, the Slaver is in 222-15, the D5 is in 211-15, and the NCL is in 241-15.

After 16 impulses of turn 6, the Slaver is in 232-15, the D5 is in 226-15, and the NCL is in 226-15.

(SL18.0) WHO INVITED THE ROMULANS? (Evan Tingley)

In Y157 a small incident on the Gorn-Federation border (the first contact between those two races) almost touched off a major war. The two races, however, quickly realized that they were a great deal alike in their desire to avoid conflict (although radically different physically). Still suspicious of each other, delegations of the two races agreed to meet in a neutral area (an asteroid belt) to discuss the situation. It was agreed that only Starliner Pods would approach the meeting site. The Romulans (mortal enemies of both the Federation and the Gorns) sought to prevent the meeting, or better yet, leave both parties feeling they had been betrayed.

(SL18.1) NUMBER OF PLAYERS: 3; the Federation player, the Gorn player, and the Romulan player. (One player could control both the Gorn and Federation units.)

(SL18.2) INITIAL SET UP

Set up a standard asteroid field.

Federation: One Starliner Pod in hex 1420, facing B, speed 1, weapons status II.

Gorn: One Starliner Pod in hex 2910, facing E, speed 1, weapons status II.

Romulan: One Warbird+ in hex 2925, facing A or F, speed 1, weapons status II.

(SL18.3) LENGTH OF SCENARIO: The scenario continues for 12 turns. At this point major fleet elements of the Federation and Gorns will arrive, and the Warbird will be forced to disengage under cloak.

(SL18.4) SPECIAL RULES
(SL18.41) The two Starliner Pods have been modified; each has had two cargo boxes replaced with phaser-I (360°). Specially modified shields have been increased to 20 in each direction (still shield class 4).
(753.42) The Warbird+ has the phasers of the War Eagle but is otherwise identical to the standard Warbird.
(753.43) The two shuttlecraft on the Gorn Starliner are available for use as WW or suicide shuttles. There is no energy cost to arm them, but they must be designated as one type or the other before the scenario begins. Do this in writing and do not tell the Romulan until each shuttle is launched. WW shuttles can be assigned, at the instant of launch, to protect either starliner.

(SL18.5) VICTORY CONDITIONS: The Romulans win a Tactical Victory if they destroy one Starliner (they will have disrupted the conference and delayed the Federation-Gorn Alliance) before the two pods exchange delegations (see below). The Romulans win a Decisive Victory if they destroy both pods (the Gorns and Federation will both suspect that they were betrayed by the other (because

Romulan jamming kept them from learning the truth).

The Gorn-Federation player(s) win if they exchange delegations and at least one pod survives the scenario. To exchange delegations, they must use transporters to exchange one crew unit. (i.e. one crew unit from each pod must be transported to the other pod.)

(SL18.6) PLAYTESTERS' NOTES: While this is a trans-light scenario, it is with sub-light ships. Movement is SLOW, but there are, effectively, only one or two impulses each turn and Energy Allocation is minimal.

ROMULANS: The Wild Weasels will effectively eliminate your first one or two plasma torpedoes, and without PPT's it will be turn 4, or perhaps 7, before you can score solid damage. Your primary weapons will be your "new" phasers. Count first, however, and you will realize that the two "defensless pods" actually equal your firepower. You will have to count on five or six shots of phaser firepower to crush one pod. Once they exchange delegations, they can try sub-light evasion and escape. Try to knock down a shield so that they will have to turn away from a straight course (towards each other). Once you have "turned" one pod, start hitting the other one. You need to gain time for your third torpedo to be ready.

FEDERATION/GORN: The way to win is, rather obviously, get within 5 hexes of each other, exchange delegates, and evade by sub-light. There are several key decisions to be made. First, decide if the second Gorn shuttle will be a WW or suicide. Generally, the WW is more useful, but an "offensive" strategy will earn you some respect (or at least pity). Secondly, when he finally caves in one shield, decide if you would gain anything by continuing on your present course (toward a closer rendezvous). Remember to fire your phasers one at a time to improve your chances of a Torp-kill. And finally, don't forget that while he doesn't have a transporter, YOU do, and you just might capture a Warbird! Surely that would be the most impossible victory in any scenario!

(SL19.0) SURPRISE PACKAGE (John C. Pini)

In Y166 the Federation Destroyer *Kublai* returned from a secret mission to a Gorn starbase, where it was modified to fire two Plasma-G torpedoes instead of its original four photons. Posted to the Klingon border, *Kublai* intercepted a Klingon D6 harassing shipping in the neutral zone and ordered it to stand clear. The Klingon ship turned instead to the attack, and found itself dealing with unexpected trouble.

(SL19.1) NUMBER OF PLAYERS: 2; the Federation player and the Klingon player.

(SL19.2) INITIAL SET UP:
Federation DD in hex 3320, facing F, speed 12, weapons status II.
Klingon D6 *Devastator* in hex 1212, facing C, speed 12, weapons status II.

(SL19.3) LENGTH OF SCENARIO: The scenario continues until all units belonging to one player have been captured or destroyed or have disengaged.

(SL19.4) SPECIAL RULES (SL19.41) Use a floating map.
(SL19.42) The four "photon" boxes of the *Kublai* are replaced with two "plasma" boxes (type G).

(SL19.5) VICTORY CONDITIONS: Use the Modified Victory Conditions.

(SL19.6) VARIATIONS: In playing this scenario, the Klingon player obviously knows what the *Kublai* is armed with. To restore tactical surprise, the Federation player could select from one of the following options for his primary weapons (all FA arcs):

4x Photon
4x Disruptor
4x Phaser-I
4x Phaser-G
4x Drone-A
1x Plasma-R
2x Plasma-G
4x Plasma-F
4x Fusion
4x Hellbore
2x ESG
2x Plasmatic Pulsar Device (see Volume III of the Commander's Rulebook)
4x ADD

Combinations of weapons (noting from the list that a PPD takes two "spaces" — but is destroyed by one damage point) are permissible, for example, one each photon, disruptor, fusion beam, and plasma-F. All plasma torpedoes have one PPT. It should be obvious that this system can be used with any two ships; weapons have the same firing arcs as the weapons they replace.

(SL19.7) PLAYTESTERS' COMMENTS: If plot comes from character, tactics come from weapons. If you select short-range weapons (fusions, gatlings, plasma-F's), you will only get one shot close-in, but it will be a crusher. Longer-ranged weapons (hellbores, enveloping plasmas) have their own uses. Recommended combinations: hellbore + 2 phaser-I; plasma-G + 2 plasma-F; most devastating (if the trick works) 4xgatling; most flexible on the under-powered DD are phaser-I and plasma-F.

(SL20.0) THE BATTLE OF BLACKFOOT PASS
(John C. Pini)

The Federation-Klingon border is long and includes many interesting features. One of the less noticed was a dense asteroid field (stretching for a hundred parsecs or more, and giving astronomers fits in trying to determine its origin). As this field was considered impassable to both sides, it was only lightly patrolled.

The Orion Pirates, however, had found a narrow "pass" (actually more of a tunnel) through the belt. Named for Free Trader Samuel Blackfoot (who retired on what the Pirates paid him for his discovery), the pass was often used to smuggle goods across the border.

In Y183, however, the Klingons captured an Orion Pirate and discovered maps of the unknown pass. A small task force was formed and sent through the pass on a raiding mission that disrupted Federation shipping throughout the entire sector. The Federation was mystified by the sudden appearance, and disappearance, of the Klingon force. Another Pirate, however, noted the return passage of the raiders and (knowing that their smuggling route was now blocked at the other end) cashed in the "secret" by informing the Federation. The next raiding group that appeared met a Federation force head-on in the pass.

(SL20.1) NUMBER OF PLAYERS: 2; the Federation player and the Klingon player.

(SL20.2) INITIAL SET UP

The Pass is defined by asteroid counters as follows:

Upper boundary: 0117, 0813, 1316, 1515, 1511, 2307, 2910, 3407, 3910, 3915, 4216.

Lower boundary: 0123, 1018, 1621, 2019, 2012, 2211, 2915, 3412, 3417, 4221.

Note that these boundaries form continuous "chains" (which should be marked by other blank or upside-down counters). Ships can only operate in the areas between the two boundaries. They may not enter boundary hexes.

Klingons: enter on turn 1, between 0118 and 0122, speed 4, weapons status II: D-7C, 2xD-5, 1xD-6PFT (w/ 6xP/F), 1xF-5, 2xE-4.

Federation: enter on turn 1, between 4217 and 4220, speed 4, weapons status II: 1xCC (Kongo/Kosnett), 2xNCL (each w/ 2xF-18), 1xCVL (w/ 7xF-18), 2xDD, 1xFree Trader (guide).

(SL20.3) LENGTH OF SCENARIO:
The scenario continues until all units belonging to one player have been captured or destroyed or have disengaged.

(SL20.4) SPECIAL RULES

(SL20.41) The map is fixed; it does not float.

(SL20.42) Any unit entering a boundary hex is immediately destroyed. Use the minimum yield to determine the explosion.

(SL20.43) Units cannot fire weapons or achieve lock-on if the line from the center of the firing unit's hex to the center of the target unit's hex passes through a boundary hex. A line of fire that passes along the edge or across the corner of a boundary hex is not allowed.

(SL20.44) Mines are not allowed. (The use of mines would require minesweepers and a tremendously powerful force to break through. Assume that no mines were available, or that neither side wanted the pass blocked.)

(SL20.45) The hexes within the pass contain some asteroids. Roll on the Asteroid Damage Table (73.41) (P3.0) to determine damage, but roll once per turn, not per hex. Roll at the end of the turn, using the highest speed during that turn.

(SL20.5) VICTORY CONDITIONS:
Use the Modified Victory Conditions, except that there is no penalty for disengagement, and any ship that exits from the board through the enemy's end of the pass scores points as follows:

If no internal damage:	100% of BPV
Not crippled:	80% of BPV
Crippled:	25% of BPV

Fighters, P/F, and the Orion guide do not count for this purpose.

(SL20.6) VARIATIONS

(SL20.61) Ships of any two bordering races, or allied forces, could be used.

(SL20.62) Assume that the boundary hexes can be entered, but cause 10 points of damage to a ship (5 to a P/F, 1 to a Ftr or drone) for each hex entered regardless of speed. Assume that hexes beyond the boundary are impassable (or that they are the same as boundary hexes). In this case, weapons can be fired through asteroid hexes, with each "passable" asteroid hex counted as 3 hexes of range. If the firing unit is in an asteroid hex, do not count that hex but add two to the range; a range of 0 is considered to be two hexes.

(SL20.63) Use two or three maps laid end to end, and design a longer "tunnel." Add more ships to each side.

(SL20.7) BALANCE:
Players can vary the number of Federation fighters or Klingon P/F to adjust balance.

(SL20.8) PLAYTESTERS' COMMENTS:
Generally, the pseudo-fighters and fighters should be expended first in combat with the enemy ships. Carefully select the maximum speed that will allow you to make the needed turns to let you "blow through" the Federation forces. Don't forget that you can sideslip to give yourself more room to turn. Remember that there is no obligation to stop at point-blank range and trade firepower, and that isn't your job. Keep moving, regardless of what the enemy ships are doing or where they are. Shoot to cripple enemy ships since destroying them may cause you more harm than good. Fighters that haven't fired their drones are prime candidates since the ratio of potential damage to cost to destroy is high.

The point is not to destroy his ships, but to damage each one to the crippled status. Once a ship reaches this point, further fire at it is wasted. (This is highly realistic since the point is to prevent operational raiding forces from getting into the rear areas.) Knocking down the front shield of every enemy ship every turn will let the asteroids do some of your work for you. Think in terms of each "corner" as a separate battle, and consider fighting in waves eight hexes apart so that the second wave will face enemy ships that have fired their weapons. If you want a running battle, don't forget that you can fight quite well in reverse. Consider leaving one ship behind as a backstop. He can't stop enemy ships, but can cripple one or two and then proceed himself.

Keeping your ships close together invites damage from explosions (as the enemy will concentrate on a single unit), but all ships must "round each corner" together to achieve superior firepower. Accelerate rapidly at first to cover as much tunnel as possible before you contact the enemy. If both sides operate at top speed (Darn the asteroids, full warp ahead!), it will all be over in three or four turns. All-in-all, this is a terrifying and challenging scenario, even if (astronomically speaking) such an asteroid field is nonsense.

(SL21.0) STARHUNT (Scott Abel)
In Y165, an Orion Pirate ship surprised and captured a Federation freighter carrying a prototype for an improved fire control system. The Pirates did not know what they had, but the Federation knew that they had to get it back. The only ship available to pursue the pirate was a lone police ship.

(SL21.1) NUMBER OF PLAYERS:
2; the Police player and the Pirate player.

(SL21.2) INITIAL SET UP

Police: one Police ship in 0730, facing B, speed 10, weapons status II.

one Police ship arrives on turn 10, speed max, weapons status II, heading at option of Fed player, anywhere on the board 30 hexes from the freighter.

Pirate: one LR in 1012, facing B, speed 6, weapons status II.

one large freighter in 1111, facing B, speed 6, weapons status I.

(SL21.3) LENGTH OF SCENARIO:
The scenario continues until all units belonging to one player have been captured or destroyed or have disengaged.

(SL21.4) SPECIAL RULES
(SL21.41) Use a floating map.

(SL21.42) The freighter has been captured by the Orions and the entire crew killed. The freighter is damaged (distribute 12 internal hits by DAC). It cannot exceed a speed of 12 or disengage by acceleration. Its weapons can be used by the Orions. The Orion must provide a crew (and possibly boarding parties) to the freighter from the crew of the LR.

(SL21.43) The stasis boxes on the LR are converted to drone racks, but there are only six type I drones (including reloads) on the LR (distributed among the racks at his option).

(SL21.5) VICTORY CONDITIONS: The Federation player wins if he recaptures the freighter. The Orion player wins if he still controls the freighter at the end of the game. If the freighter is destroyed, victory is determined by the Modified Victory Conditions.

(SL21.6) VARIATIONS
(SL21.61) Use a larger pirate ship and an equivalent warship, or use two LR/Pol on each side.
(SL21.62) Use a warship or police ship from a different race.

(SL21.7) BALANCE: Vary the number of drones on the Orion ship, or allow players to "bid" with the low bidder taking the Orion ship and a number of drones equal to his bid.

(SL21.8) TACTICS: The Federation player might consider firing at the freighter (with NVC) to slow it down.

(SL22.0) THE KAUFMAN RETROGRADE (Ken Kaufman)

More a classroom exercise than a battle tactic, the Kaufman Retrograde Maneuver operates on the premise that a force of five Federation cruisers, moving backwards and concentrating the fire of their photons in narrow salvoes, cannot be defeated.

The theory, which has been proven correct more often than not, is based on the unique characteristic of photons — they do not lose power with range. The Kaufman Retrograde assumes that by moving at a speed of 10-20 (in reverse) no enemy ship can generate enough speed to overhaul the Federation force. Any ship trying will eventually be destroyed by the massed fires of the Federation ships. The entire Federation force concentrates its fire on a single target each turn; all ships fire their weapons in narrow salvoes. (They are not required to do this.) Proximity photons are used if the range is appropriate.

(SL22.1) NUMBER OF PLAYERS: 2; the Federation player and the other player.

(SL22.2) INITIAL SET UP:
Federation: CC (DN or DN+) in 1321.
CA in 1120, 1323.
CA (NCL) in 0919, 1325.
All ships face B, speed 10 (in reverse), weapons status III.
(The ships in parenthesis are an optional deployment, see below.)

Enemy Force: Within five hexes of 3510, 1,000 BPV points, heading E, speed 10, weapons status III.

(SL22.3) LENGTH OF SCENARIO: The scenario continues until all units belonging to one player have been captured or destroyed, or have disengaged.

(SL22.4) SPECIAL RULES
(SL22.41) Use a floating map.
(SL22.42) The Federation ships must continue moving in direction D or E or F. They may sideslip; they may not disengage except by distance. Note that while the Federation ships all fire at the same target and all use narrow salvoes, these salvoes are still resolved separately for each firing ship.
(SL22.43) Do not use transporter bombs.

(SL22.5) VICTORY CONDITIONS: The object of the enemy force is to destroy all Federation ships. Use the Modified Victory Conditions.

(SL22.6) VARIATIONS: As any attacking force can be used, the variations are obvious. Note that the original Kaufman Retrograde involved five heavy/command cruisers, but the alternative (DN and NCL) can also be used.

(SL22.7) BALANCE: The scenario can be balanced by adding transporter bombs to the Federation ships or by adding more ships to the enemy force. Commanders well skilled in this tactic claim that (allowed 12 transporter bombs per ship and using shuttles as suicide vehicles) they can defeat enemy forces of up to 3,000 BPV points or more. Equipping the Federation ships with "jump racks" loaded with fast drones will also improve their chances.

(SL22.8) TACTICS: Federation tactics are obvious and defined in the introduction. Maintaining the proper range (which varies from opponent to opponent) is critically important, even more so since each turn brings a "guessing game" of relative speeds. Judicious use of the emergency deceleration and positron flywheel rules should make this relatively easy.

Attacking the Kaufman formation is relatively difficult. There are basically three tactics. First is simple attrition. Establish a consistent range and have all of your ships fire on a single Federation ship each turn (which is exactly what the Feds are doing). Even though your weapons may be less effective than his, you should be able to wear him down.

Second is the frontal assault. This will result in heavy casualties. Basically, all ships accelerate to a speed of 31 and try to close the range. If the Feds speed up, they won't have the power to arm their photons. Otherwise, you will be able to steadily gain ground until you are within fighting range. The problem is that you will lose one or two ships per turn.

The third tactic is to outflank the Federation. In this case, the main force engages the Federation in attrition while some units accelerate to 31 and try to get around the Federation squadron (staying beyond the range of the photons). A long slow process, but one that can yield results. The Federation ships, however, may try to sideslip to one flank to avoid the trap.

The obvious strategy is to conduct the first and third tactics simultaneously, charging (the second tactic) only when the flankers close in.

Cadet (later Admiral) Kaufman developed this tactic as his thesis in Star Fleet Academy. He postulated three possible ways to attack it successfully:
1. An attack by 50 pseudo-fighters might overwhelm the formation.
2. Attacking ships might use cloaking devices to approach under cover, although this is difficult as the ships can probably maintain lock-ons due to the high speed of the cloaked ships.
3. Andromedan ships might be able to disrupt the formation with displacement devices.

None of these possibilities were tested in battle; computer simulations yielded mixed results.

It might seem that the Federation ships would be at a disadvantage since all damage is accumulated on the #1 shield. This is not necessarily the case. Besides the obvious solution of reinforcing the #1 shield, the ships could move in direction D or F (sideslipping toward E), exposing different shields.

(SL22.9) ALTERNATIVE: As a computer exercise, Kaufman conducted a retrograde operation with five Kzinti Battle Cruisers, with the assumption that each had an unlimited amount of drone ammunition, fast drones, and could control drones equal to double its sensor rating. Kaufman also conducted a similar maneuver using Gorn ships. Neither was as successful, since they lacked the critcal element of a direct-fire weapon with a 50% chance of a hit and no range attenuation (i.e. photon torpedoes). A retrograde maneuver with Klingon ships (assuming they are armed with DERFACS) can be successful (since DERFACS/disruptors are statistically equal to proximity photons). What the Klingon ships lack in phaser firepower they gain in the flexibility of firing their heavy weapons every turn.

(SL23.0) TREASURE SHIP (Mike Thompson)
Trade with the WYN Star Cluster (which bordered Klingon, Kzinti, and Lyran territory) was conducted by robot freighters passing through the radiation zone. The crafty WYN were not above sending the return ships out into areas within reach of two of their neighbors. When that happened, both races would attempt to grab the freighter.

(SL23.1) NUMBER OF PLAYERS: 2; the Kzinti player and the Klingon (or Lyran) player.

(SL23.2) INITIAL SET UP
Freighter (either size) in hex 2201, facing D, speed 4.
Kzinti ship in hex 4212, facing F, speed max, weapons status III.
Klingon (or Lyran) ship in hex 0112, facing B, speed max, weapons status III.

(SL23.3) LENGTH OF SCENARIO: The scenario continues until all units belonging to one player have been captured or destroyed or have disengaged.

**(SL23.4) SPECIAL RULES**
(SL23.41) Use a floating map.
(SL23.42) The freighter is a robot. It will remain at speed 4, facing D, until under control of one of the players. If a player gains control of the freighter and changes its heading and speed, that heading and speed will remain until changed. Its weapon and shuttle boxes are changed to cargo. Shields operate at maximum. Any excess energy is used for general reinforcement.
(SL23.43) The players can gain control of the freighter by transporting a crew unit on board. Boarding parties may be transported on board, but cannot control the ship. In combat between boarding parties, the freighter's control boxes cannot be destroyed; neither side gains the benefit of these control boxes in boarding party combat. If both units have crew units on board the freighter, but only one side has boarding parties, the side with boarding parties controls the ship and one opposing crew unit is destroyed at the end of each turn. If both sides have boarding parties on board the freighter, it is not controlled by either side until one set of boarding parties is destroyed.

Whoever controls the freighter at the start of the turn fills out the EAF; if control changes during the turn, the EAF cannot be changed but other actions (turning, etc.) can be taken by the controlling player.
(SL23.44) The ships operated by the players may be of any type, but should be of equivalent BPV. Frigates would be the most common ships involved in an action of this type. Whichever ship has fewer boarding parties should receive more so that both have an equal amount.
(SL23.45) The freighter cannot self-destruct.

(SL23.5) VICTORY CONDITIONS: Use the Modified Victory Conditions. No points are scored for the freighter within this system, but the player controlling the freighter at the end of the scenario gains a 50 point bonus.

(SL23.6) VARIATIONS: A fascinating variation can be created by having a third player (an Orion pirate) control the freighter, which would in that case have its weapons and shuttles, and possibly extra drone racks.

(SL23.7) ALTERNATIVE: Each boarding party on the freighter, if it does not participate in boarding party combat, can transport one cargo box back to its ship. In this case, special rules apply:
(SL23.71) Boarding parties withheld from combat cannot cause casualties but can be destroyed by other boarding parties.
(SL23.72) The cargo must be transported by a transporter; the boarding party is operating transponders to confirm the coordinates.
(SL23.73) Each cargo box is worth 2 victory points.

(SL23.8) PLAYTESTERS' NOTES
The object of the scenario is the freighter, but the enemy ship is both a roadblock and an opportunity. Generally, there are two strategies. One is to defeat the enemy ship, after which the freighter falls like a ripe plum (or gordatz, for you Klingons). The other strategy is to board and control the freighter. This creates significant advantages (such as disengaging the freighter), but carries the risk of dropping a shield and diverting fire from the enemy during the first turn.

(SL24.0) ... AND SETTLE THEIR HASH
(Ardak Kumerian)

During the fourth Klingo-Kzinti War, the Kzintis introduced a special version of the frigate design intended to bombard enemy fleets with cruise drones from a considerable distance. This tactic worked well enough until that fateful day in Y161 when three drone-frigates, launching cruise drones at a Klingon fleet five million kilometers away, were surprised by a fast detachment sent out to "settle" the score.

(SL24.1) NUMBER OF PLAYERS: 2; One player controls the Kzinti ships, and the other controls the Klingon ship.

(SL24.2) INITIAL SET UP

Kzintis deploy three drone-frigates, one each in hexes 3107, 2808, 2510. All ships are heading in direction B, speed 2, weapons status II, all drone racks have two III-XX drones. All have 24 reload drones (III-XX) on board, but cannot use them in scatter-packs.

One Klingon D7 in hex 0130 + one F5 in hex 0129 + 1 E4 in hex 0128, heading C, speed max, all at weapon status II.

(SL24.3) LENGTH OF SCENARIO: The scenario continues until all of the ships belonging to one player have been destroyed or captured or have disengaged.

(SL24.4) SPECIAL RULES
(SL24.41) Use a floating map.

(SL24.5) VICTORY CONDITIONS: Use the Modified Victory Conditions. The Kzintis receive a two-point bonus for each of their type III drones that escapes (i.e. moves more than 35 hexes from any Klingon ship) in direction C or D.

(SL24.6) VARIATIONS: Lyran ships could be substituted for the Klingons within historical context. Ignoring historical alliances, any ships could be used. A Klingon CV group could be used.

(SL24.7) BALANCE: The scenario could be balanced by adding another frigate to either side. If a Kzinti frigate is added, it is not a drone frigate.

(SL24.8) PLAYTESTERS' COMMENTS: From the introduction, it is obvious that the primary Klingon mission is to stop the bombardment. The way to do this is to form a crescent in direction C/D from the Kzintis. This will prevent any "leakage" while the Klingons close in for the kill.

The Kzintis can improve their chances of success by splitting up their ships. This will mean the loss of mutual support, but the same goes for the Klingons. Two of the frigates should survive, the other (the one that draws the D-7) will live on in the Pantheon of Kzinti Heroes. Note that all three frigates could fire drones aimed at the D-7.
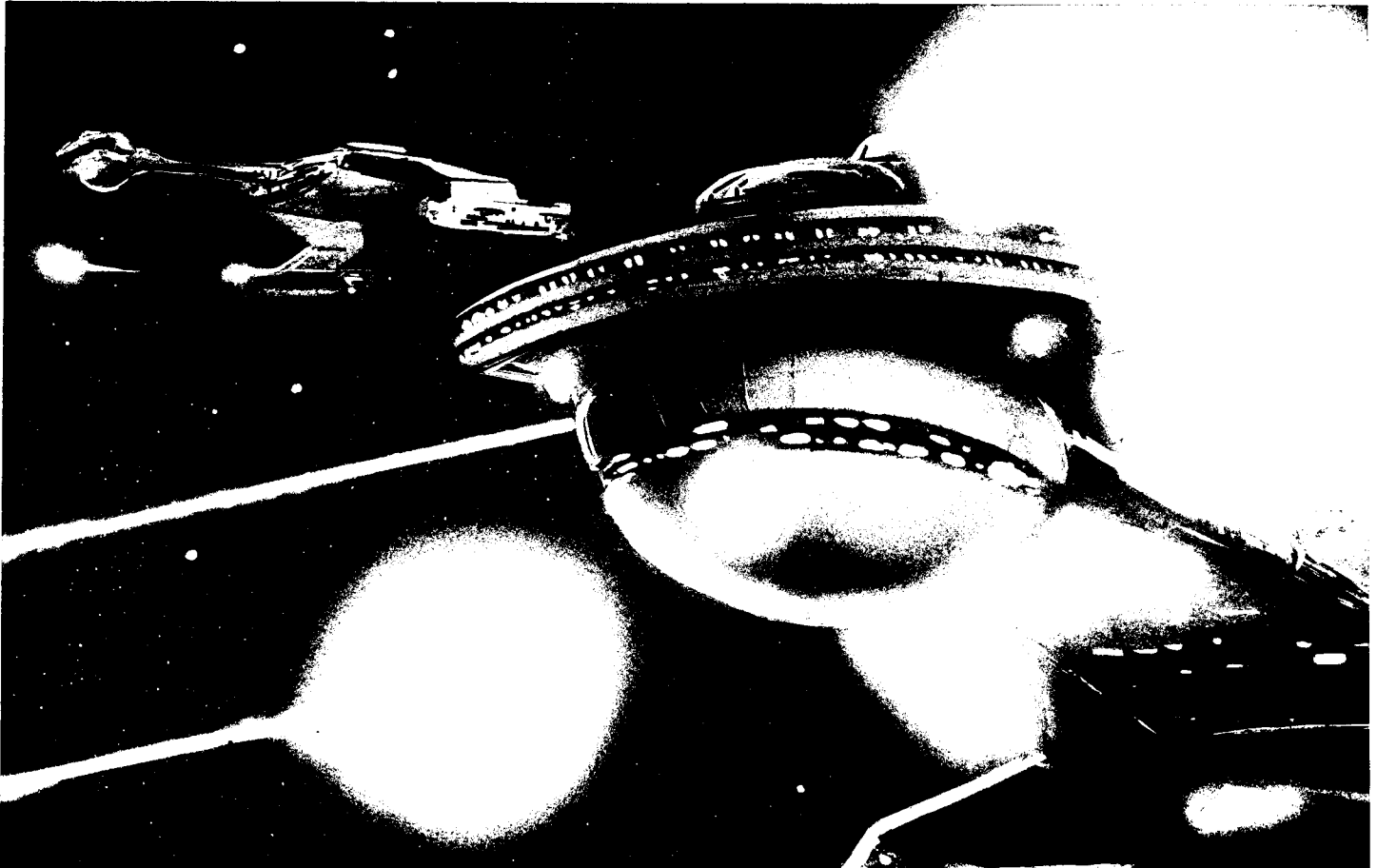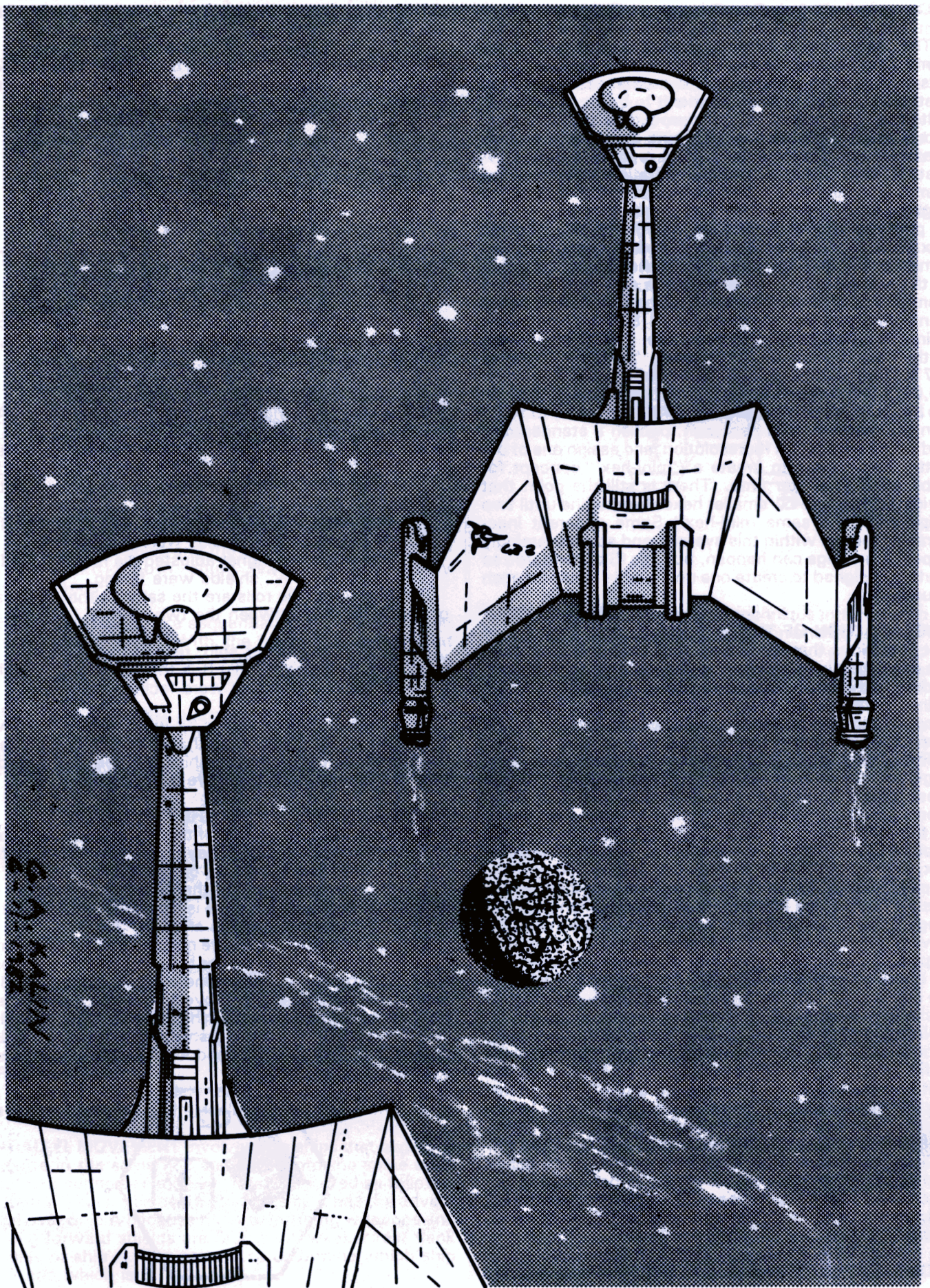
SAME HEX COMBAT RESOLUTION in
Commander's STAR FLEET BATTLES

The resolution of combat between ships within the same hex has always been a problem in STAR FLEET BATTLES; this article is intended to create a standardized method for treating this situation

It should be stated that this procedure is a simplified representation of the possible firing angles and options that would develop in actual space combat. A mathematical treatment of the situation, developed by computer, determined that the most realistic resolution in game terms created 216 unique combinations of "traffic patterns" (for ships entering and then leaving a given hex. Each of these traffic patterns had two possible variations (for a given ship passing on one side or the other of the second ship), and each of the 432 variations had from two to six combinations of facing shields (and hence firing opportunities), yielding some 1,800 or so definable points at which either ship could fire. If three ships were in the hex, the number of possible "patterns" reached 7,776 (the number of definable firing points reached 50,000). With four ships the situation reached impossible levels. It was decided, with some reluctance, to abandon the mathematical approach, publish a standardized and simplified system for resolution, and assign one of our better test groups to create a "mini-hex" concept for publication at a later time. (There is still the point that dividing a hex into 61 smaller hexes works fine until two ships enter the same mini-hex.) Some apparent inaccuracies remain within this system, and some seemingly impossible things can happen, but this IS a standardized system designed to create one unarguable result for each situation.

ORGANIZATION OF THE SYSTEM

It is obvious that the situation of having two ships in the same hex begins with the second ship to enter and ends with the first ship to leave. This defines three specific points in time at which weapons can be fired: when the second ship enters, when the two ships coexist in the same hex, and when the first ship leaves.

The system operates as follows: 1. Whenever two ships begin to coexist in the same hex, they exchange fire (in these rules it is assumed that both ships fire something, if only insults, at every opportunity) at range zero based on the facing orientation at the instant of entry. 2. Each impulse thereafter that the two ships remain in the same hex, the relative facing shields are determined and the ships exchange fire (at range zero). 3. At the instant that one (or both) ships leave the hex, they exchange fire at range 0 based on the facing orientation at the instant of leaving. This is a suspension of the sequence of play. The ships stop during the movement segment just before one (or both) cross the hexside into the next hex, exchange fire (known as "exit fire"), complete movement, and then exchange fire again during the regular fire segment.

Note that the way these rules are stated, more firing opportunities may be created than weapons are available to fire. Nothing in these rules should be taken to mean that any weapon can be fired more often that the rules say it can be.

FIRING POINT #1: ENTERING THE COMMON HEX

There are two possible combinations that can result in two ships coexisting in the same hex. Either one ship can enter a hex already occupied by the other (sequential entry), or both can enter at the same time (simultaneous entry).

SEQUENTIAL ENTRY almost resolves itself. Since one ship is stationary and the other enters the hex from one of the surrounding hexes, the shields that are facing each other are obvious.

SIMULTANEOUS ENTRY would be almost as simple were it not for the 120° intercept angle position, as illustrated below.
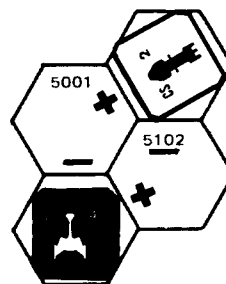
As you can see, the line of fire from each ship exactly coincides with the border between two of their shields. This is resolved as follows:

If both ships are at the same speed:
1. The ship on the right is arbitrarily designated ship "A".
2. Both players roll one die.
3. If one ship has a better turn mode (at the current speed of both ships) than the other, that player adds one to his die. If one ship is nimble, it adds one to the die.
4. If ship A has the higher adjusted die roll, resolve fire as if the two "+" shields were facing.
5. If ship B has the higher adjusted die roll, resolve fire as if the two "-" shields were facing.
If the adjusted die rolls are the same, either roll again or divide the fire between the two shields.

If ship A is the faster ship, resolve fire as if the "-" shields were facing; if ship B is the faster ship, resolve fire as if the "+" shields were facing.

Note that the faster ship is hit in the side; the slower ship is hit in front. Also note that the same procedure is used (although the specific shield numbers will be different) if one or both ships are sideslipping.

FIRING POINT #2: WITHIN THE COMMON HEX

Each impulse, the owners of the two ships must determine their relative facing. They may then exchange fire based on that facing. This is done as follows:

1- Arbitrarily select one of the two ships. (It makes no difference. Toss a coin if there is any argument.) This ship is ship "A" and the other is ship "B."
2- Roll a single die. There are no adjustments to this roll.
3- The shield on ship A that is facing ship B is the one shown on the die. To determine what shield on ship B is facing ship A, temporarily move ship B into the adjacent hex in the direction shown on the die, but MAINTAIN THE SAME FACING. The facing shield can then be readily determined. Fire is then conducted in the immediately following fire segment.
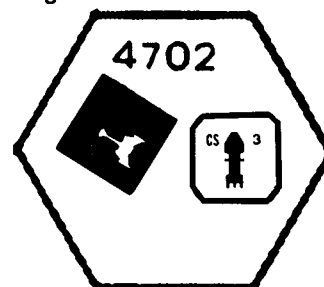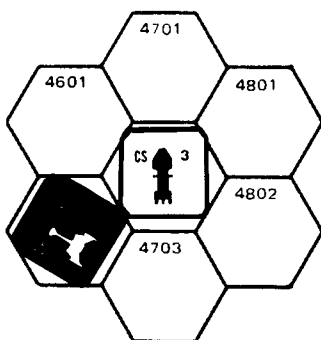
The two ships are in the same hex facing as shown. The Kzinti ship is designated ship A. The die roll is 5, so the Klingon ship is facing the Kzinti's #5 shield. Thus, the Klingon ship has its #3 shield facing the Kzinti ship.

OPTIONAL ALTERNATIVE: Rather than resolve this relative facing every impulse, resolve it only on the impulse immediately following the one on which the ships begin coexistence, and assume that the relative facing does not change unless one of the ships makes a HET or tactical maneuver. In this case, resolve relative facing again during the Impulse Activity Phase that comes immediately after the maneuver took place.

FIRING POINT #3: EXITING THE COMMON HEX

Like entry, exiting can be considered in two separate cases: one ship leaves and the other remains behind (sequential exit); both ships leave simultaneously (simultaneous exit).

SEQUENTIAL EXIT, like sequential entry, resolves itself almost automatically. With the ships now in adjacent hexes, the facing shields are easily determined and fire is resolved.

SIMULTANEOUS EXIT operates in a manner very similar to simultaneous entry. The only problem in determining shield facing is the 120° off angle, and this is resolved exactly as in simultaneous entry.
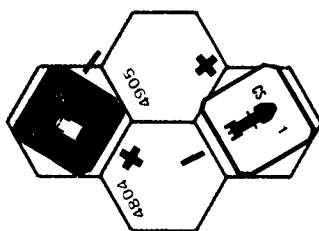
Note that the faster ship is hit in the rear shield; the slower ship is hit in the side shield.

SPECIAL CASES

There are two special cases that must be resolved. Parallel movement and sideslipping.

PARALLEL MOVEMENT involves two ships that begin the impulse in the same hex and move into the same adjacent hex during the impulse. This is resolved as follows. Note the diagram below. Note that ship B has the advantage over Ship A because its forward-firing weapons and strong forward shields are facing the weaker rear flank shields of ship A. The point is to determine which ship is A and which is B.

If one of the two ships is faster, then it will be ship B during the exit fire stage when leaving the first common hex, but it will be ship A when resolving entry fire upon entering the next common hex.

If the two ships are of equal speed, both players roll one die. If one ship has a better turn mode than the other (at the current speed of the two ships), that player may add one to his die roll. If one ship is nimble, add one to the die roll for that ship. The ship with the higher adjusted die roll is ship B. Note that if the adjusted die rolls are equal, you must roll again.

Note that ship B could be on either side of ship A (that is, in positions B or C). Roll one die, and if the result is 1-3 the ship is in position B; if 4-6 in position C.

In the case of two ships of equal speed, skip the exit fire step from the first hex and resolve fire as entry fire in the second common hex.
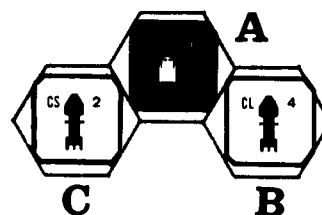

SIDESLIPPING is a movement technique introduced in Expansion #2 of the Designer's Edition and Volume I of the Commander's Edition. It involves moving a ship "crabwise" into a hex ahead and to one side. In such cases, consider the ship to be moving in the direction of the sideslip, but with the #2 (or #6, as may be) shield in front. This is geometrically incorrect, but resolving it correctly would involve almost automatically facing a shield boundary directly at an enemy ship, involving complicated resolution processes.
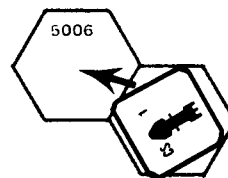
The ship shown is sideslipping into hex 0232. It is considered to be moving in direction F, but its #2 shield if facing anything in that hex. Note that if it were sideslipping in reverse, a different shield (#3 or #5) would be leading.

MULTIPLE SHIPS

If three or more ships are involved in a same hex combat situation, resolve the situation between any two or them independently. This will create some apparent loss of realism, but specific results can be defined.
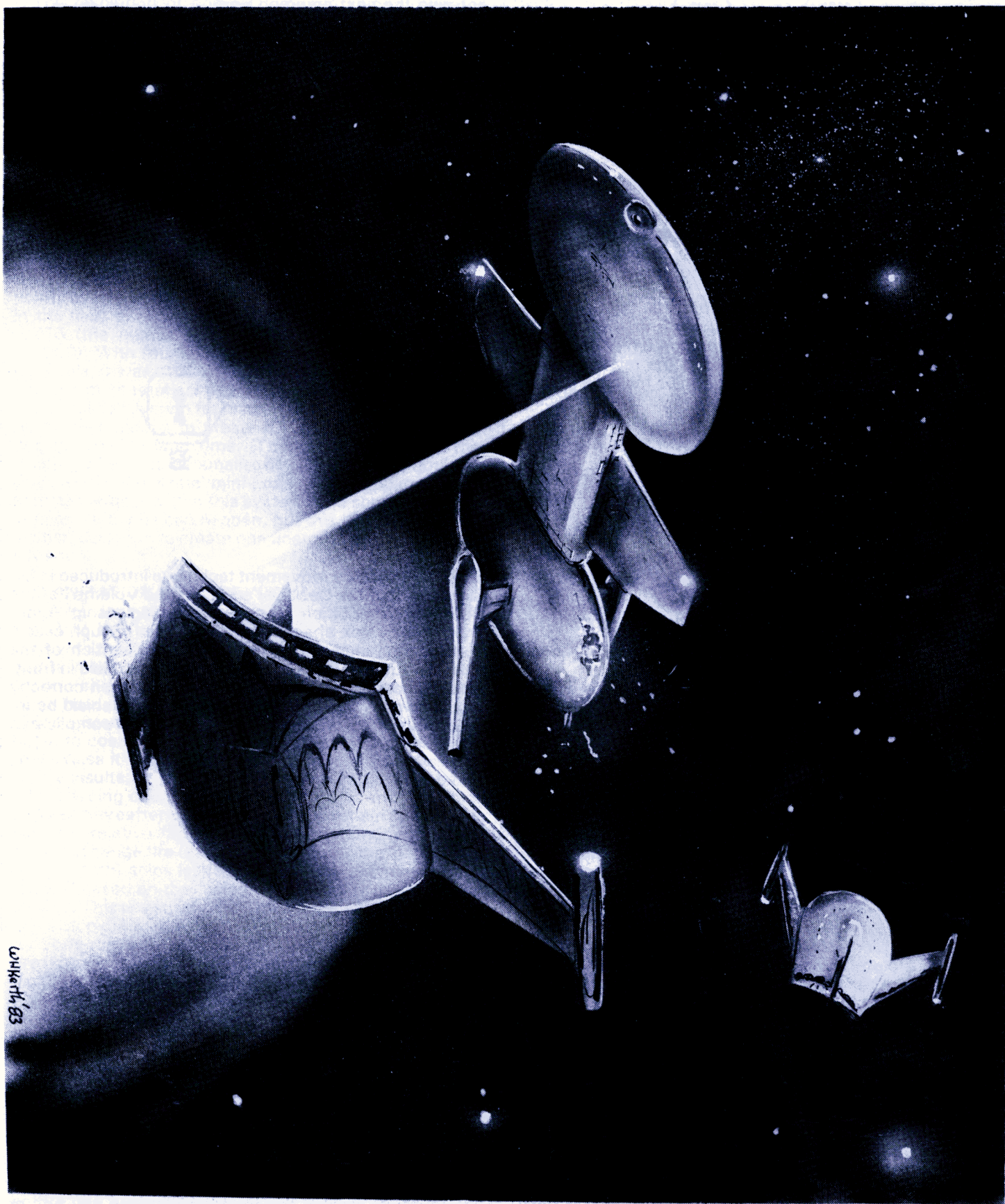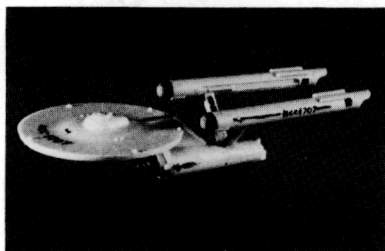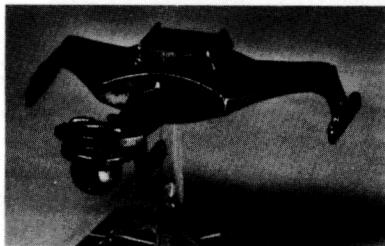
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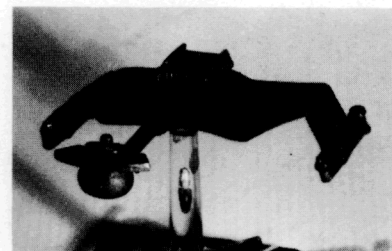

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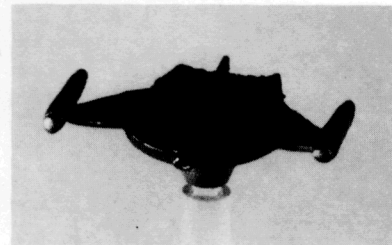

GORN DESTROYER #7084
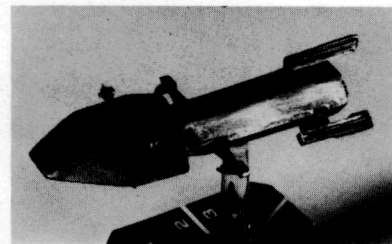

LYRAN HEAVY CRUISER #7122

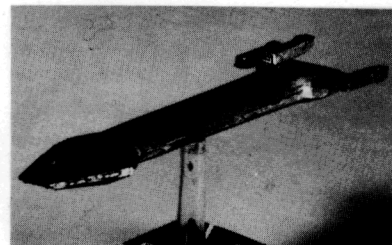**THOLIAN DREADNOUGHT #7160**
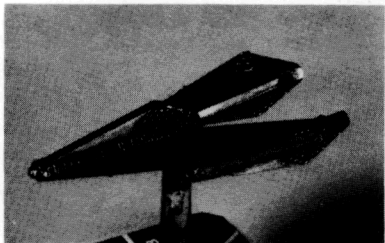
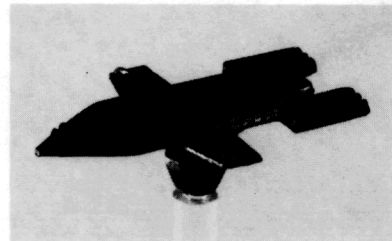**KLINGON D-7 BATTLECRUISER #7043**

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Also included in CAPTAIN'S LOG #1 are the diagrams and rules needed to resolve combat in the same hex. This system will make combat in the same hex more realistic and systematic.

NOTE! This product adds new play situations and rules for the STAR FLEET UNIVERSE. YOU MUST HAVE the boxed edition of STAR FLEET BATTLES to play any of the scenarios presented. Additionally, many of the scenarios draw on material published in the three STAR FLEET BATTLES EXPANSIONS. These products are recommended for maximum enjoyment of the material presented.

Edited by Stephen V. Cole
Developed by the Amarillo Design Bureau

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