STAR FLEET BATTLES
CAPTAIN'S LOG #3

★ **THE FIRST ROUND —** Story of the ultimate STAR FLEET BATTLES Game

★ **GROUND COMBAT**

★ **FOUR NEW STARSHIP SSD's**

★ **OVER TWENTY NEW SCENARIOS —** includes two fleet battles

STAR FLEET UNIVERSE

TASK FORCE GAMES™

3010

INTRODUCTION

From the data files of Star Fleet Headquarters, from the design and development staff of Amarillo Design Bureau, and from the players of Star Fleet Battles come even more scenarios to challenge your skills as a Captain.

As with the first two issues, *CAPTAIN'S LOG* #3 is built around a major, and exciting, piece of science fiction. *THE FIRST ROUND* portrays the ultimate game of *STAR FLEET BATTLES*, played by the bored Masters at the Core of the Galaxy.

Of new scenarios there are many, including new challenges, such as the imaginative use of terrain in *A TIME TO LIVE; A TIME TO DIE,* the new defense satellites in *RAID ON A MINING PLANET,* and the one scenario that uses more of the rulebook than any other, *TITAN AND THE UNICORN*. Ships will be asked to do things they were never designed for in *FIREFIGHT, A SUR-PRIZE FIGHT, CONVOY DUTY,* and *A DUEL OF MIDGETS*. Beyond these challenges is the new realm of ground combat, as described in the new (D15.0) GROUND COMBAT MODULE.

NEW SHIPS

As in the last issue of *CAPTAIN'S LOG,* this issue includes four new Commander's SSD sheets. Two portray the *Hammerfield* and the *Doomslayer,* two ships presented in the story included in this issue. The *O.P.C. HAMMERFIELD* may be the single most powerful non-dreadnought in the game.

The other two ships are new types that fill definite needs in their existing races.

The Klingon F5L Frigate Leader (often called a "destroyer") is a very modified F5 design produced prior to Y160. Normally, each of the Klingon Empire's 15 frigate squadrons includes one F5L and two regular F5's (or one F5 and one F5D on the Kzinti border). The ship has a UIM and can fire one drone from each of its racks each turn. The F5L was designed by Josh Spencer.

The Romulan King Eagle (sometimes incorrectly called Command Eagle) is an upgrade of the War Eagle. Nine of the 36 War-bird/War Eagle ships were eventually converted to this design.

Listed below are a number of new ships that have appeared in past issues of *STARLETTER*. These ships are included here for your use; they will be formally presented (perhaps with minor changes) in a future product.

KLINGON D6S (heavy scout): Built in response to a need for a heavier scout unit, three D6S ships were built prior to Y160. Replace the disruptors with special sensors; other factors remain the same. BPV is 130/100.

KLINGON F5D (Drone FF): Unlike Kzinti DF, F5D was designed for direct combat rather than long-range fire support. Remove disr; add 2 type-B and 2 type-G drone racks; can fire one drone per rack (has 5 racks) per turn (ADD under their normal rules); BPV is 90. Retains original type-A drone rack.

FEDERATION FFE: Escort for CVS on Klingon/Kzinti border, same as FFR but has drone-A in place of photons. The other statistics are the same.

FEDERATION FFL: An experimental conversion; replace photons with plasma-F torpedoes (LP/RP). BPV = 69.

FEDERATION FFR: Used as an escort for CVS-class ships on the Romulan frontier, replace the phas-III with Phas-G and the photons with phas-I. BPV is 70 (80 with Aegis).

SPARROWHAWK-J HEAVY CRUISER (SpH-J): Each pod includes one plasma-S (FA), two Hull, and three APR. Stats are 43-12-140*-5/6-2/3-1-3-B. The SpH-J retains the plas-F launchers.

ROMULAN KILLERHAWK: Can only be built as replacement for a Condor lost in combat. SuperHawk hull. Remove 8 fighter boxes (all ready racks); replace with APR. Add one plasma-R Torp, fixed FA. Increase shields to 40-36-30-30. Crew is 55; BP = 20; BPV = 200*. Can be converted from SuperHawk for 30% of new construction cost; from SparrowHawk for 50% of new construcion cost.

ROMULAN CONDOR-V: Delete from rear hull 2 lab, 2 btty,

4 APR, 4 Trans, 1 Ph-I; add 25 shuttle. Carries 12 G-II, 12 G-SF, 2 MRS, 4 Admin. Two built about Y170. Normally escorted by two Sky-E. Has 6 reload F-holders in each of two bays. 66-16-220*-5/6-2⁺4-2-E.

ROMULAN FIREHAWK: Proposed CA version of the SuperHawk. Eliminate: 8x fighter (incl. bays), 3x flag bridge, 2x tractor, 3x impulse. BPV is 140*.

ROMULAN KC9R: One ship of this type was provided by the Klingons. Replace: center disruptors with one plasma-R; left disruptors with 1 plasma-G and one plasma-F (LP); right disruptors with one G and one F (RP); forward drone racks with cargo; rear drone racks with shuttles; forward 4 phaser-II with phaser-I; rear 4 phaser-II with phaser-III; Add cloak; BPV = 250*

SCENARIO NOTES

The scenarios in this issue of *CAPTAIN'S LOG* are written in the format of the COMMANDER'S EDITION of *STAR FLEET BATTLES*. Those who have not yet acquired the Commander's Edition should be able to play these scenarios without it, but you will need it to get full use of this material.

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

SCENARIO SET-UP INFORMATION

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

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

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

Generally speaking, all Size Class 2 and 3 ships will have one MRS shuttle available, but no ship (except perhaps a CVA) would carry more than one.

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

CREDITS

PLAYTESTING AND EVALUATION

The following playtest groups worked on the 36 scenarios in Selection Pool D, many of which are present in this issue of *CAPTAIN'S LOG*. Every scenario in this issue came from SP-D. Other scenarios from that group will appear in future products or Nexus; some scenarios were dropped or will be redesigned.

If there is a playtest group near you, send a stamped self-addressed envelope to Amarillo Design Bureau and we will tell you how to contact them.

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Due to the unusually short schedule of this playtesting series, no Canadians or overseas playtesters could be used. We regret this unavoidable situation.

A number of other playtesters neglected to list their names on their reports, or were not listed on reports filed by their group leaders, and so cannot be honored here.

MEMORANDUM

TO: His Excellency, Pharoah, The Director of the Clan Council
FROM: Your Servant, The Director of Operations
        Base Oneshot
RE: Subsequent communique from Commander
        Deth O'Kay, OPC HAMMERFIELD

Dear Sir:

The second report from Commander Deth O'Kay of the Heavy Assault Cruiser, HAMMERFIELD, reached our operative, code name Blackwell, 48 hours previous. The report, in the form of a tape, was delivered in the same manner as the first, mysteriously appearing in Blackwell's study when no one was present. After reviewing the material himself, Blackwell transmitted the tape to me via special courier. A copy accompanies this report. As you are aware, this has been our only means of communication, and a one-way means at that, since Commander O'Kay and his ship disappeared late last year.

Commander O'Kay's morale has stabilized since his last communique. I am certain you will agree this is good news. Our psychologists are hopeful O'Kay has not come under the Hostage Syndrome. He remains the model prisoner, disobeying when he can do so and still not forfeit his own life. Threats have no effect on him. However, because of his strong affection for the mysterious 'Bedalia,' his abductors have been handed a potent tool to use against him. They have already used it, as mentioned in the text, and will more likely continue to use it. Our analysts fear that this woman(?) may be one of the keepers, not one of the prisoners. How this will affect O'Kay remains to be seen. Perhaps further communiques will inform us.

Our searches for his whereabouts have proved fruitless thus far. If Commander O'Kay has attempted to relay information to us, as Blackwell and I are positively sure he has, all coded references and hints have been withheld beforehand. Evidently "The Masters" behind his abduction desire an audience to their godly machinations but no interference. And their ultimate aims remain a topic for speculation.

On a business note the loss of Commander O'Kay has not hampered our operations materially. The new cruiser, Spear of Orion, is in commission and has already concluded two successful operations under Commander Stanislaus; details are in separate reports.

Mentally the loss of O'Kay was a heavy one. The difficulty exhibited between O'Kay and his superiors, not the least including myself, is well documented. Headstrong, irascible, cunning, and infernal, these are all traits of a superior Pirate. But, personally speaking, he bore those traits with a gentleness that I and others found exceedingly refreshing, even when our nerves were rubbed to the raw. He will be sorely missed.

Ultimately I urge a discussion of this problem with the other clans, and through the usual channels with the Federation and Klingons. The Masters certainly appear to be a threat to all of us. Certainly their ability to abduct entire starships is annoying, especially during the continuing General War when every ship is crucial. If progress cannot be made in this way, a formal conference may be the only solution.

I await your opinion eagerly.

Regis MacCullum, Director
Operations Base Oneshot

THE FIRST ROUND

by Steve Kacarides

Ah, Blackwell. Are not victories so inspiring, but at the same time so deceiving? They boost the ego to stratospheric heights, but the cost, Blackwell, the cost drags one back to ground zero. If victories are the measure of a man's worth, I am a destitute soul indeed.

The months spent in the bosom of space can lull the mind to sleep, Blackwell. The lure of freedom spent in the open expanse, working a stale patrol, zipping past minor ionic storms, and stepping over common asteroids, will dull the keen-eyed suspicions and tranquilize the merciless killer. The choking hold on life will relax. Don't allow my fate to be yours as well. Be wary my friend!

Do I sound melancholy? I'm currently doped up higher than a Kzinti lapping Romulan ale. Nothing else could deaden the pain I suffer.

Pain, I won't deny, has benefits. It prods the mind on red alert, leading the dying soul to one final effort. And I am alive. Hurrah! I beat the blasted odds. Am I not wonderful? A Captain among Captains?

Yes, yes, I should be happy, joyful, even BEAMING, as my precious Bedalia reminds me. But my back still has a multi-colored bruise from sudden impact with a bulkhead. And the knife wound doesn't send my spirit soaring either.

Shall I begin at the beginning? It traditionally is the best place to start.. .

The door to my cabin/cell opened revealing the balding head of a man(?) with blank white eyes (henceforth known as Moses). "Come with me," he said prompting the hairs on the back of my head to rise.

As you know, I've never taken to captivity lightly. My immediate reaction was to lunge for the man's throat, place my hands around his collar and painstakingly crush each vertabra one by one. Experience and more than a few bruises have taught me to think first before I leap. The added factor of the sleek metal ring resting gently against my neck convinced me to go peacefully. Where the flame of life burns, hope blazes for vengeance. Or something like that.

I was lead along a tasteless, bland corridor. The Masters of this place didn't go in much for decoration. Consequently it reminded me of an insane asylum — nothing to ignite the senses for fear the guests might riot.

I tried not to let it depress me, but my mind kept dwelling on the one obsession that made my captivity bearable.

"Where is Bedalia," I asked in a mild tone.

"She is well," he answered plainly. Then, strangely enough, he smiled. "She inquired as to your health. She is afraid you will do something ... hazardous."

Ah, Bedalia! When I escape you will not be left behind! I wanted to shout my next words but restrained myself with a mighty effort. "Why have you not sent her to care for me?"

"The Masters have deemed you suitable for breeding. A younger female would bear children easier, and with more chance of success."

NO! "I will not ... breed ... for them."

"Then you will be punished."

I froze in my tracks. One backhand could snap his neck so quickly he wouldn't have a chance to punish me. I gave him a stare I usually reserve as a last ditch warning before I kill. In spite of my threat he responded with a serene smile so smug and self-assured I nearly unleashed my fury.

He said, "I will send you Bedalia. But you must compromise."

Compromise. Half the scum in the galaxy would have leapt at the compromise. Even I would have agreed a few weeks past. But that was before I knew Bedalia.
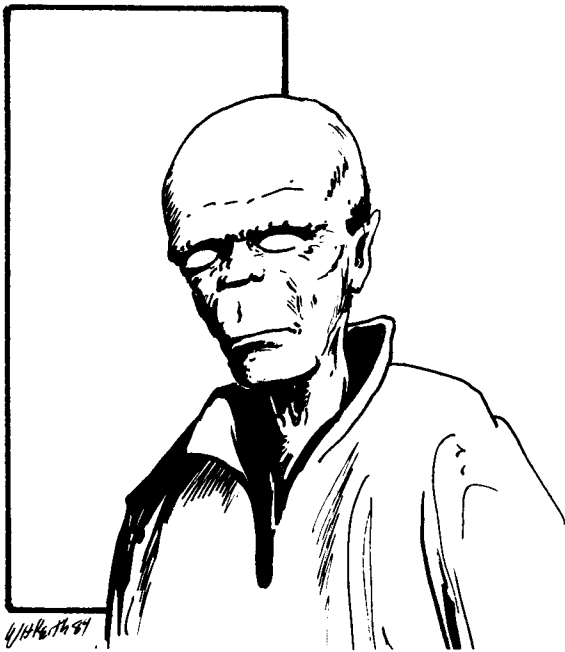
Moses was talking again. "But, of course, you may not be alive after this day. We will talk at another time. Perhaps." He started to walk away. Defeated, I followed reluctantly.

"Count yourself fortunate. The Masters have given you an eight-to-one chance against survival." Against Survival?!

My ego took the slur badly, I'm afraid. Why would the Masters give the celebrated Deth O'Kay such scrappy odds at living through a duel? I started to speak, but he halted abruptly. Evidently we had reached our detination. On close inspection of the wall, I noticed tiny cracks outlining a doorway. So perfect did the door meld to the wall, if Moses hadn't been my guide, I surely would have passed it right by.

"Do not judge the odds until you have met your three opponents. Or allies. It will depend on you which they are to be."

"No sneak preview," I said with characteristic sarcasm.

He ignored the jab. "You will have a short period of time to become acquainted. Then the game will begin."

"Terrific," I drawled. The door whisked open, and I stepped into mystery.

The room was larger than my cabin/cell and furnished in the same tasteless manner with the same tasteless furniture, only more it. Inhabiting the place were members of a most of the major races — some sitting, some standing. There were a total of seven others, not counting myself.

My attention was immediately drawn to a big Kzinti leaning uneasily against the wall, his pink, hairless tail twitching nervously. I caught myself reaching for the phaser that normally rode on my hip. A glance to my left revealed the reason for the Kzinti's aggressive stance: a defiant Lyran standing arms akimbo. Needless to say there was nobody in a direct line between the pair. Except for a pudgy Orion, (either a very stupid or a very brave individual) sitting at the farthest end of the couch in front of the daunting Lyran. I recognized the Orion vaguely. Roco? Rico? Something like that. Directly ahead a Klingon sat on a chair facing a small table rolling weirdly shaped dice to himself. He

appeared not to have noticed me. A Gorn sat opposite him. The Gorn I recognized. His name, like all Gorn names, was almost unpronounceable, but he was known by the battle name: Bombadier. He was one of the most decorated members of the Gorn Space Fleet, until he disapeared two years ago. Two Years?!

"Who is in charge of the games, Judge Crater?" I mumbled to myself, remembering another celebrated disappearance from my home town on Earth, more than three centuries past.

Standing beside Bombadier stood a Captain wearing the uniform of the United Federation of Planets. He was human like

myself. He was engaged in idle conversation with a Vulcan ... NO! A Romulan! One in the uniform of a sub-commander, a ship's captain. Behind them rested a small refreshment counter. Later.

My scan of the room's contents lasted a brief second. Then, instead of standing like a fool at the threshold, I grabbed the chair the Fed wasn't sitting on and pulled it in front of Roca. "Deth O'Kay, Pharoah's clan," I said, extending my hand.

"Neil Ricca, Lion's Heart Clan," he said extending his. "I've heard about you on the Grapevine Bulletin. You ... captain the *Hammerfield* if I'm not mistaken."

"Captain in spirit," I said sadly. "Your ship? I'm sorry I don't recall...."

He paused for three steady breaths. "The *Heavensent.* I'm not modest. Standard Heavy Cruiser. I haven't had the chance to install a few of the nifty gizmos you have." He laughed and I mock laughed with him. What was he getting at? I put myself on yellow alert.

"I don't relish being up against the *Hammerfield,* Deth. But, then again, the tables may shift in my favor."

"Enough subtlety," I said in a low voice. "Spill it."

"Whoa son, don't get hostile with your elders. Not yet." He leaned forward. I stayed motionless poised to crush his Adams's Apple at the first hint of a strike. That's one advantage of knowing alien anatomy; you know where to hit. "I suspect you don't know the score."

"I was told nothing." Not exactly true, but why play your cards when the ante is bound to grow.

"All of us here were borrowed due to our unique histories."

"I recognized the Gorn."

"The Federation swinedog I've met as well. Name is Horatio Jones. Tricky son of a slime devil too. Anyway, a Captain gains a reputation due to a number of factors. His tour of duty, his opponents..."

"His vessel."

"And his crew," ended Ricca emphatically.

"The Klingon rolling bones over there has fought three times and survived with his ship intact."

"His opponents," as if I didn't know.

"Spare parts."

An ominous thought rose to my mind's eye like an ugly, hungry giant. "I was plucked from my cabin while sleeping."

"Doesn't matter. The *Heavensent* lost all power mysteriously, plucked from the Lyran sector and plopped into this sector. So what if I was there to watch. You were spared the frustration."

"Wonderful," I said properly stunned.

"But, my brother Pirate, because of you, and the impressive *Hammerfield,* the rules have been changed."

"Rules HAVE been changed?"

"Yes," he laughed again. I joined him releasing a bit of my own tension. "Because of you everything is going to be switched around," he said with an irritating chuckle. "Four selected captain's will command four selected ships, but not necessarily their own ships. The *Heavensent* could be in your lap. And," he added with a grin, "I might captain the *Hammerfield.* This is a contest between Captains. No special advantages except those we can tactically create."

"How are the crews persuaded?" I asked naively.

Ricca touched his neckring.

"All of them?" I asked.

He nodded replacing his smile with a grim expression. "Last time they tried this the Kzinti was in command of the Lyran vessel and vice versa. The battle never started. Both crews were rendered unconscious due to disobedience."

I scanned around the room once again. One of those other minds commanding my ship? "We all feel the same way, Deth," said Ricca.

No WE don't! I could imagine some fool attempting to hype the engines of the *Hammerfield* and finding out too late the rear bobtail wasn't standard Orion. Or fly drones? Drones demanded precise timing of a strike. The Klingon or Kzinti could manage

drones. Jones could make a stab at it, but the Romulan or Bombadier could never time a proper strike. But why start an argument?

Besides, Moses had mentioned that allies could be found. And at eight-to-one odds against, I was spending my time poorly. I did not trust Ricca. His false joviality repelled me. That left six unlikely prospects. To be safe I would have to befriend five of the six Captains. With a Pirate's reputation I needed a miracle. And I don't believe in miracles.

But did these fellows know only four, counting myself, were destined to compete? I decided to find out. "The question to answer now is," I said with deliberate slowness, "which of us will go into battle?"

The Klingon stopped rolling his dice. The Kzinti's tail demurred in rhythm. Even the Lyran relaxed his aggressive stance. And either someone was playing along or this really was a new tidbit they hadn't considered.

"This changes nothing," growled a deep ominous voice. The Gorn.

"Oh yes it does, Bombadier. Perhaps you'll be forced to slug it out alone without the Federation to cover your flank."

"Or vice versa," said Horatio. I noted the tone of my fellow human's voice. Had I found an ally?

"At any rate alliances cannot be cemented in this chamber. YOU just might need ME to cover your flank, Bombadier," I said with irking aplomb.

"This I will never permit, lawless one." The Gorn sat still, but the iron-hewed muscles under his hide rippled with power.

"Suit yourself," I said giving Ricca a conspiratorial wink. Better if he regarded me as a brother and keep him off his guard.

"I would expect a twisted offer from a Pirate," muttered Bombadier. "A friend until the battle turns. Then a swift stab in the back."

"Agreements exist only when mutual advantage is assured, Bombadier. And don't give me any nonsense about honor. Honor will get you killed more ways to Halifax."

"As will mercy, Deth," said Bombadier questioningly.

Have you ever felt crucified, Blackwell? After what passed for the most awkward second in my entire life, I mustered up the calm to say, "Mercy is for fools...." The Gorn turned away to the refreshment dispenser. Jones drained his dainty cup and followed after him. The Romulan just stared.

"What was that all about," said Ricca in Orionese, the short clipped dialect few non-Orions bother to learn.

"A mistake is all. Nothing important." I lied. But Ricca let the matter drop.

"Care for a drink?"

"What's behind the bar?"

"Pseudo-tea and counterfeit coffee."

"A little black caffeine, thank you." I moved to get out of his way and nearly crashed into Horatio. He had two cups of steaming black in his hand. He offered me one. I stared into his sea green eyes wishing I had been born with telepathy. Did Bombadier tell him of a duel fought long ago by a pair of green Commanders? The drink was waiting. I accepted the proffered cup.

"We've met before," Jones quietly stated. "Twenty years ago, when I was a cadet."

"I'm sorry, I don't remember." I honestly didn't.

"We were both faces in the same crowd. Same thing goes here, but it's a smaller crowd." Jones took a long sip of his coffee, giving me a chance to speak or turn away.

"What does your academy training tell you to do in this case?" I asked.

"Escape, obviously," he chuckled, "But it didn't tell me how."

I laughed with him. "Escaping from prison comes more under my department than yours," I commented.

"Exactly."

"Do you have a plan, or an opportunity?" I brightened.

"No opportunity, but definitely a plan."

"Which is?"

"Stay alive until an opportunity presents itself." Jones was serious.

"And how do you propose to do that?" I asked.

"Fight well, and even if you lose the Masters may consider you worth saving." We had wandered toward the counter, and Jones refilled his cup with coffee. "But it is better not to lose."

"And what is the key to success?" I asked, trying to sound as serious as he did.

"Same as always, teamwork."

"Without seeing the tactical situation, I couldn't promise to fight as an ally," I commented.

"Even so, trust and respect could have their moments. If we find ourselves in the same arena, it would be good to be able to trust you." He took another drink from his cup.

"A Federation captain who trusts a pirate?" I chuckled slightly.

"In this place, races no longer mean anything. I deal with men, not nations. Your record says that your word, if you choose to give it, can be trusted. I wanted you to know that I knew that." Thankfully he turned away.

I took a brief sip and let the bitterness saturate my tongue. "What irony," I muttered under my breath.

Ricca heard me. "Irony?"

"The Masters can transport a ship untold parsecs, but they can't brew a decent cup of coffee. Idiot savants."

He laughed. "My, my. A gentleman! That's the nicest thing I've heard anyone call them."

"They seem to have quite a collection of captains," I observed, "and ships."

"More than you know," Ricca answered. There's a Hydran captain here, but they keep him in a different chamber. Methane-breathers, you know."

"Is there any race not represented here?" I asked, only then realizing the extent of the Master's power.

"They had a Tholian a while back, but his little patrol cruiser got wasted in a battle. Same thing happened to a WYN auxilliary cruiser just before you got here. They will try anything for their games."

The only door to the room started to open with agonizingly slowness. Moses stood waiting as if he never left. An idiotic smile lit his features like a man holding all the aces and a phaser next to your temple.

"Time to go," I sighed draining my cup.

Moses's eyes began to glow fiercely yellow.

As the familiar tickle of a transporter beam rigidified my body and the room fizzled from my eyes, I swore a silent vow of excellence to whatever vessel, whatever crew, I came to command in the outlandish arena. My chances rested upon being impersonal, immersed in the struggle of combat to the exclusion of all else. Dealing with the crew would be tough enough. I materialized too swiftly for my liking.

Unlocking my eyelids (I can't help by close them during transition), I found myself in an unfamiliar transporter chamber. A complement of four beings stared at me in silent challenge. The silver neckrings contrasted sharply against their dark skin. They had to be Klingons. Romulans aren't that proud. Besides, I couldn't speak Romulan.

A fine, noble-looking woman stepped forward, clicked her heels and saluted. The others saluted slightly out of sync. The woman's demeanor suggested command rank. Lucky for me her sense of discipline was strong. Her every fiber projected a hatred for my presence. I couldn't blame her in the least. Locking her eyes onto mine, she said, "Welcome, Commander." Her voice possessed a distinct chill like the wind before a killing blizzard. The air in the chamber was tensing up.

"You are," I said in a neutral tone.

"Lestha, Second in Command."

I paused a brief moment. I needed an icebreaker. What is important to a proud, militaristic Klingon female of officers rank? Flowers? Candy? Cologne that smells like diesel oil? "Lestha," I said rolling the name in my mouth like a candy. "What does it mean?"

"Keeper of the Gate, in your tongue," she replied tersely. Then I noticed her eyes widen ever so slightly when she added, "Guardian, in my own."

"You will call me...Deth. Direct me to the bridge," I said icily. She spun to her left and waited for me to step out of the chamber. The Klingon psyche demanded a firm, aggressive, and cruel role model. It took a tough commander to measure up to a Klingon crew. Fear, discipline, and respect were requirements. The unique brand of leadership I practiced did not measure up to Klingon standards. (They barely measured up to Orion standards.) Cruelty was never my trademark. So, adopting my finest actor's air, I stepped out of the chamber to join Lestha in the walk to the bridge. Whether my gambit proved successful or not, time would let me know. The doors shut behind without a whisper.

In the first steps outside the transporter room, the alien-ness of my position struck me solidly. A starship's corridors are always bustling with activity. Damage Control personnel getting into positions, non-essential personnel scurrying to a safe place, security personnel warding the main junctions, etc. But as Lestha led me along, I couldn't help but notice how utterly vacant the corridors were of personnel. Even with Lestha beside me, I felt totally alone.

"The crew is at battle readiness," she said breaking my reflection. "Have you experience with this type of vessel," she added with an edge to her voice.

To answer yes would be a blatant lie. And to answer no would be even worse than lying. I promptly ignored the question.
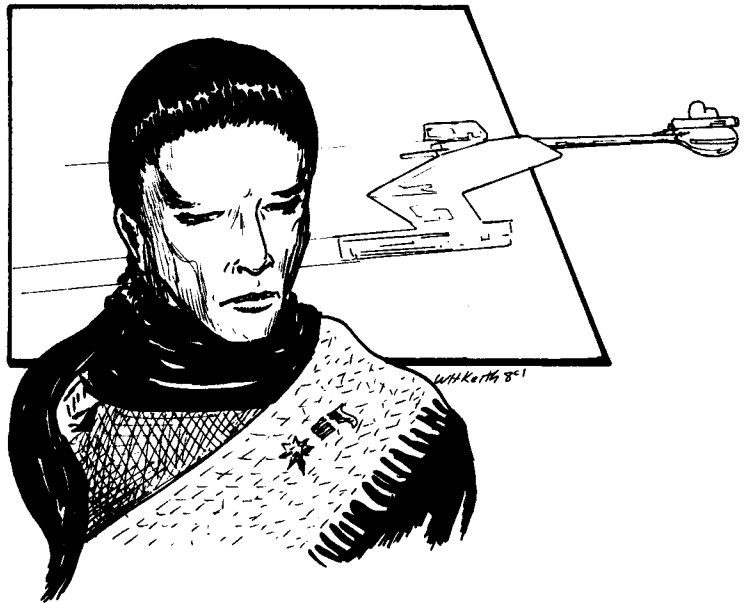
According to what I had read, and knew from combat, the D-7 cruiser was an excellent pack member. Without neighbors guarding her flanks, she was at a decided handicap. Good shielding existed on the nose. But the lack of decent side and rear protection was an engineering embarrassment. The weapons arrangement was mediocre though Klingons did boast a good inventory of drone types. The trouble with drones was getting enough of them out of the racks to make a difference. Another weakness of the Klingon design, drones were merely an afterthought. A good captain can work with the inbuilt flaws of a vessel and still come out on the winning side. But I still needed to know exactly what THIS vessel could deliver. "Weapons readout," I said pointedly.

"This is a flagship," she said bouncing the ball back into my court, "The *Doomslayer*."

My mouth started to drool. A D-7C would definitely improve my drone tactics. The better shielding and heavier weapons would help.

"What drone types are available?"

"We have been given four type-IV fast drones in addition to the type-I fast drones usually held in the racks."

"Given?"

"They were loaded aboard a few hours ago, provided to us by the Masters."

"Probably copied from the ones on my ship," I remarked.

"A Federation ship with type-IV drones?"

"No, an Orion ship, the *Hammerfield*." Her eyebrows went up a notch.

"Of course!" she snapped. "You are the new pirate who just arrived. The masters never tell the crews anything; they always leave it up to the captain."

"Perhaps that is for the best."

"There is something more you should know, Pirate. This ship has undergone certain ... modifications since it has come here."

"What?" Perhaps there was something else I could use.

"The ADD racks have been removed. In their stead are photon torpedoes; one firing forward and the other to the rear."

"Excellent," I drawled, savoring the tactical implications. Things were beginning to look up.

We reached the elevator and entered uneventfully. But after the forward journey began, I immediately ordered, "Stop this." She stabbed a switch by the door, and we came to a dead stop. Wasting no time I said, "As Second in Command, I require your personal evaluation: Can this vessel perform at peak efficiency?"

"The ship is restored to full combat readiness."

"That is not what I meant," I snapped impatiently. "Where does the crew's morale stand?"

She paused inspecting me, judging me, guessing what fashion of man I was. Could she trust me? "Thirty percent of this vessel's original complement are dead. The remainder," she fingered her neckring nervously, "exhibit increasing stress-related illness. Hope is practically nonexistent, breeding a virulent fatalistic attitude. No one is immune."

"Where the flame of life burns, hope blazes for vengeance."

Her face said "FOOL!" Her mouth merely said: "The surgeon can give you details."

"I have no intention of starting my command of this ship by talking to the doctor. That is what a second in command is for."

I understood now why the odds lay against me. They didn't reflect my command ingenuity. They reflected a virulent fatalistic attitude, or according to Webster (my old 2130 edition), despair permeating the hearts of the crew. This vessel was lost before the first trade of blows. "I remind you the Klingons invented the phrase."

Unconvinced she sneered, "You are not Klingon."

I wanted to say "You've noticed" so badly my tongue shaped the words though my mouth stayed shut. Sarcasm now might end my chances for a working truce. I countered instead, "Klingon ways are my own ways."

She relaxed by an eyelash. Raising a finger, rather dramatically I admit, I pointed directed at her. Lowering my voice to a predator's hiss, I said, "I CAN lead this vessel to victory...if you work with me."

"The promise of a Pirate is like a dagger offered to a blind man. Whether the hilt is given, OR the blade, only the Pirate himself knows."

"The choice is yours, take the offer or not," I said turning my back to her. I was asking for trouble, but a gamble was necessary. Unless a splinter of trust was established, I doubted either of us would survive. I was surprised to note the elevator shuddered, resuming its ride to the bridge. I expected a knife thrust between my shoulder blades. I said to myself, "Deth, my old friend, you haven't lost. Yet."

After a span that appeared to last for minutes, the elevator halted abruptly. I stood posed to step out. Instead Lestha put her hand out gently for me to wait. As the doors opened soundlessly, she stepped forth defiantly, unchallengeable, the Second in Command. I stepped in slightly behind her, my face set in granite, my eyes at their deadliest. I was greeted with such a high degree of apathy from the eight bridge crew members I nearly yawned. The navigator, however, glared at me with such active virulence I swore I could see steam rising from the top of his head. Thankfully Lestha stared him back to his post. At least some spirit remained. If I could rekindle that same spirit in the rest of the crew.... I dared not bet. I deplore losing a bet.

Once upon a long time ago, a D-6, I forget the name of the vessel, attempted to "detain" me for questioning. Once depriving her of teeth and legs, I managed my traditional Victory Walk while assisting the survivors to mutiny. They were quite helpful getting the vessel to a rendezvous point for the Salvage Sharks to tow her to a friendly striping yard, and I took a day to walk through her. The D-6 bridge gave me cramps. The control consoles were clustered in a paranoic knot. The monitor panels smothered every square inch of wall space. The ceiling hovered scant inches above my skull. The boarding party stopgaps (thankfully shut down) poked evilly downward like stalactites. All in all a choking place to govern a ship. And faithfully reproduced in the D-7C flagship. I ached for the *Hammerfield* and her cheery, spartan, efficient, OPEN bridge. And most of all my familiar and comfortable chair.

But this wasn't the time to moan about missing pleasures. Resuming my staunch militaristic attitude, I marched over to the Engineer's console and proceeded to inspect it querulously. The graphs outlining the vessel's power output looked like a sick heartbeat. Ignoring the Engineer monitoring the graph (and his indignant expression), I said to Lestha, "Get Security down to Engineering to stand guard. I want that power curve kept at peak output. If it falls at a critical moment, kill the one responsible."

She answered with a short, "Yes Sir." (I love being a jerk sometimes. It does wonders for the ego.)

"Discipline on a pirate cruiser is no less strict than on a Klingon flagship," I quipped, as good a way as any to tell the crew who, an what, I was.

I stalked over to the Navigator. His hatred for me was strong and sure. I did not care at this point. I wanted to be his object of hatred. What legendary general was ever loved by his troops? "Helmsman," I said in a whisper only he could distinguish, "I will make you a bargain, and it is this: Pilot this vessel to victory, give me your unquestioning obedience, and we shall duel Klingon style. Do I have your hand in agreement," I asked offering my hand for the traditional Duelist's Shake. He gripped it firm as a vise.

By the time I had completed the inspection of the bridge, I had made three more enemies, quelled the laziness in Engineering, replaced the Weapons Officer (physically), and won a fair share of respect. Despair be damned. Now I was ready for a fair battle in space. It was time to check on the battle conditions.

The captain's place was easy enough to distinguish, a tiny swivel with an ornate high backrest. I swallowed my tongue to keep from gagging and sat down stiffly. "Tactical display," I ordered leaning back.

The tiny viewscreen lit up.

The flagship rested on the outskirts of an asteroid field. Directly to starboard, not 3,000 kilos, lay a broken line stretching 120,000 kilos. Off the port bow about 200,000 kilos distant sat a cluster of huge boulders littered with standard dust and smaller rocks. A starship would have a fun time shunting about in there. Ahead approximately 200,000 kilos lay another long broken line of asteroids with a handy gap in the middle about 20,000 kilos wide. The tactical advantage pleased me immensely.

The other ships arrived in the battlezone. Some 300,000 kilos off the port bow floated a Federation Cruiser, her heading angling away from me. I thanked the Masters for small favors. Ahead and about 300,000 kilos or so sat a Lyran Cruiser. That didn't disturb me too much either. To the starboard lay my greatest anxiety, a Pirate Cruiser. Was she the *Hammerfield* or the *Heavensent?* Or some other ship?

I lost a little composure then. "Scan that vessel," I snapped.

After a long moment, Lestha said, "Her shields are up."

I hit the chair with my fist. Rather hard I might add. "Monitor that vessel! I want concurrent updates at all times!"

"Your own vessel?" Lestha asked coldly.

"Perhaps! If so, her weapons are stronger than our own. Shield us!"

"Already accomplished. By your leave, of course."

"Fine." I wasn't in the correct frame of mind to argue. "Charge up all weapons to overload standards and hold them."

"This ship can withstand a direct frontal assault," she said eagerly.

I could see the wisdom in hitting first as hard as possible and then taking stock of what's left. Why waste time getting ourselves slaughtered? "My game is finesse. You have your orders." I'm afraid I wasn't a vision of calculating leadership. But I wanted the ship ready for any surprises with plenty of power for moving out of the way.

"Ship-wide communication," I ordered.

Lestha glared at me as if I'd lost my mind. I stared back without an expression. She took the hint.

"Go ahead, Commander," she said when the necessary button was pushed.

"I am Deth O'Kay of Orion. I a Pirate with a long history. I do not demand anyone's loyalty under these circumstances. Under different circumstances I'd just as soon destroy this vessel as any other that crossed my line of fire. But today I have a

personal stake in the survival of the *Doomslayer.* I will do my job. If you do yours, we all will survive. Think about it." I waved my hand to cut the link.

"Helmsman, take her out."

The other ships moved out at high warp speeds like I expected they would. The Federation cruiser immediately launched a salvo of proximity fused photons against the Lyran and attempted to duck behind an asteroid. Scanners identified her as *Exeter,* Horatio Jones' ship. The Pirate cruiser, her blasted captain using the asteroid advantage, launched her own volley of prox photons at the *Exeter,* tickling him before he got under cover. Big deal. The distances were too great for any effective hitting.

Next, the Lyran vessel angled toward the Pirate cruiser. I expected to see some nasty strikes occur soon. Then an ominous thing happened; the Pirate cruiser vanished! The ship boasted a cloaking device. The *Hammerfield* had one.

Lestha said in a curious tone, "This ship has a cloaking device, Deth."

Oh really, I said to myself, what else haven't you told me. "By all means, cloak. Continue on erratic maneuvers." This battle promised to be a long one. That was until disaster struck as only disaster can.

My throat felt crushed by an Ulevian Anequid. I must have lost consciousness, because the next thing I saw was the face of Lestha above me. I blinked twice, then snapped to my feet. The bridge crew was minding their instruments as if nothing unusual had occurred. "The cloaking capability of all ships has been terminated," she said with a slight lift to her voice.

"Status," I croaked, throat tissue feeling deprived of blood. The viewscreen brightened. What I saw I didn't relish. The *Exeter,* Lyran, and Pirate were back in their starting positions. However, this time the *Exeter* and the Pirate were pointed in my direction.

"Your orders." So cold my Lestha!

"Are the weapons loaded as before?"

"Yes."

"Go to maximum warp possible. Helmsman plot a course directly ahead."

"The gap?" asked Lestha.

"Best place to be. How many transporters does this vessel have?"

"Five"

"Excellent. Drop the rear shield and ready transporter bombs to be placed at the best strategic points in the gaps to starboard."

The Helmsman scowled, "The other vessels have begun to move."

"Wait. Lestha, the number of administrative shuttles handy?"

"Four."

"Prepare one as a scatter pack to be launched on my order. Type I's please. Thank you. Now, Helmsman, full speed ahead."

Both the *Exeter* and the Pirate could trap me in a pincer and blow my airlocks off unless I used the terrain to my advantage. The scanners still couldn't pierce the Pirate Cruiser's identity, and the proliferation of asteroids prevented a visual peak. All I needed to see was the rear engine; did she have a bobtail? No other engine existed in the galaxy like that one. What was worse, however, was the chance it just might be the *Hammerfield.* I would dread having to destroy her to insure my own survival. I doubted seriously if I could, vow of excellence or no vow of excellence. (I should know better than to make a vow I can't keep!)

The TB's were placed perfectly closing off the only route the Pirate could pursue. He'd have to penetrate the asteroid field to sneak up my tail. But the *Exeter* closed the distance between us swiftly. I banked to starboard 70,000 kilos out to hit the gap at an angle disadvantageous to his weapons. As I shot through, the *Exeter* opened fire with phasers. The ship rocked slightly as the shields absorbed the punishment. To teach the *Exeter* a

lesson, I ordered the rear photon fired. It impacted beautifully, reducing the *Exeter's* front shield to two-thirds strength. Once through the gap, I shot toward a lonely asteroid attempting to place it behind me. Unfortunately, the Lyran craft stood in the way. At 50,000 kilos he opened up with his arsenal.

"Hang on," I shouted. Bang, bang, bang, BANG! The Lyran's phasers pounded our front shield. "Reserve power to shields," I bellowed to the swaying crew. Phaser fire ripped across the front shield again, and again, and again. The Lyran banked away to port at 20,000 kilos. And, as a parting rap, spat disruptors toward my vessel...and missed.

Now it was my turn to dish it out. "FIRE!" Four overloaded disruptor bolts leapt from their prisons and joyfully spent themselves on the nose of the Lyran. "FIRE!" Phaser fire licked forth, erasing the surviving wisps of the front shield. "FIRE!" A doubly bright orange ball collided against the port side. "Hard to starboard 60 degrees! Fire rear photon!" The explosion spread thick orange fury against the rear shield. I was getting to like this vessel.

"Damage report," said Lestha beside me.

"Go ahead."

"Minimal shield damage currently in repair."

"Good. And the others?"

"The Lyran's front shield is collapsed. Internal damage is slight, however. The others have traded blows to no effect."

"Commander O'Kay," said the Communications Officer, surprising Lestha and shocking the hell out of me. "The Lyran Commander wishes to speak to the Commander of this vessel."

A wicked thought crossed my mind. Could it be the Klingon? I felt sure the uneasy truce I'd arranged would collapse like a sandcastle at high tide if it was. But, I'm a curious soul by nature. "All right. Let's see who comes a knockin'."

A pudgy face with livid eyes and a greedy smile said, "Well, well, well. I see you don't need the *Hammerfield* to do a number on a ship." Ricca. I could have kissed him.

"Sorry old boy," I said in Orionese.

He switched to the same tongue. "Ah, Posh! So you upset this pack of furballs. Just do me a favor and leave the bridge intact."

"Not much I can do on that score. An arm can twist only so far."

"I understand, but I had to ask. Ahhh, got a look at the Pirate cruiser?" he asked dropping his voice an octave.

One of those nervous chills ran down my spine. "She's been out of range. Not even a visual."

"In that case, I'll say this before I end this dandy little talk we've had." His face turned very ugly. "My imagination is wickedly fertile. Destroy my ship, and I'll do worse than kill you."

As his garish features faded away, instant relief flooded my heart taking me like a loving woman; cozy, warm, and safe. The Pirate cruiser was not the *Hammerfield.* The *Heavensent* had lived up to her name.

"Course, Commander?"

Not showing an iota of my true succor, I said, "Stay on the Lyran, but no closer than 50,000 kilos. Resume erratic maneuvers. Charge up all weapons systems."

Ricca warped out of the battlezone to relatively safe space to lick the wounds I'd delivered. I let him go. *Doomslayer* circled the asteroid so tightly I could count its craters by the running lights.

Being effectively out of the firing line, I opted for a little entertainment. "Visual check on the Federation vessel." Whomever piloted the *Heavensent* was going in for a strike. Taking no chances he delivered a solid wall of overloaded photons at maximum range. He connected every single time obliterating the lingering tatters of the *Exeter's* front shield and inflicting a crushing concussion to the saucer section.

"He's lost his weapons tracking ability," said the Science Officer, a thin being with piercing eyes. I cringed in sympathy for the Federation ship. The Pirate cruiser overran the *Exeter* raking him heavily in a phaser barrage. The *Exeter* offered only a

token phaser in response as the *Heavensent* raced away at maximum warp.

Out of the corner of my eye I could see Lestha shake her head in disbelief. I said, "Orion vessels are not as meek as they appear. At anytime they can double their output of energy and apply it wherever they wish."

Her voice cracking she asked, "How does one defend against them?"

"Wait until you are fully prepared, and then pray you don't miss."

"The Lyran vessel is back," cautioned the Science Officer. We watched as Ricca came from the starboard side and volleyed at long range on the *Exeter.* The hits struck healthy shields, true, but now they were so badly mauled a single phaser would finish them.

With the *Exeter* so near destruction, the obvious course was to complete the job. We were coming round to her port side so the decision would have to be soon. I ordered a scan to see what was left. The Science Officer said, "Two phasers, three photons activated. Half of her power is gone. She is a blind, crippled dog with a broken jawbone."

What she really was saying was that her crew members were dying horribly. And it was my fault. Her face registered such an intense fury I wondered why she didn't mutiny on the spot. Klingons are notorious about that when the captain makes a mistake. Donning a veneer of bravery, I stole back to my chair and plopped into it. "Weapons status."

"We have lost a portside phaser. Nothing overly serious," she said, ire dripping with each word.

"Communication coming in from the Pirate."

"Put it on visual," I said without hesitation. I wanted to see the one who attacked me so rudely. I wasn't surprised. Bombadier, the sneaky lizard, stared back at me.

"So this is how it ends, Bombadier. You beating me at my own game?"

He said nothing in reply. We looked at each other for so long I thought it was a ploy. I moved to cut the channel, but he finally spoke. "That's the game, O'Kay," and his face vanished.

I didn't take the time to be properly stunned. If I had, things might have turned out differently. I waved Lestha to me and said, "Are the drone rack undamaged?"

"Fully operational, commander."

"Good, load another shuttle as a scatter pack." She moved to do so.

"Warp power restored, commander," the engineer responded. I was glad I had taken time to straight out engineering.

"Helmsman, tempt the Gorn with our downed side. Prepare for a snap turn at my order. All weapons on overload. And Helmsman, we only get one chance. Don't blow it." He snarled his assurance.

"Enemy at 70,000 kilometers and closing very fast," said the Science Officer.

"Helmsman, wave the bait in front of him." The ship started to weave from side to side. "Lestha, is that shuttle ready?"

"Yes."

"Good. Launch it and two drones."

Lestha's face lit up like a nova. "Of course."

"Here he comes."

And come he did. The Helmsman did an excellent job baiting Bombadier. The plan worked beautifully. Bombadier, after doubling his power output, came down in a suicide run with all weapons overloaded, drones launched, the works. My phasers took out his drones. His phasers took out my drones. His photons destroyed my front shield and applied some nasty damage. My photon and disruptors destroyed his front shield only. His remaining phasers proceeded to tear apart the flagship. And then the scatter pack launched its drones. I proceeded to stand up and laugh rather maniacally.

Unfortunately, I chose the wrong moment to laugh. Or maybe the correct moment. As the exploding circuitry shot hot sparks and metal shards impaling the bridge crew, Lestha, so loyal and supportive throughout most of the escapade, attacked me with a dagger. A timely convulsion shuddered throughout the vessel as my drones annihilated the Pirate cruiser sending the both of us soaring into the bulkhead and me into unconsciousness.

The next thing I knew a woman was caressing my twisted and punctured back in a chiropractic manner. Lestha? Making love in the wreckage of her bridge?

No, I was back in my cell, and the woman was Bedalia. (I love every sinew in those wrinkled brown hands of hers.) I was told later, via Moses, of the fate of the combatants. Lestha died of "self-inflicted injuries." Bombadier was spared at the last moment. The crew rode the *Heavensent* into the hereafter. Jones is alive and doing fine. And good old Neil Ricca was "chastised" for under-involvement. Couldn't happen to a nicer fellow.

What more can I tell you, Blackwell. The *Doomslayer* and *Exeter* are currently under repair. The *Heavensent* now resides in the spare parts bin. The Lyran craft was barely scratched. In a month or two, I get the unmitigated privilege of participating in another bout. Oh joy of joys! My only question is: Will I be so lucky next time?

Care to lay odds?

★　★　★

(SL50.0) THE FIRST ROUND

(Stephen Kacarides, California)

This scenario portrays the battle described in the story presented in this issue.

(SL50.1) NUMBER OF PLAYERS: 4; the Klingon player, the Federation player, the Lyran player, and the Orion player. NOTE: As described in the story, the actual captains of these ships are not necessarily of the same race as the ship. This need not have any effect on gamers playing this scenario.

(SL50.2) INITIAL SET UP
Asteroid counters in: 0301, 0502, 0803, 1105, 1406, 1708, 2009, 2713, 3014, 3316, 3617, 3919, 4220, 2519, 2522, 2525, 2528, 2530, 0415, 0914, 0718.
Federation CC+ in hex 0510, facing B, speed 0, WS-III.
Lyran Tiger+ in 2803, facing D, speed 0, WS-III.
Orion CA in 3922, facing F, speed 0, WS-III.
Klingon D7C(m) in 2230, facing A, speed 0, WS-III.

(SL50.3) LENGTH OF SCENARIO: The scenario continues until three (or all) of the four ships are destroyed or crippled.

(SL50.4) SPECIAL RULES
(SL50.41) The map is fixed; it does not "float." No ship can leave the map. Any ship attempting to do so comes to a complete halt in the map edge hex and remains there, at speed 0 and without changing facing, for the rest of the turn. On the next turn it can accelerate from speed 0, but must turn without leave the hex it is in (since it cannot go straight ahead). This will require a TAC or HET maneuver.
(SL50.42) All drones are type-IF except that the Klingon and Orion ships each have four type-IVF.
(SL50.43) The ships are described below. None of these modifications should be considered as a "standard" modification for ships in normal service.
(SL50.431) The Federation CC+ is a standard CC with the + refit. The APR has been converted to warp reactor, but is still destroyed on APR hits.
(SL50.432) The Lyran Tiger+ is a standard Tiger with the 3-4-5 shields increased to 22 and one phas-III on each side changed to phaser-I.
(SL50.433) The Orion CA is the *Heavensent*. It is a standard design, with photons in the center mounts and drone racks in the wing mounts.
(SL50.434) The Klingon ship is the D7C(modified) *Doomslayer*; an SSD for it is included in this issue of Captain's Log.
(SL50.44) No ship is allowed to cloak. Multiply the BPV of a cloak-equipped ship by 0.87 to adjust for this penalty.
(SL50.45) All ships have 12 transporter bombs available.
(SL50.46) No ship can self-destruct. Do not use the Catastrophic Damage procedure.

(SL50.5) VICTORY CONDITIONS: Use the Modified Victory Conditions.

(SL50.6) VARIATIONS: The Masters have a wide variety of ships available for their games.

THE LIFE AND TIMES OF DETH O'KAY

Daniel "Deth" O'Kay was a human starship captain in the service of the Orion Clan led by an overlord known only as "Pharoah." The clan operated in the rimward areas of Federation and Klingon (and rarely Romulan) territory.

The origins of Deth O'Kay (other than his human heritage) are shrouded in mystery, although authoritative sources indicate that he may have graduated from Star Fleet Academy in his earlier years. By Y165 he was the commander of Pharoah's largest "enforcer" ship, the heavy cruiser *Hammerfield*. Deth, and the *Hammerfield,* disappeared sometime during late Y180. During that time, Deth became something of a legend and his ship, continually improved with new weapons, became something of a terror.

As an optional variation, Deth O'Kay could be considered as a Legendary Captain in any of the scenarios in which he appears.

A series of scenarios, some of which are presented here (and more to appear in other products), will reveal the life and times of this extraordinary man. This procedure has been used before (Kumerian, Kosnett, etc.) and will be used again. It reflects, more than anything else, that detailed biographies of certain significant individuals were contained in the Star Fleet archives used as the basis of this game system.

NOTES ON THE CONSTRUCTION AND UPGRADING OF THE O.P.C. HAMMERFIELD

The *Hammerfield* was built sometime prior to Y160 as a conventional Orion Heavy Cruiser. It had two photon torpedoes (centerline) and two plasma-F launchers (wings) in its option mounts.

In Y172, the *Hammerfield* captured two Hydran stinger fighters and used their gatling phasers. From that time on, one phas-G replaces each pair of phas-III's in the rear mounts. BPV = 135.

In Y174, the *Hammerfield* captured a Romulan ship, and from that date it carried a cloaking device. BPV = 160.

In Y177, during a major refit, the rear engine was increased from 10 to 15 units, shields were increased by six units each, and two drone racks were added in the rear hull. These rear drone racks were type-G, able to carry type-I, type-IS, or ADD drones. BPV = 200. The ship was in this configuration when it disappeared. This is the configuration shown on the SSD provided in this volume.

(SL51.0) FOX IN THE HENHOUSE
(Stephen Kacarides, California) (Y167)
En route to cover a raid by the Red Baron Brothers (who operated a pair of light raiders for Pharoah), Deth O'Kay came across a prize that he could not pass up: a slow moving Klingon convoy escorted by only two small ships. While Pharoah was nominally on friendly terms with the Klingons, Deth saw no reason to pass up ill-guarded wealth! Before closing to the attack, Deth called his old friend Spiker, captain of the salvage cruiser Spiker's Retreat, to come and pick up the pieces. Unfortunately for Deth, the Klingons had a gribatz up their sleeves!

(SL51.1) NUMBER OF PLAYERS: 2; the Orion Pirate player and the Klingon player.

(SL51.2) INITIAL SET UP
Klingons: Six small freighters (one is a Q-ship), one per hex, within two hexes of 2215, speed 2, heading F, WS-0.

One F5, one E4, within two hexes of any freighter, speed 4, heading F, WS-I.

    Reinforcement #1: D6 Battlecruiser.
    Reinforcement #2: F5 Frigate.
    Reinforcement #3: Three G2 Police ships.

These reinforcements arrive on later turns (see below) from any direction, speed max, WS-III, set up 30 hexes from the nearest freighter.

Orions: CA *Hammerfield* in hex 0730, speed max, heading B, WS-III.
    Reinforcement #1: 2xLight Raiders.
    Reinforcement #2: 1xSalvage Cruiser, 2xSlaver.

These reinforcements arrive on a later turn (see below) from any direction, speed max, 30 hexes from the nearest freighter.

All ships from any reinforcement group must arrive within three hexes of each other.

(SL51.3) LENGTH OF SCENARIO: The scenario continues until all units belonging to one player have been captured or destroyed or have disengaged. If additional units have not arrived, the scenario cannot end.

(SL51.4) SPECIAL RULES
(SL51.41) Use a floating map.
(SL51.42) All drones are type-IM.
(SL51.43) The Klingon freighters (not the Q-ship) are old types unable to exceed a speed of 2. With the exception of a freighter that cannot move at all, all five freighters must remain within five hexes of all other freighters. (i.e. the convoy must remain together.) The three escorts (F5, E4, Q-ship) must remain within five hexes of at least one freighter and must (if they have tractor beams) tow any freighter unable to move in order to keep the convoy together.
(SL51.44) For each of the five arriving groups of reinforcements, the controlling player draws one card from a standard deck of playing cards. A Jack, Queen, or King means that this group arrives on turn 11. An Ace, 2, or 3 means the group will arrive on turn 4. Any other card shows the turn number that the group will arrive. The cards are kept secret (in the shirt pocket of the owning player?) until the group arrives.
(SL51.45) The object of the raid is to transfer the cargo from the freighters to the pirate ships. By selecting only the best items of cargo, the pirates are able to place five "boxes" of cargo from the freighters into one "cargo box" on their own ships. They can take the cargo (one transporter can load one box of cargo per turn) only from freighters captured by boarding parties. Each box of cargo (on the freighters) can only be stolen once.

(SL51.5) VICTORY CONDITIONS: Use the Modified Victory Conditions, but give the pirates a bonus of 5 points for each box of cargo taken from the freighters.

(SL51.6) VARIATIONS: Replace the Klingons with Federation (or any other) ships.

(SL51.7) BALANCE: With a variable deployment schedule, balance is irrelevant.

(SL51.8) TACTICS: Keep your wits about you, keep track of when your reinforcments arrive, and keep your ships with the freighters. No captain can be far wrong if he pilots his ship into the convoy and engages any enemy that appears.

(SL52.0) BETRAYAL!

(Stephen Kacarides, California) (Y172)

Hamilcar, the Overlord in charge of Orion activities in the Hydran sector specifically asked Pharoah for the use of *Hammerfield* to escort a priority shipment of spare parts to a clandestine base. While Hamilcar had paid handsomely for the services, supposedly because the shipment had to get through and he lacked a heavy escort of his own, Deth and Pharoah were concerned about the possibility of a trap. Pharoah had many competitors, and Deth commanded his heaviest ship. The irascible O'Kay had enemies of his own. Both situations made O'Kay a man more people wanted to see dead than alive.

Pharoah warned O'Kay to be careful, and forewarned is forearmed. As *Hammerfield* and the slaver it was escorting neared their destination, things started happening. A CR approached at high speed, refusing to identify itself. The slaver fired into *Hammerfield's* flank shields, launched fighters, then dropped its own front shields and dropped transporter bombs in front of *Hammerfield*. O'Kay wasn't really surprised; he didn't have time to be.

(SL52.1) NUMBER OF PLAYERS: 2; the Hamilcar Clan Pirate player and the Pharoah Clan Pirate player.

(SL52.2) INITIAL SET UP
Hamilcar: CR in 0101, heading C, speed max, WS-III.
    Slaver in 3018, heading F, speed 10, WS-III.
    Six Stinger-3 fighters in 3018, heading optional.
Pharoah: *Hammerfield* (CA) in 2919, heading F, speed 10, WS-III.

(SL52.3) LENGTH OF SCENARIO: The scenario continues until all units belonging to one player have been captured or destroyed or have disengaged.

(SL52.4) SPECIAL RULES
(SL52.41) Use a floating map.
(SL52.42) All drones are type-IM.
(SL52.43) The Slaver's option mounts have phaser-I (FA). The CR can chose its option mounts before the scenario begins.
(SL52.44) On impulse #31 of the turn BEFORE the scenario begins, the Slaver may fire some or all of its weapons at the *Hammerfield*. *Hammerfield* had 10 points of reinforcement in its #3 shield. This is conducted in the same positions as the ships occupy at the start of the scenario.
(SL52.45) The Slaver's #1 shield is down until impulse #8 of turn 1.
(SL52.46) There are transporter bombs in hexes 2818 and 2617. No ship has satisfied its turn mode before the scenario begins.
(SL52.47) Four of the Slaver's cargo boxes have been changed to shuttle boxes.

(SL52.5) VICTORY CONDITIONS: Use the Modified Victory Conditions. Deth scores 25 extra points if he pulls a Stinger-3 fighter into his hangar bay and captures it (since this would allow him to change his phaser-III mounts to gatlings).

(SL52.6) VARIATIONS: None; this is a specialized historical scenario.

(SL52.7) BALANCE: Increase or decrease the number of fighters Hamilcar has.

(SL52.8) TACTICS: The *Hammerfield* faces three enemies: The CR, the Slaver, and the fighters. It must defend against the fighters while destroying the other two in turn.
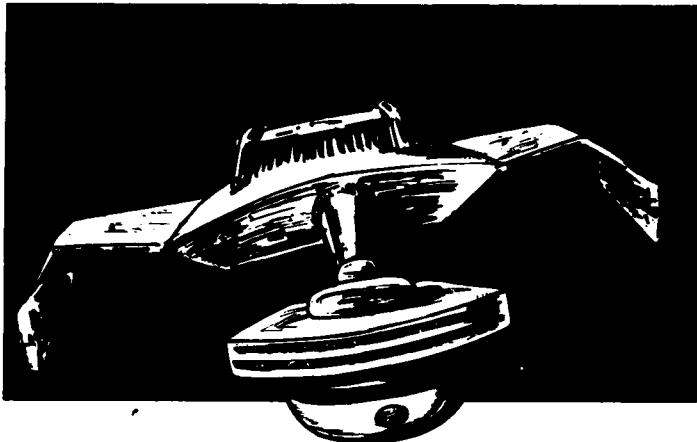
(SL53.0) TROUBLE IN MUDDVILLE

(Stephen Kacarides, California) (Y173)

The operation on Zeta Psi was, to say the least, not very successful. Not only had the Federation Police shut down his phony dilithium crystal mine, but Daniel "Deth" O'Kay had been captured by a beautiful and intelligent Federation undercover agent who had been watching Deth for weeks.

Now the famous pirate sat in the brig of no less worthy a ship than the Command Cruiser *Lexington,* commanded by the equally famous Anthony J. Stocker. Deth was not a happy prisoner. Besides kicking himself for getting sloppy, Deth found that Stocker had managed to fleece him of thousands of credits in a series of marathon poker games among the bridge crew. (SL53.46) *Hammerfield* cannot disengage by acceleration due to fuel limits.

(SL53.5) VICTORY CONDITIONS: Use the Modified Victory Conditions, but award the player who has possession of Deth O'Kay at the end of the scenario a bonus of 50 points.

(SL53.6) VARIATIONS
(SL53.61) Deth O'Kay and Tony Stocker are Legendary Captains.
(SL53.62) If Deth is still on the *Lexington* at the end of a turn, use the following procedure (entirely during the record-keeping phase):

First, the pirate player secretly writes down which undestroyed box on the *Lexington's* SSD that Deth is hiding in. Then the Federation player gets one guess for each of his boarding parties as to which box Deth is in. If he is discovered, he is returned to the Brig. If not, Deth can destroy that box and play continues with the next turn.

(SL53.7) BALANCE: Allow Deth to destroy three shields, or only one.

(SL53.8) TACTICS
The game can be divided into two phases. In the initial phase, Deth will be loose on the *Lexington* and the *Hammerfield* will try to rescue him. During this phase, *Hammerfield* must stay close and shoot to knock down the general reinforcement or possibly an entire shield. *Lexington* must avoid being crippled while shields are down. The first turn will be one of warp maneuvers and high energy turns. A good trick is to let him have the pirate, then HET toward his down shield with overloaded photons.

The second phase will begin when Deth has reached his own ship and begins to run for it. The amount of previous engine damage to both ships will determine the outcome, although both captains will be repairing the warp pods by then! If *Hammerfield* does not outrun *Lexington,* there will be a second fight at the end of the scenario.

(SL54.0) ROTTEN IN DENMARK

(Stephen Kacarides, California) (Y179)

"Why me?" Daniel "Deth" O'Kay asked himself for the hundredth time. The convoy was certainly worth attacking, but the scheme that Pharoah's technical section had dreamed up was a nightmare. His cargo bay had been turned into an electronic jungle (much to the delight of the chief engineer, Spook Stanislaus). His tractor beams, used so often to hold helpless cargo ships, were now towing PFs. Due to the factors of time and distance, only the *Hammerfield* could be sent on the mis-

sion, although salvage cruisers and slavers would gather as soon as he had done his job.

(SL54.1) NUMBER OF PLAYERS: 2; the Federation player and the Orion Pirate player.

(SL54.2) INITIAL SET UP
Federation: All set up in different hexes within four hexes of 2215, heading B, speed 6, WS-I (freighters at WS-0).

3 small freighters, 3 large freighters, 2 priority transports, 1 tug (2 cargo pods), two frigates, two police ships. Pirates: *Hammerfield* sets up in any hex on the edge of the map, speed 20, facing optional, WS-III.

Six Buccaneer PFs set up, one per hex, within two hexes of *Hammerfield,* speed 20, facing optional, WS-as noted below.

(SL54.3) LENGTH OF SCENARIO: The scenario continues until all units belonging to one player have been captured or destroyed or have disengaged.

(SL54.4) SPECIAL RULES
(SL54.41) Use a floating map.
(SL54.42) All drones are type-IF.
(SL54.43) This was *Hammerfield's* last mission before she disappeared. She was fully modified as the SSD printed in this issue shows her.
(SL54.44) The Buccaneers are specially modified robot suicide attack craft.
(SL54.441) The Buccaneers are controlled from the *Hammerfield* by special electronic controls. Each of the six cargo boxes on the *Hammerfield* controls one of these PFs; if this box is destroyed, the PF becomes uncontrollable and is removed.
(SL54.442) Each PF carries four plasma-F torpedoes as its only operable weapons (in the stasis mounts). When ordered to fire by *Hammerfield,* the torpedoes are randomly targeted on different targets in the FA firing arc within 10 hexes; all must be fired at the same time. This is an exception to the normal firing rates.
(SL54.443) Each PF will detonate when destroyed or on command (of *Hammerfield*) with a 35 point detonation. Detonation can be ordered at any time.
(SL54.444) The PFs cannot: HET, EM, use ECM/ECCM, cloak, reload weapons, repair damage, operate transporters or tractors. They can be boarded and captured (resolve normally, with bridge but no boarding parties resisting), and if captured they are deactivated and can never be detonated or ordered to fire.

(SL54.5) VICTORY CONDITIONS: Use the Modified Victory Conditions. The *Hammerfield* must cripple as many ships as it can. Any crippled cargo vessels count as captured. *Hammerfield* scores no points for damaging ships. The suicide PFs do not count for victory purposes. The Federation receives a 300 point bonus just for showing up.

(SL54.6) VARIATIONS: Obviously a convoy of any race can be used.

(SL54.7) BALANCE: Increase or decrease the convoy's escorts; replace a freighter with a Q-ship.

(SL54.8) TACTICS: Send the PFs into the convoy in pairs, firing their torpedoes as you approach and detonating them as they arrive. This will cripple the convoy and its escorts. Hold the last pair for a couple of turns to deal with any troublesome escorts.

(SL55.O) ESCAPE FROM THE ENERGY MONSTER

(Rod Davison, Manitoba)

While on patrol, a heavy cruiser responds to a distress call from a scout ship.

The scout had been investigating a series of unusual phenomena that had been repeatedly occuring along the frontier with a hostile race. The scout includes the best minds available to the fleet, including among them a Legendary Science Officer. The survival and rescue of the scientists aboard the scout is vitally important to many critical research programs.

The cruiser speeds to the rescue and finds the scout floating dead in space with barely enough power to maintain life support. To make matters worse, the scout is being stalked by a cloud of living energy.

(SL55.1) NUMBER OF PLAYERS: 1 (The monster moves by automatic rules.)

(SL55.2) INITIAL SET UP
The scout (a GSC, DD, or FF could be substituted) is in hex 2208, speed 0, heading A, WS-0.
The heavy cruiser enters the board on turn 1 at hex 0128, speed max, heading B, WS-I.
(The player can use any ships but they should be of the same race.)
The monster is in hex 4128.

(SL55.3) LENGTH OF SCENARIO: The scenario lasts until the cruiser is destroyed or disengages.

(SL55.4) SPECIAL RULES
(SL55.41) In this scenario, every object has an energy level (EL), which is equal to the number on line 20 of the energy form. The EL for shuttles/fighters is equal to their maximum speed without packs. The EL of drones is 1. The EL of plasma torpedoes is 5. The EL of a suicide shuttle is 18. The EL of a probe is 24. The EL of a WW is 35.
(SL55.42) The monster has a sensory radius of 30 hexes. At the start of each turn, the monster will begin to track the object in its sensory radius with the highest EL. Even if an object with a higher EL later enters the sensory field, the monster will continue to follow the same target until the end of the turn. If no target is within sensory range, the monster will "remember" and will move toward the scout at a speed of 16.
(SL55.43) The speed of the monster is 32. It has a turn mode of 0. The energy monster cannot be destroyed by the means at hand, but if the cruiser gathers 100 points of information about it, the scientists will be able to figure out a means for later use. Weapons fired at the monster do not damage it, but the monster is credited with absorbing energy equal to the damage points scored. The monster cannot be tractor beamed or boarded.
(SL55.44) If the energy monster enters a hex occupied by any object, it absorbs energy from that object. This is done at the point immediately following ESG resoluion. Roll two dice, and score this many damage points on engines or APRs, while recording that the monster has absorbed this amount of energy. [If the object is a seeking weapon, it explodes when absorbed; the warhead strength is the number of energy points absorbed. Probes have no warhead strength. Shuttles and WW are immediately destroyed and their EL is absorbed.] After the monster absorbs energy from a target, the energy level of that target is reduced and the monster will follow the brightest remaining target on the board. If this is the object it is currently with, it will absorb more energy on the next impulse. The monster analyzes (and possibly changes) targets after each "absorption" and at the start of each turn.

(SL55.45) The scout has no operable functions other than life support and has an energy level of 2 (which cannot be reduced further by the monster or player). Do not fill out an energy form for it. There are 50 crew units on board (scientists make up the extras). The scout has its normal shuttlecraft available and can use them for any mission except WW, SP, or Suicide. (The cruiser could use these shuttles for this purpose.) The scout has been damaged and will collapse (be destroyed) if towed by tractor beams.
(SL55.46) The player must keep track of how much energy is absorbed by the monster. When this total exceeds 100, the monster immediately divides in half. The energy total is reduced by 100; the remainder is then divided evenly between the two "daughter" monsters. Given enough energy, the monster can divide repeatedly (100 points per division). Two or more monsters will always track different targets (if that many are available, otherwise some will track the same target). During the first turn that two monsters exist, one will follow the target with the highest EL and the other the second highest. In later turns, the one closer to the target with the highest EL will follow it, the other will select the next highest EL target available.
(SL55.47) Probes are armed as in (G5.32) but are represented on the board by counters moving at a speed of six. Suicide shuttles operate normally. Either may be fired at the monster (as seeking weapons) or launched into a predetermined course that must be a straight line (or regular pattern of sideslips to one side). Such probes do not produce information. Probes can be launched in the normal way for information. (Note that this is a special use of probes not applicable to combat against ships.)
(SL55.48) The EL of a web is zero, but if the monster enters a web hex, it will absorb all energy from the entire web and then move on without stopping.
(SL55.49) The map is fixed. It does not "float."

(SL55.5) VICTORY CONDITIONS
The player scores one point for each crew unit transferred from the scout to the cruiser and 1/2 point for each point of information gathered, assuming that the cruiser successfully disengages. The level of victory (in %) is equal to the number of points scored. The crew units can be transferred by transporters or (one at a time) by shuttlecraft.

(SL55.6) VARIATIONS
(SL55.61) Once 100 points of information have been accumulated, and after at least 20 crew units from the scout have transferred to the cruiser, the scientists will require 64 consecutive impulses to determine the means of killing the monster. During all 64 impulses, the ship must remain within the sensory range of the monster. To determine the means of killing it, refer to the table in (SM4.5).
(SL55.62) Have the monster re-evaluate targets on the 16th impulse (in addition to other times), or every 8 (or 4) impulses, or every impulse. This will increase the challenge considerably.
(SL55.63) Have the monster divide every 50 (or 25) points of absorbed energy. This will make the monster VERY challenging. A monster with 25-point divisions and every-impulse re-evaluation of targets could obviously be defeated only by a Legendary Captain.
(SL55.64) An enemy ship, perhaps a frigate, will provide an additional challenge.

(SL55.7) BALANCE: To balance the scenario, the number of points required to cause the monster to divide can be adjusted. Unlike other monster scenarios, there is no adjustment for ship BPV since smaller ships have advantages (noted below) over larger ones.

(SL55.8) TACTICAL ADVICE
This scenario is basically a puzzle, but one with a solution totally different from any other. Obviously, the monster must be "kept at bay" by using the suicide shuttles and probes, but

the speed of the monster is such that firing one of those would be more likely to attract the monster than lead it away. Remember that the monster is faster than your ship. Time your diversionary weapons carefully; if fired at the last minute they will barely slow the thing down. This is one case where the smaller ships will be at an advantage over the larger ones. Contrary to all previous tactics, the ship must keep itself electronically very quiet while maneuvering toward the stricken ship.

(SL55.9) PLAYTESTERS' COMMENTS: You can't go in with guns blazing and expect to win this one. A good scenario to force you to think in new ways about just what your ship can do, but after that is mastered, it becomes easy to solve. The variants provide a tougher monster (thereby allowing unlimited reply), and tactics must be changed as it increases in power. The best monster yet; you have to outwit him.

(SL56.0) BLACK HOLE MANIA

(Steven Wheeler, Texas)

Two ships are involved in a duel to the death, but the very fabric of space is coming unglued around them as black holes appear out of nowhere. Oblivious to the gravity of the situation, the two ships continue their duel.

(SL56.1) NUMBER OF PLAYERS: 2; the players can be of any race.

(SL56.2) INITIAL SET UP
Black Hole in 2215.
One cruiser in 0101, facing C, speed 10, WS-III.
One cruiser in 4229, facing F, speed 10, WS-III.
The two cruisers should be of different races. Andromedan ships are now allowed.

(SL56.3) LENGTH OF SCENARIO: The scenario ends when one ship is destroyed and the remaining ship leaves the board or is destroyed.

(SL56.4) SPECIAL RULES
(SL56.41) The map is fixed; it does not "float." Any ship leaving the map has disengaged and cannot return. This is the only method of disengagement allowed in this scenario. Neither ship can leave the board until the other ship is destroyed.
(SL56.42) Each turn, a new black hole is created. To determine where, roll one die to determine the direction (from the immediately previous black hole) and two dice to determine the distance (again, from the immediately previous black hole). The black hole is placed at the end of impulse #16, but does not begin functioning as a black hole until the end of impulse #32. For example, at the end of impulse #16 of turn one, roll for the next black hole. If the direction roll was 4 and the distance was 2•5, the new black hole would be in 2222.
(SL56.421) If the "scatter" system scatters the black hole off of the map, just move to the opposite side and continue. For example, the black hole for last turn was in 0418. The new black hole is 9 hexes in direction 6. Count three hexes to 0117; hex 4217 is the 4th hex; the black hole is in 3715.
(SL56.43) Black holes cannot themselves be pulled toward another black hole.
(SL56.44) A ship can only be moved (affected) by the nearest black hole. If the ship is exactly equidistant from the two (or more) nearest black holes, toss a coin to see which one affects the ship.
(SL56.45) The effects of (P4.22) are cumulative with all black holes in range.

(SL56.5) VICTORY CONDITIONS: To win the scenario, a player

must leave the board after the other ship has been destroyed.

(SL56.6) VARIATIONS
(SL56.61) The black holes could be replaced by variable pulsars. Alternatively, players could work out a random table of objects (planets, mines, etc.) that could arrive.
(SL56.62) Use two squadrons, each of three frigates, instead of two cruisers.
(SL56.63) For increased terror, use (C2.3) Deceleration Due to Damage.

(SL56.7) BALANCE: This can be adjusted by selecting the ships.

(SL56.8) TACTICS
Go read the Black Hole rules — CAREFULLY. Note when ships are moved and at what speed. Note, for example, that ships within 5 hexes of a black hole are moved at a speed of 12. Keep your speed up to about 20. Plot an HET every turn, but don't use it unless you are desperate (tumbling is likely to be fatal). Drone tactics require revision as the black holes speed up or slow them down the missiles, or the black holes can pull a target out of the way. Fighters have an annoying habit of disappearing altogether. One good punch may be enough; damaged ships tend not to last too long.

(SL56.9) PLAYTESTER'S COMMENTS: An interesting terrain variation. Perhaps some space-god's young child is playing with his black hole collection?

EDITOR'S NOTE: This scenario was often met with groans and dismissed as silly or triffling. Those who played it, however, found it to be enjoyable and refreshingly different.

(SL57.0) HEY! THAT'S MY FREIGHTER!

(Daniel Rafoli, California)

During the General War the Orions found themselves competing for freighters with marauding cruisers. The Pirates wanted the freighters for themselves; the marauders wanted those freighters destroyed.

(SL57.1) NUMBER OF PLAYERS: 3; the Federation player, the Klingon player, and the Orion player.

(SL57.2) INITIAL SET UP
Federation: Convoy including 3 large freighters, 2 small freighters, 1 small Q-ship, 1 FF Frigate, 2 police ships, all within five hexes of 2215, speed 10, heading A, WS-I.
Klingons: 1 D6 battlecruiser and 1 F5 frigate, any hex on 01xx map edge, speed max, heading B or C, WS-III.
Orions: 1 CR and 1 LR any two adjacent hexes on the 42xx map edge, speed max, heading E or F, WS-III.

(SL57.3) LENGTH OF SCENARIO: The scenario continues for 8 turns, at which point Federation reinforcements arrive.

(SL57.4) SPECIAL RULES
(SL57.41) Use a floating map.
(SL57.42) All drones are type-IM.
(SL57.43) The freighters cannot self-destruct or attempt sub-light evasion.
(SL57.44) The Orion ships may use drones (A), disruptors, or photons in their option mounts.

(SL57.5) VICTORY CONDITIONS
All players: Count the number of freighters in your possession at the end of the scenario. Count large freighters as two, small freighters and the Q-ship as one. Reduce this number by one

for each of your warships that was crippled, by two for each of your warships that was destroyed or captured. Increase the number by one for each crippled enemy ship [the Orions and Klingons do not count each other], by two for each destroyed or captured enemy ship. [Each ship can count only once; if a ship is captured, don't count it as crippled also.]

Federation: Using the above calculation, count crippled freighters at 1/2 value. Count a captured Pirate ship as three. If the result is five or more, the Federation player wins.
Klingon: Using the above calculation, if the result is eight or more, the Klingon player wins.
Orion: Using the above calculation, ignore any points for Federation warships. If the result is five or more, the Orion player wins.
Note: It is theoretically possible for more than one player to "win." This means that the player did better than could, on average, have been expected of him under the circumstances.

(SL57.6) VARIATIONS: Ships from any two warring races could be used to replace the Klingons and Federation.

(SL57.7) BALANCE: Change one ship to the next larger or smaller type.

(SL57.8) TACTICS
FEDERATION: You are going to get plastered coming and going. Gather all of your ships in a small group and "dig in" [speed zero, shields reinforced, weapons facing out] for defense. Launch all of your shuttles; a dozen phaser-III's will make a dent in an approaching enemy. Lock onto each other with tractors to keep freighters from being towed away. Hit the smaller ships of each enemy; destroying them can salvage a victory.
KLINGON: Blast the escorts and take the freighters. There is really not much chance to work with the Orion; there just aren't enough points to divide up. One possibility is to stay away from the Feds and pick off the Orions. Once they are gone, you can carve up the convoy (if you have time).
ORION PIRATES: There isn't time for finesse or the old "thief at the fire" trick. You have to close with the convoy, waste the police ships, grab some freighters, and run for it.

(SL57.9) PLAYTESTER'S COMMENTS: A new twist on the old convoy battle.

(SL58.0) KOBOL'S ROCK

(Stephen V. Cole, Texas)

The majority of Klingon starship crews are non-Klingon subject races, including Dunkars, Zoolies, Hilladarians, Slirdarians, and Cromargs. The Klingon ground forces, however, are about 70% Slirdarian, 10% Klingon, and 20% a mixture of the other races.

The Slirdarians, humanoid creatures resembling a cross between a bear and a gorilla, are loyal subjects of the empire, but restricted from positions of high command. One Slirdarian, Razmond Kobol Tsumasoln, achieved the rank of major general, when the division he served in was stranded on a desolate planet near the Kzinti border, a planet known only as "the rock." A major when the battle started, he assumed command when the last Klingon officer died in combat. That Klingon, Lt. General Kand Gorst, hated Slirdarians in general and Kobol in particular, but knew that the 317th Ground Division would need an undisputed and capable leader if it was to survive. He promoted the "undercaste barbarian" with his dying words: "Assume rank as Brigadier General and take command of the division. Survive and Succeed." Kobol did survive; his promotion to Major General came on the day when the Klingon fleet returned.

NOTE: This special scenario uses ONLY the ground combat module (D15.0). It does not use ships. Players will keep track of the forces at the various locations by paper and pencil, or they could produce a simplified map and counters.

(SL58.1) NUMBER OF PLAYERS: 2; the Klingon player and the Kzinti player.

(SL58.2) INITIAL SET UP
Use the ground combat module. Each GCL begins with 25 Klingon boarding parties, 1 Klingon admin shuttle, and 2 Klingon GAS shuttles. The Klingon battle fleet, defeated in a major action, has been driven off, leaving the division stranded.
The Kzintis have 200 boarding parties, 12 administrative shuttles, and 16 GAS shuttles. These must all be transported to the surface using the rules in (SL58.44) below.

(SL58.3) LENGTH OF SCENARIO: The scenario continues for 30 turns. At that point, the Klingon fleet returns.

(SL58.4) SPECIAL RULES
(SL58.41) The Sequence of Play is as follows:
  1. Kzintis may load some of their boarding parties into shuttles, then move them to any other GCL and unload them. The Kzintis may then use their transporter capacity to move units.
  2. Klingons may load some of their boarding parties into shuttles, then move them to an adjacent GCL and unload them.
  3. Resolve combat.
(SL58.42) No more than 50 offensive potential points can be used by a player at any one GCL during any one turn. If more troops than that are present, they cannot be used for offensive potential or casualty resolution and are regarded as being in a remote area.
(SL58.43) Kobol is a legendary Marine Major and cannot be killed.
(SL58.44) The Kzinti units begin the game on "ships" and must move to the planet by the standard rules on shuttles or transporters. The Kzinti player has 20 transporters available on turns 1-10, ten available on turns 11-20, and five available on turns 21-25. The Kzintis have no transporter capacity on turns 26-30.

(SL58.5) VICTORY CONDITIONS
If the Klingons (Slirdarians) control 0-4 control stations, the Klingon fleet commander evacuates the troops, commenting that you couldn't have expected much else from "the peasants." This is a Kzinti victory.
If the Klingons control 5-10 control stations, the Klingon Fleet commander lands additional troops to "secure the situation," and relieves Kobol of command (reducing him to major). This is a draw.
If the Klingons control 11-18 control stations, the Klingon Fleet commander promotes Kobol to major general and asks him what assistance he needs to clean up the remaining Kzintis. This is a Klingon victory.

(SL58.6) VARIATIONS: Add 2 Klingon ground vehicles to each GCL, and add 12 ground vehicles to the Kzinti forces.

(SL58.7) BALANCE: Vary, or bid on, the number of Kzinti boarding parties.

(SL58.8) TACTICS: The key to the game is the destruction of the other player's shuttles. Without shuttles (or transporters) the troops cannot move between GCL's and that player's ability to influence the situation will be all but nil.
KZINTI: Begin the game by landing in one area, expanding to other areas only when you have 50 combat points available. Use specific allocation to destroy shuttles. Try to drive the Klingons into the "hills" (the remote areas) and then hunt them down by S&D missions, again concentrating on shuttles.

KLINGONS: Stand and fight only when you have a superiority or when you have defensive turrets and control stations to soak up casualties. Then run for the hills, keeping your shuttle force intact. Don't be surprised if there is one or two GCL's where the Kzintis never attack.

(SL58.9) PLAYTESTER'S COMMENTS: An unusual scenario (being without ships), but an amusing introduction to the ground combat system.

(SL59.0) RAID ON A MINING PLANET

(Michael E. Bennett, Georgia)

A pirate salvage cruiser attempts to slip through police patrols to raid a mining planet. If successful, the pirate will have his cargo holds filled with dilithium crystals; if unsuccessful, the pirate could find his ship crippled or worse. The planet's defenses are formidable, and the pirate must locate the crystals before he can steal them.

(SL59.1) NUMBER OF PLAYERS: 2; the Pirate player and the Defending player.
There is a 1-player variant.

(SL59.2) INITIAL SET UP
Defenders: One class-M planet in 2215
Five defense satellites (see below) in clockwise standard orbit, beginning in 2214, 2316, 2116, 1914, 2517, WS-I.
Six ground-based phasers (see below), one on each side of the planet, WS-I.
Pirates: One Salvage Cruiser enters from any map edge on turn 1, facing and speed at option of pirate, WS-III.

(SL59.3) LENGTH OF SCENARIO: The scenario continues until the pirate ship has been captured or destroyed or has disengaged.

(SL59.4) SPECIAL RULES
(SL59.41) The map is fixed; it does not "float." Any ship leaving the map has disengaged and cannot return.
(SL59.42) All drones are type-IM.
(SL59.43) Each defense satellite has one ADD (12 rounds), two phas-I and two type-IM drones. The drones can be fired, one per turn, at any time; the phasers can fire once per turn. All weapons have a 360° firing arc. Each defense satellite can be destroyed by 25 points of damage and is fully functional until those points are scored. Each satellite can control up to 12 drones. Each defense satellite has 2 points of ECM and 2 points of ECCM.
(SL59.44) Each Ground Based Defense Phaser (GBDP) is a phaser-IV that can fire once per turn. It has a 120° firing arc from its location on the planet. It is destroyed by 10 damage points. GBDPs cannot be hit by direct-fire weapons from beyond 5 hexes.
(SL59.45) The pirate's objective is to seize a stockpile of dilithium crystals. To do this, he must locate the crystals, eliminate the defenses, and then recover the crystals.
(SL59.451) The crystals (10 of them) are all located in a single storage site. To locate this site, the pirate must circle the planet in one continuous orbit (at a range of 5 hexes or less) and gain at least 10 points of information by using its control spaces as labs. Once this is done, roll one die to determine which hex side of the planet has the storage site.
(SL59.452) The site is defended by a force shield of 10 points. This shield must be eliminated before the crystals can be stolen. It is eliminated by damage points just as any other shield, but every damage point that penetrates the shield destroys one of the crystals. The storage site is on the same hex side as one of the GBDP, but is a separate target. Do not use (D3.6).

(SL59.453) Once the shield is eliminated, the crystals can be recovered by boarding parties. Each boarding party is transported to the planet as in a hit-and-run raid, but there is no die roll. Each "raid" recovers one crystal.
(SL59.46) The pirate ship must leave under warp power before the end of turn ten, or it is considered destroyed by arriving relief forces.
(SL59.47) The pirate ship can use photons, disruptors, or A-drone racks in its option mounts. If using alternative defenses (SL59.62), the pirates can use the locally prevalent weapons.

(SL59.5) VICTORY CONDITIONS: The pirate's success depends on the number of crystals recovered. Note that if the ship does not leave the map in time, the pirate loses the scenario.

0	crystals recovered = pirate crew suggests the captain retire by stepping out the airlock without a space suit.
1-3	crystals recovered = enough profit to pay for the raid.
4-6	crystals recovered = bonuses for captain and crew.
7-9	crystals recovered = enough profit to take a long vacation while planning similar raids for others.
10	crystals recovered = Federation pays huge blackmail to avoid further attacks.

Reduce the number of crystals recovered by one for each 10 points of internal damage on the ship to pay for repairs. Ignore any damage less than 10 points. A net score of less than zero is considered equal to zero.

(SL59.6) VARIATIONS
(SL59.61) This scenario can be played solitaire. Each defense satellite will fire one drone per turn at the first legal opportunity if it has a drone remaining and the ship is within 15 hexes. Each defense satellite and GBDP will fire its phasers at the ship when it comes within 5 hexes. If the ship is within that range at the start of the turn, the phasers will fire as soon as they are allowed to by the 1/4 turn delay rule. If the satellite is fired on with direct-fire weapons during the turn but the firing unit does not move within 5 hexes by the end of the turn, the phasers will then fire at that ship on impulse #32. All other rules work as stated.
(SL59.62) The defense satellites can be modified to represent a different race as follows:

Federation, Kzinti, Klingon:	2xPhas-I +	2xDrone-IM +	1xADD
Gorn, Romulan, ISC:	2xPhas-I +	2xPlasma-F +	1xPhas-III
Lyran, Tholian, WYN:	2xPhas-I +	2xDisr +	1xPhas-III
Hydrans:	2xPhas-I +	1xHellbore +	1xPhas-G

The phaser-Is fire as above and can fire once each turn.
The second weapon can only be fired one time per scenario.
The third weapon on the list will only fire to defend the satellite against seeking weapons.
(SL59.63) Use the Ground Combat Module (D15.0) to attack the storage facility. The facility is a single GCL with three control stations, three GDS turrets, and six militia squads. Increase the number of boarding parties on the pirate ship to 20.

(SL59.7) BALANCE: Add or delete a defense satellite. For an extremely tough challenge, add an ADD or Ph-G to the GBDPs.

(SL59.8) TACTICS
ORION: You have to knock out the satellites with long-range fire, then survive the phaser-IVs while you locate the storage facility. The phaser-IVs are virtually defenseless against drones so use them to eliminate this threat. Photons are an excellent choice because of their long-range effectiveness against satellites and

their "adjustable" overload feature against the storage facility shield.

PLANET: The point, of course, is to cause as much damage to the pirate as possible. Concentrate the fire of several weapons on him to maximize the damage.

(SL59.9) PLAYTESTER'S COMMENTS: A fascinating solitaire scenario; new challenges for any ship captain. At last, something for the pirates to do besides raiding another convoy!

(SL60.0) THE FLIGHT OF THE AUDACITY

(Rod Davison, Manitoba)

In Y162 Bezwell Index, a neutral planet in a key frontier sector, was involved in negotiations with the Federation to consider a treaty of mutual cooperation. The Klingons (then at war with the Kzintis) preferred a non-aligned Bezwell Index and were attempting to stop the negotiations. Both the Federation and the Klingons had moved several ships into the area as a "Show of Force" that did little to impress the Bezwegians (who knew they were in a seller's market).

Commander Knaguar, who had been first in his class at the Klingon Fleet Academy and was regarded as a shrewd tactician, conceived a bold plan. Piloting the *Audacity* (his frigate leader) through an "impassable" asteroid field, Knaguar infiltrated the Federation fleet and, in a daring move, kidnapped the Bezwegian Ambassador from the Federation Embassy. His ship then accelerated out of the area. The *Kongo* (which had just been converted to a Command Cruiser), commanded by Fleet Captain Phillip Kosnett (the "Hero of the Hostages" a year before), was the only Federation ship able to get underway in time to pursue the Klingon frigate.

Klingon agents had begun spreading rumors minutes after the kidnapping claiming that the Federation had staged the episode as a demonstration of their power. Kosnett was ordered to bring back both the Ambassador and the Klingon frigate or its captain.

(SL60.1) NUMBER OF PLAYERS: 2; one player commands the Federation CC *Kongo*, the other the Klingon Frigate *Audacity*.

(SL60.2) INITIAL SET UP
The *Kongo* (Fed CC) is in hex 4230, heading F, speed 30, WS-0. The *Audacity* (Klingon F5L) is in hex 2220, heading F, speed 30, WS-I.
Asteroid counters are placed in hexes 0103, 0110, 0117, 0125, 0131, 0705, 0714, 0719, 0722, 0730, 1301, 1309, 1315, 1321, 1329, 1904, 1912, 1918, 1923, 1929.

(SL60.3) LENGTH OF SCENARIO: The scenario continues until the *Audacity* has been destroyed, captured, or has disengaged or until the *Kongo* is destroyed.

(SL60.4) SPECIAL RULES
(SL60.41) Use a floating map.
(SL60.411) Whenever one of the ships enters a hex at the top or bottom of the map, displace all counters on the map by six hexes in order to avoid running off the edge. Place new asteroid counters in hexes: 0102 or 0129, 0702/0729, 1302/1329, 1902/1929, 2502/2529, 3102/3129, and 3702/3729. Once placed, roll one die for each of these new asteroids and move the counter one hex in that direction. Obviously, place the asteroid counters on the edge of the map that the ships were displaced away from. This keeps the various rows of asteroid counters intact.
(SL60.412) Whenever one of the ships enters a hex in the 01xx column, displace all counters to the right (toward higher numbered columns) by 6 hexes and generate new asteroid fields

in the 01xx column. Whenever new asteroid fields are called for, place asteroid counters in hexes 0103, 0109, 0115, and 0121. For each of these asteroid counters, roll a single die and move the counter down (toward the bottom edge) by that many hexes. Then roll a second die and move the counter one hex in the direction indicated by the die roll.
(SL60.42) Neither ship can disengage by acceleration because of the asteroid field. The *Audacity* is considered to have disengaged if, at the end of any impulse, it is moving at a speed in excess of 20 and is 31 or more hexes from the *Kongo*. The *Audacity* cannot disengage by sub-light evasion.
(SL60.43) The *Audacity* must end each turn at least 10 hexes farther in direction "F" than it began the turn (adjusting for displacements as outlined above). If the *Audacity* has fewer than 10 warp engine boxes, it must end the turn a number of hexes in direction "F" from its starting point equal to at least the number of warp boxes. Failure to satisfy this requirement causes the Klingons to lose the scenario immediately since other Federation ships, maneuvering around the asteroid field, will catch it.
(SL60.44) Knaguar and the Ambassador remain on the bridge (unless it is destroyed, in which case they move to auxiliary control and then to the emergency bridge). Knaguar can be captured by a "hit and run" raid against the bridge. The Ambassador can be rescued in the same manner. Alternatively, the Federation may try a "main force rescue" as in (SH7.45) or use the same tactic to capture Knaguar. Alternatively, the *Audacity* could be captured by conventional boarding techniques. The Klingons are not allowed to kill the Ambassador. If a hit is scored on the bridge, roll two dice. If the total is "2," the Ambassador has been killed. If the total is "12," Knaguar has been killed. This die roll is not secret. Neither Knaguar nor the Ambassador can commit suicide.
(SL60.45) Drones are type-I standard speed.
(SL60.46) The frigate cannot self-destruct.
(SL60.47) Players should use free movement, or allow ships to plot to the edge of the map and replot when the map and asteroid field is adjusted.
(SL60.48) All hexes on the map have dust fields (very thin asteroid fields) which cause a cumulative amount of damage based on the ship's speed, as per the chart below:

Speed	Damage	Speed	Damage
1-8	0	23-25	4
9-12	1	24-28	5
13-18	2	29-30	6
19-22	3	31	7

This damage is scored at the end of each turn in the record-keeping segment, based on the highest speed of the ship on that turn and irregardless of any other asteroid damage. The damage is scored on the #1 shield unless the ship spent a majority of the turn moving in reverse, in which case it is scored on the #4 shield. This applies only to ships, not drones, plasma torpedoes, or shuttles. The dust has no other effect (weapons tracking, etc.), and the use of EM does not affect it.

(SL60.5) VICTORY CONDITIONS
Victory in this scenario is dependent on the capture/rescue of the Ambassador, Knaguar, and the *Audacity*.
1. If the *Kongo* is destroyed, the Klingons win an incredible victory.
2. If the *Audacity* disengages with both the Ambassador (whether dead or alive) and Knaguar (alive) on board, the Klingons win a decisive victory.
3. If the *Audacity* disengages without Knaguar alive or without the Ambassador, it is a marginal Klingon victory.
4. If the *Audacity* is destroyed but the Ambassador is rescued (alive) or Knaguar is captured (alive), the game is a draw.
5. If the Ambassador is killed but the *Audacity* or Knaguar (alive) is captured, the game is a draw.

6. If the Ambassador is rescued (alive) and either the *Audacity* or Knaguar (alive) is captured, the game is a marginal Federation Victory.

7. If the *Audacity* and Knaguar are captured and the Ambassador is rescued (dead or alive), the game is a decisive Federation Victory.

Any other result is a draw. If two or more conditions can be met, the first listed above takes precedence.

(SL60.6) VARIATIONS
(SL60.61) This scenario is perhaps the best example of the classic stern chase. While variations would not be truly historical, any ships could be substituted for those listed here. A Kzinti CVE could be a particularly interesting replacement for the Klingon frigate, especially if it is required to recover its fighters. In this case, the "progress" requirement can be reduced to 6 hexes per turn on every third turn. Ships armed with plasma torpedoes can be highly effective in either role, as can fast drones.

(SL60.62) Kosnett and Knaguar are both Legendary Captains. The *Kongo* has a Legendary Marine Major named Karl Kruger.

(SL60.63) Having thought out the situation well in advance, Knaguar has stored two complete sets of reload drones and twelve transporter bombs.

(SL60.64) Knaguar can take the Ambassador and one boarding party and run for it in the shuttle. As he could do this at any time, the cruiser will not know if Knaguar is on the shuttle or the ship.

(SL60.65) Knaguar was the commander of a frigate squadron including two regular F5's and his own ship. He might have ordered one or both of his frigates to meet him in the asteroid field, perhaps 300 hexes from the point where the scenarios begins.

(SL60.7) BALANCE:
Change the *Audacity* to a D6 or an F5 to achieve balance.

(SL60.8) TACTICS:
The key to the game is to slow down the opponent. This generally means reducing his available power. That can be done by damaging him or by forcing him to use power for something else (i.e. weapons or shields).

KLINGONS: A good trick for the Klingons is to fire a suicide shuttle and a barrage of drones directly into the path of the cruiser. Transporter bombs can also be useful, especially if secretly deployed. By a judicious use of speed and maneuver, a fairly decent "belt" could be sown and the Federation ship drawn through it. Don't waste power on fire control; if you suddenly need to fire a weapon, use a battery. Many playtesters found it desirable to hold one scatter-pack shuttle for the final showdown. Other playtesters found the "valleys" between each row of asteroids very useful, and advocated spending time moving up them to avoid asteroid damage. The Federation ship can, of course, "cut the corner" to catch up but will take more asteroid damage.

FEDERATION: The Federation captain is limited in his alternatives to making a few long-range shots at the *Audacity's* stern shield. You must charge at full speed for two turns to close the distance, or Knaguar will escape by (SL60.42). The cruiser can only hope that he survives the rain of drones until the frigate runs out of them. From that point the frigate must face one or two points of damage per turn from the big phaser-I's or start using power for weapons. If the *Audacity* turns to fight, it will be reduced to junk in seconds. Taking risks to buzz through the asteroid zones is something the cruiser can stand (once) but the frigate cannot.

(SL60.9) PLAYTESTERS' COMMENTS:
A fascinating scenario. Enjoyable due to adverse terrain. A real challenge for the Klingons.

(SL61.0) RAID ON A FARMING PLANET

(Howard Anderson, Rhode Island)

In Y164 the Klingon battlecruiser *Gnasher* conducted a raid on the peaceful agricultural colony on Rita's planet.

(SL61.1) NUMBER OF PLAYERS: 1; this is a solitair scenario.

(SL61.2) INITIAL SET UP
Class-M planet in hex 2215. There is an agricultural colony on 2215B. (See below).
Defense satellites (SL59.43) are in standard clockwise orbit, beginning in 2213 and 2217.
Klingon D6 *Gnasher* in 0108, speed 10, WS-III.

(SL61.3) LENGTH OF SCENARIO:
The scenario continues until the Klingon ship has been captured or destroyed or has disengaged. The Klingon ship must leave before the end of turn eight or it is considered destroyed.

(SL61.4) SPECIAL RULES
(SL61.41) The map is fixed; it does not "float." Any ship leaving the map has disengaged and cannot return.

(SL61.42) All drones are type-I.

(SL61.43) Use the Ground Combat Module (D15.0) to resolve the raid on the planet.

(SL61.44) The GCL has no control stations or defense systems. The farmers are represented by 10 squads of militia and 10 squads of civilians. There are no remote areas.

(SL61.45) The *Gnasher* has a total of 20 boarding parties and carries two GAS shuttles.

(SL61.46) The *Gnasher* may not fire on the planet. His only objective is to score casualty points on the "crops" at the settlement and to destroy the militia and civilians. His only means of doing this is through the ground combat module. "Crops" have no offensive potential; they are simply something to score damage points on.

(SL61.5) VICTORY CONDITIONS:
The Klingon player must inflict 10 casualty points on the "crops" at the GCL, recover his surviving boarding parties and shuttles, and leave the board, in order to win the scenario. Any other result is a "non-success."

(SL61.6) VARIATIONS:
Any race will do as raider or victim. The Federation CC *Kongo* could arrive on impulse #1 of turn 7 (4215, facing E, speed max, WS-III), but that would require a second player.

(SL61.7) BALANCE: Adjust the number of militia or civilian units.

KLINGON D-7C DOOMSLAYER

SHIP DATA TABLE

Point Value	=	139
Breakdown	=	5-6
Spare Shuttles	=	2
Shield Cost	=	1+1
Life Support	=	1

TURN MODE | SPEED

TURN MODE	SPEED
1	2-5
2	6-10
3	11-15
4	16-21
5	22-28
6	29+

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#1 SHIELD

#2 SHIELD

#3 SHIELD

#4 SHIELD

#5 SHIELD

#6 SHIELD

PHOT E FA

PHOT F RA

THE FORWARD PHASERS MAY FIRE INTO THE RE AND EXTENDING SLIGHTLY BEHIND THE SHP.

RIGHT WARP ENGINE

LEFT WARP ENGINE

SENSOR | 0 | 0 | 1 | 3 | 5 | 9

SCANNER | 6 | 6 | 5 | 3 | 1 | 0

DAMAGE CONTROL | 4 | 4 | 2 | 2 | 2 | 0

CREW UNITS

BOARDING PARTIES

ADMINISTRATIVE SHUTTLES

HIT POINTS	NOTES

| 10 |
| 20 |
| 30 |
| 40 |
| 50 |

TRANS BOMBS

DRONE RACKS

| 1 |
| 2 |

Can fire one drone from each rack each turn.
Can control drones equal to sensor rating.

PROBES

TYPE I OFFENSIVE PHASER TABLE

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

TYPE II OFFENSIVE/DEFENSIVE PHASER TABLE

Die Roll	Range 0	1	2	3	4-8	9-15	16-30	31-50
1	6	5	5	4	3	2	1	1
2	6	5	4	4	2	1	1	0
3	6	4	4	4	1	1	0	0
4	5	4	4	3	0	0	0	0
5	5	4	3	3	0	0	0	0
6	5	3	3	3	0	0	0	0

DISRUPTOR BOLT CHART

Range	0	1	2	3-4	5-8	9-15	16-22	23-30
HIT (standard)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-2
HIT (with UIM)	NA	1-5	1-5	1-4	1-4	1-4	1-4	1-2
HIT (DERFACS)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-3
HIT (overload)	1-6	1-5	1-5	1-4	1-4	NA	NA	NA
HIT (overload/UIM)	1-6	1-5	1-5	1-5	1-5	NA	NA	NA
DAMAGE (standard)	0	5	4	4	3	3	2	2
DAMAGE (overload)	10	10	8	8	6	0	0	0

ROMULAN KING EAGLE

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SHIP DATA TABLE

Type	=	WE
Point Value	=	140*
Breakdown	=	5-6
Shield Cost	=	1+1
Life Support	=	1
Size Class	=	3
Reference	=	R4.34
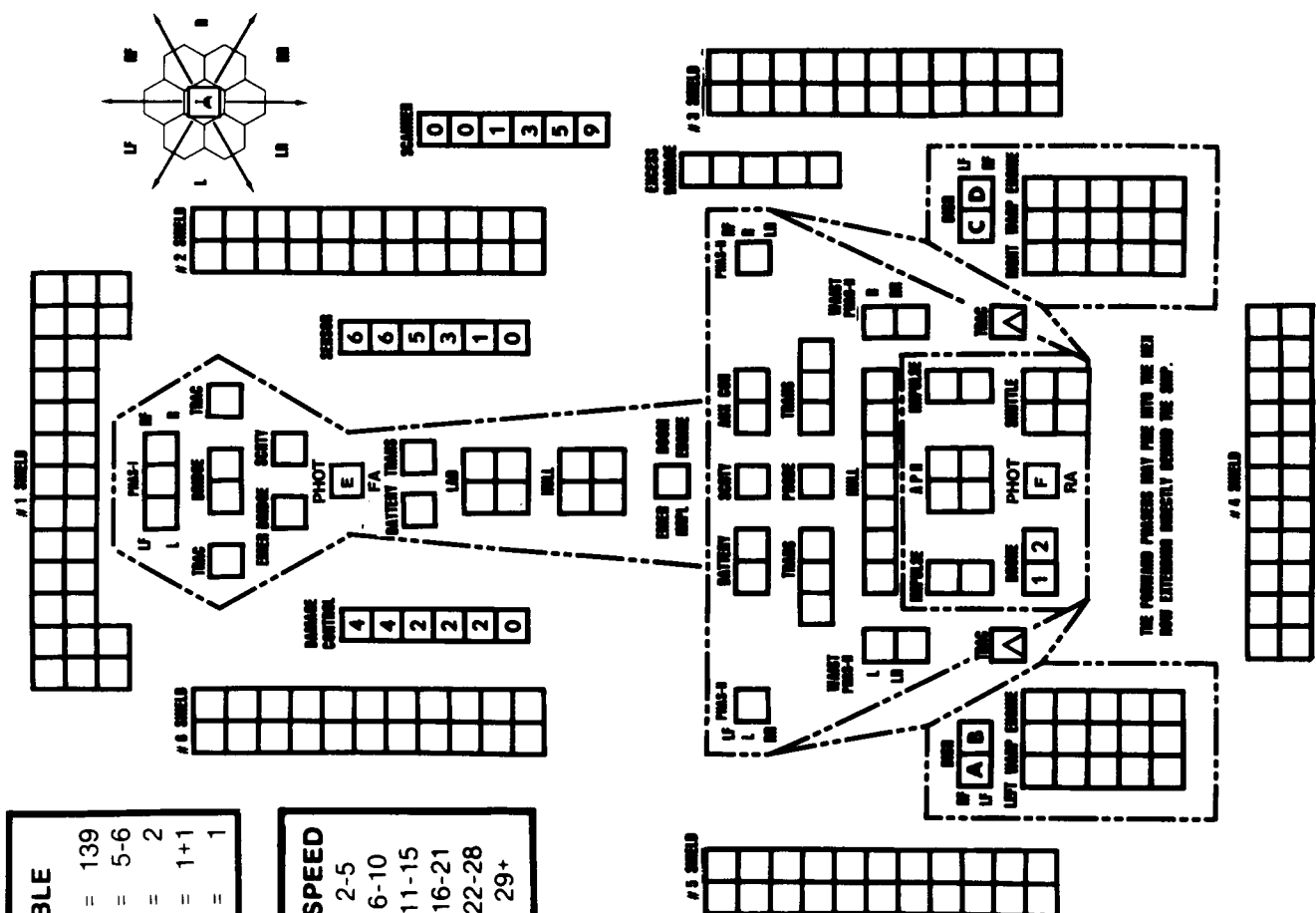
TURN MODE

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

#2 SHIELD

#3 SHIELD

#1 SHIELD

#4 SHIELD

#6 SHIELD

#5 SHIELD

PLAS-F RP C WARP PH-3 R RA

PLAS-F LP B WARP PH-3 RA L

ARMOR

PHAS-I LF / HF

TORP A

PLAS-I HF / LF

DTTY

BRIDGE

HULL

LAB

APR PROBE

FLAG

TRANS

IMPULSE

SHUTTLE

SHUTTLE

DAMAGE CONTROL | 4 | 4 | 2 | 2 | 0

EXCESS DAMAGE

SENSOR | 6 | 6 | 5 | 4 | 2 | 0

SCANNER | 0 | 0 | 0 | 3 | 6 | 9

BOARDING PARTIES

CREW UNITS
★ 10 20

ADMINISTRATIVE SHUTTLES

HIT POINTS	NOTES

PROBES

TRANS BOMBS

TYPE I OFFENSIVE PHASER TABLE
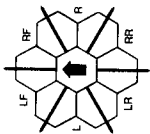
Die Roll	Range 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	3	3	1	0	0	0	0
5	5	4	4	3	3	3	0	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

TYPE III POINT DEFENSE PHASER TABLE

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

PLASMA TORPEDO WARHEAD STRENGTH TABLE

Range	0-5	6-10	11-12	13-14	15	16-18	19	20	21-23	24	25	26-28	29	30
Type R	50	50	35	35	35	25	25	25	20	20	20	10	5	1
Type GII	30	30	22	22	22	15	15	15	10	5	5	1	0	0
Type G	20	20	15	15	15	10	5	1	0	0	0	0	0	0
Type F	20	15	10	5	1	0	0	0	0	0	0	0	0	0

KLINGON F-5L DESTROYER

STAR FLEET UNIVERSE

CREW UNITS

ADMINISTRATIVE SHUTTLES
HIT POINTS | NOTES

10 | 20

BOARDING PARTIES

10

DRONE RACKS

1 | 2

Can fire one drone from each rack each turn.
Can control drones equal to Sensor Rating.

TRANS BOMBS | PROBES | ANTI-DRONES
1

SHIP DATA TABLE

Type	= F5
Point Value	= 94
Breakdown	= 4 – 6
Shield Cost	= 1 + 0
Life Support	= ½
Size Class	= 4
Reference	= R3.34

TURN MODE / SPEED

TURN MODE	SPEED
1	2-6
2	7-12
3	13-19
4	20-26
5	27+

TYPE II OFFENSIVE/DEFENSIVE PHASER TABLE

Die Roll	0	1	2	3	4-8	9-15	16-30	31-50
1	6	5	5	4	3	2	1	1
2	6	5	4	4	2	1	0	1
3	5	4	4	3	1	1	0	0
4	5	4	4	3	1	0	0	0
5	5	4	3	3	0	0	0	0
6	5	3	3	3	0	0	0	0

TYPE I OFFENSIVE PHASER TABLE

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

DISRUPTOR BOLT CHART

Range	0	1	2	3-4	5-8	9-15	16-22
HIT (standard)	NA	NA	1-5	1-5	1-4	1-4	1-3
HIT (with UIM)	NA	NA	1-5	1-4	1-4	1-4	1-4
HIT (overload)	1-6	1-5	1-5	1-4	1-4	NA	NA
HIT (overload/UIM)	1-6	1-5	1-5	1-4	1-5	NA	NA
DAMAGE (standard)	0	5	5	4	3	3	2
DAMAGE (overload)	10	10	8	6	0	0	0

ANTI-DRONE TABLE

Range	0	1	2	3	4+
HIT #	-	1-2	1-3	1-4	-

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WARP ENERGY MOVEMENT COST = ½ ENERGY POINT PER HEX

SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	2	2	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10	10	11	11	12	12	13	13	14	14	15	15
Fractional	½	1	1½	2	2½	3	3½	4	4½	5	5½	6	6½	7	7½	8	8½	9	9½	10	10½	11	11½	12	12½	13	13½	14	14½	15

#1 SHIELD · #2 SHIELD · #3 SHIELD · #4 SHIELD · #5 SHIELD · #6 SHIELD

SCANNER: 0 1 0 / 0 3 0 / 9 3 SENSOR: 6 5

LEFT WARP ENG · RIGHT WARP ENG

PHAS-I · BRIDGE · TRAC · PHAS-I · SCTTY · EMER BRIDGE · LAB · AUX CON · DRONE · EMER FLSH · HULL · APR · PROBE · BATTERY · IMPULSE · SHUTTLE · TRANS · DSR · FA · ADD

EXCESS DAMAGE · DAMAGE CONTROL: 4 2 2 0 / 2 0

L · LF · RF · LR · RR · R

HAMMERFIELD

CREW UNITS

(10 · 20 · 30)

DRONE RACKS

1
2
3
4

Can fire one drone from each rack each turn.
Can control drones equal to Sensor Rating.

ADMINISTRATIVE SHUTTLES

HIT POINTS	NOTES

BOARDING PARTIES

STAR FLEET UNIVERSE

PROBES

TRANS BOMBS

SHIP DATA TABLE

Point Value	=	200*
Breakdown	=	5-6
Shield Cost	=	1+1
Life Support	=	1
Size Class	=	3

TURN MODE SPEED

1	2-5
2	6-10
3	11-15
4	16-21
5	22-28
6	29+

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TYPE III POINT DEFENSE PHASER TABLE

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

Range (column headers above)

PLASMA TORPEDO WARHEAD STRENGTH TABLE

Range	0-5	6-10	11-12	13-14	15	16-18
Type F	20	15	10	5	1	0

PHOTON TORPEDO CHART

Range	0-1	2	3-4	5-8	9-12	13-30
HIT (standard)	NA	1-5	1-4	1-3	1-2	1
HIT (proximity)	NA	NA	NA	NA	1-4	1-3
HIT (overload)	1-6	1-5	1-4	1-3	NA	NA

TYPE I OFFENSIVE PHASER TABLE

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

Range (column headers above)

ANTI-DRONE TABLE

Range	0	1	2	3	4+
HIT #	-	1-2	1-3	1-4	-

#1 SHIELD

#2 SHIELD

#3 SHIELD

#4 SHIELD

#5 SHIELD

#6 SHIELD

SCANNER

SENSOR

DRONE 1

TRAC

DAMAGE CONTROL

EXCESS DAMAGE

LEFT WARP

RIGHT WARP

WARP

MP

MP

DRONE 3 4

DRONE 2

PHAS-I FA L

PHAS-I FA R

PHAS-G AUX CON

PHAS-G R

SHTTL

TRANS

CARGO

HULL

BRIDGE

BTTY

FA

LR

L

R

TRAC
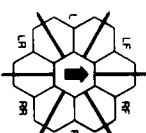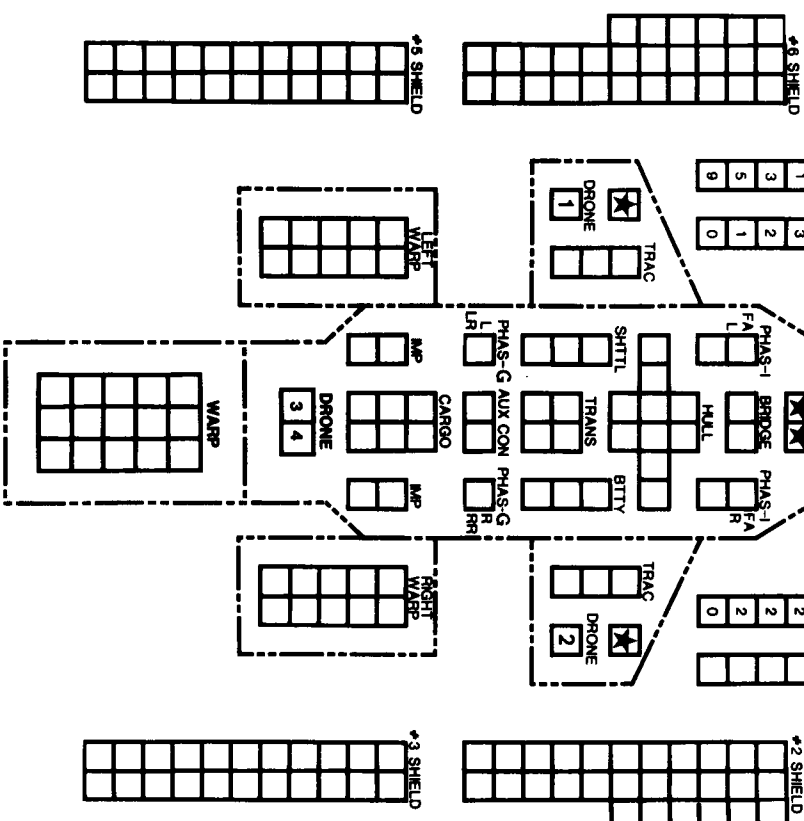
(SL62.0) WITNESS FOR THE PROSECUTION

(Aram J. Irwin, California)

In Y164 a small agricultural colony on Rita's Planet, in the Neutral Zone, disappeared. Phil Kosnett's command cruiser *Kongo* was dispatched to investigate. A landing team found the sole surviving colonist, Burt Engles, who had witnessed the massacre of the colony by Commander Kremler, the Klingon officer in command of the battlecruiser *Gnasher*.

The political situation was tense. The planet was in the Neutral Zone and available for colonization by either side. A viable Federation colony would preclude Klingon attempts to seize the planet, but the colony had disappeared and the Klingons were demanding possession of the planet from the Organians, who administered their treaty. Without Engles as a live witness, the Federation would have to give up the planet; with his testimony, the Organians would demand the delivery of Kremler for punishment.

The solution was obvious, and Kosnett did not hesitate to put Engles under heavy protective guard and turn his ship toward Organia. However, Commander Kremler's *Gnasher* had been observing the *Kongo* from a distance, and rapidly moved to the attack.

(SL62.1) NUMBER OF PLAYERS: 2; the Federation player and the Klingon player.

(SL62.2) INITIAL SET UP
Federation CC *Kongo* in 2201, speed max, facing D, WS-I.
Klingon D6 *Gnasher* in 1020, speed up to 15, facing B, WS-III.
Planet of Organia in hex 2299 (about 3½ maps away).

(SL62.3) LENGTH OF SCENARIO: The scenario continues until:
   The Klingon ship is captured, destroyed, or has disengaged.
   The Federation ship is captured, destroyed, has disengaged, or has reached Organia.
   Engles has been killed or delivered to Organia.
   Six turns have elapsed.

(SL62.4) SPECIAL RULES
(SL62.41) Use a floating map. The *Kongo* is trying to reach Organia.
(SL62.42) All drones are type-I. No shuttles have booster packs.
(SL62.43) The Klingons cannot fire on any Federation unit within 5 hexes of the planet. Seeking weapons will not function within 5 hexes of the planet. The Klingons cannot tractor or transport onto a unit within 5 hexes of the planet.
(SL62.44) The Klingon objective is to kill Engles. This can be accomplished in any of several ways.
(SL62.441) Each volley that the Klingons score internal hits on the *Kongo*, regardless of the number, the Klingon player rolls one die. If the result is "1", Engles has been killed (assuming, of course, that he is on the *Kongo* at that time).
(SL62.442) If the ship or shuttle that Engles is on is destroyed, he is assumed to have been killed.
(SL62.443) Engles can be killed by a Klingon hit-and-run raid. He can be guarded by a Federation boarding party. The specific box he is in on the *Kongo* is irrelevant; the hit-and-run raid is conducted against Engles himself.
(SL62.45) The *Gnasher* has 12 transporter bombs on board.

(SL62.5) VICTORY CONDITIONS: The sole victory condition is the delivery of Burt Engles to Organia. If the *Kongo*, or one of its shuttles, reaches a hex adjacent to Organia with Engles aboard (and alive), before the end of turn six, the Federation wins. If Engles is killed, or does not reach Organia before the end of turn six, the Federation loses.

(SL62.6) VARIATIONS: Replace the CC with a GSC. Possibly lengthen the time limit to allow the *Kongo* time to fight, and replace the D6 with a D7C.

(SL62.7) BALANCE: Replace the D6 with a D7 or an F5L.

(SL62.8) TACTICS
FEDERATION (Conservative tactics): The military situation is ludicrous; the *Kongo* can easily crush the D6. The point, of course, is that the *Kongo* cannot afford the power to arm torpedoes and doesn't really need to fight in order to reach Organia. Reinforce the shields and run for the goal line.

(Aggressive tactics): Turn on the D6, blast it to atoms, then run for Organia. Because of the time limit, you will only get one chance.

(Tricky tactics): Wait until you are close to Organia, grab the *Gnasher* with a tractor beam, challenging him to a Sicilian knife fight. When he has fired all of his weapons for that turn, put Engles in a shuttle, then launch all of the shuttles so he won't know which one to blast.

KLINGON: There are basically two strategies, and they both begin with a battle pass on his front shield with overloaded weapons. The more traditional approach is then to retrograde in front of him and then pick at him with one or two weapons per impulse. Use your transporter bombs wisely. Use a scatter-pack to flood his shields with drones. Turn to expose your waist phasers and then sideslip across his bow.

The more radical approach is to hit him twice (at the end of turn 1 and the end of turn 2) and then overrun him and breakaway. You win or lose on the couple of die rolls you'll get.

(SL62.9) PLAYTESTER'S COMMENTS: A great scenario for practicing traditional Klingon tactics.

(SL63.0) FIREFIGHT

(Graeme Cree, Texas)

The Organian Treaty resulted in many interesting situations along the Neutral Zone, but perhaps none was so curious as that in the Tyson's Star System. In this critically important system, the Klingons had a mining colony on the fourth planet; the Federation had an agricultural colony on the third planet. Both planets were orbited by fully operational base stations, but the Organians kept all warships out of the system.

During the period of tensions prior to the General War, the situation at Tyson's Star remained unstable. In Y169, the two planets reached their closest approach (which happened every 13 years), and the deadly balance collapsed.

(SL63.1) NUMBER OF PLAYERS: 2; the Klingon player and the Federation player.

(SL63.2) INITIAL SET UP
Planet III in hex 1212.
Planet IV in hex 3118.
Both planets are class-M with atmosphere. They do not rotate within the period of the scenario.
Klingons: One base station in clockwise standard orbit around 3118, starts in 3117, WS-I. The base station has three cargo pods (as in Klingon tug) and two hangar modules, six Z-1 and six Z-2 fighters.
Federation: One base station in clockwise standard orbit around 1212, starts in 1213, WS-I. The base station has two cargo pods (as in Federation tug), two hangar modules, and twelve F-4 fighters.

(SL63.3) LENGTH OF SCENARIO: The scenario continues until all units belonging to one player have been captured or destroyed.

If one player has only fighters remaining, and scores no damage on the enemy base for a period of five turns, the scenario is over.

(SL63.4) SPECIAL RULES
(SL63.41) The map is fixed; it does not "float." No unit can disengage.

(SL63.42) Both bases have adequate reserve stocks of type-IM and type-ISHM drones for any conceivable need. Players can assume that the ready racks are automatically reloaded by loyal crewmen.

(SL63.43) For this scenario, replace the photon and disruptor on the bases with a type-A drone rack. Replace one of the two ADD launchers on each base with a type-A drone rack.

(SL63.44) Each player will have three chaff pods for each fighter.

(SL63.45) There are no boost packs.

(SL63.5) VICTORY CONDITIONS:
If either base station is destroyed, that player loses. If both stations are destroyed, both players lose.

(SL63.6) VARIATIONS
(SL63.61) Keep track of the drones available. Assume that each cargo box has 20 type-IM and 30 type-ISHM drones, plus 30 ADD rounds, stored in it. The fighters, drone racks, and the ready racks are completly loaded. Each station has 30 deck crews (including those from the hangar modules) to transfer drones from the cargo storage to the ready racks and from those ready racks to the fighters. Record which cargo box you remove drones from and which cargo boxes are destroyed. Deck crews can transfer drones from cargo boxes to hull boxes [which hold 25 spaces] to provide better protection.

(SL63.62) Assume that there is a defense installation on each planet (3118C and 1212F) equipped with 12 deck crews, 12 ready racks, 12 fighters (Z-2 or F-4), and 50*50 drones stored. The installation can be destroyed by 25 damage points scored on that hex side of the planet.

(SL63.63) As an additional victory condition, the installations on each planet can be destroyed if 25 damage points (or more) are scored on each of the six hex sides. If a player's planet is "devastated" in this way, he cannot win the scenario; he must destroy the other player's station or devastate his planet to secure a draw. If, however, both planets are devastated, victory reverts to the conditions of (SL63.5).

(SL63.64) Add one (or two, or three) police ships (POL or G2) to each side.

(SL63.65) Assume that when hostilities broke out there were various ships in the system docked at their respective bases. Each player rolls one die and consults the charts below:

Die Roll	Federation	Klingon
1	Small Frtr	Small Frtr
2	Large Frtr	Large Frtr
3	Tug + Cargo P	Tug-B + 2xCP
4	Frigate	F5 frigate
5	nothing	nothing
6	2xSm Frtr	2xSm Frtr

(SL63.66) While it would be non-historical, you could add a PF pod and six PFs to the Klingons and give the Feds 12 F-14s. This would allow the units to be tested against each other in a simplified environment. (See playtester's comments below.)

(SL63.7) BALANCE:
The scenario is, by definition, exactly balanced in its starting conditions. Players could add an uneven number of police ships to provide balance between player's of different skills.

(SL63.8) TACTICS:
Simplicity itself: Preserve your forces while destroying those of the enemy. Doing that, however, is not so simple. Concentrated drone attacks are the only successful

means of attack, but you can attack the base or the fighters. The two can protect each other by remaining together, but only by sending the fighters to the enemy base can you score enough damage to win. One tactic is to send a flight of fighters far beyond the enemy planet to launch drones. If he sends fighters against this force, his base might be vulnerable to a strike by the remainder.

(SL63.9) PLAYTESTER'S COMMENTS:
Enjoyable because it provides an opportunity to operate fighter squadrons without the need to operate whole fleets too. Can bog down and become a defensive triumph without inspired leadership.

(SL64.0) GUNFIGHT AT THE THOLIAN WEB

(Ardak Kumerian)

Of all the battles I commanded during my tenure as commodore of the Tholian Frontier Squadron, the memory of this one (in Y169) still makes my blood run cold. A small Tholian convoy had been halted by the 3rd Frigate Squadron, which was one of my patrols. While I admired the fighting spirit of Threlvis Kren, its commander, there are times I wish he had left well enough alone.

In any event, he halted the convoy by damaging the CPC. The Tholians immediately formed a web and went into pinwheel mode. Commander Kren didn't want to get all three of his ships tied down in the web, and knew that no single ship could stand up to all three of the Tholians. The situation was a standoff -- the Tholians couldn't leave, but the 3rd Frigate Squadron couldn't destroy them. The Tholians didn't fire their weapons in the hope that Kren would simply leave, and he probably should have. Kren could have considered damaging a freighter and stopping a convoy as an acceptable harrassment incident, but he refused to let the fish off the hook. He sent for my support, and I had to chose between backing up one of my subordinates or cashiering him. Naturally, I backed him up, and of course, the *Rockheads* had also sent for help. Moments after I arrived there were a dozen ships in the area, all fully armed and eyeball-to-eyeball, waiting for the other side to blink. We all hoped that the other side would simply back off, but with the convoy "trapped" in its pinwheel, we would have had to retreat first, and that was not going to happen.

(SL64.1) NUMBER OF PLAYERS:
2; the Klingon player and the Tholian player.

(SL64.2) INITIAL SET UP
Klingons: D7C, D6, D6D, F5L, F5, F5D, E4 all within 10 hexes (but not within 4 hexes) of 2215, all within the E or F arcs of hex 2215, all at speed zero, WS-III.

Tholians: CPC and 2xPC in hex 2215, formed into pinwheel.
    Web in hexes 2214-2315-2316-2216-2116-2115, strength 35.
    Cruiser, 2xDD, and 2xPC within 10 hexes but not within 4 hexes of 2215, all within the B or C arcs of hex 2215, all at speed zero, WS-III.

General: Set up the Tholian pinwheel first, then have each player deploy one ship at a time, alternating turns, with the Tholians deploying one of their ships first. At the end, the Klingon will have three ships to deploy. Facings are at option of owning player.

(SL64.3) LENGTH OF SCENARIO:
The scenario continues until all units belonging to one player have been captured or destroyed or have disengaged, or the decision not to fight is made.

(SL64.4) SPECIAL RULES
(SL64.41) The map is fixed; it does not "float." Any ship leaving the map has disengaged and cannot return. If the pinwheel is separated, or destroyed, the map immediately becomes a floating map.

(SL64.42) All drones are type-I.

(SL64.43) Ships cannot move on turn one. Ships may perform TAC or HET maneuvers on turn 1. They may not use EM on turn 1.

(SL64.44) Ships cannot launch drones or shuttles, or fire any weapons, until combat is initiated. All ships must, however, designate in writing the assigned targets for all of their weapons. This written designation applies only to the first impulse on which combat takes place. Thereafter, ships fight normally (i.e. designating targets only at the time of firing).

(SL64.45) Each impulse, at the start of the Direct Fire Weapons Segment, each player rolls one die. (The results are not secret.) If either player rolls a "6", combat is initiated. Combat is then resolved, within the Direct Fire Weapons Segment of that impulse, as follows: The player who rolled the "6" can fire some or all of the weapons on one of his ships. Then the other player can fire some or all of the weapons on one of his ships. Fire then alternates, with each player firing some or all of the weapons on one of his ships. A ship that does not fire all of its weapons can fire some or all of the remainder at a later time within this procedure. Each firing is treated as a separate volley. (If both players simultaneously roll a "6", roll again with the higher number firing first.)

(SL64.46) Any player who rolls a "6" can, at his option, immediately modify it to a "5", in which case combat is not initiated. If both players roll a "6", they have 30 seconds to reach a mutual agreement not to initiate combat, or combat is initiated. In such discussions, any statement by a player that he will not fire on that impulse is immediately binding.

(SL64.47) If, at the end of the first turn, combat has not been initiated, reason prevails and both sides retreat without firing; the scenario is then considered to be a draw.

(SL64.48) The damage scored on the CPC before the scenario consists of 25 hits on the #4 shield.

(SL64.5) VICTORY CONDITIONS:
Use the Modified Victory Conditions, except that no points are scored for ships that disengage.

(SL64.6) VARIATIONS:
The Klingons could be replaced by Romulans. Additional ships (perhaps a dreadnought?) could be added to each side. Allow ships to move at a speed of 2 (or 4?) on turn 1.

(SL64.7) BALANCE:
Delete the smallest ship on either side.

(SL64.8) TACTICS:
This is a firefight, and the object is to win. To accomplish that, you need to put as many enemy weapons out of action as possible as soon as possible. This can be accomplished by numerous small (1-2 weapon) volleys on each enemy ship, scoring only a few internals but keeping in the A column of the DAC.

KLINGONS: Drones should be launched promptly after combat is initiated to hit the Tholians before their weapons can recharge. Attack with overloaded weapons immediately on turn 2. Destroy the forces outside of the web; you can deal with it later. An alternative would be to send one or two ships (perhaps the mauler) into the web to pound the pinwheel and force the Tholians to do something.

THOLIANS: Use the pinwheel as a base of fire. Consider sending other ships into the web, or forming a second web. Your ability to move and fight through web ("playing Omega Race," as one playtester put it) is your only advantage; use it well or lose. You can abandon the convoy and save your ships, but the Klingons will win on points.

(SL64.9) PLAYTESTER'S COMMENTS:
A vicious shootout. The

deployment situation is a time-bomb ready to explode. A unique variation on the fleet battle, showing the use of the web to good advantage.

NOTES ON THE CAREER OF ARDAK KUMERIAN
Y155 Graduated from Deep Space Fleet Academy.
Y164 Commander of frigate *Vigilance*.
Y166 Successful battle as frigate captain, promoted.
Y167 Commander of D6 *Destruction* on Tholian border.
Y168 Commander of Tholian Border Squadron in D7C *Darkslayer*.
Y169 Gunfight at the Tholian Web.
Y170 Demoted to command D6 *Destruction;* replaced by Korath.
Destruction, transferred to the Federation sector, mutinies.
Y171 Command of frigate *Insufferable*.
Y177 Restored to command of D6 *Destruction*.
Y179 Promoted to Commodore.
Y181 Promoted to Vice Admiral, Deputy CO of Fed Border Fleet.
Y182 Promoted to Admiral, Commander of Fed Border Fleet.
Missing in action after Operation Cavalry.

(SL65.0) THE DICTATOR'S DIPLOMAT

(Michael Lee, Michigan)

At the close of Y171 the Klingon Emperor believed that the Federation could be defeated if the Romulans could be induced to attack. To this end, Major General Commodore the Count Thad Vak Kaleen (both a soldier and a diplomat, and probably one of the most intelligent Klingons in the Empire) was dispatched as captain of the Diplomatic Cruiser *Dictator* to address the Romulan Imperial Senate.

Vak Kaleen took the *Dictator* through the Neutral Zone, skirting the territory of the Tholian Holdfast (who took the traditional view that anything outside of their border was none of their affair), but just as he contacted a Romulan patrol, a Federation cruiser intercepted them.

(SL65.1) NUMBER OF PLAYERS:
3; the Federation Player, the Romulan Player, and the Klingon player.

(SL65.2) INITIAL SET UP
Federation CC *Lexington* (Anthony Stocker) in 1712, heading C, speed 20, WS-III.
Klingon D7N *Dictator* (Vak Kaleen) in 0126, heading B, speed 5, WS-I.
Romulan KF5R *Centaurii* (Tribune Tal) in 4222, heading F, speed 5, WS-I.

(SL65.3) LENGTH OF SCENARIO:
The scenario continues until all units belonging to one side have been captured or destroyed or have disengaged.

(SL65.4) SPECIAL RULES
(SL65.41) Use a floating map.

(SL65.42) All drones are type-IM.

(SL65.43) The D7N *Dictator* is a special diplomatic variant of the standard D7. Shields 3-4-5 are 22 boxes; drone racks replaced by shuttles; security replaced by flag bridge. It carries one Z-1 fighter. There are no non-Klingons in the crew; there is no possibility of mutiny. BPV = 150/115.

(SL65.44) The Klingon and Romulan ships are allied; they cannot fire at each other (unless the target has been captured by the Federation).

(SL65.44) The Klingon ship cannot disengage by any means in

direction B or C unless one Romulan crew unit has transferred to the Klingon ship. This crew unit represents a navigation crew familiar with the Romulan minefields.

(SL65.45) All territory below the xx30 hex row (in direction D) is Tholian territory. Any ship entering this area is considered destroyed immediately.

(SL65.46) Vad Kaleen occupies one of the Flag Bridge boxes on the D7N or one of the Bridge boxes on the KF5R. Any hit on one of these boxes has a 50% chance of killing Kaleen. If all such boxes on the ship he is on are destroyed, he is killed. If he boards a ship after those boxes are destroyed, assume that he is in a control station and apply the same rules to all control stations on that ship. He cannot transfer to a ship without control stations.

(SL65.5) VICTORY CONDITIONS: Use the Modified Victory Conditions. The Klingons receive a 100 point bonus if Vak Kaleen disengages on a Klingon or Romulan ship in direction B or C. The Romulans receive a 100 point bonus if Vak Kaleen disengages on their ship in direction B or C. The Federation receives a 200 point bonus if Vak Kaleen is captured, 100 points if he is killed.

The Klingon and Romulan point totals are compared independently to the Federation total.

(SL65.6) VARIATIONS: Assume a Romulan Diplomat traveling to the Klingon Empire, and use a KRC and F5L.

(SL65.7) BALANCE: Move the starting position of the Fed CC farther in direction D (helps Feds) or A (helps Coalition).

(SL65.8) TACTICS
COALITION: The basic choices are these:
Transfer Kaleen to the Romulan ship, then have the D7N fight the CC.
Take both ships, run for Romulan territory, transfer Kaleen or the Navigators whenever you can, then escape.
Leave the navigators in the shuttle, send the KF5R toward the CC, and run for Romulan territory in the *Dictator.*
FEDERATION: Follow the ship Kaleen is on, force it against the Tholian border, and destroy it. Always keep a couple of unfired weapons to punish a down shield or pick off a shuttle. If the KF5R leaves a shuttle behind, blast it with Prox Photons!

(SL65.9) PLAYTESTER'S COMMENTS: A real challenge, great as a three player scenario using people playing these races in the local campaign.

(SL66.0) THE FLAWED TRAP

(Ben Tuck, Alaska)

Pirates plagued the Federation (and, to a lesser degree, the other races) for more than a century, but from time to time the Federation managed to spring a trap and catch the pirates at their own game. This battle, in Y171, depicts one of the more successful traps. A shipment of flawed (and worthless) dilithium crystals was loaded on two small freighters escorted by a single police cruiser. When the first pirate attacked, the police ship and the freighter crews abandoned the freighters and ran for the nearest base. While the pirates were loading their cargo, the Federation sprung the trap.

(SL66.1) NUMBER OF PLAYERS: 2; the Federation player and the Orion Pirate player.

(SL66.2) INITIAL SET UP
Two small freighters in 2215 and 2216, heading A, speed 0, WS-0, no crews on board, no shields up. Pirates: One CR, one LR, and two Slavers set up in different

hexes adjacent to the freighters, heading for each ship determined by die roll, speed 0, WS-III. The pirate ships can have any legal weapons in their option mounts, but must tell the Federation player what weapons they have before the scenario begins. Federation: All ships at speed max, WS-III.

NCL in 0101, heading C. FFG in 2330, heading A. DD in 4201, heading E.

Pol in 0130, heading B. Pol in 2301, heading D. Pol in 4230, heading F.

(SL66.3) LENGTH OF SCENARIO: The scenario continues until all units belonging to one player have been captured or destroyed or have disengaged.

(SL66.4) SPECIAL RULES
(SL66.41) Use a floating map. If the Orions leave in separate directions (as is probable), the Federation player should move one or more ships in pursuit of each and resolve each pursuit on a series of floating maps.
(SL66.42) All drones are type-IM.
(SL66.43) The four Orion ships have each transferred one crew unit to the freighters (total of two on each freighter) and can operate those freighters but cannot self-destruct them.

(SL66.5) VICTORY CONDITIONS
The Orion player realizes that he has been trapped and is trying (desperately) to escape. He receives one point for each of his crew units that is on one of his ships that successfully disengages by acceleration or separation.

0-4	= The pirate clan is broken.
5-12	= The pirate clan is crippled and its independent operations terminated.
13-24	= The pirate clan is badly hurt and will lay low for months.
25-36	= The pirate clan will be back in business within weeks.
37-49	= The Federation Commander is fired for incompetence.
50-56	= Federation Commander is imprisoned for working for the pirates.

(SL66.6) VARIATIONS: Use "police" forces from a different race.

(SL66.7) BALANCE: Replace the CL with a CR or one police ship with a frigate.

(SL66.8) TACTICS
FEDERATION: While the pirates are still together, close with them and score as much damage as possible on the CR and LR. Then assign one or more ships to pursue each pirate ship and run them down. The freighters are the easiest to catch and can't disengage anyway.
PIRATES: Try to knock out the three police ships as you escape in six different directions.

(SL66.9) PLAYTESTER'S COMMENTS: A scenario that allows the exasperated forces of law and order to finally have their day (if they are good enough to grab it).

(SL67.0) A SURPRIZE FIGHT

(Ian Roy, Scotland)

A brief but savage battle in Y171, before the Romulans and Federation were officially at war, resulted in a small Federation Task Force flying in retreat before a superior Romulan force. The pursuing Romulans were unaware that the hastily assembled relief force had been dispatched from the nearest base to rescue the Federation Task Force.

(SL67.1) NUMBER OF PLAYERS: 2; the Federation player and the Romulan player.

(SL67.2) INITIAL SET UP
Federation Task Force:
CA in 2418, heading F, speed max, WS-III. (#2 shield destroyed and 10 points of internal damage applied).
DD in 2516, heading F, speed max, WS-III. (#3 shield destroyed and 16 points of internal damage applied).
Federation Relief Force:
Tug in 0302; FF in 0304; Pol in 0205; Small Q-ship in 0103.
All ships in Relief Force are heading C, speed 15, WS-III.
Romulan Pursuit Force:
KRB in 3726, KF5RB in 3728, KF5RB in 3925, all heading F, speed max, WS-III.
Two War Eagles arrive (one each in 4227 and 4229) on turn 2, heading F, speed max, WS-III.

(SL67.3) LENGTH OF SCENARIO: The scenario continues until all units belonging to one player have been captured or destroyed or have disengaged.

(SL67.4) SPECIAL RULES
(SL67.41) Use a floating map after the two Romulan War Eagles arrive.
(SL67.42) The damage to the Federation ships is resolved in a single volley.
(SL67.43) The Tug can have a cargo pod or no pods, at the Fed player's option.
(SL67.44) The Federation player may voluntarily delete some of the ships in the relief force. The Q-ship is known to be a Q-ship and gets no advantages as it would in an unknown status in a convoy scenario.

(SL67.5) VICTORY CONDITIONS: Use the Modified Victory Conditions.

(SL67.6) VARIATIONS: Obviously any race could be used. Other Federation non-combat ships could be used.

(SL67.7) BALANCE: Change the Fed DD to an FF, or the CA to a CC.

(SL67.8) TACTICS
FEDERATION: Get your two squadrons together quickly. Turn the two fleeing ships around to bring their photons to bear. Destroy the two Romulan frigates immediately.
ROMULAN: This scenario offers you a broad selection of targets. If you like to shoot to cripple, go for the Ca and Tug. If you want kills, shoot for the Police ship and the frigate.

(SL67.9) PLAYTESTER'S COMMENTS: An interesting battle using ships that don't normally see much combat.

NOTE: The spelling of the word "surprize" is correct — if you live in Scotland.

The Federation Star Fleet's class of Galactic Survey Cruisers were a curious mixture of exploration and military equipment. The GSC's were not really heavy cruisers, not really light carriers, and not really scouts, but were used in all of those roles during their service, and particularly during the General War when ships of all types were short.

One of these ships, the *Richard E. Byrd* was perhaps the most typical in performing non-typical missions, and a series of scenarios, in this and other products, will portray some of these. The *Byrd,* under the command of Captain Annette Packard, had a distinguished record against Klingons and pirates.

(SL69.4) SPECIAL RULES
(SL69.41) The map is fixed; it does not "float." Any ship leaving the map has disengaged and cannot return.
(SL69.42) Use the Ground Combat Module (D15.0).
(SL69.43) Drones are type-IM or type-ISHM.

(SL69.5) VICTORY CONDITIONS: Use the Modified Victory Conditions. Also, each control station on the planet is worth 5 points to the player who controls it at the end of the sixth turn.

(SL69.6) VARIATIONS: Replace the various forces with appropriate ships from other races.

(SL69.7) BALANCE: Vary the number of boarding parties, or delete one of the War Eagles.

(SL69.8) TACTICS: The Romulans have to get their troops onto the planet, even if it means letting the frigate escape. Once there, they have to prevent the arrival of new Federation troops.

(SL69.9) PLAYTESTER'S COMMENTS: A fairly short scenario and good introduction to the ground combat module.

(SL70.0) A DUEL OF MIDGETS

(R. Jordan, Northumberland, UK)

In Y172, a Federation survey team was at work on a planet in the Neutral Zone when the decision was made to evacuate them immediately. The nearest available ship, a converted freighter used to operate fighter patrols, was sent to pick them up. A Klingon ship tried to intervene.

(SL70.1) NUMBER OF PLAYERS: 2; the Klingon player and the Federation player.

(SL70.2) INITIAL SET UP
Class-M planet in hex 2215. Survey party is in 2215A with two Admin shuttles.
Federation Small Auxiliary Carrier *Ostrich* (6xF-4, 6xF-8, 2xAdmin, 1xMRS) in hex 4220, heading F, speed 12, WS-III.
Klingon F-5CVL *Fire Carrier* (4xZ-1, 4xZ-2, 1xAdmin, 1xMRS) in hex 0115, heading C, speed 24, WS-III

(SL70.3) LENGTH OF SCENARIO: The scenario continues until all units belonging to one player have been captured or destroyed or have disengaged.

(SL70.4) SPECIAL RULES
(SL70.41) The map is fixed; it does not "float." Any ship leaving the map has disengaged and cannot return. The Klingons can only leave the map from zones A or D; the Federation can only leave the map from zones C or F. No ship can disengage by acceleration.
(SL70.42) All drones are type-I or type-ISH. No shuttles have packs.

(SL70.43) The survey team consists of six crew units. They have two admin shuttles available.

(SL70.5) VICTORY CONDITIONS: Use the Modified Victory Conditions, but award the Federation a bonus of 10 points for each survey crew unit rescued and on board the Federation ship when it disengages.

(SL70.6) VARIATION

Assume that the survey team consists of four crew units of scientists and four boarding parties. Designate 2215A as a (D15.0) Ground Combat Location (but without any control stations and with only one defense turret). Each "casualty" scored by the Klingons through ground combat can result, at the Federation player's option (and assuming availability) as a boarding party destroyed or a survey crew unit captured. If survey units are captured, the Federation player can recapture them in the same way. In this case, replace two fighters on each carrier with GAS shuttles and give each ship a total of 16 boarding parties.

(SL70.7) BALANCE: Give one side better fighters.

(SL70.8) TACTICS

This scenario is basically a version of the carrier duel, with one very important change. While conducting the battle, you must either get the survey team off the planet or prevent them from leaving.

The Auxiliary CV has superior fighters, but is an inferior ship. This is the key to each side's tactics. The Klingons want to get the ships in direct combat; the Federation wants to keep the ships apart and the fighters in contact. Both should keep some fighters on the carrier ready to launch when the first wave runs out of drones.

(SL70.9) PLAYTESTER'S COMMENTS: An unusual carrier duel, both because of the situation and the participants.

(SL71.0) RADEY TO THE RESCUE

(by Jeffrey L. Moore, New Jersey)

In Y175, Vice Admiral "Cracker Jack" Radey and his carrier group were providing covering support for the Federation Third Fleet on a raid into Klingon shipping lanes. The Third Fleet, consisting of six warships, was deep in Klingon territory while Radey skirted the edges of the frontier, ready to engage the border patrols if the Third Fleet had difficulty extricating itself. Then communications from the fleet were suddenly cut off, and Radey felt compelled to charge to the rescue. When he found the fleet, it was trapped in stasis and the Klingons were closing in for the kill. The Klingons, intent upon their prey, had failed to notice Radey's approach.

(SL71.1) NUMBER OF PLAYERS: 2; the Klingon player and the Federation player.

(SL71.2) INITIAL SET UP
Federation Third Fleet:
    DN *Konkordium* in 1517
    CA + *Potemkin* in 1615
    NCL *Kynda* in 1618
    DDG *Suvarov* in 1818
    FF *Zhadanov* in 1317
    FFG *Ushakov* in 1920
All facing E. All of these ships are in statis. When released, they will be at WS-I, speed 10, heading E. Energy allocation to be written by Federation player before game begins. Ships released from stasis cannot fire at enemy ships within 4 impulses of

the point of release.
Federation Second Carrier Battle Group:
    CV *Zhukov* in 3706
    ECL *Konev* in 3905
    DE *Rokosovski* in 3505
    DE *Timoshenko* in 3608
    All facing E, speed 15, WS-III, all fighters armed and on balcony. The Zhukov is carrying 12 x F-14 and 10 x A-10 fighters; the escorts are not carrying fighters.
Klingon Red Fleet:
    C9A *Admiral Kruge* in 1414, facing D, speed 0.
    D7A *Spellbinder* in 1621, facing A, speed 0.
    D7B *Demolisher* in 1819, facing A, speed 0.
    D6M *Mangler* in 1515, facing D, speed 0.
    D6B *Gnasher* in 2020, facing F, speed 0.
    F5L *Fire Leader* in 2020, facing F, speed 0.
    F5B *Fire Wind* in 2020, facing F, speed 0.
    F5B *Fire Storm* in 1216, facing C, speed 0.
    F5D *Fire Thrower* in 1220, facing B, speed 0.
    All Klingons ships are at WS-III.
      The D7A is holding the NCL, DDG, and FFG in stasis.
      The C9A is holding the DN, CA+, and FF in stasis.

(SL71.3) LENGTH OF SCENARIO: The scenario continues until all units belonging to one player have been captured or destroyed or have disengaged.

(SL71.4) SPECIAL RULES
(SL71.41) The map is fixed; it does not "float." Any ship leaving the map has disengaged and cannot return. (If a larger map is available, it should be used. An alternative would be to switch to a floating map when the stasis fields are released.) Shuttles cannot leave the map.
(SL71.42) All drones are type-IM or type-ISHM.
(SL71.43) The first turn of the scenario will be the third turn that the Federation ships are in stasis, assuming that the Klingons wish to or are able to keep them or some of them in that condition.

(SL71.5) VICTORY CONDITIONS: Use the Modified Victory Conditions.

(SL71.6) VARIATIONS
(SL71.61) This scenario can be "interesting" to play even without Radey's carrier group (although the Federation will have almost no chance of survival). Assume that the start of the scenario is the second turn of holding the Fed ships in stasis, and allow the Klingons to redeploy one of their ships (but not one of the two stasis ships). In this case, use the special rules in (C2.3).
(SL71.62) Put the carrier group in stasis and have the third fleet rescue it.
(SL71.63) Start the scenario one turn earlier (allowing more time to blast the 3rd Fleet), and have Radey's group arrive on impulse 24 of turn 1 at speed 31.

(SL71.7) BALANCE: Add or delete a frigate from either side.

(SL71.8) TACTICS
KLINGONS: The standard SFG tactics should be used as much as possible, but with Radey breathing down your neck that won't really be possible. Even so, plan carefully which ships to release, and blast them immediately. Shove a mauler up against the field and have a horde of drones (remember that they have no wild weasels) scheduled to arrive just after the field is released. One gamble is to send the D7A toward Radey to put his group in stasis. Once the stasis fields are released, go into retrograde and make him come to you. Tractor a crippled Fed ship and tow it behind you, blowing it up at just the right point to trap a wave of fighters.
FEDERATION: You must free the 3rd Fleet ships as quickly as

possible. The simple solution is to destroy the stasis equipped ships. Once that happens it will be a good old-fashion slugfest. Charge directly into combat with your entire carrier group on turn one. Send waves of drones toward the Klingon ships.

(SL71.9) PLAYTESTER'S COMMENTS: A fascinating variation on the fleet battle; shows stasis field generator tactics. Without the carrier group, it is a good training scenario.

(SL72.0) A TIME TO LIVE; A TIME TO DIE

(Jeffrey L. Moore, New Jersey)

By Y176, the Hydrans had suffered serious reverses and were in danger of being knocked out of the war. Admiral Hypantspts, one of Hydra's more notable commanders, was being forced to retreat by a superior Klingon squadron. Knowing he would be forced to give battle eventually, Hypantspts selected a battle site where "terrain" would favor his defense. A huge gas giant with a deep atmosphere would provide a location for his fusion-armed ships to wait for the Klingons (who could not, effectively, fire into the atmosphere from long range) and a haven for fighters. Hypantspts, in his hellbore-armed command ship, waited above the atmosphere alongside an orbiting battle station.

Just before the battle, Hypantspts sent a subspace message to his fleet commander: "Battle will be joined momentarily. Defeat, for one squadron or the other, will be total. It is a time to live, and a time to die."

(SL72.1) NUMBER OF PLAYERS: 2; the Hydran player and the Klingon player.

WARNING: This is a large scenario, including 18 ships and more than 50 fighters. Players may find it helpful to eliminate the smaller ships on each side, or to replace two ships with one larger one (e.g. C8 instead of D7C and one D6, or Paladin instead of Lord Marshal and Ranger), or to eliminate the two carriers (Uhlan, D6CV) and their escorts. Also, a larger than normal map will allow more room for the Klingon to deploy. This scenario is very adaptable to teams, perhaps with one player on each side managing the fighters.

(SL72.2) INITIAL SET UP
There is an 11-hex gas giant (P2.63) centered in hex 2420. The planet's rocky core extends to 2417-2719-2722-2423-2122-2119; the atmosphere extends to 2415-2918-2923-2425-1923-1918.
Hydrans: Battle station with 2xHM and 1xSting-2 in 1623, orbiting in clockwise orbit, remains two hexes above atmosphere moving one hex per turn, rotates as per (P8.4).
    1 Lord Marshal Command Cruiser in 1624, speed 4, heading A.
    1 Cuirassier in 1525, speed 8, heading A.
    1 Ranger, 1 Lancer, 1 Uhlan, 1 Hunter, 1 A-Hunter inside planetary atmosphere on E/F side of 22xx hex row, heading A or D, speed 2.
    All Hydran ships are carrying Sting-2 fighters.
Klingons: D-7C, 2xD7, 2xD6, 1xD6M, 1xF5L, 2xF5, 1xD6CV (with Z-2 fighters), 2xE3A, enter map on turn 1 between 4201 and 4210, facing E, speed max.
All units on both sides are at Weapons Status III.

(SL72.3) LENGTH OF SCENARIO: The scenario continues until all units belonging to one player have been captured or destroyed or have disengaged.

(SL72.4) SPECIAL RULES
(SL72.41) The map is fixed; it does not "float." Any ship leaving the map has disengaged and cannot return.

(SL72.42) All drones are type-IM. The Klingon fighters can carry ISH(M).
(SL72.43) No fighters have boost packs.
(SL72.44) Ships can land on the rocky core of the planet. Hydrans can survive there more or less indefinitely; Klingons only for the duration of the scenario.

(SL72.5) VICTORY CONDITIONS: Use the Modified Victory Conditions.

(SL72.6) VARIATIONS: Beyond the force-mix reductions noted above, players might substitute Kzintis for the Hydrans or Lyrans for the Klingons.

(SL72.7) BALANCE: The scenario can be balanced by giving either side one additional small ship, or taking one away.

(SL72.8) TACTICS
GENERAL: Standard fleet tactics should be used. Concentrate firepower of entire squadrons to crush a target. Use fighters offensively, but protect the carriers.
KLINGON: While several plans were offered, most playtesters felt that the base should be eliminated first, since it is a base for firepower, repair, and resupply. Most agreed that the D6M was perfect for the job. Once the base is gone, any Hydran ships above the atmosphere must be dealt with. All playtesters agree that Hydran fighters should be destroyed immediately whenever they leave the atmosphere. Digging the Hydrans out of the gas clouds won't be easy. One method is to tractor one and pull it out.
HYDRAN: The Klingons will, during the first half of the game, force your Hellbore-armed ships back into the atmosphere. Make them pay, every step of the way, for this. During this period, if you can gain an advantage by suddenly bringing your entire force up into space and bushwhacking a target of opportunity, do so. Avoid taking the Uhlan up unless you are desperate. Once you are pinned down in the atmosphere, preserve your fighters for breakouts. Start moving around and try to find a place where one or two ships can pop up long enough to hit him hard.

(SL72.9) PLAYTESTER'S COMMENTS: A good fleet battle with imaginative use of terrain. Presents many challenges never faced before. All players should participate (with their chosen race) on both sides of the scenario to explore the new tactics required.

(SL73.0) OPERATION TRIBUNE

(Rob Milcik, Illinois)

In Y180, Romulan Proconsul Octavianus Scipio launched a major fleet operation against the Gorns. The object of the operation was to bring the Gorn Fleet, under Flag Admiral S'Teken, to a decisive battle. The bait was the rich mining planet Hokan, just inside the Gorn border. Proconsul Scipio's plan was to take the planet with a small force, then send in additional squadrons only in response to Gorn arrivals. He feared that if his fleet outnumbered the Gorns too drastically at any point, they would disengage, leaving him with the planet (not an inconsiderable prize) but without a victory.

(SL73.1) NUMBER OF PLAYERS: 2; the Romulan player and the Gorn player.

(SL73.2) INITIAL SET UP
One class-M planet in hex 2215.
GORN FORCES: 2nd Division: BC, HDD, BDD within two hexes of 0404, heading C or D, speed 12, weapons status II.
    A Gorn base station begins the game in hex 2316 in clockwise standard orbit around the planet. The BS has a PF

docking module with three Pterodactyls docked, WS-III.
ROMULAN FORCES: 1st Cohort: Condor, 2xSparrowhawk-A, 1x SkyHawk-A, within two hexes of 3328, heading A or F, speed 6, weapons status II.
Reinforcements for both sides are given in the Special Rules below.

(SL73.3) LENGTH OF SCENARIO: The scenario continues until all units belonging to one player have been captured or destroyed or have disengaged. If one player has no forces on the board, but has reinforcements yet to arrive, the scenario cannot end without his consent. If one player has no remaining ships, but has undestroyed ground combat elements on the planet, the scenario cannot end.

(SL73.4) SPECIAL RULES
(SL73.41) The map is fixed; it does not "float." Any ship leaving the map is presumed to have disengaged and cannot return. Gorn ships can ONLY leave the map from the xx01 hex row; Romulan ships can ONLY leave the map from the xx30 hex row.
(SL73.42) REINFORCEMENTS: Additional forces arrive as follows:
GORN REINFORCEMENTS (Main Battle Fleet):
    Turn 4: 1st Division: DN, CA, DD, Scout
    Turn 6: 3rd Division: CA, CL, DD, Tug with Monitor Pod
    Turn 7: 4th Division: CV (with F-18s), 2xDD
    Turn 8: 5th Division: PF Tender with six PF, HDD, DD.
    All arrive on xx01 map edge, speed max, heading C, D, or E, weapons status III. All Gorn ships have the + and F refits as appropriate.
ROMULAN REINFORCEMENTS (2nd Star Legion):
    Turn 2: 6th Cohort: SpH-G, SkH-G, Commando Eagle. (All shuttles on these two ships are GAS shuttles.)
    Turn 5: 2nd Cohort: KRC, KRB, KF5RB, KE4RB
    Turn 7: 3rd Cohort: 1xKE, 2xWE, 1xFalcon
    Turn 8: 4th Cohort: SpH-B with 8xG-II and 8xG-SF, 2xSkH-E
    Turn 9: 5th Cohort: SpH-E with six Centurions, 2xSkH-A
    All arrive on xx30 map edge, speed max, heading F, A, or B, weapons status III. All Romulan SparrowHawks have the + (S-torp) refits.
    Reinforcements (for both sides) can be voluntarily delayed or declared to have disengaged. Reinforcements delayed more than three turns are considered to have disengaged.
(SL73.43) GROUND COMBAT
    Use the Ground Combat Module (D15.0).
    Each GCL starts with 12 Gorn boarding parties.
    To capture the planet, the Romulans must control all 18 control stations.
SL73.44) All fighters and PF's have booster packs.
(SL73.45) The Romulans can use their cloaking devices.
(SL73.46) Either player could replace some of his PFs from the 5th squadron with cargo PFs and use them to transport boarding parties to the planet.

(SL73.5) VICTORY CONDITIONS: Use the Modified Victory Conditions. The Romulans win a 100 point bonus if they capture the planet.

(SL73.6) VARIATIONS
(SL73.61) Replace the Gorn forces with Federation forces, as follows:
    1st Squadron: DN+, CA, 2xFF, Scout
    2nd Squadron: CC, NCL, 2xFF
    3rd Squadron: CA, CL, DD, BT
    4th Squadron: GSC (Commando), FF.
    5th Squadron: CV, ECL, 2xDE
    All drone types are available. The squadrons noted replace the Gorn divisions directed (3rd replaces 3rd, etc.)
(SL73.62) At the start of the turn prior to the arrival of each group of reinforcements, roll one die. If the result is "1" the

group arrives one turn early (i.e. on the turn when the die roll was made). If the result is 2-4, the group arrives on schedule (i.e. the turn after the die roll was made). If the result is 5-6, the group arrives one turn later than scheduled. Delay by this means does not classify the ships as "delayed reinforcements" for the purposes of (SL73.42) above.
(SL73.63) To simulate a similar fleet action about ten years earlier, delete the 5th group (division, squadron, cohort; the PF group). In the case of the Federation, use a CVS and two FF's as the 4th Squadron.

(SL73.7) BALANCE: Add or delete a ship to/from one side.

(SL73.8) TACTICS: The Romulans must get their ground forces on the planet and then fight a traditional ship-to-ship battle to keep the Gorns away. In a desperate situation, the Eagles could be landed on the planet and half of their crews sent into combat as militia.

(SL73.9) PLAYTESTER'S COMMENTS: A huge scenario requiring and entire day to play, but using the ground combat module to its fullest extent.

(SL74.0) TITAN AND THE UNICORN

(Todd Abronowitz, Michigan)

In Y181, as Operation Remus neared its climax, Kzinti Battle Group #17, consisting of the SCS (former CVA) *Titan*, the PFT *Unicorn*, and support ships, was conducting a drive to draw off Romulan forces from Remus. The Kzinti Admiral, "Cat who fought Fuzzy Bear", (so named for an incident of hand-to-hand combat with a Slirdarian during his earlier years) was conducting his mission by a series of strikes with his fighter and PF groups, destroying Romulan shipping, bases, and small units.

After driving almost two thousand parsecs into Romulan territory, and fighting a dozen small battles, the long-range sensors on the Unicorn detected what appeared to be another Romulan convoy forming up at a nearby star system. Vice-Admiral "Bear" ordered what had become his standard attack. The fighters left first, sweeping far to the left; the PFs left next, sweeping far to the right. The admiral then ordered his ships to proceed directly to the attack. By using a three-pronged pincer operation, the "convoy" would be unable to scatter. Unfortunately, the "convoy" turned out to be something else entirely — The Romulan 3rd Star Legion with a dozen major warships! Admiral "Bear" first felt he should pick up his fighters and leave the area, but quickly realized that the Romulan ships were not ready for a battle.

(SL74.1) NUMBER OF PLAYERS: 2; the Kzinti/Gorn player and the Romulan player.

WARNING: This is an extremely large scenario with 24 ships, 18 PFs, and 36 fighters. It should be attempted only by a well organized group after proper preparations, including working out the set up and first turn's energy forms before the gaming session.

(SL74.2) INITIAL SET UP
Class-M planet in 3018; small moon in 3218; asteroid counters in 0218, 0516, 0913, 1210, 1607, 2005, and 2403.

Kzinti VF-299 fighter squadron: 12 TAAS fighters (with packs) enter two per hex 3401-3901, heading D.
Kzinti 19th PF Flotilla: 6xNeedle, enter one per hex 2030-2530, facing A.
Kzinti 21st PF Flotilla: 6xNeedle, enter one per hex 0125-0130, facing B.

Kzinti SCS, NT, CM; Gorn HDD, BDD; Fed FFG; enter one per hex 0101-0601, facing C.
All Kzinti forces enter on turn 1, speed max, WS-III.

Romulan 3rd Legion: Condor, SuperHawk (4xGSF, 4xGII), FireHawk, SparrowHawk-A, SparrowHawk-B (8xGII + 8xGSF), SkyHawk-A, SkyHawk-C (6xCenturion), SkyHawk-E, KRB, KF5RB, KF5RSB, KE4RB, King Eagle, War Eagle, Falcon. Set up within six hexes of planet, no ship within two hexes of any other ship. Determine facing of each ship by die roll. All ships are at speed 0, WS-0.
Romulan 914th Base Force: Base Station (with 2xHM, 5xGSF, 5xGII) in 3020 in orbit around planet; FRD in 3016; KE4R, WE, within 5 hexes of planet; facing at option of Romulan player, speed 4 (for ships), WS-I.

(SL74.3) LENGTH OF SCENARIO: The scenario continues until all units belonging to the Kzinti player have been captured or destroyed or have disengaged.

(SL74.4) SPECIAL RULES
(SL74.41) The map is fixed; it does not "float." Any Kzinti ship leaving the map has disengaged and cannot return. Kzinti ships can only leave the map from a map edge within 10 hexes of 0101. Fighters, and all Romulan ships, cannot leave the map. (Fighters could leave on board their carrier.)
(SL74.42) All drones are type-IF or type-ISHF. All fighters and PFs have their booster packs.
(SL74.43) The ships of the Romulan 3rd Legion are "inactive" and must be activated before they can fully function.
(SL74.431) Inactive ships cannot use their warp engines for power or movement.
(SL74.432) Inactive ships cannot cloak. Once they become active, they can leave their warp engines shut down to reduce their cloaking costs.
(SL74.433) Inactive ships do not have their plasma-F launchers loaded.
(SL74.434) Inactive ships can only use their shields on minimum setting.
(SL74.435) Inactive ships can use their impulse engines, APRs, and batteries for power and can move and otherwise function normally.
(SL74.436) Reactivation Procedure: At the start of each turn (before energy allocation) except for turn 1, the Romulan player rolls one die for each of his ships. If the die roll is equal to or less than the turn number, the ship is reactivated. The penalties of being inactive no longer apply to that ship.
(SL74.437) Romulan PFs do not roll for activation and cannot separate from their tender before they are activated. They are automatically activated on the turn after the turn on which their tender is activated.
(SL74.438) The plasma storage boxes for the G-II fighters on inactive ships are empty and must be recharged by the ship before the fighters can be loaded. The fighters can be launched on turn 2 or later.

(SL74.5) VICTORY CONDITIONS: Use the Modified Victory Conditions, but no points are awarded to the Romulans for the disengagement of Alliance/Kzinti units.

(SL74.6) VARIATIONS: Replace the ships with those of other races.

(SL74.7) BALANCE: Activate one or more additional Romulan ships.

(SL74.8) TACTICS
KZINTI: Here is the true test of a warrior race: Fight the Romulans and win! Obviously, the Alliance units must be used to destroy and cripple as many Romulan ships as possible. This will involve several decisions. Should ships just reactivated be hit at once,

or ignored in favor of the weaker ships still unactivated? Should you try to score some damage on every ship, cripple many of them, or destroy only a few? Should you plan on staying around to fight it out to the death, or score some damage and leave? The playtesters were, generally, in favor of scoring as much damage as possible in two-four turns, then leaving. Some advocated beaming the pilots off the shuttles and abandoning them, but this would be unrealistic in the strategic situation. You must make a decision every turn as to staying one more turn. If, as rarely happens, most of the activated Romulans are junked by turn five, consider staying to the bitter end.
ROMULAN: Most of your decisions will be made for you by the dice or the Kzintis. As each ship becomes active, take a hard look at it. If it is slightly damaged or undamaged, send it into combat. If it is crippled, leave the warp engines shut down and go under cloak.

(SL74.9) PLAYTESTER'S COMMENTS: This one battle uses nearly every rule in the book! Perhaps the Tholians could be added to lay web around the Romulans?

(SL75.0) THE UNWANTED BATTLE

(Stephen Holland, British Columbia)

Major battles are confused places at the best of times. During the height of a campaign in Y181, two unescorted convoys blundered into each other. Both thought that the other was a group of warships; both expected rescue by their own fleet within minutes. Both convoy commanders gave orders to maintain the present course and hope that the enemy turned away.

(SL75.1) NUMBER OF PLAYERS: 2; the Federation player and the Klingon player.

(SL75.2) INITIAL SET UP
Federation Convoy: 2 small freighters, 1 small Q-ship, 1 large freighter, 1 armed priority transport, one Federation Express, set up within three hexes of 2205, no ship adjacent to any other ship, speed 5, heading D, WS-I.
Klingon 808th PF transport regiment: 4 cargo-PF (no packs), 2 G-1 (with or without packs, player's option), one ship each (player's choice each) in hexes 1020, 1022, 0821, 0823, 0622, 0624, speed 10, heading B, WS-I.

(SL75.3) LENGTH OF SCENARIO: The scenario continues until all units belonging to one player have been captured or destroyed or have disengaged.

(SL75.4) SPECIAL RULES
(SL75.41) The map is fixed; it does not "float." Any ship leaving the map has disengaged and cannot return.
(SL75.42) All drones are type-IF.
(SL75.43) No ship can turn, HET, accelerate, or decelerate. (Ships must maintain their maximum possible speed - as limited by the rules - after allowing for shields and life support.) Ships can sideslip. Shuttles, if any are launched, are under no restrictions.
(SL75.44) Any ship unable to leave the board under its own power (ignoring, if necessary, the requirement to operate shields or life support) is considered destroyed.
(SL75.45) No ship can self-destruct.

(SL75.5) VICTORY CONDITIONS: Use the Modified Victory Conditions. There are no points awarded for disengagement.

(SL75.6) VARIATIONS: Obviously, convoys and PFs of any race could be used.

(SL75.7) BALANCE: Change one of the cargo-PFs to a G-1, or change one of the small freighters to a large one.

(SL75.8) TACTICS

When you can't turn or change speed, there aren't many tactics to fall back on. The Federation player makes the biggest decision in his ship placement, as this will determine exactly how the two convoys will move through each other. Possibly he should work this out on his own time, before the game session begins. Placement of the expensive and vulnerable FX is crucial.

The Klingons should attack the FX and APT as they are worth more BPV but easier to destroy. Concentrated fire could destroy the engines of a freighter; any engineless ship should be considered destroyed. The Klingons must carefully time their first two phaser-II volleys to achieve the maximum destruction of Federation weapons.

Blowing up a ship (even one of your own) in the middle of his convoy can work wonders and may be the most effective weapon you have. Note that a zig-zig-sideslip pattern can effectively reduce your speed by 1/3.

(SL75.9) PLAYTESTER'S COMMENTS: This scenario is not going to be one that you play again and again. There are only so many ways to play it, and they both will last about two rounds. It was unpopular with the playtesters (one pleaded for it to be burned), but most considered it a unique challenge. This scenario does, however, have a place, for several reasons. First, it is a realistically possible naval engagement. Second, it makes you think about different tactics and unexpected situations. A truly great captain must be able to analyze and solve any tactical puzzle. Third, this is a short scenario that can be used to fill time insufficient for one of the larger ones. Fourth, it can be used to train inexperienced players with a relatively unencumbered tactical situation. There aren't many decisions to make while learning to operate the mechanics to the game. And finally, it is a riot to spring on two unsuspecting people who are unaware of the other player's forces (or any game master supplied variations).

(SL76.0) AIN'T NO FREE LUNCH

(Frank Crull, Houston)

During the fighting on the Kzinti border during Y181, the Alliance forces managed to lure a small Lyran squadron into an asteroid belt. The Lyran forces were cleverly divided, with each ship chasing a single Kzinti ship.

The entire point of the operation was to maneuver the Lyran Flagship, the Wildcat-class battlecruiser *Bloodshedder,* into a trap. The Lyrans were unaware that a small Federation Force was in the area.

(SL76.1) NUMBER OF PLAYERS: 2; the Lyran player and the Alliance player.

There is a three-player option, with the Alliance forces divided between a Kzinti and Federation player.

(SL76.2) INITIAL SET UP

Set up a standard asteroid field (P3.0).
Lyrans: One BC, with two PFs on mech links, in hex 2216, Facing B, Speed 6, WS-III.

One CW, with two PFs on mech links, in hex 2214, facing B, speed 6, WS-III.

Alliance (Federation): 12xF-15, deployed secretly (see below) anywhere not within 6 hexes of the Lyran ship.

Gorshkov carrier group: CVS, DE, 2xFFE, arrives on turn 2, from 42xx map edge, speed and facing at Federation player's option, WS-III.

Alliance (Kzinti): CM, 6xPF, arrive on turn 3 on any map edge

within 10 hexes of 0101, speed and facing at Kzinti player's option, WS-III.

Twelve transporter bombs, deployed anywhere not within 10 hexes of the Lyran ship.

(SL76.3) LENGTH OF SCENARIO: The scenario continues until all units belonging to one side have been captured or destroyed or have disengaged.

(SL76.4) SPECIAL RULES

(SL76.41) The map is fixed; it does not "float." Any ship leaving the map has disengaged and cannot return. The Lyran ships can only exit the map within 10 hexes of 0130.

(SL76.42) All drones are type-IF or type-ISHF.

(SL76.43) The Federation fighters must be deployed in asteroid hexes, but cannot be spotted by the Lyran until they move, fire, or are hit by an ESG sphere, or until a Lyran ship is in an adjacent hex. Do not put the counters on the map; record their locations by hex number.

(SL76.44) The Lyran ships are searching for a Kzinti CM that they believe is hidden within the asteroid field. Lyran ships cannot accelerate, fire, launch shuttles, release ESGs, or launch its PFs until an Alliance unit has exposed itself, arrived on the map, or fired.

(SL76.45) All fighters and PFs have boost packs.

(SL76.46) The Alliance player can voluntarily delay the arrival of his reinforcements by up to two turns.

(SL76.5) VICTORY CONDITIONS: Use the Modified Victory Conditions. The Alliance receives no points for Lyran ships that disengage.

(SL76.6) VARIATIONS: Replace the Lyran ships with a Romulan Superhawk and a SkyHawk-C (with 6 Gladiators). Replace the Kzinti ships with a Gorn HDD and 6 Pterodactyls.

(SL76.7) BALANCE: Adjust the number of PFs or fighters.

(SL76.8) TACTICS

ALLIANCE: Your primary weapons are drones, and your enemies are in the most drone-proof ships ever designed in the most drone-destructive terrain imaginable. This does not mean you are in a hopeless situation, just that your firepower advantage is not as great as it would seem. Use the mines to set up a blocking position and trap the Lyran against it with your ships. Contrary to your first impression, leave some of the F-15's hidden until the end, where their drones can cover the open gaps between asteroids.

LYRANS: The playtesters were sharply divided on Lyran tactics. One theory is to wait for the enemy to show up, then slowly fight your way back out of the trap. The other theory is to move swiftly toward either the Kzinti or Federation entry hexes, destroy that force (perhaps with a small detachment to delay the other group), and then escape with enough points to win. In either event, you must use the asteroid fields to reduce your vulnerability to drones.

(SL76.9) PLAYTESTER'S COMMENTS: More than just a fleet battle, this is an ambush of a powerful Lyran force that can defeat either of the two opposing forces.

(SL77.0) LAST DAY OF THE BOUNTY HUNTERS

(Don Jacques, Nebraska)

The Klingon 701st PF Flotilla, aka *"the Bounty Hunters,"* was the terror of the Kzinti border from Y179 through Y183, when the Kzintis finally managed to put an end to them in the battle presented in this scenario. The Klingons had grown overconfident and jumped a Kzinti convoy to discover that they had made a terrible mistake. Kollos survived the battle, but his squadron was destroyed and his next command was a PF flotilla of the *WYN Navy!*

(SL77.1) NUMBER OF PLAYERS: 2; the Klingon player and the Kzinti player.

(SL77.2) INITIAL SET UP
Kzinti Convoy consisting of two large and two small Q-ships is deployed, one ship per hex, in 2215, 2117, 2317, and 2219, heading A, speed 4, WS-III.
Klingon PF flotilla (6xG-1) is set up, one ship each in hexes 0623, 0624, 0525, 0526, 0426, 0427, heading B, speed max, WS-III.
Kzinti CVE Starburst arrives on turn 2, hex 3301, heading D, speed 10, WS-III, all HAAS fighters fully armed.
Kzinti 12th Needle flotilla arrives on turn 2, hexes 0501-0901 (one per hex), heading C, speed max, WS-III.

(SL77.3) LENGTH OF SCENARIO: The scenario continues until all units belonging to one player have been captured or destroyed or have disengaged.

(SL77.4) SPECIAL RULES
(SL77.41) Use a floating map.
(SL77.42) All drones are type-IF or type-ISHF. All fighters and PFs have packs.
(SL77.43) The Klingon PFs MUST proceed in direction B until they reach the 29xx hex row, at which time they can turn at will. They can sideslip or change speed, but they cannot drop their packs, while under this restriction.
(SL77.44) The Klingon PFs cannot disengage by acceleration or sub-light evasion on turns one or two, due to their tactical mode.
(SL77.45) Each Klingon PF has one G-rack with type-ISHF drones and one A-rack with type-IF drones.

(SL77.5) VICTORY CONDITIONS: The Kzinti player wins by destroying the Klingon PFs. As this is a special operation to eliminate the Bounty Hunters, any other result is meaningless. Victory is based on the number of G-1's destroyed:
    0 = Klingon impossible victory.
    1 = Klingon decisive victory.
    2 = Klingon substantive victory.
    3 = Klingon marginal victory.
    4 = Draw.
    5 = Kzinti marginal victory.
    6 = Kzinti total victory.

(SL77.6) VARIATIONS
(SL77.61) All Klingon crews are ace; Kollos Kumerian is a legendary ace.
(SL77.62) Lyrans could replace the Klingons; Hydrans could replace the Kzintis.

(SL77.7) BALANCE: Change the size of one Q-ship, or add an F-5 flotilla leader to the Klingons.

(SL77.8) TACTICS
KZINTIS: Launch fighters quickly; split fire to cripple all six PFs

on the first pass.
KLINGONS: Destroy the fighters before they can launch drones. Sideslip out of a direct confrontation. Try to knock out one or two of the Q-ships.

(SL77.9) PLAYTESTER'S COMMENTS: A real barn burner. The nine playtest reports on this scenario were strongly divided, with several reporting that the Kzintis were easily destroyed and others reporting the Klingons could not survive, but all reporting plenty of action!

(SL78.0) CUTTING THEM OFF AT THE PASS

(Ted Reitsma, Ontario)

After Blackfoot Pass became known to the Federation and Klingons, both began trying to use it themselves and block enemy use of it. Eventually, both sides built battle stations at their end of the pass, effectively sealing it forever, but until then there would always be someone trying to sneak through.

Less than a year after the Battle of Blackfoot Pass, the Federation had sent the GSC *Darwin* on an reconnaissance mission through the pass, and it was now trying to sneak back through. A frigate had been left guarding the entrance to the pass, but a Klingon cruiser appeared to block their way.

(SL78.1) NUMBER OF PLAYERS: 2; the Klingon player and the Federation player.

(SL78.2) INITIAL SET UP
Asteroids (forming a solid field) in hexes 1501-1513-2408-3413-4209 inclusive (i.e. north of that line).
Asteroids (forming a solid field) in hexes 1530-1519-2613-3618-4215 inclusive (i.e. south of that line).
Federation GSC (no fighters) in hex 0101, heading C, speed 12, WS-III.
Federation FFG inside the pass, heading F, speed 0, WS-III.
Klingon D7C *Dragonslayer* in hex 1030, heading A, speed max, WS-III, with two G-1 PFs (with packs) docked.

(SL78.3) LENGTH OF SCENARIO: The scenario continues until all units belonging to one player have been captured or destroyed or have disengaged.

(SL78.4) SPECIAL RULES
(SL78.41) The map is fixed; it does not "float." Any ship leaving the map has disengaged and cannot return. The Federation ships can only leave the map through the 42xx end of the "tunnel" (Blackfoot Pass); the Klingon ships can only leave the map from the map edges in areas A and D.
(SL78.42) All drones are type-IF.
(SL78.43) The rules relating to Blackfoot Pass (SL20.4) are in effect.
(SL78.44) Both Federation ships must leave the board by the end of turn 6, or they are considered destroyed.
(SL78.45) The Federation player must secretly record, in writing, the location of the frigate. This is not exposed until the frigate fires or until a Klingon ship has a direct line of sight free of asteroid hexes to the frigate.

(SL78.5) VICTORY CONDITIONS: Use the Modified Victory Conditions, but award the Federation Player a 25-point bonus if the Darwin leaves the board under warp power because of the information it is carrying. No points are awarded for forcing an enemy ship to disengage.

(SL78.6) VARIATIONS: Use a Klingon D6S and F5L and a Federation CC.

(SL78.7) BALANCE: Change the frigate to a destroyer or add a frigate to the Klingon side.

(SL78.8) TACTICS

KLINGON: Close on the GSC and try to cripple it as soon as possible. Switch to attacking the frigate only if you have given up any idea of destroying the Darwin.

FEDERATION: Run into the pass at top speed. Damn the asteroids; full speed ahead. A little shield damage won't matter. Use the frigate (which is suitably expendable) to bushwhack the Klingon in the pass. Make sure you hit the Klingon's front shields, to slow down his progress through asteroids.

(SL78.9) PLAYTESTER'S COMMENTS: This is a volatile scenario. Small mistakes add up quickly. Whoever wins usually wins big.

(D15.0) SIMPLIFIED GROUND COMBAT MODULE

In many cases, major battles were fought over small mining or agricultural colony planets. Such planets were long on important resources and short on population. Thus, a battalion of ground troops (360 men or 60-80 boarding parties) would usually suffice to capture them. This module is intended to provide a simplified system for resolving the capture of such a planet.

It is important to realize just what this module is and what it is not, and what it can be used for and what it cannot be used for. This is an abstract system designed to create a ground combat situation, including its own tactics and conditions, which can be combined with the ship-to-ship combat system to recreate the overall situation. To use an example, if an actual battle around a given planet consisted of ships fighting over a period of perhaps ten turns while trying to support and reinforce (or evacuate) ground troops that were also fighting over a similar period of time, this module will recreate it.

This system cannot be used to invade an inhabited planet, or one with any significant amount of ground-based military power. This system could not be used to conduct commando raids on 20th century Earth, for example, because even remote areas would be within range of high performance tactical aircraft.

One key point of this system is that ships cannot fire from orbit in support of the ground forces. This is for several reasons. In most cases, the troops of both sides will be too close to each other to allow such fire; in other cases defensive screens would prevent such fire from having any effect or prevent the pin-point accuracy needed. In most cases, the fire would destroy the very installations that the troops are trying to capture or defend. In the case of a planet where those installations could be destroyed from orbit without compromising the mission objectives, the attacking ships would simply do so and dispense with ground combat altogether. This system simulates combat on planets where that option is not available, a considerable number of which exist.

Considering the time require to rebuild destroyed facilities, allowing the enemy to capture them is preferable to their destruction since it can be assumed that they could be recaptured within a year or two. Only empires that are very definitely losing a major war would employ a "scorched planet" policy.

Note that any of the conditions and specifications of this module can be modified by the scenario. For example, the scenario might specify more combat locations or a different number of control stations.

It is the intention of Amarillo Design to eventually (perhaps in 1985?) combine this module with the (D16.0) Advanced Boarding Party module (to appear in an issue of Nexus later this year), together with counters and boarding party combat diagrams for ships, into a new product (probably a supplement) covering the entire subject in more detail. This material is being provided now,

and in this form, to make it available for your use and comments. Anything not covered in this module (e.g. boarding actions against a ship that has landed) will have to wait for that supplement. Your comments, requests, and suggestions are welcome, but please do not expect ADB to provide expansion material through the Q&A process.

(D15.1) LOCATIONS

Unless specified otherwise in the scenario, there are considered to be six "ground combat locations" (GCL's) on the planet, one facing each hex side. Each such GCL may begin the scenario with a specified number of units. These troops cannot be attacked from space; they can only be attacked or destroyed by landing ground units or shuttles and using the ground combat routines. All ground units or shuttles on a planet must be at a GCL or in the remote areas (D15.7) of a GCL.

This module can be used to capture asteroids, except that each asteroid would have only one (or rarely two) GCL. As stated in the introduction, this module could only be used if the GCL (perhaps a mining or ore processing facility) is something neither side can afford to destroy.

(D15.11) CONTROL STATIONS: Each GCL is assumed to have three control stations. These stations can never be destroyed; they can be captured. A player designated by the combat procedure to lose a certain number of casualty points may surrender control of a control station (assuming that he has control of one) to satisfy a requirement that he lose two casualty points. So long as the player controlling one or more control stations has other units available to use for losses, he need never surrender the control stations. Control stations have no offensive potential and are not used in determining the outcome of combat. A player must have at least one infantry unit present for each control station he controls.

EXAMPLE: The Gorn player has 10 boarding parties at GCL#2, and has control of all three control stations. During the turn, the Romulans land 15 boarding parties. Resolving ground combat, the Gorns are required to lose three casualty points. To resolve the situation, the Gorn player marks one of his 10 boarding parties as destroyed and surrenders control of one control station.

When using specific allocation to capture a control station, the station is equivalent to six casualty points rather than the normal four (two doubled).

In the case of originally unoccupied planets, the control stations still exist (they are symbolic of "key terrain") and will be captured by the first infantry units to arrive at each specific GCL. If two groups arrive simultaneously, control of the unoccupied stations goes to the player with the highest offensive potential after the first turn of ground combat is resolved.

(D15.12) DEFENSIVE SYSTEMS: Each GCL is considered to have six ground defensive systems (GDS's). This is an abstract feature representing various ground defenses; each system can be thought of as a small fort with something akin to a tank turret on it. At the start of the scenario, each GDS is controlled by the defending player. GDS's count as two offensive points for offensive purposes, and can be destroyed by two casualty points. GDS's can be destroyed (in this manner), but cannot be captured or repaired.

Each control station has control over two of the GDS's. If that control station is surrendered, the GDS's (assuming that they still exist) controlled by that station are also surrendered. In this case, the GDS's would not fulfill loss requirements. A control station cannot be captured by specific casualty allocation unless its GDS's have been destroyed. GDS's do not new crews; they are controlled by the control station.

In the case of a previously unoccupied planet, there are no GDS systems.

(D15.13) ATTACKER FIRE SUPPORT: Either player can send

shuttlecraft to support the ground combat operations. These can be admin, MRS, or ground assault shuttles (GAS). To provide such support, the shuttles must be in the atmosphere of that hex side; shuttles that have landed (to unload troops or whatever) can also provide fire support. The various types of shuttles each have an offensive potential rating and require a specified number of casualty points to destroy, as is shown on the summary in (D15.14). Fighters can also be used for ground support, but because of their nature are not suited to this role (D15.44). MSS are considered the same as Admin Shuttles for the purposes of this rule.

Shuttles involved in ground combat cannot be fired at by ships.

(D15.14) GROUND COMBAT UNIT SUMMARY

UNIT TYPE	POTENTIAL	POINTS TO DESTROY
Brd Party	1	1
Commando Team	1	1
Hvy Wpns Squad	2	1
Militia Squad	1	2
Civilians	0	2
Ground Vehicles	3	3
Cntrl Stn	0	2*
GDS	2	2
Admin Shtl	2	2
MRS Shuttle	4	2
GAS Shuttle	4	4
HTS Shuttle	0	4
Ftr Shuttle	1	4

* to capture; cannot be destroyed.

NOTE: The term "infantry unit" includes boarding parties, commandoes, heavy weapons squads, and militia squads.

(D15.2) OPERATIONS

The Ground Combat Module is integrated into the normal game Sequence of Play. During the various impulses of a turn, players may endeavor to transport boarding parties (or other ground units) to the surface of the planet, depositing them at one or another GCL for purposes of combat. Such combat is resolved in Phase 7 (Final Activity Phase) according to the following procedure:
1. Move units between the GCL and its associated remote areas.
2. Resolve ground combat; allocate casualties.
3. If there was no ground combat, conduct S&D missions.

(D15.3) COMBAT RESOLUTION PROCEDURE

Combat at a Ground Combat Location is resolved as follows:
1. Each player determines his total offensive potential, which is the sum of the offensive potential of all of his units at that GCL.

2. Each player rolls a single die, and cross indexes the result with his offensive potential on the chart below to reveal the number of casualty points scored on the other player's forces. Note that if a player has more than ten offensive points, he resolves his points in groups of 10, and a single group of less than 10. He must resolve 21 offensive points as 2x10 and 1x1; he could not resolve them as 3x7 or as (4x4 + 1x5). Roll a separate die for each group of troops.

GROUND COMBAT CASUALTY RESOLUTION TABLE

DIE ROLL	Offensive Potential									
	1	2	3	4	5	6	7	8	9	10
1	0	0	0	0	1	1	1	1	1	1
2	0	0	1	1	1	1	1	2	2	2
3	0	1	1	1	2	2	2	2	3	3
4	0	1	1	2	2	2	3	3	4	4
5	1	1	2	2	3	3	4	4	5	5
6	1	1	2	2	3	4	4	5	5	6

EXAMPLE: The Klingon player is assaulting a GCL with six boarding parties, two admin shuttles, and one GAS shuttle. His total offensive potential is thus (6 + 2x2 + 1x4 =) 14. He rolls a 6 when resolving the first ten points (6 casualties) and a 3 when resolving the other 4 (1 casualty). The Federation player is thus obligated to eliminate some of his units equal to 7 or more casualty points.

3. After the number of casualty points to be scored are determined, each player has the option of calling for "specific allocation." In this case, each player can insist on which units will be eliminated by the casualty points. (Otherwise, in step #4 below, each player can score the casualty points on his own units at his own option.) If a player chooses this option, the elimination of each unit (or capture of a control station) requires double (control stations require triple) the normal number of casualty points. A player is not obligated to use all (or any) of the casualty points he has scored in this manner.

In the above example, the Klingon player could have insisted on being given one of the control stations. This would normally satisfy the obligation of two of the casualty points, but because it was required under specific allocation it satisfies six. The Klingon player is not obligated to use specific allocation for the remaining point (or points). If either player calls for specific allocation, the other player has the option to also require it. In cases where both require it, each player must write down his requirements; these are then revealed simultaneously. Since neither player is required to use all of his casualty points for this purpose, there may be several rounds of this procedure. Also see (D15.42).

4. After any specific allocation, each player must eliminate units to satisfy the casualty points scored against him. A player is not obligated to eliminate a unit if 1-it is his smallest unit, AND 2-there are not enough casualty points to eliminate it.

OPTIONAL ALTERNATIVE: If the above conditions apply, score the designated number of casualty points against the unit (without destroying it), and keep a record of the number of such points scored against each unit. When the total number of such points equals the number of points required to destroy the unit, it is destroyed. This system cannot be used to "partially capture" a control station.

LINK WITH SFB: There is no easy way to directly convert casualty points in the Ground Combat Module with damage points in Star Fleet Battles. Players should use a pro-rata system for such conversions.

EXAMPLE: Five Klingon Boarding Parties are in combat with a single GAS shuttle. Since 5 boarding parties can score at most 3 casualty points, and since it takes 4 casualty points to eliminate the GAS shuttle, they could never destroy it. By recording the accumulated damage, the boarding parties might destroy the shuttle after two or three turns of trying.

COMBAT EXAMPLE: The Gorns hold GCL#3 with the original 10 boarding parties assigned by the scenario and have four

GDS's still in operation. In addition, they have transported down six boarding parties, and have sent three shuttlecraft (one Admin, one MRS, and one GAS) carrying five more boarding parties to the location. Thus, they have 21 boarding parties, plus 10 points of offensive potential from the shuttles and 8 from the GDS, for a total of 39.

The Romulans have landed 14 boarding parties by transporter, and have sent six GAS and two admin shuttles, with 14 more boarding parties. This gives them a total of 28 boarding parties and 56 offensive points.

The Gorns roll 4-3-4-1 for a total of 12 casualty points; the Romulans roll 2-1-6-3-3-4 for a total of $(2+1+6+3+3+2=)$ 17 casualty points. Neither side seeks specific allocation. The Gorn player chooses to lose the Admin and GAS shuttle (6 points), all four GDS systems, and three boarding parties. The Romulans chooses to lose both admin shuttles (4 pts), one GAS shuttle (4 pts) and four boarding parties to satisfy their casualties.

NOTE: This combat system can be used to replace (D7.4) for combat inside a starship, although there will (obviously) be only boarding parties to fight and control stations to capture. In such cases, modify (D7.4) as: All enemy boarding parties must be destroyed and all control stations captured.

(D15.4) COMBAT RESTRICTIONS AND PROHIBITIONS

(D15.41) A player cannot control any control stations without infantry units. (Shuttles and GDS's cannot control a control station.) If an enemy scores casualty points but has no infantry (taking into account losses from the current turn), he cannot take a control station by specific allocation. A player controlling a control station, facing an opponent without infantry units, may use the control stations to satisfy a requirement for casualties without losing control of the station.

EXAMPLE: The Klingon player has 4 boarding parties and 12 shuttlecraft. The Federation player has scored 8 casualty points, which he demands be used to eliminate the four boarding parties. The Klingon player, with 28 offensive points, scored 9 casualty points. The Federation player can satisfy six of these with the control stations, but does not lose control of them. This requirement simulates the historical fact that only infantry can perform such missions.

(D15.42) If one player uses specific casualty allocation to capture a control station, the other player may immediately use specific casualty allocation to take it back.

(D15.43) Shuttles that have landed on the planet for the purposes of ground combat (delivery of troops) cannot be fired at.

(D15.44) Up to four fighter shuttles can participate (although with limited effect) in combat as direct support. Each provides one point of offensive potential, and counts as four points for casualties. Fighters are not really designed for this type of mission and their ability to conduct it is nominal.

(D15.45) Legendary Captains, Majors, Engineers, and Weapons Officers can participate in combat as Legendary Ground Forces Officers (LGFOs). In some cases, LGFOs may be assigned as part of the scenario. (Players may wish to assume that there is a 50% chance of a LGFO with each group of 20 boarding parties and roll to determine if such an individual is present.) LGFOs have the following effects:

He can be added to any ground combat situation in addition to other units present.

If more than one LGFO is present (on one side, at a single GCL) only one is used in combat regardless of the number of offensive points involved.

They have no offensive potential but count as two casualties. They can be eliminated by specific casualty allocation, although this costs four points.

If with a group (of up to 10 offensive points) involved in ground combat, the LGFO can do one of two things:

Roll two dice for his side (for his group of up to 10 points) and take his choice of either of the results.

Force the enemy player to roll two dice for **one group of** up to 10 points, and then use the lower result.

(If there is a LGFO on each side, and both try to affect the same group's die roll, they cancel each other out and the normal one-die system is used.)

In a Search and Destroy operation, a LGFO will add one to the contact die roll when used in an S&D operation, or if defending, he can subtract one from the enemy's contact die roll. If the LGFO is with the troops in the remote area, and does not subtract one from the enemy's contact die roll, he can add two to his own "number of units in contact" die roll, and can participate in that combat himself.

A Legendary Doctor could conduct his normal "healing" within a GCL or remote area.

(D15.46) SPECIAL NOTE ON GORN SHIPS: The Gorns, with their notorious penchant for ground combat, carry some GAS shuttles as standard equipment on their ships, the exact number is shown on the chart below:

DN	= 4
CC, BC, CA, CL	= 3
HDD, DD, Troop pod	= 2
SC, Tug, BDD	= 1
MS, PFT, CV	= 0

(D15.47) SPECIAL CLARIFICATION: Some players seem to be under the impression that Gorn and Kzinti boarding parties count double in combat. This may be because of a comment in an earlier edition that their boarding parties have slightly fewer individuals, a factor compensated for by their larger physical size. In any event, these races do not count double in boarding party combat and never have.

(D15.5) TRANSPORTATION AND LOGISTICS

Either player can land ground units at any GCL, subject to the rules on transporters, shuttlecraft, or ships able to land. Ground units may not leave GCL's by other means; no surface transportation is available. (Ground vehicles cannot travel fast enough to reach another GCL within the time frame of a scenario.)

(D15.51) TRANSPORTERS: Transporters must have a direct line-of-sight to the GCL; they cannot be used through the planet itself. (They can be used through several thousand feet of rock, to an underground cavern for example, but not through several thousand miles.) A ship within the firing arc of a (hypothetical) base on that planet-hex-side is considered to have a transporter line-of-sight if an appropriate shield (on the ship) has been dropped.

(D15.52) SHUTTLES AND SHUTTLE CONVOYS: A number of shuttlecraft types, including the standard administrative (or utility) shuttle, can be used to transport ground units to the planet. These use the standard movement and troop loading/unloading rules for such shuttles. Shuttles carrying troops to or from a planet, or returning from such a mission, may be formed together with escorting fighters into a "convoy." This provides several advantages in combat. Convoys are formed, however, specifically for the purpose of protecting troop transport shuttles. Convoys must proceed from their point of origin (i.e. launch) to the planet and then return to their ship. Elements of a convoy may not fire on any enemy unit unless that unit is attacking them or is within three hexes. Two or more convoys in the same hex could be combined; friendly shuttles in a convoy hex could join it.

(D15.521) To be considered as a convoy, all shuttles/fighters must be in the same hex, facing the same direction, traveling at the same speed, and on the same side. Shuttles may join or leave a convoy at the start of any impulse, and not all shuttles in a given hex must be a member of that convoy. Any type of shuttle can be used as an escort, but only non-fighter shuttles can be escorted. The designation of which shuttles are escorts

and which are escorted is made by the owning player and can be changed at the start of any impulse. At least four shuttles are required and which are escorted is made by the owning player and can be changed at the start of any impulse. At least four shuttles are required to be considered a convoy; a group of three or fewer shuttles cannot be considered a convoy.

(D15.522) Seeking weapons fired at a unit in a convoy, upon entering the convoy's hex, select a target randomly. (Assign each shuttle a number and roll a die.) Chaff dropped by any member of a convoy will break the lock-on of a drone against any member of that same convoy.

(D15.523) Direct-fire weapons cannot be targeted on any member of a convoy if that convoy is in an atmosphere.

(D15.524) Direct-fire weapons cannot be targeted on any escorted member of a convoy unless all escorts have been eliminated.

(D15.525) Escorts can be eliminated by one of three means:

1-The owning player can change their designation or detach them from the convoy.

2-They can be destroyed by weapons fire. (Direct-fire weapons cannot be used if the convoy is in an atmosphere.)

3-They can be forced to participate in a dogfight, which separates them from the convoy.

(D15.526) Shuttles used to move troops from one GCL to an adjacent one (through the atmosphere) cannot be attacked by enemy units.

(D15.53) SHIPS: Certain ships can land on planets, and these ships are sometimes used for that purpose. (The Romulan "Commando Eagle" is a classic example of this type.) Ships used to carry troops to the planet's surface cannot participate in or be damaged by ground combat. Once landed, they cannot fire, but they can be fired at. They can load or unload any number of units during a turn (assuming that said units are available for this action). Note that PFs are considered to be ships for the purposes of this and many other rules, but are considered to be shuttles for the purposes of rule (D15.526).

(D15.54) TRANSFER BETWEEN GROUND COMBAT LOCATIONS

Units can be transfered between two ground combat locations by any of the means listed above.

(D15.541) Ground units can be transfered by transporter using the transporter rules.

(D15.542) Shuttles (and any ground units they are carrying) can move from one GCL to an adjacent GCL at the end of impulse 16 of the turn. This transfer cannot be intercepted by fighters or other means. Shuttles can also use the normal movement rules to move from one GCL (planet hex side) to another, but they would be subject to interception or fire from ships.

(D15.543) Ground units or shuttles could board a friendly ship landed in that GCL (e.g. a Romulan Commando Eagle) and be carried by it to another GCL. This process would use the normal movement rules.

(D15.55) COMBAT AND NON-COMBAT TRANSPORTATION RATES

Transporters, as well as most shuttlecraft, have the ability to transport a number of ground units into a "combat" situation and a greater number (usually double) into a "non-combat" situation. If troops are transported to a GCL at the non-combat rate, they could not be used for offensive potential or casualty resolution purposes on the turn of landing (unless attacked under the S&D rules). In effect, they land in remote areas and cannot be moved into the GCL itself until the next turn. Also note that transporting, by shuttle or transporter, units out of a combat situation is at the same rates as transporting them into such a situation.

(D15.6) INTERCEPTION OF SHUTTLES BY FIGHTERS

Shuttles can be used to intercept troop carrying shuttles,

or to escort them. Crippled shuttles cannot perform interceptions. Fighters must be in the same hex (or hex-side in the case of an atmosphere) as the convoy to intercept it.

(D15.61) Escorts can be challenged to dogfights by the rules on that subject. However, if the challenge takes place within an atmosphere, and if a dogfight ensues, that dogfight is immediately moved to an adjacent non-atmosphere hex directly away from the planet.

(D15.62) If there are no escorts present, and if the convoy is not in an atmosphere, the intercepting fighters may fire on the convoy shuttles, or may challenge them to dogfights subject to (D15.61).

(D15.63) If there are no escorts present, and if the convoy is in an atmosphere, each intercepting fighter that is in the same hex as the convoy may make one attempt (each turn) to intercept a shuttle. Roll one die; if the result is a "1" or "2", the fighter has intercepted an enemy shuttle. Select one from the convoy at random and treat the result as a dogfight (D15.61). If the die roll is a "6", and if there are at least three shuttles in the convoy armed with a phaser, the fighter is considered to be crippled (score enough damage to cripple it). A fighter used to conduct an unsuccessful interception (one that does not result in a dogfight) cannot move for the remainder of that turn.

(D15.7) REMOTE AREA COMBAT

Certain units may be declared, by their owners, to be in remote areas several dozen kilometers (or more) from the GCL. This is usually done in an attempt to avoid combat.

(D15.71) Units in a given GCL may be declared, by their owner, to be in "the remote areas" of that GCL. This declaration is made immediately prior to the resolution of boarding party (ground) combat. Units in remote areas are not involved in the combat resolved at that GCL. They cannot be used for offensive or casualty purposes. Units landed into "non-combat areas" are landed into remote areas. Ships cannot fire at units in remote areas because of the poorly defined targets.

(D15.72) Control stations and GDS's can never be in remote areas.

(D15.73) Units can move freely between a GCL and its remote areas. Troops of opposing sides that are in remote areas are presumed to be in different remote areas and cannot engage each other in combat.

(D15.74) If, at the time when boarding party (ground) combat is to be resolved, a given GCL is completely under the control of one player (there are no enemy units there), AND IF there are enemy units in a remote area of that GCL, that player can conduct a "search and destroy" (S&D) operation against those enemy units.

(D15.75) To conduct an S&D operation, the player in control of the GCL designates certain units to participate in it. He must leave enough infantry to garrison the control stations (one unit each). Only non-fighter shuttles and ground units may participate in S&D operations. The player conducting S&D operations may use any or all of his eligible units from that GCL. Units from other GCL's cannot be used. More than one S&D operation can be conducted, but each is resolved separately and a given boarding party or shuttle can only participate in one S&D operation per turn.

(D15.76) Resolve an S&D operation as follows:

First, determine if contact was made with the enemy forces in the remote areas. Roll a single die. Contact was made if the result is "5" or more. If the force conducting the S&D is entirely carried by shuttles (at combat loading rates, rather than non-combat loading rates) add two to the die roll. If the enemy in the remote area has one or more shuttles, add two to the die roll (they are easier to find). If no contact was made, the S&D operation was a failure and no battle ensues. Do not continue resolution with that mission.

Secondly, determine how many of the enemy ground units were contacted. Roll two dice. The resulting total (with adjustments noted herein) is the number of ground units in the remote area that have been contacted. (The owning player deter-

mines just which units are in contact.) This is adjusted as follows:

Obviously, it cannot exceed the number of ground units present.

The number may be voluntarily reduced, but not increased, by the player in the remote area, but never by more than 50%.

No ground unit can fight in two battles on the same turn.

Any shuttles present with the forces in the remote area can be added to the forces contacted. If more than one shuttle is present, at least one must be added. Shuttles (other than the first one) can carry additional defending troops to the battle.

Finally, combat is resolved between the forces assigned to the S&D operation and the forces contacted.

EXAMPLE: Kobol and his troops are not doing well (SL.58). The Kzintis control GCL #3 with a considerable force, enough to make any attack against it suicidal. Twenty Klingon boarding parties and four GAS shuttles are in the remote areas surrounding GCL #3. The Kzinti player designates two S&D forces. One is a ground element with twenty boarding parties. The other element consists of three GAS shuttles carrying six boarding parties.

The first element searches. Since Kobol's force has shuttles, 2 is added to the die roll of 3 to result in a 5, meaning that contact has been made. The Klingon player rolls two dice, and is shocked to find that the Kzintis have apparently cornered only three of his boarding parties (plus the obligatory shuttle). The Klingon player considers, and then dismisses, the idea of sending his other shuttles to the battle. The battle is resolved. Twenty Kzinti boarding parties roll a "2" and and "4" causing six casualties. The Klingon promptly eliminates his three boarding parties and then comments that he cannot eliminate the shuttle since it is 4 points and only three remain. The Klingon player had 7 offensive points, and a die roll of "4" scores three casualties.

The second Kzinti element searches. With the die roll adjustments, contact is automatic. The Klingon player rolls two dice and finds that nine of his 17 remaining boarding parties are in contact, along with one shuttle. He sends the other two shuttles (the other one has fought in ground combat once on this turn and cannot fight again), with four more boarding parties, to the scene. He thus as 13 boarding parties plus 3 GAS shuttles for a total of 25 offensive points. The Kzintis have only six boarding parties and three shuttles for a total of 18.

Combat is resolved then by the normal procedures, although the Klingons have a numerical advantage.

(D15.8) ADDITIONAL GROUND COMBAT UNITS

Players may wish to experiment with these additional ground combat units.

(D15.81) HEAVY WEAPONS SQUAD:
This is a regular boarding party equipped with heavier weapons. They can ONLY be used in ground combat, not in ship-to-ship combat. Normally, 10% of the boarding parties are equipped as HWS's. An HWS counts as two offensive points, but counts as a single regular boarding party for casualty and transport purposes. Heavy Weapons Squads function as normal boarding parties for ship boarding actions (they leave their mortars and rocket launchers behind).

(D15.82) GROUND VEHICLE:
Something like an armored car with a phaser turret and the ability to carry one boarding party (in addition to its crew). Has an offensive potential of 3 points and takes 3 casualty points to destroy. It can be transported (with its crew and one boarding party) by an HTS shuttle, or by three transporters (all from the same ship) working together.

If the entire S&D searching force is mounted in ground vehicles, add one to the die roll. If the hiding force has ground vehicles, but not shuttles, add one to the searching die roll and otherwise treat the ground vehicles with the same rules as shuttles (one included in combat, others can arrive) for that situation.

(D15.83) THE MILITIA:
Crew units and other personnel not normally assigned to combat duty can be pressed into service in an emergency. A ship needing extra troops to take over a ground installation could "draft" its surplus crewmen for this purpose. Each militia squad has one offensive point and absorbes two casualties, but is twice as large as a boarding party (and consequently takes twice the effort to transport). Militia squads can never be transported (by shuttle or transporter) into a combat situation. A number of crew units equal to a minimum of 50% (round fractions up) of the original crew must remain as crew units; others are eligible for transfer to militia. One crew unit becomes one militia squad (as opposed to two boarding parties). Militia squads are carried on a single shuttle at non-combat rates, but can leave a combat area in a shuttle at that rate.

(D15.84) COMMANDOES:
Specially trained boarding parties for use in hit-and-run raids. When using commandoes, a die roll of "1" destroys the target, a die roll of "2" or "3" destroys the target and the boarding party, a die roll of "4" destroys the boarding party but not the target, and a die roll of "5" or "6" indicates the return of the boarding party but not the destruction of the target. Commandoes are rare (one or two teams per ship), cost twice as much as regular boarding parties, and are no different in ground combat.

(D15.85) CIVILIANS:
In some scenarios, civilians may be designated as being at a particular location. These can include non-combattant crew personnel. Civilians have no offensive potential, cannot become militia, and cannot be give up as casualty points if ground units are available. They are, sadly, little more than targets for military attrocities.

(R1.94) GROUND ASSAULT SHUTTLES

These shuttles are used in support of ground combat operations. They are normally carried by troop transport ships, such as the Klingon Troop Transport Pod (for their tug) or the Romulan SparrowHawk-G (Exception: Gorns), but any ship assigned to carry out a ground raid might be issued such a shuttle.

Each GAS shuttle can carry two boarding parties into a combat situation or four into a non-combat situation.

Each GAS has a single phaser-III (360°053) for combat in space. In addition, it has ground support weapons to support ground operations; these cannot be used in space. GAS shuttles cannot be used for SP, minesweeping, or suicide missions. They can be used for WW or scientific missions.

Stats on GAS shuttles are:

Speed 6; destroyed by 8 damage points; BPV of 4; Available from Y70; Dogfight rating 0; reference 94.

(R1.95) HEAVY TRANSPORT SHUTTLE

These shuttles are also used in support of ground combat operations, and are ONLY carried by troop transport ships.

Each HTS shuttle can carry four boarding parties into a combat situation or eight into a non-combat situation. Alternatively, they can carry a ground vehicle and one boarding party.

HTS shuttles are completely unarmed. They cannot be voluntarily used to satisfy casualties; they can only be destroyed (in ground combat) by specific allocation. They cannot be used for WW, SP, MS, suicide, or scientific missions.

HTS shuttles are very large and occupy two shuttle bay positions; if one of those is destroyed the shuttle is destroyed.

Stats on the HTS shuttle are:

Speed 6; destroyed by 12 damage points; BPV of 6; available from Y90; dogfight rating 0; reference 95.

"COMMANDO" SHIPS

This classification of ship was used as a troop transport, but primarily for raiding type missions. (The standard troop transports were adequate for most operations.) While termed "commando" ships their troops were primarily regular boarding parties. All were, essentially, converted cruisers with additional transporters, shuttles, and accomodations for more troops. Note that in the conversions listed below the number of crew units must be increased to account for the additional boarding parties.

Additionally, many races used unmodified ships in this role from time to time for special missions. The Klingons, with their traditionally copious transporter capability, would simply load extra troops onto any available ship. The Kzintis often used carriers for troop duty, replacing the fighters with GAS shuttles.

All troop transport pods have a nominal (usually one-way) capability to land. Those with impulse engines can be dropped from their tugs and proceed to a normal powered landing. Those without impulse engines must be released in the atmosphere on the hex side where they are to land; they land four impulses later.

FEDERATION COMMANDO CARRIER

A modified Galatic Survey Cruiser was used as in limited numbers as a commando carrier. As this ship cannot land, its use in such an operation is limited. This ship is modified from a standard GSC as follows:

Carries 6 GAS, 1 MRS, and 1 Admin shuttle.
Carries a total of 30 boarding parties.
Four Lab boxes are converted to transporters.
The BPV is 145/120. Other stats are the same as a GSC/CVL.

FEDERATION COMMANDO CRUISER

Two old light cruisers were modified for use as commando cruisers. These ships could land on the planet without damage or crew casualties (a feature other old CL's did not have), but once they have landed they cannot take off again (without considerable work), hence their use is, for all practical purposes, a one-way operation if used for this purpose. The ship is modified from a standard CL as follows:

Replace the photon torpedoes with transporters.
Replace the lab boxes with shuttles.
Replace the two existing shuttles with labs.
Carries 4 GAS and 2 Admin shuttles.
Carries a total of 20 boarding parties.
BPV is 100/80; other stats are as per CL.

ROMULAN COMMANDO EAGLE

While a more elaborate description will be provided in a future product, a Commando Eagle is a Freight Eagle (without belly pack) with a total of 20 boarding parties on board. It can land and deliver its troops directly to the planet, a considerable advantage.

GORN COMMANDO TRANSPORT

The Gorns modified a small number of light cruisers to operate as commando ships. The ship is modified from a standard CL as follows:

Replace the plasma-G/S launchers with plasma-F launchers.
Add four additional transporters to the ship.
The ship carries a total of 30 boarding parties.
All six shuttles are of the GAS type.
The ship cannot land.
The BPV is 110; all other stats are the same as the CL.

FAST PATROL SHIPS AS LANDING CRAFT

Certain types of PFs can be used to ferry troops. These are otherwise identical to cargo PFs, but carry 10 boarding parties.

CAPTAIN'S LOG #3

This issue of Captain's Log includes the following exciting features:

THE FIRST ROUND, an exciting science fiction story by Stephen Kacarides, portrays the ultimate game of **STAR FLEET BATTLES.** ''The Masters,'' a race of super powerful beings at the core of the galaxy, can pluck entire starships from space and bring them to their deadly arena. This time, however, they have kidnapped Daniel ''Deth'' O'Kay, the legendary pirate, and his powerful starship, the *O.P.C. HAMMERFIELD.* A scenario portraying Deth O'Kay's first round in the arena is included and may be played by four players.

THE LIFE AND TIMES OF DETH O'KAY, a special group of scenarios, portrays the career of this legendary pirate and his famous ship.

GROUND COMBAT is portrayed in a stylized set of game rules provided in this issue of **CAPTAIN'S LOG.** Now you can conduct raids on surface installations, capture mining planets, ravage agricultural planets, rescue survey teams, etc. Several scenarios are provided to use this new rules module, including ''Kobol's Rock,'' ''Counterpunch,'' ''Operation Tribune,'' ''Raid on a Mining Planet,'' and ''A Duel of Midgets''.
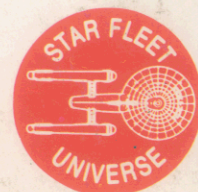
MAJOR FLEET BATTLES are presented in the scenarios ''Titan and the Unicorn'' (a Kzinti carrier group surprises an entire Romulan Fleet) and ''A Time to Live; A Time to Die'' (a Hydran fleet escapes the Klingons by hiding inside the atmosphere of a gas giant).

OVER TWENTY NEW SCENARIOS are presented in this issue, including: ''Witness for the Prosecution,'' ''Gunfight at the Tholian Web,'' ''Firefight,'' ''Radey to the Rescue,'' ''Escape from the Energy Monster,'' ''Convoy Duty,'' ''Black Hole Mania,'' and ''The Dictator's Diplomat''.

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. Many of these scenarios draw on material published in the three **STAR FLEET BATTLES** Expansions and Supplement #1; these products are recommended for maximum enjoyment of this material.

Edited by Stephen V. Cole
Developed by the Amarillo Design Bureau

STAR FLEET UNIVERSE

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